



HEROES

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OF SUPER-HEROES™

LEGION OF SUPER-HEROES

VOLUME I



Paul Levitz and Steve Crow

LEGION OF SUPER-HEROES

VOLUME 1

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Legion of Super-Heroes Sourcebook I

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INTRODUCTION

Young people from across the galaxy, each possessing at least one special power, banded together to form the Legion of Super-Heroes (LSH), the greatest legend of the 30th century.

From their headquarters on Earth, they travel to many parts of the universe in the name of justice.

Some members have died, others have come and gone, but it is the team itself that has become legend, far more than simply the sum of its incredible parts.

The Legion was formed when a spacecraft touched down at Metropolis Spaceport, carrying four very important people from the team's future: Rokk Krinn of Braal, Imra Ardeen of Saturn, Garth Ranzz of Winath, and R.J. Brande, one of the richest men in the United Federation of Planets (UP).

Hired killers were waiting for Brande, but the three youths saved his life—Imra by using her telepathy to detect the attempt, Rokk by using his magnetism power, and Garth by his lightning powers.

Brande was impressed and offered to fund the founding of the Legion. From there, it was on to the stars.

Today, the Legion has outgrown Brande's funding and draws mostly on the UPs' treasury as a quasi-governmental organization.

The headquarters has grown from a stylized rocketship clubhouse to a vast, self-contained complex.

The membership, and attendant cast of characters, has grown beyond the point of keeping track of them all.

And now, their next adventure can be at your command . . .

USING THIS BOOK

This book is intended as a specialized Who's Who of the 30th century. There is some information contained

herein that has never before been published. On the other hand, space limitations prevent us from including everyone, but we think we have presented an interesting cross-section of the heroes and villains of the 30th century, adaptable for use with the DC Heroes™ Role-Playing game.

The Gamemaster (GM) can use this book as a source for his own campaigns. It should be used as a springboard for adventuring in the 30th century. As such, a few basic things should be kept in mind.

When role-playing 30th century heroes, specifically the Legion, it is important to recall the type of role you are playing. The Legionnaires themselves are very different from all other heroes, by virtue of the society they live in and their ages. There are other young heroes (the Teen Titans), but the personal histories of those heroes are dominated by the troubled series of events that made them heroes in a world where the normal path is otherwise.

The Legionnaires live in a universe where having distinctive powers is not terribly unusual or prejudicial, and where most of them could have lived perfectly ordinary lives without effort if they so chose. Instead, they elected to become heroes. In role-playing terms, this means a disproportionate number of motivations of Upholding Good or the Thrill of Adventure, as opposed to groups where Responsibility of Power, Seeking Justice, or Unwanted Power are more prevalent.

This does not mean that the Legionnaires are entirely happy in the lives they lead, but perhaps more so than other young heroes; they recognize the voluntary nature of their commitment. When they clash with each other, as people inevitably do, it is less likely to lead to a fracturing of the group, but rather leads to the forming

of smaller groups or cliques within the Legion.

There are three types of adventures that GMs can run:

1. **Players as Legionnaires/Existing:**
The Players take the part of Legionnaires that appear(ed) in the Legion series, either recreating adventures that have already taken place, or by creating new ones. Unless the GM wishes to diverge widely from Legion history, care must be taken to maintain continuity by not killing major heroes or villains.
2. **Players as Legionnaires/New:**
The Players take the part of totally new recruits joining the Legion (such as the five members who were admitted to the most recent open call). This will allow the Players to stay together as a small group-within-a-group, but still interact with the other Legionnaires, have access to their equipment, etc. Again, care must be taken to stay within Legion history. Furthermore, as such adventures would take place in the Legion's near "future," (as the Players would obviously have not appeared in the Legion up to this time) the GM must have a keen eye toward foretelling the probable course of current Legion plotlines.
3. **Players as Other Heroes:**
This gives the GM the greatest degree of freedom, as the Players take the roles of a group of heroes other than the Legion. The Players might become members of established groups such as the Lallorians or the Wanderers, or might form their own 30th century group.

Please note that the order in which the Legionnaires are listed is the chronological order in which the Legionnaires joined the Legion.

encyclopedia galactica

HISTORY

Based on the limited information available in the published chronicles of the Legion, the inherent contradictions between varying chronicles and certain information available at this time only to their current chronicler, we have attempted to assemble a history of the Legion. Interpretations contained in this history are strictly those of the chronicler. For convenience, this history has been divided into the fourteen years we believe comprise the existence of the Legion in Earth-calendar years.

Year 1

The history of the Legion begins with the Brande incident and the commitment of the three founders to forming the team. Cosmic Boy, Saturn Girl, and Lightning Lad choose their heroic names, and under the sponsorship of R.J. Brande (with no governmental status), build a headquarters in Metropolis.

As the HQ nears completion, a computer system is installed and asked to choose a team leader, after the fashion in which Earth's President is at least partially selected. Cosmic Boy wins the analysis, based partially on his charisma and reliability. Cosmic Boy then presides over the drafting of the Legion Constitution by Brande's lawyer.

The founders solve the theft of the Quintile Crystal needed to activate Mrtropolis' first fusion powersphere and are rewarded with official status equivalent to the Science Police. This begins the long and often difficult relationship between the two organizations.

Similar small crimes and problems occupy the Legionnaires, and two new members are admitted before the HQ is completed: Triplicate Girl and Phantom Girl. Both are attracted by early reports of the Legion's founding. Earth and the United Planets (UP) are going through a peaceful time, so most Legion missions remain confined to "good deeds."

The Legion continues to grow as Chameleon Boy, Colossal Boy, and Invisible Kid are admitted. With eight members proving ample to deal with

the challenges facing the Legion, they vote to allow new members to join only at periodic "open calls."

The Legion's first major documented case occurs when they are summoned to Metropolis University's Time Institute, and battle a rogue Green Lantern named Vidar. Here the Legionnaires learn of the experiments in time travel being conducted by Circadia Senius and Brainiac 5.

Cosmic Boy suggests that the Legionnaires invite 20th century legends Superboy and Supergirl to visit and join the Legion. On the first passage of the Time Bubble, the Legionnaires attempt to recruit Supergirl, but a freak Red Kryptonite accident denies her membership on her first attempt. Both she and Brainiac 5 are admitted shortly thereafter. A third time trip brings Superboy into the fold, and a fourth (made by Lightning Lad solo) inadvertently reveals the existence of the Legion to Lex Luthor. The first year ends with eleven active Legionnaires.

Year 2

With the Legion Constitution still in a formative stage, no election process has been decided on, but Cosmic Boy requests a vote of confidence. Abstaining himself, he is re-elected for a second year as leader. The Legion is called upon by the Science Police (SP) and/or planetary governments for occasional missions, often with only one or two Legionnaires going on a specific task. Taking themselves more seriously as a result, the Legion sets up a training process for new members run by Brande's aid, Marla Latham.

UltraBoy becomes the first "trained" Legionnaire, and wins his membership on a journey to Superboy's time.

The membership continues to grow, with Star Boy inducted after demonstrating the (temporary) powers that make him (for the moment) the mightiest Legionnaire, followed by Shrinking Violet, Sun Boy, and Bouncing Boy.

On another journey the Legion of Super-Pets is founded as an auxiliary organization and secretly helps the Legionnaires to defeat an invasion of Earth in the 20th century.

As the year closes, Lex Luthor sends a robot to battle the Legionnaires, and is defeated when Mon-El temporarily leaves the Phantom Zone under the protection of a serum created by Saturn Girl. Although he must return to the Zone, Mon-El is awarded membership, followed rapidly by Matter-Eater Lad. The active membership stands at eighteen (although two members are time travelers, one is trapped in the Phantom Zone, and Star Boy is on medical leave recovering from injuries incurred when he lost his additional powers).

Year 3

Now an established institution, the Legion begins to acquire a reputation throughout the UP. Saturn Girl is elected leader after Cosmic Boy declines to seek a third term, and Lightning Lad becomes the Legion's first casualty, dying as Zaryan the Conqueror attacks Earth. This is the first time the Legion defends the 30th century against invasion.

While the publicity of Lightning Lad's heroic death sweeps the galaxy, Mon-El is freed from the Phantom Zone by Brainiac 5 to take the dead hero's place. Simultaneously, Ayla Ranzz journeys to Earth to take her dead twin's place, and after a brief impersonation of her brother, is admitted as Lightning Lass.

This wave of publicity attracts an unprecedented number of applicants for membership. Five rejected applicants form a secret Legion of Substitute-Heroes (Subs), hoping to help the regular Legion in moments of need. Element Lad comes, seeking protection from the space pirate-Roxas who has destroyed his world's entire population. He is originally admitted under the name Mystery Lad. One embittered Legion reject, Jungle King, forms a Legion of Super-Monsters (LSM) to battle the Legion.

The Legionnaires find themselves facing more deadly foes, including the mysterious Time Trapper, creator of an "Iron Curtain" of Time that prevents the Legionnaires from traveling into their own future. In part these greater battles stem from the publicity the team receives, in part from



their increased acceptance from law-enforcement officials on many worlds. For the first time, there are numerous missions important enough to occupy the whole Legion's effort.

Proty, Chameleon Boy's pet, sacrifices his life-force to revive Lightning Lad, and during the first brief membership of Dream Girl, Lightning Lass becomes Light Lass, enabling her to stay in the Legion.

The Legion of Substitute-Heroes is discovered, and its members are accepted as honorary Legion members and reservists, along with Jimmy Olsen (as Elastic Lad) and Bouncing Boy, who becomes the first Legionnaire to leave the team after losing his powers. An early peak of 21 members is reached during Dream Girl's membership, but the year closes with a total of 19.

Year 4

The headquarters takes fairly modern form after the installation of sophisticated mission-monitoring equipment, and the Legion is recognized as an important part of Earth's defenses. Saturn Girl is re-elected as Legion leader. This recognition is most notable as both Command Kid and Dynamo Boy make attempts to infiltrate the Legion and fail.

Now the Legionnaires have begun to put aside small crimes and problems entirely and are preoccupied with major battles. The Heroes of Lallor are deluded into believing the Legionnaires are evil and attack The Legion also faces Lex Luthor, a Bizarro version of the Legion, the adult LSV (traveling through time back to the Legion's youth from an alternate future-line), and in an unchronicled

battle vs. Mordru, when he first attacked Earth.

Lightning Lad's troubles continue as he loses an arm to Space Moby Dick and is then temporarily dominated by Dr. Lars Hanscom under the identity of Starfinger.

For the first time in Legion history, a year passes with no changes in the membership, although the Legionnaires meet Lone Wolf and eventually offer him membership.

Year 5

Brainiac 5 is elected Legion leader in recognition of his technological contributions to the Legion. The Legion is now a legend throughout the UP.

Tragedies continue, however, as Beast Boy of Lallor goes renegade and is killed, and applicant Kid Psycho is discovered to be slowly killing himself by using his powers. Topping it off, Brainiac 5 uses his leadership role to divert funds into a research experiment that creates Computo, a lethal computer, which kills one of TriPLICATE Girl's three selves.

The Legion Constitution faces its first great test as Star Boy is expelled for using his power to kill in an incident that could have been solved in another way.

The Legion has become the greatest defender of Earth. Twice alien races attempt to infiltrate the Legion in advance of invasion. In the first instance, three spies from Murra are allowed to infiltrate as Magnetic Kid, Blackout Boy, and Size Lad and are tricked into revealing their world's location.

The second infiltration becomes one of the Legion's greatest cases, as four

new members are simultaneously inducted: Nemesis Kid, Princes Projectra, Karate Kid, and Ferro Lad, only to face the first invasion by the Khunds. Nemesis Kid turns out to be evil and is able to damage Earth's ability to repel the invaders before being discovered. The Legionnaires are sorely tested. The year ends with 21 active members recovering from their tribulations.

Year 6

Invisible Kid is elected and presides over what is possibly the Legion's most frantic and dangerous year: Dr. Regulus strikes, followed by the reappearance of Vidar, now calling himself Universo, and then a battle with Evillo and his Devil's Dozen brings Dream Girl, Star Boy, and Bouncing Boy back into the Legion. They are also introduced to the White Witch.

Now frequently spread thin across the UP, only five Legionnaires are on Earth when word arrives of a Sun-Eater threatening to destroy Earth and the Milky Way. This leads the Legion to bring together the galaxy's five worst villains as reinforcements. They call themselves the Fatal Five. Even with their help, however, the Sun-Eater is only defeated at the sacrifice of Ferro Lad's life. It is believed that Ferro Lad's ghost may have returned to save the Legionnaires from the renegade controller, who was the Sun-Eater's master.

Having learned of the Legion's power during their previous battle, Universo now attempts to have the team outlawed as he covertly takes control of Earth by impersonating its president. The Legionnaires, even as outlaws, defeat Universo with the aid of his son, Rond Vidar, who is awarded honorary membership for his assistance.

Following major battles with the original Hunter and Dr. Mantis Morlo, the Legionnaires are summoned to Talok VIII to find out why the peaceful world has turned warlike. Guided by Talok VIII's heroine, Shadow Lass, they discover that the Fatal Five has conquered the world, and begin a galaxy-spanning battle that culminates in the destruction of the Legion HQ on Earth.

Shadow Lass joins the Legion, and the UP recognizes the team's contributions by taking over the principal funding of the Legion from Brande.

As the new HQ, which incorporates the newly founded Legion Academy,

is being built, the Dark Circle makes its first attempt to invade Earth, taking advantage of the destruction caused by the Fatal Five and the anarchy stirred up by Universo. Brainiac 5 repels the invasion, using a "Miracle Machine" given to the Legion by the Controllers as a reward for their defeat of the renegade.

The year ends with the UP recognizing that Earth stands because of the Legion's victories. Mordru breaks free and attempts to slay his jailers. A record of 24 active members receives the world's adulation.

Year 7

At the suggestion of the exhausted Invisible Kid, the Legion switches to half-year terms for its leaders and Ultra Boy is elected.

Tarik the Mute founds the LSV, and Lightning Lad finds his long-lost brother Mekt, (Lightning Lord), as one of its members. Legion Academy trainees Timber Wolf and Chemica King are instrumental in infiltrating and defeating the LSV and are awarded Legion membership.

With the Legion's reputation at its height, and virtually all of Earth's enemies defeated, the Legion gets a respite. The year passes with several encounters with criminals (including the Taurus Gang, controlled by crooked SP Chief Zoltau) and heroes of other worlds, such as the Wanderers.

As Karate Kid takes over Legion leadership for the second half of the year, a UP tax law requires the 26 member Legion to shrink to 25 or fewer members. Superboy elects to resign. The balance of the year is remarkably uneventful.

Year 8

This is possibly the least-chronicled or least-interesting year of Legion history, with Mon-El and Ultra Boy each serving as Legion leader for a half year.

Even those villains who acted against the Legionnaires or Earth did so in petty ways, and we know only the actions of Mordru and Lightning Lord.

At this time there are no changes in membership.

Year 9

Mon-El is elected Legion leader for a full year, reflecting a return to tra-

dition possibly inspired by the previous year's quiet. On the contrary, however, this again is a year of major events.

Bouncing Boy loses his powers (again) and weds Duo Damsel, with both leaving the Legion, followed rapidly by Supergirl as Superboy resumes active membership. Matter-Eater Lad quits when drafted into politics on his homeworld (Bismoll), and a hero originally named Erg-1 joins the Legion as Wildfire.

Tragedy strikes the Legion as Invisible Kid dies at the hands of Validus, but this is almost to be expected in a year in which virtually all of the Legion's major foes battle them: Dr. Regulus, Tyr, the Fatal Five, Starfinger, the Khunds, Black Mace, and Grimbore and Charma are the most notable on a long list.

The LSV now comes into its own right, with Sun Emperor acting as leader during Tarik's imprisonment and many new members recruited.

Pulsar Stargrave makes his first appearance and begins to plant contradictory indications as to his true nature. The Time Trapper, on the other hand, battles the Legionnaires but is secretly an imposter sent by the real Trapper.

The membership continues to evolve during this eventful year, as Karate Kid switches to part-time status and moves to the 20th century to prove himself to Princess Projectra's father, and Tyroc joins, making the active membership at year-end 24.

Year 10

Wildfire is elected Legion leader as the newer members begin to assert themselves. Wildfire immediately

brings in Dawnstar, who has been at the Legion Academy.

The Dark Circle attempts another attack on Earth by infiltrating the government, but Chemical Kings sacrifices his life to prevent their agent Deregon from starting World War VII.

The most momentous events of the year begin with the resignation and marriage of Saturn Girl and Lightning Lad. During their honeymoon, the so-called Earthwar begins: Earth is invaded by a coalition of the Khunds and the Dark Circle, under the secret control of Mordru. Unlike previous invasions of Earth, this one causes widespread devastation and is only repelled by a united effort of the Legionnaires, Subs and ex-Legionnaires. In the aftermath the prestige of the Legion is even greater than before, and the Constitution is revised to allow Lightning Lad and Saturn Girl to rejoin.

Other events of the year include attacks by Pulsar Stargrave, the Fatal Five, Grimbore, border incidents with the Khunds, and the accidental creation of the Infinite Man.

As the year ends, one of the 24 active members begins to go insane from the stress of the events.

Year 11

Seeking a return to tradition the Legionnaires elect Lightning Lad as Legion leader at the beginning of a troubled year. Omega, a monster ultimately shown to have been created by the now-insane Brainiac 5, attempts to destroy Earth and is repelled, but only when Matter-Eater Lad is summoned to eat the Miracle Machine Omega sought. Matter-Eater Lad becomes even madder than Brainiac 5 in the process.



The pace of major battles continues unabated, as many old enemies of the Legion strike again: Dr. Mantis Morlo, the Fatal Five, Mordru, Grimbor (now further embittered by Charma's death), the phony Time Trapper, Dr. Regulus, Computo, and the Khunds. They are joined by a number of other villains, facing the Legion for the first time: the League of Assassins under the guidance of Tharok's clone, the so-called Dark Man, the Psycho-Warrior, and Organus.

Psychological problems are an important part of the year's events, as Brainiac 5 is gradually cured of his insanity and cures Matter-Eater Lad in turn. Lightning Lad undergoes a mild breakdown from the burdens of leadership, with Element Lad taking over as acting leader. Chameleon Boy learns that Brande is his father and reacts aberrantly, nearly causing a war between the UP and the Khunds, and is imprisoned as a result.

The year also sees several membership changes: Blok shakes off the Dark Man's domination and joins; the new Invisible Kid gains the powers of the original and is invited to membership; and both Superboy and Tyroc resign. Karate Kid returns from the 20th century as Projectra becomes Queen of Orlando, both taking reserve status as the year ends.

Unknown to the Legion, Shrinking Violet is kidnapped and replaced by an imposter.

Year 12

The Servants of Darkness strike across the universe, gathering power for their master, who was accidentally awakened by Mon-El and Shadow Lass several months before. The Servants steal power from Mordru and the false Time Trapper, among others, and attack the White Witch, who joins the Legion. Dream Girl is elected Legion leader as it is revealed that the Servants' master is Darkseid, the mythic god of evil (perhaps because her precognitive abilities intuitively make her one of the few optimists on the team at the time).

Darkseid's plans are foiled, and he vanishes. Wildfire makes an exuberant and taunting remark that causes Darkseid to curse the Legion for hubris. Darkseid promises them darkness growing from within, and the purest of them will be the first to go.

The aftermath of the battle with Darkseid sees the White Witch award-

ed membership and Light Lass resigning, returning to a commune on Winath in search of a simpler life. Light Lass spurns Timber Wolf when he refuses to join her.

Chameleon Boy is released from Takron-Galtos for his part in battling the galaxy-wide attack of Daxamites under Darkseid's control and rejoins the Legion. Unfortunately, Chameleon Boy discovers he has lost his powers, and is forced to journey back to Durla to recover them. Brande makes the trip with Chameleon Boy (his son) and this causes a long-delayed reconciliation.

As the year continues, Yera is able to successfully continue her impersonation of Shrinking Violet and falls in love with and secretly marries Colossal Boy while in disguise. Element Lad discovers the Violet imposture, and the real Violet is found in a sens-tank on Imsk. Held captive by Imskian radicals, Violet is embittered and toughened. Yera turns out to have been an innocent dupe, and she and Colossal Boy decide to continue their marriage.

Marriage also finally unites Karate Kid and Queen Projectra, as the Kid becomes the Queen's consort on Orlando.

During the year the Khunds continue to be restive, and the Emerald Empress, the Dark Circle, and Lightning Lord battle the Legion.

Year 13

Element Lad takes over as Legion leader. The Legionnaires battle the mysterious beings known as Omen and the Prophet.

This year brings major changes to the Legion, which begin as a new headquarters is built by Brainiac 5 and the newly tamed Computo.

The year's events are dominated by the resurgence of the LSV, now led by Nemesis Kid. The LSV capture Orlando and attempt to transport it to a more hospitable dimension, one without any interfering heroes.

Captured by Lightning Lord during this adventure, Light Lass is subjected to psychic torturers, but her Lightning powers are inadvertently restored. These events convince her to rejoin the Legion, and she plays an important role in the defeat of the LSV.

The ultimate defeat of the LSV is at great cost to the Legion: Karate Kid is killed by Nemesis Kid, and in turn

Queen Projectra executes Nemesis Kid, claiming royal privilege. Projectra and the Leaders of Orlando then decide to complete the journey to another dimension, taking them away from the complications of life in the UP.

Saturn Girl and Lightning Lad have their first child, Graym. Unbeknownst to them, however, Graym is a twin (following in his father's genetic heritage). His twin brother is stolen from the womb by Darkseid and reshaped into Validus, in fulfillment of the curse. Saturn Girl and Lightning Lad unknowingly watched their child kill a Legionnaire before he was "born," as Darkseid sent Validus back years through time.

These events, as well as battles with the Dark Circle, the Persuader, the Khunds, and the destruction of an armory world belonging to the Controllers by five Legionnaires, round out the year. As Year 13 of the Legion's history ends, the three founders resign in favor of a less active, advisory role, leaving the team at 19 active members, the lowest count since the end of Saturn Girl's second term.

Year 14

Element Lad is re-elected, becoming the first Legion leader since Saturn Girl to serve two consecutive terms. The year begins with a massive open call for new Legionnaires, and five new members are inducted: Polar Boy (who announces the disbanding of the Subs), Tellus, Quislet, Magnetic Kid, and the enigmatic Sensor Girl. As a result of the CRISIS ON INFINITE EARTHS, Kid Psycho is totally wiped out of existence while conducting rescue operations, and the Infinite Man is accidentally taken out of the time loop he was condemned to at the end of his first appearance, only to have his choral energy channeled back to the beginning of time by the White Witch.

Tyr returns, leading the mobile homeworld of his race on a trail of destruction toward Earth, and one of the Controllers summons the five Legionnaires who had destroyed his armory world the previous year, preventing him from amassing a Sun-Eater powerful enough to destroy the planet-cum-gun platform. A new Fatal Five, led by the Emerald Empress, begins to form.

This is the current year of Legion history.

LEGION OF SUPER-HEROES



Blok



Element Lad



Bouncing Boy



Ferro Lad



Brainiac 5



Invisible Kid I



Chameleon Boy



Invisible Kid II



Chemical King



Karate Kid



Colossal Boy



Lightning Lad



Cosmic Boy



Lightning Lass



Dawnstar



Magnetic Kid



Dream Girl



Matter-Eater Lad



Duo Damsel





Mon-El



Phantom Girl



Polar Boy



Projectra



Quislet



Saturn Girl



Sensor Girl



Shadow Lass



Shrinking Violet



Star Boy



Sun Boy



Superboy



Supergirl



Tellus



Timber Wolf



Tyroc



Ultra Boy



White Witch



Wildfire

It goes without saying that the thirty-seven individuals who have been or are currently Legionnaires are the major focus of this book. In this, the main chapter of the Sourcebook, you will find the DC HEROES statistics and background for those individuals. These heroes have been the backbone of law enforcement in the 30th Century for the last 14 years, each possessing at least one unique extraordinary power deemed useful.

Of the thirty-seven listings herein, five of them are deceased, all but Supergirl have died in Legion battles. Five others, including the three charter members, are currently on reserve status, while three others (Superboy, Matter-Eater Lad and, Tyroc) have either permanently resigned, or are unreachable.

That leaves twenty-four active members as of the summer of 1986, this writing. There is no doubt that

other members will eventually emerge, and future releases from Mayfair may include them.

It should be noted that many of the regulations regarding Legion membership have fluctuated over the years, as far as qualifying powers is concerned. While there is a Constitutional clause forbidding duplication of powers, it should be noted that there are several exceptions to this. Both Mon-El and Superboy have roughly similar powers, but Superboy's Legion membership is essentially both honorary and permanent, therefore allowing another hero with similar powers to join. Both Ultra Boy and Blok possess great strength and near-indestructibility, but Blok absorbs and reflects energy, while Ultra Boy also has the unique powers of Penetra- and Flash-Vision. As long as a Legionnaire has at least *one* power unique from that of anyone else in the group, he is qualifiable. The only exception to this was when Lightning Lass and Lightning

Lad were members at the same time after the former's electrical powers were reactivated. This was only allowed with the understanding that Garth would be resigning very shortly after her sister's return.

Although several Legionnaires use equipment and all Legionnaires use flight rings, transuits, etc., the Legionnaire's qualifiable primary power can *never* be machine-supplemented or generated. Life support equipment such as that possessed by Tellus and Quislet is always allowed.

All Legionnaires are listed here in chronological order of their joining the Legion. Although Projectra only reappeared in the Legion as Sensor Girl recently, her "Sensor Girl" stats can be found under the Projectra listing. Characters were listed in this manner so that if read in a linear manner, you can get a picture of the Legion as it developed from its founding. An alphabetical listing can be found in the center pullout.

Emblems of the Legion of Super-Heroes

Cosmic Boy	Saturn Girl	Lightning Lad	Duo Damsel	Phantom Girl	Chameleon Boy	Colossal Boy	Invisible Kid I	Supergirl
Brainiac 5	Superboy	Ultra Boy	Star Boy	Shrinking Violet	Sun Boy	Bouncing Boy	Mon-el	Matter-Eater Lad
Element Lad	Lightning Lass	Dream Girl	Sensor Girl	Ferro Lad	Karate Kid	Shadow Lass	Chemical King	Timber Wolf
Wildfire	Dawnstar	Blok	Invisible Kid II	White Witch	Polar Boy	Magnetic Kid	Quislet	

COSMIC BOY <i>alias Rokk Krinn — Reserve</i>					
DEX:	6	STR:	4	BODY:	5
INT:	8	WILL:	6	MIND:	6
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE: 18 (23)		HERO POINTS: 80			

POWERS:

Flight: 8, Magnetic Control: 17

SKILLS:

Charisma: 4, Martial Artist: 5, Scholar (History-Earth & 20th century): 6, Vehicles: 5

VULNERABILITIES:

Loss Vulnerability: all Powers are reduced to 2 in the presence of 110 degrees+ temperatures

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Reserve Legionnaire

RACE: Human



Cosmic Boy was born on Earth when his parents were living there as migrant workers from Braal. As natives of Braal, Hu and Ewa Krinn possessed the power of Magnetic Control, a racial adaptation developed to battle the magnetic monsters indigenous to the planet. These powers were passed on to their sons Rokk and Pol. The family returned to Braal but Rokk decided to travel to Earth in search of work when he reached adulthood at age 14.

On route to Earth, the Brande incident occurred and Rokk chose to become one of the three charter members of the Legion, assuming the name Cosmic Boy. He was selected as the Legion's first leader via computer analysis and led the Legion through its first two years. During this time, Cosmic Boy's exceptional qualities of

leadership and charisma helped the Legion grow to eighteen members, establishing its unique style and size, and helping the Legion become integrally related with the government of the United Planets (UP).

Cosmic Boy is an Earth history buff, partially as a result of being born on the mother planet. It was this interest that led the Legionnaires to reach back in time and induct the two 20th century heroes who partially inspired the Legion's formation.

Besides being a history buff, Cosmic Boy is also a traditionalist. He's the chief of protocol of the Legion, presiding over elections and changes in the constitution, and is a generally conservative influence on the constantly changing Legion.

Kujui, a martial art of Braalian origin, is one of his hobbies along with magno-ball.

His notoriety as Legion leader attracted the notice of Lydda Jath (see Night Girl). After some time, Night Girl and Cosmic Boy had a lasting love affair.

Cosmic Boy's family was recently struck by a tragedy when a fireball incident consumed their neighborhood on Earth. Ewa (Cosmic Boy's mother) was killed and both Hu (his father) and Pol were badly injured. This tragedy led Pol to choose to use his magnetic powers and join the Legion as Magnetic Kid. This also helped Rokk to decide to leave active membership status for the first time since the Legion's founding.

Cosmic Boy is now a reserve member and special advisor to the Legion. He and Night Girl have been taking a protracted vacation, a portion of which will be spent on 20th century Earth.

SATURN GIRL

**SATURN GIRL** *alias Imra Ardeen Ranzz—Reserve*

DEX: 6	STR: 3	BODY: 4
INT: 14	WILL: 20	MIND: 19
INFL: 3	AURA: 3	SPIRIT: 4
INITIATIVE: 23 (29) HERO POINTS: 30		

POWERS:

Absorption Field: 6, Hypnotism: 17, Iron Will: 5, Mind Blast: 7, Mind Probe: 15, Telepathy: 20

SKILLS:

(*Linked) Martial Artist*: 6, Scientist*: 14, Vehicles*: 6

LIMITATIONS:

Miscellaneous Power Limitation: Hypnotism, Mind Blast and Mind Probe only have a maximum range of 4 APs.

Miscellaneous Power Limitation: If Mind Blast is used, must make an Action Check with BODY as Acting Value and levels of Mind Blast used as Opposing Value. A failure means unconsciousness until a Recovery Check is made.

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Reserve Legionnaire

RACE: Human

Saturn Girl was born Imra Ardeen on Titan, a community whose members possessed great mental powers of various manifestations because of the influence of Saturn's rings and background radiation. Her powers, in the form of mind-reading and mental communication, were of an extraordinary level even for Titan standards, and she developed her skills extensively at the Academy there. Recruited by the Science Police (SP), she traveled to Earth to complete the formalities of joining the force.

On route to Earth, the Brande incident occurred, and Imra decided to become one of the three charter members of the Legion of Super-Heroes under the name of Saturn Girl. During Cosmic Boy's term as Legion leader she served as a loyal but quiet member, basically remaining in the background. When Cosmic Boy decided to give up his leadership (at the end of two years), the first Legion election was held.

Coincidentally, this first election was held just as Saturn Girl received warning that the Legionnaires were doomed to die repelling an invasion of Earth by Zaryan the Conqueror. She withheld this knowledge from the others and used her mental powers to win the election. As leader, she used the Constitution and trickery to ensure that she was the only Legionnaire to face Zaryan. However, Mon-El, still imprisoned in the Phantom Zone, warned Lightning Lad, and Garth and he sacrificed his life to save Saturn Girl.

Saturn Girl then won an open election and led the Legion during two successive demanding terms, during which time the Legion became a galactic legend. She began her term attempting to sacrifice her life to revive Lightning Lad, only to have Protty I take her place and perform the ultimate sacrifice instead. It was also during this time that she surrendered her heart to Lightning Lad, who had fallen for her on the day they met. This began a love affair that has cul-

minated in marriage and children.

Saturn Girl left active membership for a brief time after her marriage when the Constitution prohibited married members, and again recently after childbirth. She and Lightning have one son named Graym, but Graym's twin was stolen at birth by Darkseid. The stolen child was transformed into the being known as Validus, and transported back through time by Darkseid so Validus actually fought the Legion before his birth.

Saturn Girl is thought of as the "Ice Queen" by several of the Legionnaires, but her somewhat imposing exterior is mostly the result of the fact that she has to keep up constant mental barriers to keep others' thoughts from intruding. Long ago she swore never to use her powers to probe into the thoughts of her comrades no matter how extreme the circumstance is.

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LIGHTNING LAD

LIGHTNING LAD alias Garth Kanzz—Reserve

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	5	MIND:	6
INFL:	3	AURA:	3	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	50		

POWERS:

Energy Absorption: 12, Lightning: 20

SKILLS:

Gadgetry: 3, Medicine: 4, Science: 4

LIMITATIONS:

Energy Absorption only works against electrical attacks

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Reserve Legionnaire

RACE: Human



Garth, his twin sister Ayla, and his elder brother, Mekt, were taking a space-craft back from a party on another world when the craft lost all power and crashed on the stormy world of Korbal. The three attempted to get the native "lightning monsters" to recharge the craft's batteries. The discharge from the creatures struck the youths instead of the craft, imbuing the three with their own lightning powers. They used their new power to recharge the ship and returned to their home planet of Winath. Shortly thereafter, Mekt vanished into the underworld of the galaxy and Garth decided to go to Earth to trace Mekt.

On route, the Brande incident occurred, and Garth chose to become one of the three charter members of the Legion with the name of Light-

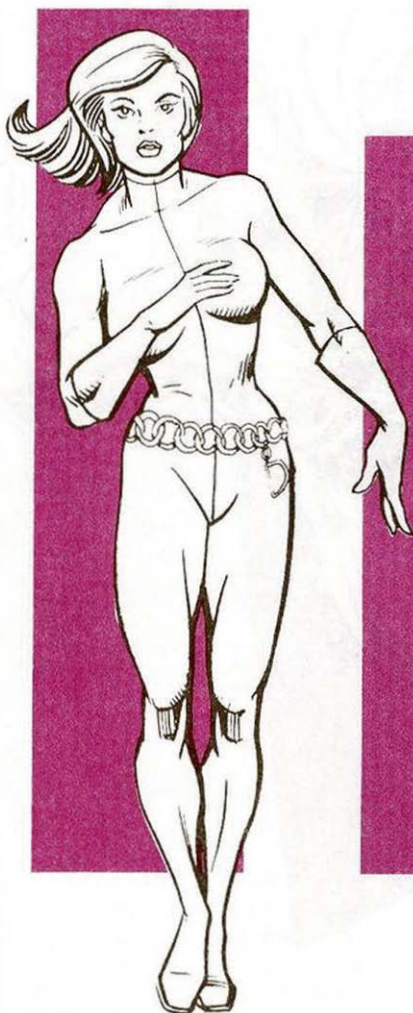
ning Lad. In large part he had two motivations: it seemed like a good way to search for Mekt, and it kept him close to Saturn Girl, with whom he had fallen in love.

Lightning Lad's career was ill-starred from the beginning. Two years after forming the Legion he died in action, when he allowed himself to be struck by a freeze ray fired by Zaryan the Conqueror that had been intended for Saturn Girl. He was revived some months later by the sacrifice of the life force of Protty I. Protty had prevented Saturn Girl from sacrificing her life for Lightning Lad's in restitution, and upon his revival the two became lovers. Shortly thereafter, Lightning Lad lost his right arm to the Super Moby Dick of Space, only to have the arm regenerated some months later by Evillo's servants.

Garth then discovered that his elder brother Mekt was using his powers under the name of Lightning Lord and was active in founding the LSV. It is theorized that an effect of their mutual powers contributed to Lightning Lord's insanity and a breakdown that Lightning Lad suffered when elected to serve as the Legion's eleventh leader.

Ironically, Lightning Lad's greatest tragedy is one he knows nothing about (as of yet). Shortly after his and Saturn Girl's return to the Legion (following an absence required by the then-current version of the Legion Constitution forbidding married members, subsequently amended), Imra gave birth (see Saturn Girl's description).

Garth resigned active membership for reserve status after the birth of Graym.



DUO DAMSEL *Lahast Luornu Durgu Taine—Borne*

DEX:	5	STR:	4	BODY:	4
INT:	5	WILL:	4	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	4
INITIATIVE: 13 (17) HERO POINTS: 30					

POWERS:

(As Triplicate Girl) Split: 3
(As Duo Damsel) Split: 2

SKILLS:

Martial Artist: 3, Vehicles: 4

MOTIVATION: Thrill of Adventure

WEALTH: Affluent

JOB: Legion Instructor

RACE: Humanoid

Triplicate Girl was born Luornu Durgu on Cargg, a world whose triple sun allowed its inhabitants to evolve the power of splitting into three identical bodies. Hearing of the foundation of the Legion of Super-Heroes, Luornu realized that the Legion could be her opportunity to escape the anonymity of Cargg and become famous using her powers on a world where they'd be distinctive. Borrowing money from her parents, she traveled to Earth and then demonstrated her power by separately convincing each of the three charter members that she had a "mystery" power that could benefit the team. On arrival at their new headquarters, they discovered all three heroines were really the same

young woman.

Taking the name Triplicate Girl, Luornu served honorably as a Legionnaire, battling against such foes as Mordru and serving as an occasional member of the Espionage Squad. She faced her most tragic moment when the renegade computer, Computo, murdered one of her three bodies. The psychic and physical trauma caused by the loss was indescribable to a non-Carggian, but Luornu's other two selves survived the shock and she retained Legion membership as Duo Damsel.

After a long crush on Superboy became obviously futile, she became involved with Chuck Taine during one of the periods in which he had lost his Bouncing Boy powers. When she apparently lost her powers at

the same time as the third fading of Chuck's powers, he proposed to her.

At the wedding, Luornu was kidnapped by Starfinger, where the loss of her power was revealed as a ruse set up by the master villain so that he could obtain the power of duplication for himself. His plan was foiled and her power restored, but she was still forced to retire from the Legion because of the Constitutional ban against married Legionnaires.

The couple came back into action to combat the Khund invasion of Earth, then later retired for a brief time to a colony, then returning briefly to active duty and finally going back to Reserve status. Both now serve as teachers at the Legion Academy.

PHANTOM GIRL

PHANTOM GIRL *alias Tinya Wazzo*

DEX: 7	STR: 3	BODY: 4
INT: 6	WILL: 5	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 4
INITIATIVE: 17 (20) HERO POINTS: 65		

POWERS:

Dispersal: 35

SKILLS:

Martial Artist: 3, Vehicles: 4

MOTIVATION: Upholding the Good**WEALTH:** Affluent**JOB:** Legionnaire**RACE:** Humanoid

Phantom Girl was born on Bgtzl, an otherdimensional world separated from Earth's universe by a vibratory barrier. Although some chronicles have identified Bgtzl as occupying a space parallel to Earth's in another dimension, it is not an alternate universe and was not destroyed in CRISIS ON INFINITE EARTHS.

Like all inhabitants of her native world, Tinya Wazzo had the power to transform herself into an immaterial, but visible, phantom. She was attracted by the spreading fame of the new Legion of Super-Heroes so dropped out of the highly restrictive girls' school and stowed away on a cargo vessel bound for Earth. Earth and Bgtzl had developed a regular trade, which was handled entirely by crafts taken across the gap between universes by Bgtzl natives. As a stowaway, she had to

make shift on her own power, timed along with the ship so as not to become stranded in space.

Using her powers to become a phantom to enter the new Legion headquarters undetected and unopposed, she demonstrated her worthiness to become a member of the Legion. Taking the name Phantom Girl, she began the longest consecutive membership in Legion history. Her first task as a member was to make the headquarters secure against other intruders from Bgtzl.

When Ultra Boy made himself appear to be a criminal in order to track down a group of space raiders, Phantom Girl was the only Legionnaire to continue to believe in his innocence. This act of faith was the beginning of a romance between the two that still continues.

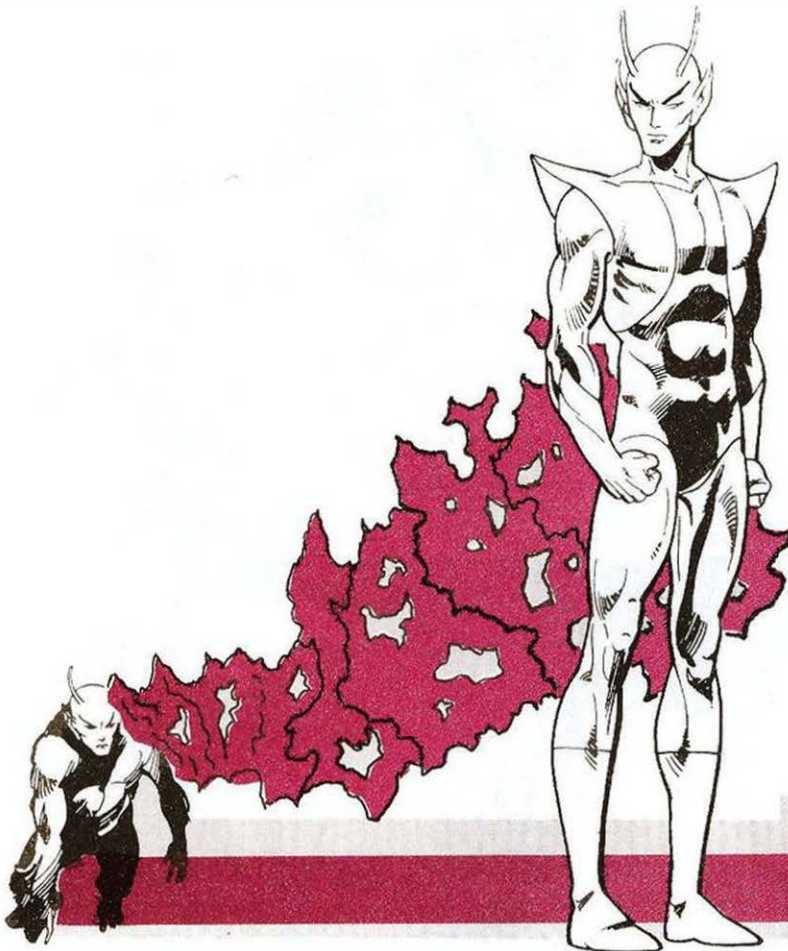
Tinya is a member of the Legion Espionage Squad, and her power is specific enough that she can mate-

rialize only one portion of her body, such as a fist, while keeping the rest of her body in a phantom state. She has a limited ability to make objects in contact with her become phantomlike as well, such as clothing, transuits and tools (if she can carry it without pushing or using HPs, she can Disperse with it). As a phantom, she can enter the Phantom Zone with no mechanical assistance, much as a human can enter water even though he has evolved to breathe air.

Phantom Girl's brother, Gimya, promised to take care of her on their father's death bed several years after she joined the Legion. Since then, Gimya has discovered that it's easier said than done. He continues to live on Bgtzl, as does Phantom Girl's mother, but visits Earth occasionally. Gimya does not have a very high opinion of what he considers Tinya's reckless endangerment of her life.

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CHAMELEON BOY



CHAMELEON BOY *alias Reep Daggle*

DEX:	7	STR:	4	BODY:	6
INT:	9	WILL:	7	MIND:	6
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	20 (24)	HERO POINTS:	60		

POWERS:

Dispersal: 4, Omni-Arm: 13, Shape Change: 10

SKILLS:

Artist/Actor: 5, Detective: 10, Martial Artist: 4, Spy: 10

LIMITATIONS:

Loses all powers when exposed to Cancelite.

VULNERABILITIES:

"Hard" radiation (20 AP+), Rare Miscellaneous Loss—Permanent. Range: 1. Affects all powers.

MOTIVATION: Upholding the Good

WEALTH: Multimillionaire

JOB: Legionnaire

RACE: Strange Humanoid

Chameleon Boy was born on Durla, a quarantined planet inhabited by a race of aliens with vast shape-changing abilities. It is believed that the Durlans acquired this ability in the so-called "Six-Minute War," a nuclear Armageddon that took place around the time of the Greek civilization's cultural high point on Earth. Durla has been quarantined since initial contact with the UP, because the tribes now inhabiting Durla reject outsiders' assistance in restoring their world and have a generally hostile attitude toward all other races.

A number of members of Chameleon Boy's tribe differed with this point of view, however, and served as contacts with the initial UP explorers. Among the native tribesmen was Chameleon Boy's biological father, a Durlan who chose to leave his world, took the name Rene Jacques Brande

and changed to a human form as his guise.

Chameleon Boy knew nothing of his father's life beyond Durla, but decided to follow him off-world. He found no trace of his father, but discovered that prejudice against the few other Durlans who had emigrated was enormous. He took the name of Reep Daggle (his true name being unpronounceable to humans) and moved in with two of the tribal elders, who took him in as an adopted son.

Reep wanted to change the galactic prejudice against his people through good works, and upon hearing of the Legion decided it would be an excellent and very visible place to do so. He was inducted at the same time as Colossal Boy, who became his close friend and dubbed him Chameleon Boy after the color-changing Earth lizard.

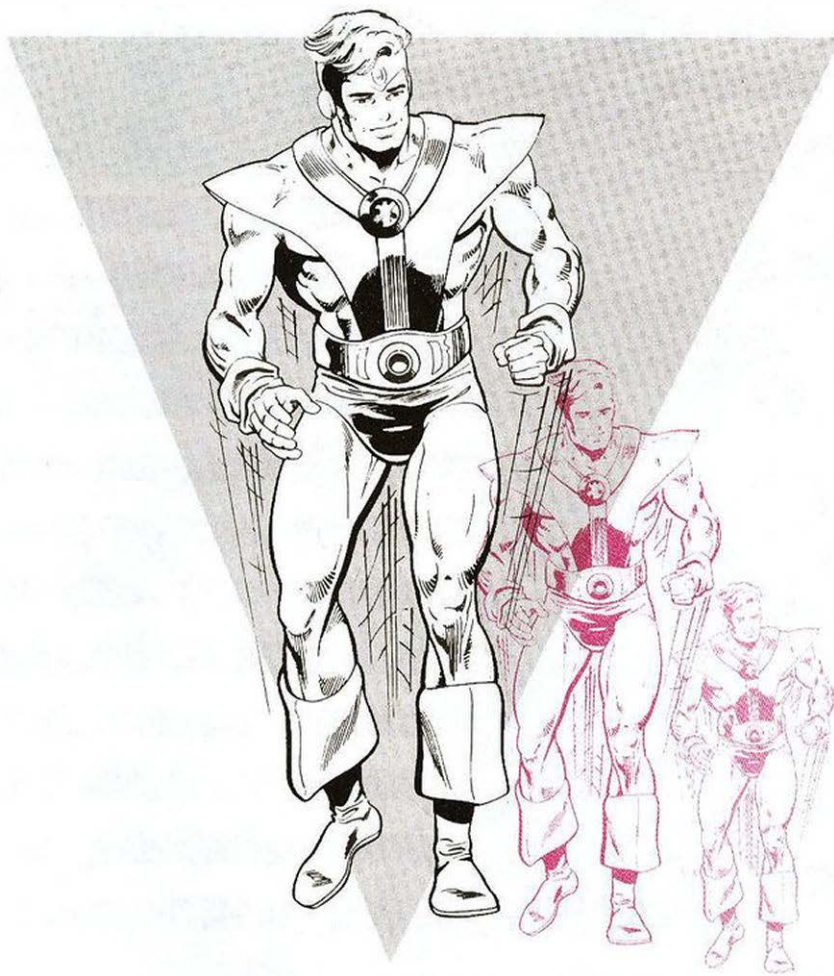
Unknown to Reep, it was his own

father, now frozen into his Brande identity, who had helped found and fund the Legion. The two were only reunited years later when a medical emergency arising from the fever that had trapped Brande revealed their hereditary connection. Their personal relationship was tenuous thereafter, only growing somewhat closer in a period during which Reep lost his powers. Reep and Brande journeyed back to Durla to restore Chameleon Boy's powers in a pre-Armageddon technological device.

Chameleon Boy serves as the permanent head of the Legion Espionage Squad in recognition of both his powers and of his detective skills, which are among the best on the team. He is normally a fairly easy, outgoing person, but when he is investigating a vital case he is deadly serious.

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COLOSSAL BOY



COLOSSAL BOY <i>alias Gim Allen</i>					
DEX:	8	STR:(6)30	BODY:	20	
INT:	6	WILL:	7	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	19	HERO POINTS:	70		

POWERS:

Growth: 15

SKILLS:

Detective/Law and Police Procedures: 6, Vehicles: 8

LIMITATIONS:

STR can never be higher than 2x the APs of Growth but can never be lower than 6

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

Gim was on vacation from the Science Police Training Academy, hiking on Mars, and was the only one present to witness the crash of a strange glowing meteor. The meteor's radiation altered his genetic structure, giving him the power to grow to a variety of giant sizes at will. At his normal height he found he was stronger than a normal human, while at twenty-five or thirty feet tall he had the ability to lift tons.

Gim's family had a long tradition of police and military service, dating to a 20th century ancestor who was an Israeli war hero. Gim's parents convinced him that his new powers should not cause him to leave law enforcement, but join the Legion of Super-Heroes instead. His mother, Marte, was then a professor at Metropolis University, but later served as the

computer-elected President of Earth, and his father, Wynn, is a retired officer of the UP fleet.

Gim bade farewell to the Science Police Academy and to a trainee he'd been dating named GiGi Cusimano. He applied for Legion membership. He was accepted as the first Earth native on the team, taking the name Colossal Boy.

Colossal Boy has served steadily with the Legion since his induction, his only lapse being when he was forced to join the Legion of Super-Villains when his parents were turned to glass by Tarik the Mute. The Legion eventually investigated the situation and was able to recover and restore Gim's parents.

For several years Colossal Boy had a crush on fellow Legionnaire Shrinking Violet, although the attraction was not reciprocated, and he con-

tinued to be involved with other women. When a Durlan actress named Yera was convinced to infiltrate the Legion as Violet, she responded to one of Gim's periodic passes and the two were ultimately married. When it was revealed who "Violet" actually was and that Yera had been the dupe of a radical group on the planet Imsk, the marriage was eligible for annulment, but the two chose to make a go of it. The two are now happily married, making the only Legionnaire/non-Legionnaire marriage. It is not fully known whether a Durlan and a human can interbreed.

Colossal Boy's training with the Science Police makes him one of the few Legionnaires knowledgeable about weapons. He is also a skilled pilot and physical combatant.

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INVISIBLE KID I



INVISIBLE KID *alias Lyle Norg—Deceased*

DEX:	5	STR:	4	BODY:	5
INT:	10	WILL:	6	MIND:	6
INFL:	4	AURA:	3	SPIRIT:	5
INITIATIVE:	19 (24)	HERO POINTS:	55		

POWERS:

Invisibility: 15

SKILLS:

Martial Artist: 5, Scholar/Academic Study (Chemistry): 14, Scientist: 12, Vehicles: 4

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

Lyle Norg was one of the most noted boy geniuses of Earth. He was a graduate of Metropolis University at age eight with honors in biochemistry. His particular expertise was the development of chemical solutions to the genetic adaptations that had occurred in Earth emigre groups on other planets and now were no longer advantageous mutations. While exploring ways of eliminating these mutations from racial stocks, Lyle discovered a serum that could cause specific mutation—an adaptation of the ancient chemical mutagens used to stimulate adaptation on hostile worlds settled by Earth natives.

Selecting the power of invisibility was achievable through this serum. He tested it on himself and discovered that it was a complete success. Feeling that this new-found power was

not something he could leave unused as an interesting experiment, he applied for membership in the Legion.

Dividing his time between his research and his membership in the Legion as Invisible Kid gave him a full life professionally but a rather attenuated one socially. This was accentuated when he served as the Legion's fourth leader, presiding over the establishment of the Legion Academy during his term. Quietly competent, he tended to push himself because he feared that he wasn't as powerful as the other members. Although on good terms with all of the Legionnaires, he was a close friend of Chemical King, as the two had met when the catalytic mutant had come to Earth to receive treatments and Norg had been called in because of his expertise in biochemistry. It was Lyle who had arranged for Chemical King to become one of the first Academy entrants.

Invisible Kid encountered a phantom from another world named Myla and fell in love. A short time later he was crushed to death by Validus in a battle with the Fatal Five. After his death it was revealed that Myla was in fact the ghost of a dead girl, and it was theorized that Invisible Kid's spirit had traveled to the world her spirit inhabited. Several years later it was not Lyle who emerged from an extradimensional rift but a "dream demon" that later tried to lure Wildfire and the second Invisible Kid into its native realm so that it could feed on their minds.

Two other individuals have taken Lyle Norg's serum over the years, although the results were mixed, as Lyle had to adapt the serum specifically to his own DNA structure. The first was a thief whose name was never revealed, and the second was Jacques Foccart, the second Invisible Kid.

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SUPERGIRL

SUPERGIRL *alias Kara Zor-el—Deceased*

DEX: 26	STR: 48	BODY: 36
INT: 13	WILL: 19	MIND: 13
INFL: 10	AURA: 8	SPIRIT: 4
INITIATIVE: 49 HERO POINTS: 150		

POWERS:

Directional Hearing: 10, Extended Hearing: 10, Flight: 45, Heat Vision: 28, Invulnerability: 45, Microscopic Vision: 15, Recall: 28, Sealed Systems: 20, Solar Sustenance: 50, Super Breath: 20, Super Hearing: 10, Super Speed: 24, Super Ventriloquism: 15, Systemic Antidote: 15, Telescopic Vision: 15, Thermal Vision: 15, X-Ray Vision: 20

SKILLS:

Artist/Actor: 7, Charisma/Persuasion: 18, Detective: 7, Scholar: 10 (All human languages, Literature, Psychology, History, Scientist: 10)

EQUIPMENT:

Super Uniform (DEX: 0, STR: 0, BODY: 20, Uses: 4, Duration: 26), Skin Armor: 10

LIMITATIONS:

Loses all powers under red sun radiation.

VULNERABILITIES:

(All of Supergirl's loss Vulnerabilities affect her Attributes, Powers, and Skills.)

Green Kryptonite: Rare Fatal and Loss Vulnerabilities, Range: 3 APs

Gold Kryptonite: Rare Miscellaneous Loss—permanent; Range: 3APs

Red Kryptonite: Rare Miscellaneous—bizarre changes; Range: 3 APs

Magic: Miscellaneous—all Abilities against magic (Mystical Powers or objects) are at 4 APs

Miscellaneous Loss—Gravity Attacks subtract their RAPs from all of Supergirl's Abilities, but her Abilities cannot be reduced below zero.

CONNECTIONS: (in 30th century) None

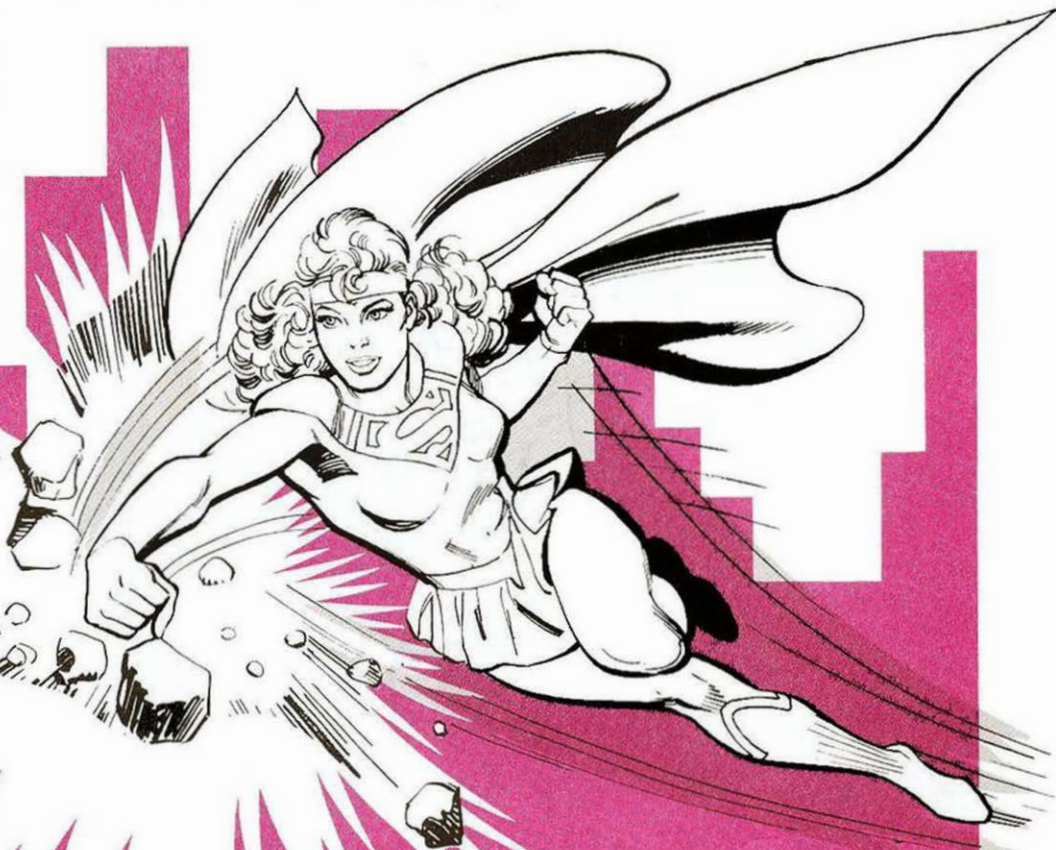
MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: (in 30th century) Legionnaire

RACE: Normal Humanoid

Note: the information given here is only intended to cover Supergirl's career as a Legionnaire. Information regarding her life in the 20th century will be found in future material.



During the first period of Supergirl's stay on Earth, when she was keeping her existence secret from the world, she was visited by time travelers from the 30th century. They were Legionnaires, offering her membership with a special status that would permit her to continue her life in the 20th century. She was visited before her cousin Superboy because the Time Bubble, designed by Brainiac 5 (then not a Legion member) at the Time Institute, had been calibrated by him for her time and recalibration would have taken months.

Supergirl failed her first attempt at Legion membership because of exposure to Red Kryptonite, which temporarily transformed her into a woman of far more than 18 years of age, the then rigorously enforced age limit for new members. She was required to wait until the next admissions session (a period of time erroneously listed several times as "a year"), where she easily qualified and was admitted along with Brainiac 5. Around that time they began a relationship that ranged in intensity from an adolescent flirtation to something more, but which was never as important to her

as to him.

Supergirl visited the Legion infrequently compared to her cousin, and resigned from active membership altogether after several years, although she continued to respond to emergencies. Her last important missions were during the battle with Darkseid and the takeover of Weber's World by the Emerald Empress (see page 57).

When returned to her own time, Supergirl's mind forgot all relevant details of her own and Earth's future under a post-hypnotic command implanted by Saturn Girl.

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BRAINIAC 5



BRAINIAC 5 *alias Querl Dox*

DEX:	5	STR:	3	BODY:	4
INT:	25	WILL:	15	MIND:	20
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	34 (39)	HERO POINTS:	50		

POWERS:

Recall: 25

SKILLS:

(*Linked) Detective: 12, Gadgetry*: 25, Martial Artist*: 5, Medicine*: 25, Military Science/Cartography and Electronic Countermeasures*: 25, Scholar*: 25 (Astronomy, Computer Science, History, Mathematics, Psychology, and Sociology, Training), Scientist*: 25, Spy/Coding and Photo Interpretation*: 25, Vehicles*: 5

EQUIPMENT:

Force Field Belt (DEX: 0, STR: 0, BODY: 5, Uses: 4, Duration: 16), Force Field: 40, Force Shield: 25, Sealed System: 16

CONNECTIONS:

Coluan Scientific Council (high-level), Metropolis University (high-level)

MOTIVATION: Responsibility of Power

WEALTH: Multimillionaire

JOB: Legionnaire/Inventor

RACE: Normal Humanoid

Querl Dox is the direct descent of Vrill Dox, a humanoid native of Colu who was forcibly adopted by the great villain Brainiac to aid his initial humanoid disguise.

When Brainiac left Colu, the computers that had created him and dominated the planet were destroyed in a rebellion led by Vrill. Vrill had invented a brain stimulator, using technology stolen from the computers, that raised his own intelligence to a twelfth-level effector—two logarithmic levels above the computer tyrants and six above that of ordinary humans or humanoids. This intelligence has been passed on to his descendants.

Given the unusually long lifespans of Coluans (five generations spanning a millenium), Querl's desire to go to Earth and study at the new Time Institute (at Metropolis University) was indulged by his guardians after his parents' deaths. While at MU, he began a life's work in science and

transformed the theories of Chronarch Circadia Senius into a practical Time Bubble and Time monitor. Using the monitor, he saw a beautiful heroine out of legend named Supergirl and fell in love with her. In turn, he calibrated the first Time Bubble to visit her.

Like his descendent before him, Querl kept the name of his ancestor, the original Brainiac and attached the generation number (5), to honor Brainiac I. He was then approached by the Legionnaires, who wished to visit the 20th century and offer Legion membership to Superboy and Supergirl. As the Bubble was calibrated for Supergirl's time, that ended up being their first destination. When she became a Legionnaire, Querl did so as well, convinced it was the best use of his skills.

Querl continued to have a grand passion for Supergirl for the rest of her life, but Supergirl's love never equalled his love for her.

Brainiac 5 has invented much of

the Legion's private technology—from the Legion flight ring to the serum which, until recently protected Mon-El from lead poisoning. He is also the creator of the deadly computer Computo, now tamed and serving as the Legion's majordomo.

Brainiac 5 was the third Legion leader and is currently serving as deputy leader.

Unfortunately, Querl's great intelligence has caused him to demonstrate occasional bouts of mental and emotional illness, including a period of insanity wherein he created a sentient agglomeration of hate called Omega which nearly destroyed Earth (see page 67 for details). He is presently in very stable mental condition. He and the other Legionnaires are not conclusively aware of any other mental problems he may have at this time and mention of his previous incidents are tactfully avoided while in Brainiac 5's hearing range.

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SUPERBOY

SUPERBOY *alias Kal-El/Clark Kent—Reserve*

DEX: 24	STR: 47	BODY: 35
INT: 10	WILL: 16	MIND: 13
INFL: 7	AURA: 7	SPIRIT: 4
INITIATIVE: 41	HERO POINTS: 180	

POWERS:

Directional Hearing: 10,
Extended Hearing: 10, Flight: 44,
Heat Vision: 28, Invulnerability: 43,
Microscopic Vision: 15, Recall: 26
Sealed Systems: 20, Super Breath: 20
Super Hearing: 10, Superspeed: 24
Super Ventriloquism: 15, Systemic
Antidote: 20, Telescopic Vision: 15
Thermal Vision: 15, X-Ray Vision: 20

SKILLS:

Charisma/Persuasion: 12, Gadgetry: 7,
Scientist: 12, Scholar: 8 (All human
languages, History)

EQUIPMENT:

Super Uniform:
(DEX: 0, STR: 0, BODY: 25)
Uses: 4, Duration: 26, Skin Armor: 10

LIMITATIONS:

Loses all powers under red sun
radiation.

VULNERABILITIES:

(All of Superboy's loss Vulnerabilities
affect his Attributes and powers.)
Green Kryptonite: Rare Fatal and Loss;
Range: 3 APs
Red Kryptonite: Rare Miscellaneous—
bizarre change; Range: 3 APs
Gold Kryptonite: Rare Miscellaneous
Loss—permanent; Range: 3 APs
Magic: Miscellaneous—all Abilities
against magic (Mystical Power or
objects) are at 4 APs

Miscellaneous Loss—Gravity attacks
subtract their RAPs from all of
Superboy's Abilities, but his Abilities
cannot be reduced below zero.

CONNECTIONS: (in 30th century) None

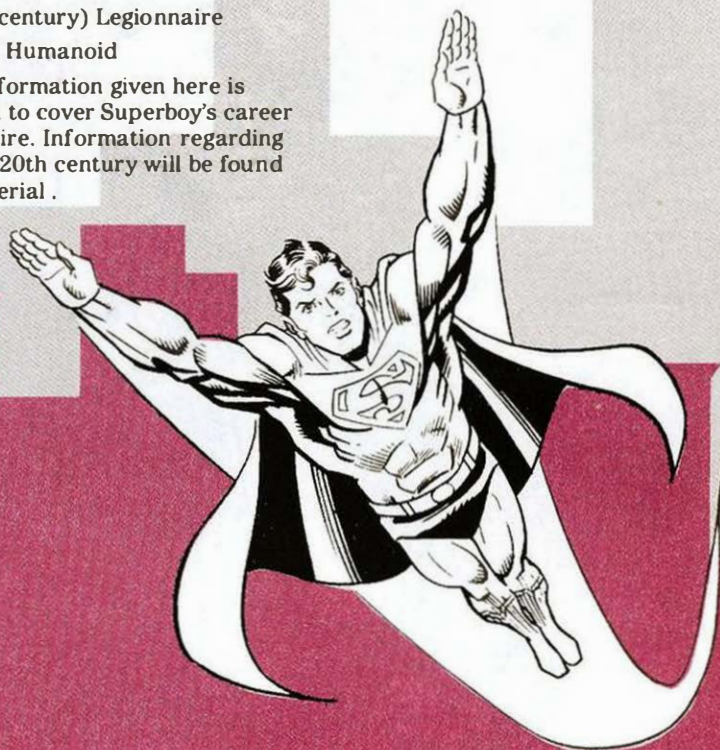
MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: (in 30th century) Legionnaire

RACE: Normal Humanoid

NOTE: The information given here is
only intended to cover Superboy's career
as a Legionnaire. Information regarding
his life in the 20th century will be found
in future material.



Superboy is unquestionably the greatest hero in history as a grown man, and as a youth he possesses much of his future power and grace.

As his existence had been one of the inspirations for the founding of the Legion, the Legionnaires chose to travel back through time to offer Superboy membership on a special status that would permit him to continue his life in the 20th century and visit them when he chose.

Superboy, unlike his cousin, was a very active Legionnaire. He participated in most of the adventures until a tax ruling required the Legion to shrink below twenty-five members.

At that point Superboy dropped active membership, saying that he felt superfluous, (in actuality Superboy wanted to go to the 20th century).

In Superboy's extreme youth the Legion had provided an important outlet for him as a place where he could relax, be himself, and be among peers. As he grew older this outlet became less important to him.

As could be expected, the other Legionnaires looked on him as a living legend with the notable exception of Mon-el, who had briefly been a sort of older brother to him in the 20th century. Duo Damsel had a crush on Superboy, as did other female Legionnaires, but their affections were not returned.

Superboy continues to serve as a reservemember and responds to emergency calls. As a result of the CRISIS ON INFINITE EARTHS and the recent resurgence of the Time Trapper's power, it is now almost impossible for the Legion to call Superboy through time without actually journeying back to see him.

When he returns to his own time, Superboy forgets all relevant details of his own and Earth's future under a posthypnotic command implanted by Saturn Girl. The block also blanks out all knowledge of the existence of Supergirl, so that the two actually met years before their first chronicled 20th century encounter.

**ULTRA BOY** *alias Jo Nah*

DEX: 12	STR: 5/44*	BODY: 5/15*
INT: 5	WILL: 6	MIND: 5
INFL: 3	AURA: 4	SPIRIT: 3
INITIATIVE: 20 HERO POINTS: 80		

POWERS:

Flight: 40, Heat (Flash) Vision: 38, Microscopic Vision: 24, Sealed Systems: 20, Skin Armor: 35, Super Breath: 20, Superspeed: 25, Systemic Antidote: 20, Telescopic Vision: 15, X-Ray (Penetra) Vision: 20

Note: X-Ray Vision is limited by being unable to see through energy fields and/or barriers.

SKILLS:

Gadgetry: 3, Medicine: 4, Science: 4

LIMITATIONS:

Can only use one of the above-listed powers at a time, with the exception of * increased BODY, Sealed Systems, Skin Armor and Systemic Antidote, which are combined and treated as one power. * Increased STR also is treated as one power. Skin Armor does not work against radiation-based attacks.

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

Jo Nah of the planet Rimbor was traveling in a small spaceship when it was swallowed by an energy beast.

Freed by the Science Police (inadvertently chronicled as the "Galactic Patrol" in some accounts), Jo discovered that he had gained a portion of the creature's ultra-energy.

By force of will, he was able to use this newly found energy to create variety of powers, all of which are similar to most of those exhibited by Kryptonians in certain Earth-like environments.

Jo left school on Rimbor at his parent's urging making an abrupt parting with his high school sweetheart An Ryd. He traveled to Earth seeking membership in the then year-old Legion.

The Legion had just abandoned its

practice of holding open calls for new members and experimented with a training system run by Marla Latham, an aide to R.J. Brande.

Deciding that Ultra Boy (as he now called himself) was a promising candidate, the Legion turned him over to Marla for training.

The training concluded with an initiation on 20th-century Earth, where Ultra Boy was sent to discover Superboy's true identity without revealing his own.

Shortly after, Ultra Boy became an active Legionnaire.

He chose to create a fictitious criminal past for himself as part of a plan to trap a group of space raiders. For this he was drummed out of the Legion. Only Phantom Girl continued to believe in his innocence and because of this belief she was rewarded with his undying love.

Years later, Ultra Boy was again accused of criminal doings, this time with the murder of his ex-girlfriend. It was later revealed that the murder had been a plot by Pulsar Stargrave to gain revenge on Brainiac 5 by framing him for the murder.

Ultra Boy was separated from the Legion and was suffering from amnesia (caused by a concussive blast from Stargrave). He served on a space raider vessel and somehow his mental essence merged with Superboy's body.

He then traveled to the 30th century where he aided the Legion briefly under the assumed name of Reflector before regaining his body and memory.

Ultra Boy has served as the fifth and eighth Legion leader, neither half-year term representing a period of any special distinction in the team's history.

encyclopedia galactica

STAR BOY

STAR BOY *alias Thom Kallor*

DEX:	5	STR:	4	BODY:	5
INT:	6	WILL:	3	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	14	HERO POINTS:	55		

POWERS:

Energy Absorption: 6
Gravity Increase: 24

SKILLS:

Vehicles: 4

LIMITATIONS:

Energy Absorption only works on Starbolt attacks. Gravity Increase does no damage to an opponent.

MOTIVATION: Unwanted Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human



Thom was born with the ability to drain the stars' masses and project that mass into a person or object. This power was the result of being born to Mira and Fryd Kallor while they were serving on a floating space observatory.

As a youth, Thom inadvertently caused considerable destruction with his power, and therefore underwent massive and painful medical checkups.

At the age of sixteen, he ran away from home in his father's spaceship to avoid future testing. Minutes after takeoff the ship traveled through a comet's tail and the ship's controls were destroyed. The radiation from the comet gave Thom additional powers.

With these new powers, he felt he belonged in the Legion and was swiftly

inducted as its thirteenth member.

After one case in Superboy's time, Star Boy was sent to Takron-Galtos (then being built as a new main base for the Science Police). The world had been overrun by prisoners and Star Boy was sent in as a one-man infiltrator, because at that time he was the Legion's mightiest member.

When ready to defeat the rebellious prisoners, Star Boy's comet-induced powers wore off. As a result he used his natural-born power of Gravity Increase and collapsed the entire building. This gave the Science Police time to take control of the base. By doing this, Star Boy broke almost every bone in his body.

He spent months of healing, followed by a longer period of refining his single power of Gravity Increase before he could return to active membership.

Shortly thereafter he met Dream Girl and fell in love with her at first sight.

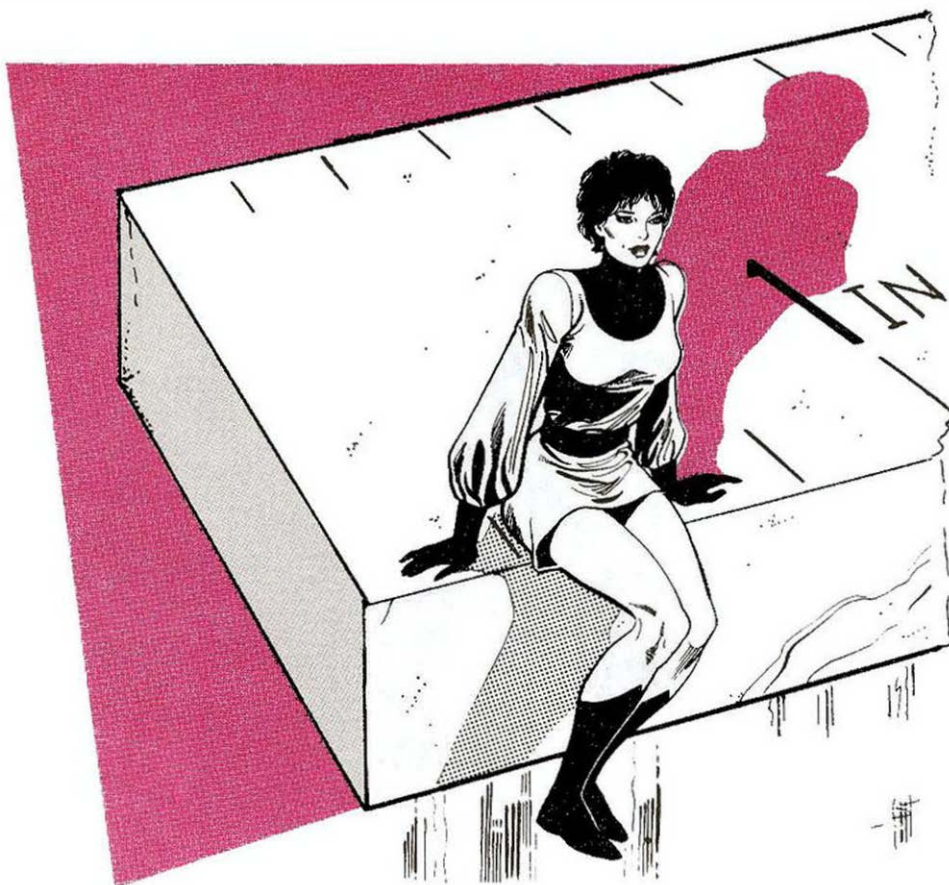
During the period between Dream Girl's two memberships, Star Boy saved her life by killing Kenz Nuhor, a jilted suitor. In turn Star Boy was expelled from the Legion when Brainiac 5 proved that Star Boy could have used his power to incapacitate Nuhor instead of killing him.

Star Boy then joined Dream Girl in the Legion of Substitute Heroes for about a year, before they rejoined the Legion in disguise (after Superboy and Supergirl were forced to leave the 30th century).

Wearing a suit of insulated armor, Thom took the identity of Sir Prize, and after reproving his worth and revealing his true identity, he was readmitted into the Legion.

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SHRINKING VIOLET



SHRINKING VIOLET <i>alias Salu Digby</i>					
DEX:	7	STR:	4	BODY:	5
INT:	7	WILL:	6	MIND:	5
INFL:	3	AURA:	4	SPIRIT:	4
INITIATIVE:		17 (22)		HERO POINTS: 60	

POWERS:

Shrinking: 30

SKILLS:

Martial Artist: 5, Vehicles: 4

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Humanoid

Salu Digby was born on Earth but had the power to Shrink. She gained this power because her parents were native to Imsk, a world whose inhabitants had evolved the ability to shrink in size.

Hearing of the good deeds done by the Legion in its first year of existence, Shrinking Violet applied for membership at one of their periodic open calls and was rejected.

When the open call policy was revised, she was accepted for training and afterward, as an active member.

Had Shrinking Violet not chosen to join the Legion, she would have become a social worker or psychotherapist.

Unlike most of her fellow Legionnaires, she was embarrassed by the public side of the Legion's activities and simply wished to get her job done for the good of as many people as possible.

Shrinking Violet's powers made her an obvious choice for membership in the Legion Espionage Squad.

She has rejected the affections of both Colossal Boy and Matter-Eater Lad, and was involved in a long-distance romance with Duplicate Boy of the Heroes of Lallor (see page 74).

Recently, however, Shrinking Violet was captured by radicals from Imsk, led by a long-time foe who called himself Micro Lad (and who had earlier attempted to oust Shrinking Violet from the Legion by taking her place along with five others who possessed powers similar to those of active Legionnaires).

For a long time she was imprisoned in a sens-tank, which induced a state of total sensory deprivation (an initial preparation for memory probes).

A Durlan actress named Yera was brought in by the radicals to impersonate Shrinking Violet.

After the Legionnaires became

aware of the imposter and rescued Shrinking Violet, she required lengthy therapy.

Afterward she blamed Duplicate Boy for not recognizing the imposter.

The Duplicate Boy had seen through Yera's guise but seemed to dismiss it in a fit of jealous pique and took no action.

As a result of her therapy and imprisonment, Shrinking Violet's personality has changed radically and she is now very assertive both on the battlefield and in her inter-personal relationships.

She recently made a play for Sun Boy.

Shrinking Violet dislikes Yera (her ex-imposter), now married to Colossal Boy, and holds her partially responsible for her imprisonment.

Yera, was, in fact, an unwitting pawn.

SUN BOY

SUN BOY *alias Dirk Morgna*

DEX:	5	STR:	4	BODY:	5
INT:	7	WILL:	6	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	15	HERO POINTS:	75		

POWERS:

Energy Absorption: 8
 Flame Immunity: 14
 Flame Projection: 15, Flash: 15

LIMITATIONS:

Energy Absorption only works on
 flame/heat-based attacks. Minor Fear
 of Darkness

MOTIVATION: Thrill of Adventure**WEALTH:** Affluent**JOB:** Legionnaire**RACE:** Human

Dirk gained the power to generate solar light and heat in an accident at a research reactor being sponsored by his father.

Dr. Zaxton Regulus' research into radioactive gold and solar power killed one young man and injured Dirk Morgna. As an outcome, Dr. Regulus was fired by Dirk Morgna's father.

Regulus was embittered by this and later used robots to defeat Dirk and left him overnight in an unprotected area of the reactor.

For unexplained reasons, the particular energies of the reactor did not kill Dirk but instead gave him great powers.

Taking the name Sun Boy, he applied for Legion membership during the periodic open calls and was rejected.

He was later accepted for training and then membership when the application period was revised.

Sun Boy has made the most of Legion membership, becoming not only an active member but one of the most involved Legionnaires. At the same time he has probably led the most vigorous social life outside of the Legion and has made the media's list of Earth's most eligible bachelors year after year. The strain of burning the candle at both ends, a singularly appropriate idiom considering his powers, led him to a brief bout with space fatigue some years ago.

Dr. Regulus has reappeared as a major villain, complete with artificially-induced equivalents of Sun Boy's powers.

Sun Boy has been the Legion's point man in several battles with Dr. Regulus.

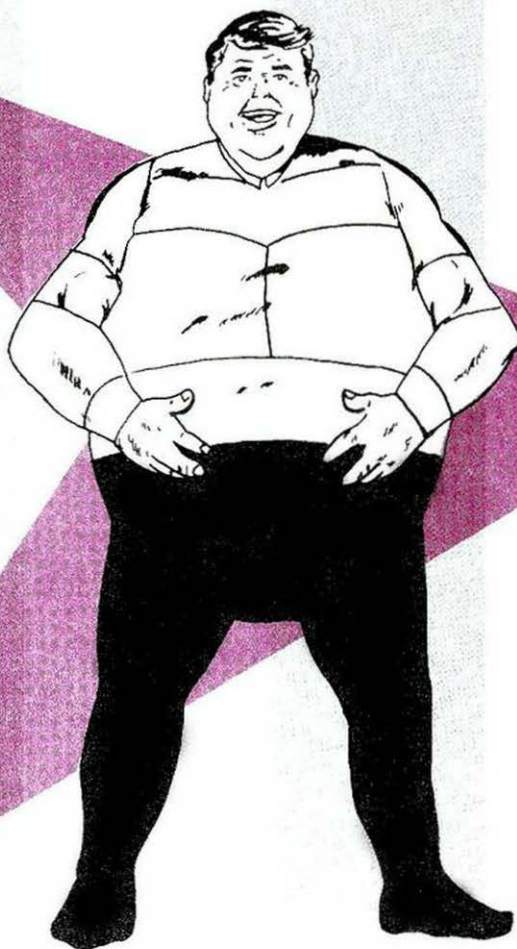
He keeps a room at his father's home in the suburbs of Metropolis, as well as quarters at Legion HQ, and he is known to frequent many of the best hotels and restaurants on Earth.

His recent flirtations include Science Police Officer GiGi Cusimano and Shrinking Violet, but based on his past experience it is unlikely that he will allow himself to get seriously involved with any one woman.

Dirk continues to study advanced sciences at Metropolis University in whatever extra time he has. He has been accused of going to school simply to be near the vast number of young women enrolled there. However, on the few occasions when his theoretical studies have been in areas of interest to Brainiac 5, he has been acknowledged for his skill and insight.

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BOUNCING BOY



BOUNCING BOY *alias Chuck Taine— Reserve*

DEX: 10	STR: 3	BODY: 5
INT: 5	WILL: 5	MIND: 3
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 18	HERO POINTS: 30	

POWERS:

Jumping: 10, Shape Change: 2

SKILLS:

Acrobatics: 10, Charisma/Persuasion: 5, Scholar/Training: 5, Vehicles: 5

LIMITATIONS:

Power Limitation: Shape Change only allows Chuck to "inflate" himself, with the 2 points going to BODY.

Acrobatics: Can only be used with Jumping.

MOTIVATION: Thrill of Adventure

WEALTH: Affluent

JOB: Legion Instructor

RACE: Human

Chuck was working as an errand boy for a famous scientist in Metropolis when he made an absent-minded mistake that changed his life.

Stopping off to watch a robot-gladiatorial exhibition, he accidentally drank a plastic fluid he was carrying instead of a drink he had just purchased. The fluid radically altered his physique, giving him the power to inflate himself into a spongy, almost rotund shape that could bounce and ricochet without doing any harm to himself.

Taking the name Bouncing Boy, he considered using his new-found powers in the entertainment industry, but decided that it was more important to use them for good than for profit.

He sought membership in the Legion at one of their periodic open calls, but was rejected, and even when

the training system was initiated, he was rejected again.

He was finally accepted when he proved his worth by defeating an electrical villain.

Bouncing Boy became the self-appointed Legion "morale officer," never taking his limited powers or himself too seriously, despite having as much or more courage than many members of the Legion.

He also took an early role in shaping the training process for Legion applicants in the years before the establishment of the Legion Academy.

Besides their inherent limitations, Bouncing Boy's powers seem to be peculiarly vulnerable to elimination.

An accidental exposure to a matter-shrinking ray took away his powers and made him the first Legionnaire forced to resign, creating the more formal version of the Legion reserve.

Computo briefly restored Bouncing

Boy's powers, and later on one of Evil-lo's henchmen did so on a more lasting basis.

After that Bouncing Boy rejoined the Legion for several years. Then his powers seemed to simply wear off and he was forced into resignation again.

Chuck then proposed to Duo Damsel, and they were married, leaving the Legion together to become colonists on Wondril IX.

Bouncing Boy had regained his powers again and fought the Khunds during their Earth invasion.

When the Legion Academy moved to its present facilities on old Montauk Point, Chuck and Luornu joined the teaching staff. There they subsisted on the Legion stipend for instructors as well as a percentage of royalties for a Bouncing Boy toy.

The couple have no children as of yet.

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MON-EL

MON-EL *alias Lar Gand*

DEX: 25	STR: 48	BODY: 37
INT: 12	WILL: 22	MIND: 15
INFL: 10	AURA: 8	SPIRIT: 4
INITIATIVE: 47 HERO POINTS: 120		

POWERS:

Directional Hearing: 10
 Extended Hearing: 10, Flight: 44
 Heat Vision: 28, Invulnerability: 46
 Microscopic Vision: 15, Recall: 25
 Sealed Systems: 20, Super Breath: 18
 Super Hearing: 10, Superspeed: 23
 Systemic Antidote: 20
 Telescopic Vision: 15
 Thermal Vision: 15, X-Ray Vision: 20

SKILLS:

Gadgetry: 9, Medicine: 9, Scientist: 10

EQUIPMENT:

Super Uniform:

(DEX: 0, STR: 0, BODY: 20)

Uses: 4, Duration: 26, Skin Armor: 10

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Normal Humanoid



Lar Gand was born on the planet Daxam in the 20th century, a world whose inhabitants had either come from Krypton, colonized Krypton, or had come from common ancestry with the Kryptonians.

Mon-El was an astronaut who made a rocket flight to Krypton, arriving just before the planet exploded. He was given a map to Earth by Jor-el and flew there in suspended animation. His vessel crash-landed on Earth, and he awoke with amnesia.

Superboy rescued him and based on circumstantial evidence, concluded that this was a lost elder brother. Superboy named him Mon-El, combining the family name of El with a shortened form of Monday, the day on which Lar arrived on Earth.

Mon-El's memory returned when he was exposed to lead, which affects Daxamites like Kryptonite affects Kryptonians, except on a permanent basis.

Unable to find a cure, Superboy was forced to use his Phantom Zone

Projector to project Mon-El to the Phantom Zone to save his life.

Totally isolated from humanity in ghost-like form, he was forced to wait a millennium. This isolation put a permanent barrier between him and humanity.

In the 30th century Mon-El was given a temporary antidote by Saturn Girl that enabled him to emerge briefly from the Zone.

When out of the Zone, he defeated a gigantic Lex Luthor robot and was made an honorary Legionnaire.

Before the antidote wore off, Mon-El was able to warn Lightning Lad of Saturn Girl's intended sacrifice against Zaryan the Conqueror (see Saturn Girl).

Brainiac 5 then took on the research project and discovered that the addition of Kryptonite to the cure would make the antidote permanent. The new antidote had to be taken every two days or so, and protected Mon-El to the extent that he retained his powers even while under a red sun or increased gravity.

Mon-El uses the name Superboy gave him, which he prefers to his own name, having no emotional link with his homeworld. He has encountered descendants of his relatives, but has no strong relationship with any of them, although he still cares greatly for the fate of Daxam.

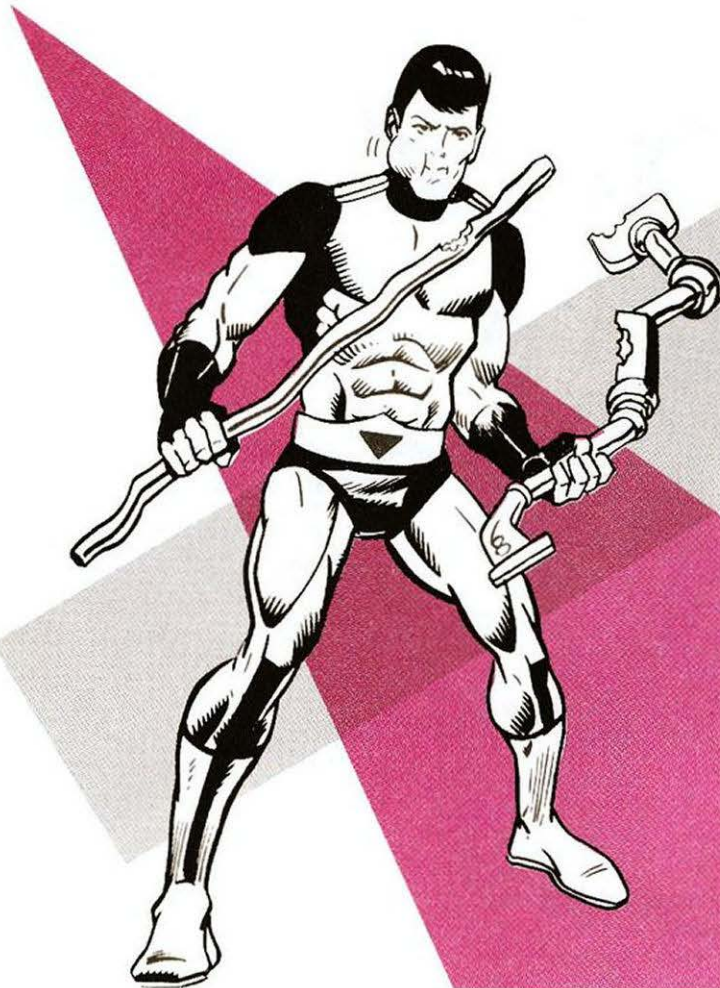
His only powerful emotional tie is to Shadow Lass, who pursued him and broke through his emotional reserves.

Mon-El is among the most scientifically skilled Legionnaires, specializing in biotechnology and engineering.

His principal hobby is exploring the far corners of the universe, often alone and sometimes with Shadow Lass.

He served as the seventh and ninth Legion leader.

Recently, he has developed an immunity to Brainiac 5's antidote, and a highly experimental transfusion of kryptonite-irradiated blood from Superboy seems to have solved the problem.

**MATTER-EATER LAD** *alias Tenzil Kern*

DEX:	5	STR:	4	BODY:	5
INT:	6	WILL:	5	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	15	HERO POINTS:	40		

POWERS:

Acid: 35

SKILLS:

Charisma/Persuasion: 4

LIMITATIONS:

Matter-Eater Lad's Acid is his digestive juices, has no range, and uses his DEX as AV. Acid power is useless against magnozite.

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Politician/ Legion Reservist

RACE: Human

Over thousands of years, a deadly form of microbe evolved on the planet Bismoll, slowly but surely rendering all organic matter poisonous.

To compensate, the Bismollians evolved the ability to consume all forms of matter.

By the 29th century, all Bismollians could consume everything except Magnozite (a purple, glossy alloy consisting of the most poisonous metals in the universe).

Hearing of the Legion, Tenzil pushed himself to win a scholarship, which included a stay on Earth, and used that trip to apply for membership in the Legion.

Accepted for active membership as the last member admitted during Cosmic Boy's term as leader, he was immediately a suspect in a case that

indicated a traitor within the Legion. Although proved innocent, the comparatively minor nature of his powers and this early taint helped make him one of the most withdrawn Legionnaires.

His natural reserve was further enhanced when his father lost a life-long factory job on Bismoll and relocated to Earth, complete with family and deep psychological problems. None-the-less, Matter-Eater Lad kept his private problems hidden, serving a long and fairly uneventful career.

Tenzil resigned Legion membership when he was drafted into politics on Bismoll. This is the typical method of getting new people involved in the chaotic politics of Bismoll.

When Earth was in deadly peril from Brainiac 5's monstrous creation, Omega, Matter-Eater Lad was brought back to destroy the Miracle Machine.

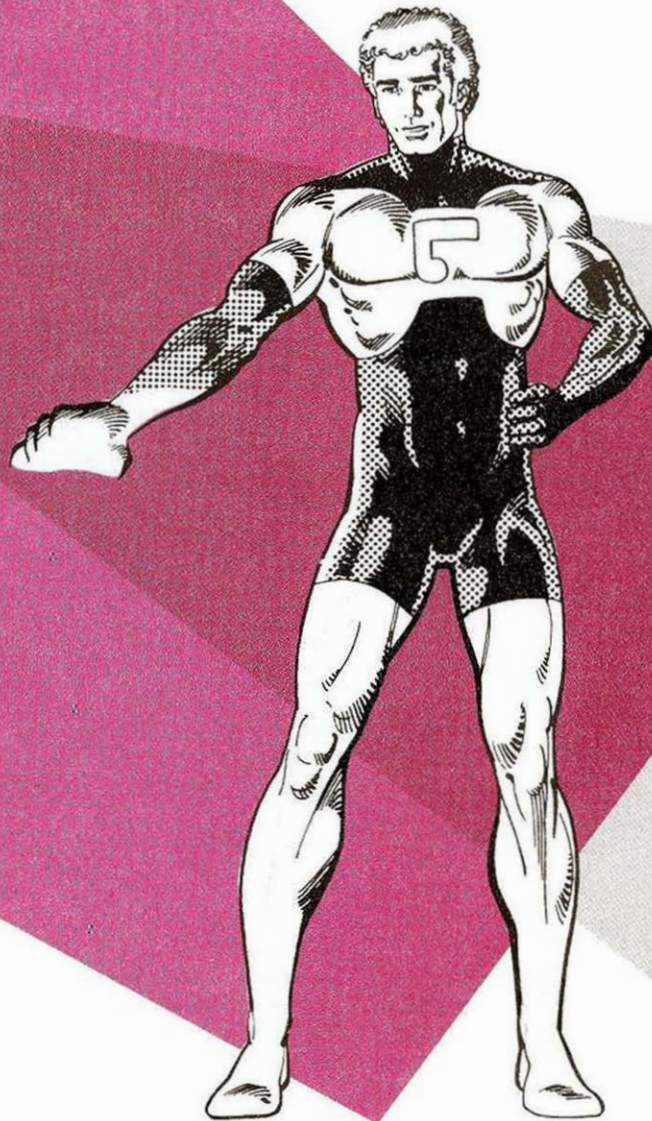
This device, given to the Legion by the Controllers, had the potential to destroy the universe.

Matter-Eater Lad had to eat it because no other Legionnaire could physically affect it. As a result, his body was unable to contain the vast cosmic energy, and he was driven insane.

He spent some time in a sanitarium until cured by Brainiac 5, when he then returned to Bismoll.

Matter-Eater Lad has remained in friendly contact with the Legion, and apparently his bout with insanity did nothing to harm his political career.

His recent defense of Bismoll against Pulsar Stargrave and a resurrection of sentient Computo duplicates has made him what some consider a top contender for president of his planet.

**ELEMENT LAD** *alias Jan Arrah*

DEX:	6	STR:	3	BODY:	5
INT:	9	WILL:	6	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	19	HERO POINTS:	70		

POWERS:

Transmutation: 19

SKILLS:

Vehicles/Space: 5

CONNECTIONS: SP (high-level)

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Humanoid

Jan is the only survivor of the planet Trom, a radioactive world whose environment gave the inhabitants the ability to mentally change the atomic structure of elements.

Roxxas, a notorious space pirate, and a band of raiders forced the natives of Trom to use their powers for his benefit. The natives refused, so Roxxas murdered the entire population.

After this, Jan fled to Earth to try and join the legendary Legion of Super-Heroes.

Keeping his identity and powers secret from everyone but Saturn Girl,

the Legion leader at the time, he was inducted as Mystery Lad and led the hunt for Roxxas.

After Roxxas' capture he felt free to reveal his powers, whereupon he took the name of Element Lad.

Element Lad has committed himself totally to the Legion.

Having no family or surviving friends, the Legion is all he has.

When he finally became involved with a woman, it was Shvaughn Erin, the Science Police officer serving as liaison with the Legion.

Having the least experience outside the Legion, Element Lad is one of the most absolute Legionnaires, an idealist despite the terrors of his

childhood.

One outlet for his energies has been an organizational role within the Legion: after serving four terms as deputy leader (including a period as acting leader at the end of Lightning Lad's troubled term), he is currently in his second consecutive year as Legion leader.

Despite his incredible powers of transmutation, which make him one of the most powerful humanoids in the cosmos, he prefers to rely on pre-planning and well-determined tactics whenever possible.

It should be noted that Element Lad never uses his powers on organic life or for personal profit.

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LIGHTNING LASS

LIGHTNING LASS *alias Ayla Ranzz*

DEX:	6	STR:	3	BODY:	5
INT:	6	WILL:	6	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	16 (19)	HERO POINTS:	60		

POWERS:

(As Lightning Lass) Energy
Absorption: 11, Lightning: 19
(As Light Lass) Gravity Decrease: 19

SKILLS:

Martial Artist: 3, Vehicles: 4

LIMITATIONS:

Energy Absorption only works on electrical attacks.

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

Aylawas with her twin brother Garth (Lightning Lad) and older brother Mekt (Lightning Lord) when their ship crashed on Korbal. There she gained the power of lightning generation in the same way (see Lightning Lad on page 13) as her brothers.

Ayla chose to remain on Winath (her home planet) while Garth traveled to Earth. There she lived with her parents but deeply missed her twin, as genetics on Winath make twins the norm of society, and it is rare for them to live apart.

Upon hearing of Garth's death, she resolved to go to Earth and take his place in the Legion, following Winath customs that twins are responsible for each other's deeds. At first she impersonated him, pretending to be revived from the dead, and later won her own place on the team as Lightning Lass.

When Garth was revived, she became somewhat superfluous, as the constitution required each member to have a unique power.

This problem was resolved when Dream Girl joined the Legion under false pretenses, trying to save the lives of seven Legionnaires by having them temporarily expelled.

Lightning Lass was among this group, and Dream Girl used Naltorian science to apparently destroy Lightning Lass' powers in order to have her expelled. In fact, the explosion had transformed the lightning powers into an ability to reduce the force of gravity. Because her powers changed, Lightning Lass was able to rejoin the Legion as Light Lass upon the revelation of Dream Girl's scheme.

Light Lass left the Legion shortly after the Legion's battle with Darkseid, breaking off a longstanding romance with Timber Wolf when he wouldn't

leave the Legion with her.

After a period of contemplation on a commune on Winath, she was captured by the Legion of Super-Villains at her brother Mekt's behest.

Mekt, now Lightning Lord, wanted to recruit her for the Legion of Super-Villains, but when she refused to join he tried to kill her. The jolt of his own electrical powers restored her old lightning powers and removed her gravity decrease ability.

After freeing herself from captivity and defeating a small team from the LSV, she reassumed the name Lightning Lass and rejoined the Legion officially upon her brother's resignation from active status.

While Lightning Lass never initially intended to be a Legionnaire, she has accepted the responsibilities of the Legion whole-heartedly. Her recent leave has given her cause to reaffirm her belief in the values of the group and her position therein.

DREAM GIRL

DREAM GIRL *alias Nura Nal*

DEX:	7	STR:	3	BODY:	4
INT:	7	WILL:	10	MIND:	10
INFL:	8	AURA:	6	SPIRIT:	6
INITIATIVE:	22 (29)	HERO POINTS:	60		

POWERS:

Precognition: 24

SKILLS:

(*linked)

Gadgetry*: 7, Martial Artist*: 7, Medicine*: 7, Occultist*: 8, Scientist*: 7

LIMITATIONS:

Dream Girl has all deliberate precognitive attempts shifted five columns which are added to the OV. Non-specified attempts (those given at the GM's discretion based on upcoming events of which the player is unaware) take no penalties. To compensate for this disadvantage, Dream Girl does not have to be touching a precog subject to determine their future.

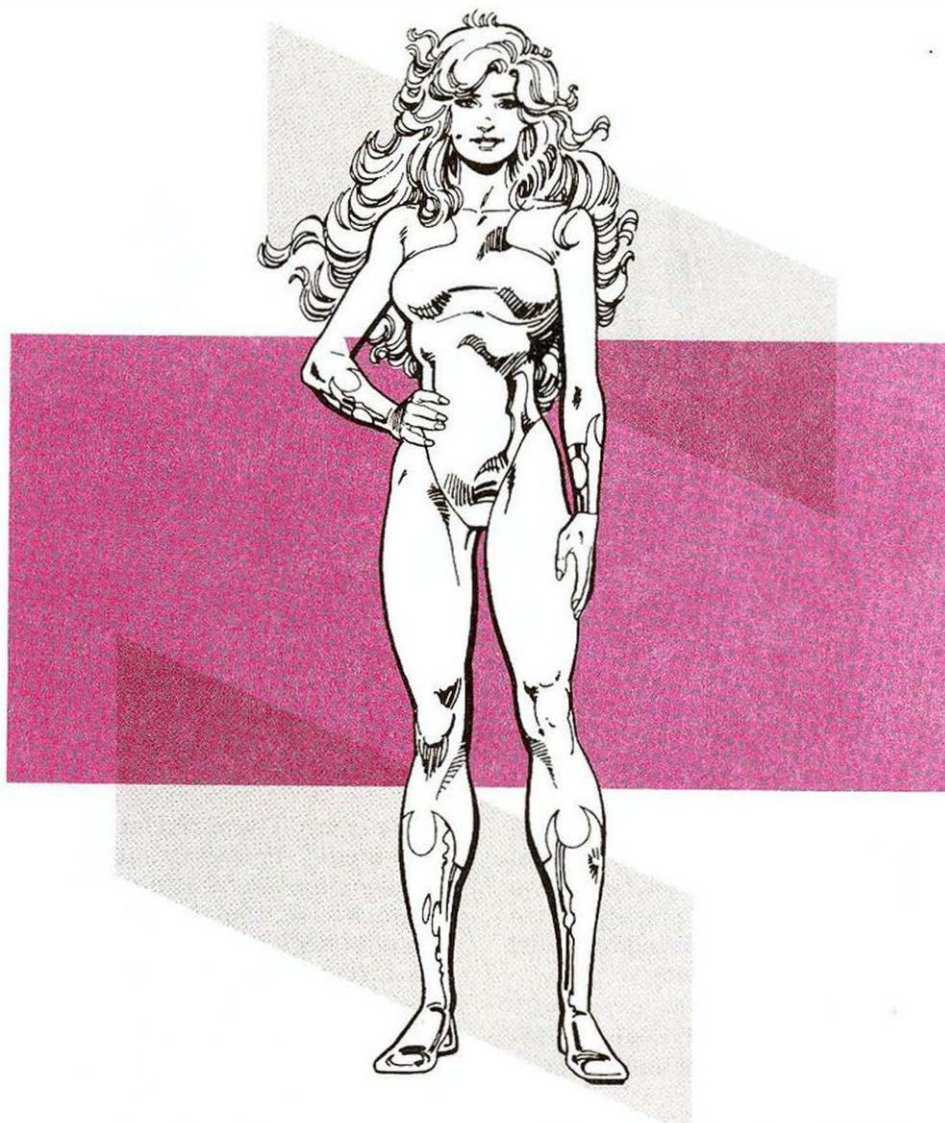
CONNECTIONS: Naltorian Council of Seers (high-level)

MOTIVATION: Upholding the Good

WEALTH: Multimillionaire

JOB: Legionnaire

RACE: Human



Dream Girl is the eldest daughter of the high seer of Naltor, one of the mightiest precognitives of the future-seeing race.

After her mother's death, Nura was trained for the high seer's throne by Beren, her mother's successor, but her visions took her on a different path.

Nura prophetically saw seven Legionnaires dying and decided to journey to Earth to prevent her vision from coming true.

Realizing that the Legionnaires scorned danger, she used her power to join the Legion and attempted to trick the Legionnaires into expelling or suspending all of the endangered members. In doing so, she seemingly

destroyed Lightning Lass' power, but in fact transformed it into a power to decrease the effects of gravity.

After her scheme was discovered, it was revealed that the seven she saw in her vision were really android replicas of the real Legionnaires, and she resigned.

While perfecting her powers, she served for a time with the Legion of Substitute Heroes, and then rejoined the Legion under the guise of Miss Terious when Superboy and Supergirl were given honorable discharges.

Upon revealing her identity after freeing her sister, the White Witch, from Evillo's influence, she was readmitted to the Legion.

Dream Girl is considered the most beautiful and alluring Legionnaire,

and Star Boy fell in love with her at first sight.

To compensate for her relatively unspectacular and erratic prophetic powers, she has trained herself to be the best non-powered fighter in the Legion. She pampers herself constantly, but has not let that interfere with her keeping in fighting shape. She remains a total flirt.

Dream Girl is skilled at the advanced technology of Naltor, especially bio-technology, making her one of the best scientists in the Legion. She has picked up mystic knowledge from association with her sister, the White Witch.

She served as the Legion's twelfth leader, most notably during the height of Darkseid's attack.

**SENSOR GIRL** *alias Princess Projectra*

DEX:	6	STR:	4	BODY:	4
INT:	6	WILL:	9	MIND:	5
INFL:	10	AURA:	8	SPIRIT:	8
INITIATIVE: 22 (26) HERO POINTS: 75					

POWERS:

Mystic Link: Directional Hearing: 12, Extended Hearing: 12, Full Vision: 12, Illusions: 16, Microscopic Vision: 12, Passive Sonar: 12, Super Hearing: 12, Telescopic Vision: 12, Thermal Vision: 12, Truesight: 12, X-Ray Vision: 12

SKILLS:

Charisma/Intimidation: 6, Martial Artist: 4, Occultist/Identify Object: 7

LIMITATIONS:

She must disguise her illusions so they don't appear as illusions.

CONNECTIONS: Orikalls of Orlando (high-level)

MOTIVATION: Responsibility of Power

WEALTH: Affluent (currently)

JOB: Legionnaire

RACE: Human

Projectra was the name given to the only child of King Voxv of Orlando, a primitive planet with a society still in a feudal stage of social evolution and technology.

Her name was taken from the mystical illusion powers granted her at her birth rites by her grandmother, Hagga, sorceress royal.

Vovx decided that it was appropriate that she spend some of her youth off Orlando, learning about the UP that had recently taken the world under its protection.

Researching her home-to-be, Projectra discovered the existence of the Legion and decided it was the closest organization to being a true group of her peers.

Projectra was accepted for Legion membership at the same time as three others: Ferro Lad, Karate Kid, and Nemesis Kid.

After battling side-by-side with her fellow Legionnaires, she decided that the Legion was worthy of her respect and participation. But it was hardly what she expected, resembling more closely an alliance of great knights

than a court of powerful lords.

Eventually Projectra and Karate Kid become involved with each other, although he refused to share her opulent lifestyle. Because her paramour was a *commoner*, the 20th century quest incident resulted.

Upon her father's death, Projectra was crowned after a brief usurpation attempt by her cousin Pharoxx, at Hagga's instigation.

She took Val Armorr (Karate Kid) as her consort, but the reign was not destined to be a happy one. When returning from their honeymoon they discovered Orlando had been taken over by the Legion of Super-Villains, led by Nemesis Kid. Their plans to convert the world into a dimension-traveling vehicle were successful, but they were defeated before their plans were completed.

The victory was costly however: Nemesis Kid killed Karate Kid in single combat but was in turn executed by Projectra, while Orlando was devastated.

After bidding her fellow Legionnaires farewell, she and her people took their world to some unknown

universe, wishing to isolate themselves from the 30th century's contaminating technology.

In the custom of Orlando, Projectra was eventually required to perform an act of penance for the damage done to Orlando by the LSV and the Legion, as she put them all in contact with Orlando.

Projectra's powers of illusion were enhanced by the Royal Council of Orikalls, and she was given the ability to perceive illusions for what they are. Also, she was given the ability to perceive hidden and concealed objects.

She was then magically transported to Earth, where she contacted Saturn Girl and explained her situation. Saturn Girl vouched for Projectra in her new illusionary Sensor Girl guise, and she became a Legionnaire.

As her illusion powers are most effective when their exact nature is unknown, Sensor Girl keeps her secret identity from both the Legion and their opponents.

Her identity and reason for membership have been revealed, but she continues her guise as misdirection for the user of her powers.

FERRO LAD *alias Andrew Nolan — Deceased*

DEX: 8 STR: 4/25* BODY: 5/15*
 INT: 5 WILL: 6 MIND: 4
 INFL: 4 AURA: 4 SPIRIT: 3
 INITIATIVE: 17 HERO POINTS: 45

POWERS:

Sealed Systems: 12, Skin Armor: 25

LIMITATIONS:

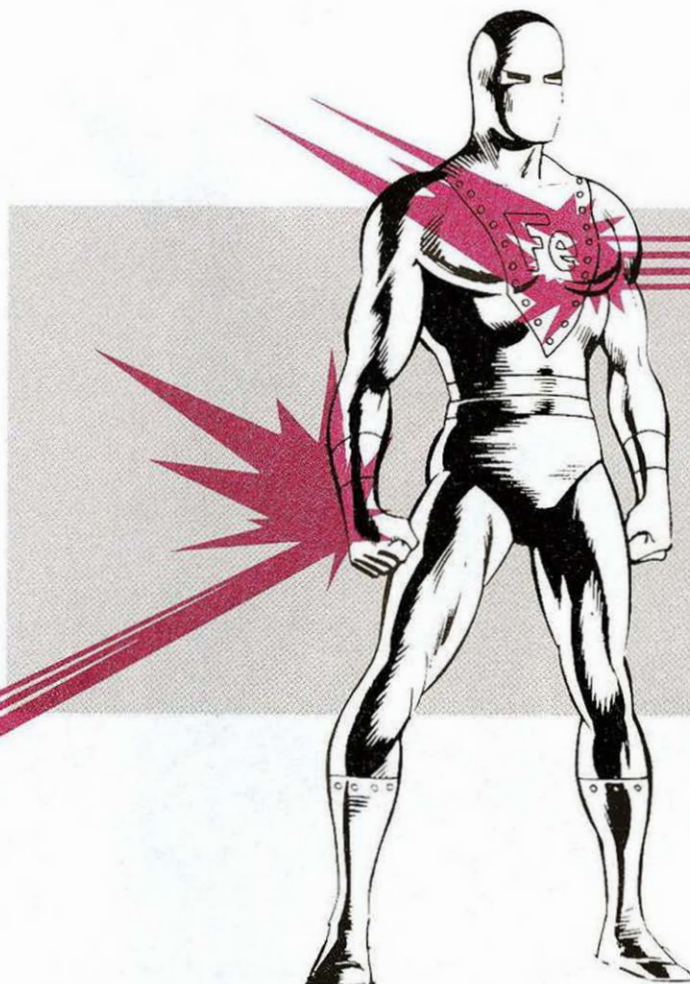
All powers, plus *increased STR and BODY, only apply when Ferro Lad is in his armored form.

MOTIVATION: Unwanted Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human (disfigured)



Andrew Nolan has the mutant ability to change his body into a nearly indestructible form, but the same mutation gave him, as well as his twin brother, Douglas, inhuman faces so frightening that they wear masks at all times.

From the time he was a young child, Andrew dreamed of being freed from his personal problems by becoming a Legionnaire.

As soon as he reached the minimum age of application (thirteen), he tried to enter the Legion.

After a period of training, he was accepted on the same day as Princess Projectra, Karate Kid, and Nemesis Kid.

He performed with distinction in the Khund attack that began that day, and he was then sent on a variety of missions, which have never been chronicled.

Upon his return from this confidential period, he was one of the five Legionnaires faced with the Sun-Eater's relentless movement toward the solar system. The Legion alone could not stop the monster, and even when the UP recruited five of the most powerful villains in the cosmos (who became the Fatal Five), the Sun-Eater was still unstoppable. The only hope proved to be an absorptron bomb, designed by Tharok that, when carried to the core of the creature and detonated, would eradicate it.

Superboy was to carry the bomb, which lacked any kind of propulsion device, but Ferro Lad, realizing that the creature emitted red sun radiation that could probably stop or kill the Kryptonian youth, took the bomb himself and delivered it to the Sun-Eater's core. Both the creature and Ferro Lad were atomized.

Although Ferro Lad's atoms were scattered beyond any hope of reconstitution, he and Douglas are still peripherally involved with the Legion.

When the Controller (who had unleashed the Sun-Eater) revealed himself and attempted to destroy the Legion, his death trap was mysteriously shut off and the Controller himself died of a heart attack.

Some Legionnaires, especially Princess Projectra, considered these occurrences as the result of the ghost of Ferro Lad.

When Douglas Nolan heard of his brother's death and felt the psychic shock through the semi-mental link the brothers had shared, he went incurably insane, which in turn mutated his mind so that it roamed through a million alternate timelines.

Finally, Brainiac 5 was able to send him to a universe where Douglas replaced his brother in the Legion.

**KARATE KID** *alias Val Armorr—Deceased*

DEX: 11	STR: 5	BODY: 6
INT: 5	WILL: 10	MIND: 7
INFL: 4	AURA: 4	SPIRIT: 5
INITIATIVE: 20 (40) HERO POINTS: 90		

POWERS:

Iron Will: 7, Jumping: 1

SKILLS:

Acrobatics: 4, Artist/Painting and Sculpting: 4, Martial Artist: 20
Thief/Escapist: 8, Vehicles: 6
Weaponry: 13

LIMITATIONS:

Skill Limitation: Escape Artist: Skill can only be used to shatter personal bindings such as handcuffs, chains, etc.

MOTIVATION: Thrill of Adventure**WEALTH:** Multimillionaire**JOB:** Legionnaire**RACE:** Human

Val Armorr was the son of arch-villain Kirau Nezumi, the so-called Black Dragon, and Valentina Armorr.

Val's father was defeated by the man now only known as Sensei, who trained Val from then on in the mastery of all martial arts and weapons known in the galaxy.

Val resolved to follow in his teacher's path and pursued a just course, although the actual identity of his father did not become known to him until years later.

Learning of the Legion, he felt that the team's requirement of a special power presented him with a personal challenge. Although his genes were perfectly normal and he had skills achievable by any properly trained man, he decided to apply for Legion membership. On that same day he was accepted as a Legionnaire along with Princess Projectra, Ferro Lad, and Nemesis Kid. This day also marks the first Khund invasion.

During this invasion it became obvious that a Legionnaire was a traitor. At first Karate Kid, as Val named himself, was the likely suspect, but it was revealed that Nemesis Kid had sold out to the Khunds and was framing his comrade.

Karate Kid and Projectra grew close and eventually fell in love, but as a commoner, he was deemed unfit for the throne of Orlando, and King Voxv sent Val on a quest back to the 20th century. Before the quest ended, Voxv died, and after some interruptions, Karate Kid became the Princess' consort.

Their happiness was very short, as no sooner had they filed for their resignations from the Legion and gone on their honeymoon, Orlando was conquered by the Legion of Super-Villains. In the battle to save the world, Val died attempting to destroy a device being used by the LSV after being mauled to the brink of death by his long-time rival, Nemesis Kid. Projectra executed her husband's killer

with her bare hands.

Although he had lived sparsely, Val actually had a great deal of wealth, heir to both his father's criminal proceeds and the mineral wealth that Orlando had left behind.

In his will he left everything to Timber Wolf, a close friend, conditional upon Wolf performing a special mission. The mission was the planting of a seed on Lythyl, the world where Kirau Nezumi was corrupted, in the hopes that a prophecy would be fulfilled and Lythyl's perverted society, based on criminal gain and personal combat, would be destroyed.

Val served as the sixth Legion leader, holding office for an uneventful half year. He was probably the most cocky and self-confident of all the Legionnaires, but with good reason—once he took on the Fatal Five singlehandedly.

He practiced Japanese sculpting and painting, and possessed a collection of rare weapons from all across the galaxy.

SHADOW LASS*alias Tasmia Mallor*

DEX: 7	STR: 3	BODY: 5
INT: 5	WILL: 6	MIND: 6
INFL: 5	AURA: 4	SPIRIT: 3
INITIATIVE: 17 (23) HERO POINTS: 75		

POWERS:

Darkness: 17, Energy Absorption: 17,
Thermal Vision: 3

SKILLS:

Martial Artist: 6

LIMITATIONS:

Energy Absorption can only be used in conjunction with Darkness, and will only absorb heat/radiation-based attacks.

Wrist Bracers will only protect against armed hand-to-hand attacks.

EQUIPMENT: Wrist Bracers

(DEX: 0, STR: 0, BODY: 4)

Uses: 6, Duration: 10, Force Shield: 4

MOTIVATION: Upholding the Good**WEALTH:** Affluent**JOB:** Legionnaire**RACE:** Human

Latest in the long line of heroes and heroines from Talok VIII, Tasmia Mallor and her cousin Grev, known later as Shadow Lad, gained their powers in a cave set aside by their family. Within it, they were exposed to a black cloud that interacted with their genetic heritage and gave them the ability to project a field of gaseous-like, impenetrable darkness that even native Talokians (who all possess the ability to see in darkness), cannot see through.

As the elder of the two, Tasmia took on the role of Talok VIII champion, leaving Grev to wonder why for the first time in their family's history two members of the same generation gained power from the cloud.

The answer became clear two years

later when the Fatal Five conquered Talok VIII. Shadow Lass, as Tasmia called herself, was on a mission off-planet. She led the Legion back to battle the villains, and in the ensuing confrontation, Shadow Lass fell in love with Brainiac 5 and cast her lot with the Legion to be near him.

After the defeat of the Fatal Five, she was sworn in as an active member, the first to win membership in combat without having to go through the normal prerequisite training and testing.

Shadow Lad became the champion of Talok VIII in her place, although he took occasional leaves to train at the Legion Academy on Earth to perfect his powers.

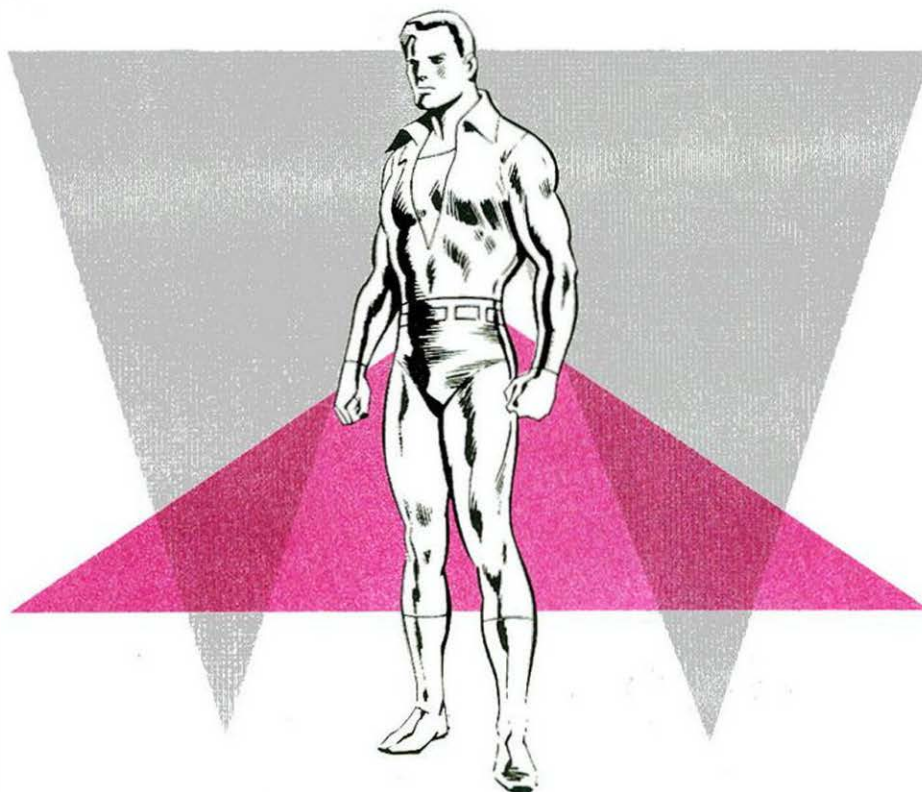
Shadow Lass' love for Brainiac 5 was not returned, and probably not

even noticed by the subject of her affections. Within a short period of time she was attracted to Mon-El instead.

Her lightness and self-confidence balanced the ghosts in his soul, and the two have been a couple ever since.

Before joining the Legion, Tasmia was trained in the martial arts by her mother and is an accomplished hand-to-hand fighter. She is always ready to strike out on her own on Legion missions despite Mon-El's occasional unsuccessful and unnecessary attempts to protect her.

She gets along well with all of the Legionnaires with the possible exception of Timber Wolf who she considers relatively ignorant and weak. She and Phantom Girl are close friends.



CHEMICAL KING <i>alias Condo Arlik—Unwanted</i>					
DEX:	5	STR:	4	BODY:	4
INT:	7	WILL:	7	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:		16 (20)		HERO POINTS:	
				55	

POWERS:

Bio-Energy Blast: 8, Cell Rot: 55,
Energy Absorption: 17, Neutralize: 20

SKILLS:

Martial Artist: 4, Vehicles: 3

LIMITATIONS:

Cell Rot does not affect human flesh
Cell Rot has AV of 15
Cell Rot and Neutralize have ranges of
6 AP's

MOTIVATION: Unwanted Powers

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

Chemical King is a living chemical catalyst. As such, he can affect an opponent's metabolism (Bio-Energy Blast), cause specific energy types to decay (must pick a single energy to absorb per phase), neutralize the chemical/biochemical powers of heroes such as Superboy, Invisible Kid, and Bouncing Boy, and speed up the decay of most every object (Cell Rot). He also can neutralize chemical/biochemical-based limitations and vulnerabilities, such as Superboy's vulnerability to Kryptonite (handicaps have an OV/RV of 30). The RAPs are the length of time the handicap is neutralized.

Condo Arlik was a mutant, born on the relatively isolated colony world of Phlon.

His powers required constant medical attention from the time they manifested in puberty. As a result, he was sent to Earth. There he spent a year or so going from one hospital to another. It was during this time that Lyle Norg (Invisible Kid I) was called

in as a specialist in biochemistry. At that time Lyle was forming the Legion Academy and saw in Condo the potential for becoming a Legionnaire.

Condo, now known as Chemical King, and Timber Wolf were the first entrants to the Academy, and as a result the two became roommates and friends. At the Academy and with Brainiac 5's help, Chemical King was taught how to use his powers as a hero, how not to let those powers destroy his body chemistry, and was provided with the proper medical treatment when his powers backfired.

Chosen by the Legion to be one of the heroes to infiltrate the new LSV, Chemical King earned Legion membership as a result of his performance with fellow-infiltrator Timber Wolf.

The relatively limited nature of his powers led him to see little action in the first two years he was with the Legion, and his condition still required medical attention. Analysis showed that his powers were slowly eroding his physiology, giving him a greatly reduced lifespan. During this time

various experiments by Brainiac 5 temporarily endowed him with the ability to accelerate his metabolism, increasing his strength and allowing him to generate chemicals to use against his opponents. Both effects drastically increased his metabolic decline, however, and were barely used.

Chemical King's last case was when the Legion was called in to stop Australian governor Deregion, in league with the Dark Circle, from triggering World War VII. Initially only on the mission to stabilize the hyperspace comm beam Deregion was using to contact his masters, Chemical King was forced to enter the fray when the other Legionnaires fell before Deregion's protective nuclear powersphere.

Deregion teleported away, leaving the powersphere to detonate and trigger the War. Chemical King used his powers to slow the nuclear reaction and absorb the remaining radiation into his own body. The powersphere imploded, but Chemical King died from the massive amount of radioactivity he absorbed.

TIMBER WOLF *alias Brin Londo*

DEX: 15	STR: 34	BODY: 20
INT: 4	WILL: 6	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 23 (31) HERO POINTS: 75		

POWERS:

Danger Sense: 18, Running: 6

SKILLS:

Acrobatics: 12

Charisma/Interrogation and Intimidation: 5

Martial Artist/Attack Advantage and

Taking a Blow: 8

Military Science/Tracking: 9

Thief/Stealth: 9

MOTIVATION: Unwanted Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human



Brin Londo was an ordinary boy on the low-tech planet of Zoon, where his father was a high-ranking scientist, experimenting in biochemistry. In the course of one of the experiments, Brin was given powers by a ray using Zuunium, a local mineral, as its power source. These powers made him fast, agile, and acrobatic but had an added effect on his mind.

When Brin's father died, an android named Karth Arn was able to manipulate Brin into believing that he was an android and Karth was the son of Dr. Londo.

During the period when he was so deluded, Brin Londo took the name of Lone Wolf and performed a number of heroic deeds. He met the Legionnaires during one of his exploits and was offered membership, but rejected it, thinking himself inhuman.

With the assistance of Light Lass

and the other Legionnaires, he was cured of his delusion and entered a period of therapy.

After having his mental faculties completely restored, he entered the newly formed Legion Academy as one of its first trainees, and he was selected from there, along with his roommate Chemical King, to infiltrate the LSV.

Taking the name Timber Wolf, he proved his abilities and was inducted into the Legion after the successful completion of the mission.

By this time Timber Wolf and Light Lass had begun a long love affair, which grew while she helped him through therapy. Over the years, however, they grew apart, and when she decided to leave active membership and he would not follow, they split. Since that time Timber Wolf has had no serious romantic relationships.

Although one of the least intelligent

Legionnaires in terms of sophistication and education, Brin has an animalistic instinct and common sense that occasionally solves problems over-complicated by his fellow Legionnaires.

Because Zoon was a jungle planet, Brin also possesses some jungle survival-type skills, which were enhanced along with other somewhat animalistic qualities by the Zuunite ray.

Although probably the most physical Legionnaire at this time, he is not a berserker, although two plastic surgery operations (one to give him a more distinctive, non-android feral appearance, and a later one that restored his face back to normal, at Light Lass' instigation) have left him with minor side effects that cause him to take on a more animalistic appearance in the heat of combat.

**WILDFIRE** *alias Drake Burroughs*

DEX: 14	STR: 35	BODY: 35
INT: 6	WILL: 4	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 23	HERO POINTS: 95	

POWERS:

Dispersal: 15, Flight: 45, Sealed Systems: 30, Starbolt: 44

EQUIPMENT:

Containment Suit (DEX: 0, STR: 35, BODY: 16, Uses: 1, Duration: 20), Suit provides manipulatory appendages. There is a chance that the Force Manipulation (12 APs) and Energy Absorption (35 APs) will function. This should be handled in the following manner:

Treat this as a Common Power Limitation (you need to roll an 8 or more on 2D10).

NOTE: Common is a new degree of Limitation.

LIMITATIONS:

Wildfire is permanently Dispersed and can only gain arms, hands, and speaking capability by placing himself in a Containment Suit.

Using Starbolt at more than 34 APs will destroy his current Containment Suit.

MOTIVATION: Unwanted Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Formerly Human, now Artificial Life

Drake Burroughs was an ordinary human student at Metropolis University when an accident occurred on a new propulsion system being developed in a research lab. The accident transformed him into a bizarre form of living anti-energy. The energy was captured in a specialized containment suit, constructed by Professor Vultan, which essentially allowed Drake a kind of limited humanoid life powered by his own energy. In addition, he found he could use his energy to project starbolts. The suit also allows him to mimic certain other powers.

Applying for Legion membership in an attempt to add meaning to a now-stunted life, Erg-1, as he chose to be known, was rejected because his mimic powers were redundant and he could only effectively demonstrate

his energy release powers at the cost of his containment suit.

Following the Legionnaires to Manna-5 he unleashed his starbolt, saving Colossal Boy and proving his worth, but also damaging his suit in the process.

It took Erg-1 some time to return to Earth outside of his suit (as he had no prior experience in reassembling his energy form) and to penetrate Legion headquarters to reclaim the suit and his existence.

After that he joined the Legion, relying on his starbolt power, and took the name Wildfire.

Wildfire has been involved with the Legion Academy since joining the Legion and devotes substantial time to working with recruits. In particular, Dawnstar is his protege and they have had a relationship between a platonic friendship and a romance

for some time.

Wildfire served as the tenth Legion leader, a particularly tumultuous term that included the Earthwar and the onset of Brainiac 5's insanity.

Although somewhat brash and abrasive at times, his words rarely indicate what he truly feels.

While Vultan's original containment suit and the additional duplicate powers it can provide Drake with still exist Drake rarely uses them, as the chances of the suit being destroyed in a non-emergency situation are too great to justify its use in normal situations.

Brainiac 5 has toyed with a number of designs based on the original suit, but with variable success.

There are usually up to six spare suits at Legion Headquarters in case the one Wildfire is wearing is destroyed.

TYROC *alias Troy Stewart—Reserve/Retired*

DEX: 5	STR: 4	BODY: 5
INT: 5	WILL: 6	MIND: 5
INFL: 5	AURA: 4	SPIRIT: 4
INITIATIVE: 15	HERO POINTS: 50	

POWERS:

Flight: 8, Force Manipulation: 20,
Teleportation: 18

LIMITATIONS:

Force Manipulation will not work in a vacuum or in any other medium that cannot transmit sound or where Tyroc cannot breathe. His *yells* are his way of using Force Manipulation and have no effect if transmitted through a medium other than air (radio, water, etc.) Teleportation cannot be used to teleport an unwilling object. Force Manipulation may be used in such a manner, however.

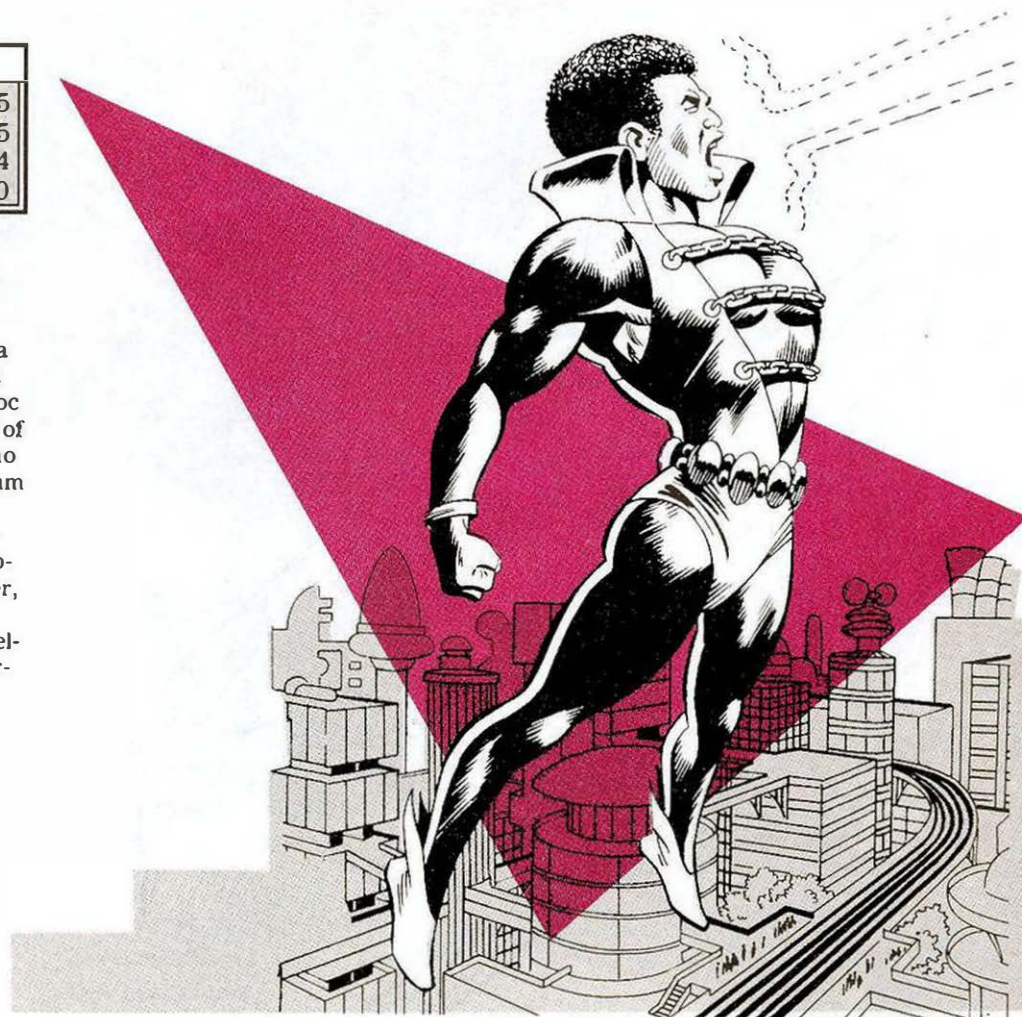
Each use of Force Manipulation or Teleportation reduces the time that Marzal remains in a universe by four months (21 APs of time).

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire/Champion of Marzal

RACE: Human



In the 16th century, on one of the alternate Earths destroyed in CRISIS, a cargo of slaves being hauled across the Atlantic broke free from and killed its captors, only for the ship to break up in a storm. The slaves, led by St'balla, swam to the safety of a small uncharted island. Fearing recapture, the slaves were both surprised and relieved when the island suddenly shifted into a dimensional limbo.

The slaves managed to survive on their new home named Marzal (a word in their language meaning *New World*), as it was abundant in vegetation and animals. Settling in, the slaves developed technologically for two hundred years, progressing at a rate roughly equal to that of the "outside" world. At the end of that time, however, their island shifted back to a different alternate Earth in the same

physical location.

The Marzallians discovered that their home was a migrant island situated over a dimensional faultline. The island would remain on a particular Earth for thirty years, always appearing on the same spot, then slip back into limbo for two hundred years.

This cycle went on up to the 30th century. Troy Stewart, a direct descendent of St'balla and his wife, N'hura, was a youth of eight when Marzal, still in Limbo, was besieged by an extradimensional demon. The confluence of forces had somehow gifted Troy with the power to alter reality by "yelling," and he used his newly-discovered powers to drive the creature off. With his powers he made himself the Champion of Marzal, using the name of Tyroc, a word meaning *Scream of the Devil*.

Seven years later, Marzal appeared on Earth-1 and shortly thereafter Troy

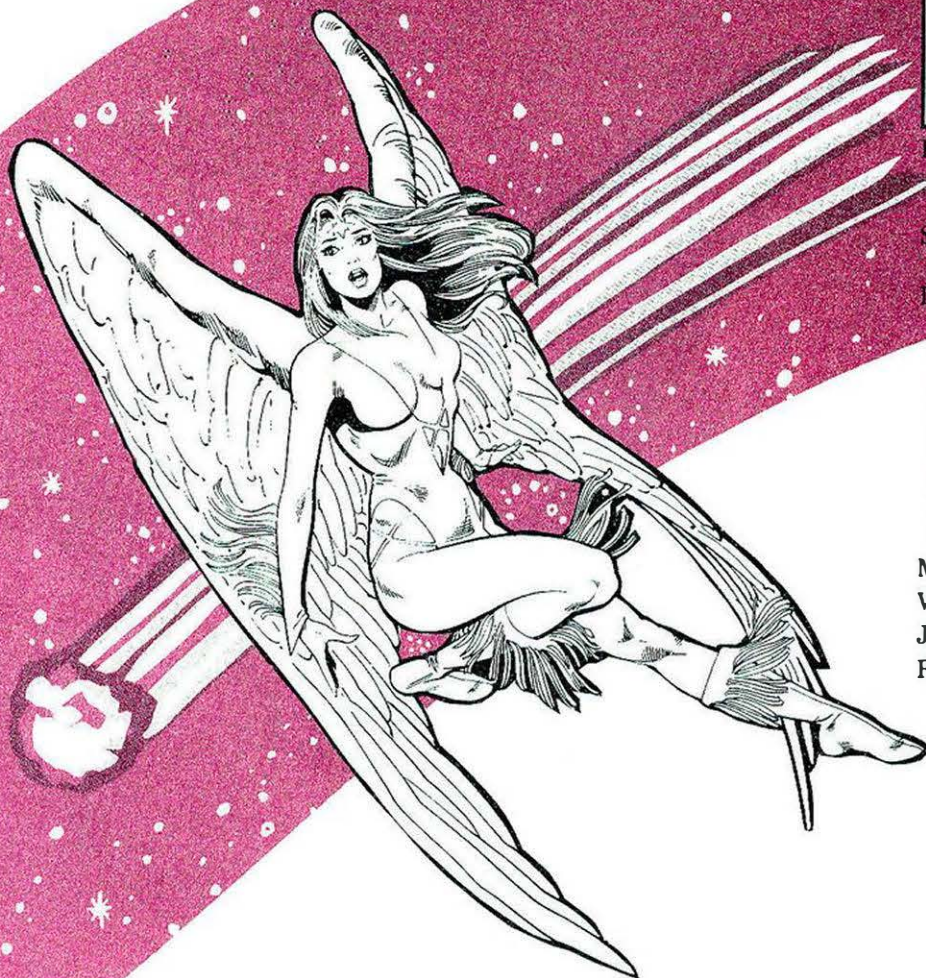
encountered the Legion. Remembering tales of the prejudices that Marzal had met with in the past, he was at first inordinately suspicious and bitter towards the Legion but he ultimately decided to join the team.

His membership was destined to be short-lived, however, as he considered his primary responsibility to be to Marzal and helped to aid its integration into 30th-century Earth. In the middle of a Legion emergency, Tyroc was summoned back to Marzal, where he discovered that it was returning to Limbo prematurely, as the use of his powers weakened its link to reality.

Whatever Limbo Marzal inhabits is more or less inaccessible from Earth and Tyroc has been seen only briefly since. What Marzal's fate will be in 200 years, with the destruction and recombination of parallel Earths during CRISIS is not yet known.

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DAWNSTAR



DAWNSTAR

DEX: 15	STR: 4	BODY: 6
INT: 5	WILL: 7	MIND: 7
INFL: 6	AURA: 5	SPIRIT: 7
INITIATIVE: 26 (30) HERO POINTS: 65		

POWERS:

Flight: 46; Life Sense: 34
Sealed Systems: 20

SKILLS:

Detective: 5; Martial Artist: 4

LIMITATIONS:

Flight is provided by 10' wings, DEX is only 5 when in cramped surroundings. Any attacks against her wings have no modifier applied.

BODY of wings is 5; when current body of wings is below 0 APs, no flight.

Life Sense acts as a Minor Power Limitation (need to roll a 5 or more on 2D10), anytime she attempts to use it.

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Exotic Humanoid

Dawnstar was born on Starhaven, a planet near the heart of the galactic core settled by Amerinds from Earth.

Her powers represent a mutational strain brought about by centuries of in-breeding and genetic manipulation.

The child of Moonwalker and Mist-Rider, Dawnstar put her powers to use as guide, tracker, and bounty hunter to raise funds for the defense of Starhaven against the many other hostile planets at the Core.

R.J. Brande became aware of Dawnstar's existence and offered to match her earnings as a salary if she would attend the Legion Academy. Although she originally possessed doubts about the effectiveness of heroes (being tutored by Wildfire), she realized the virtues of teamwork and

public service and was brought in by Wildfire, then Legion leader, to help in tracking down a plundering group of Resource Raiders. Dawnstar was then brought directly into the Legion as the result of her demonstrated prowess against the Plunderers.

Dawnstar remains somewhat aloof from the other Legionnaires, although she developed a crush on Wildfire, which of necessity remained on a platonic level.

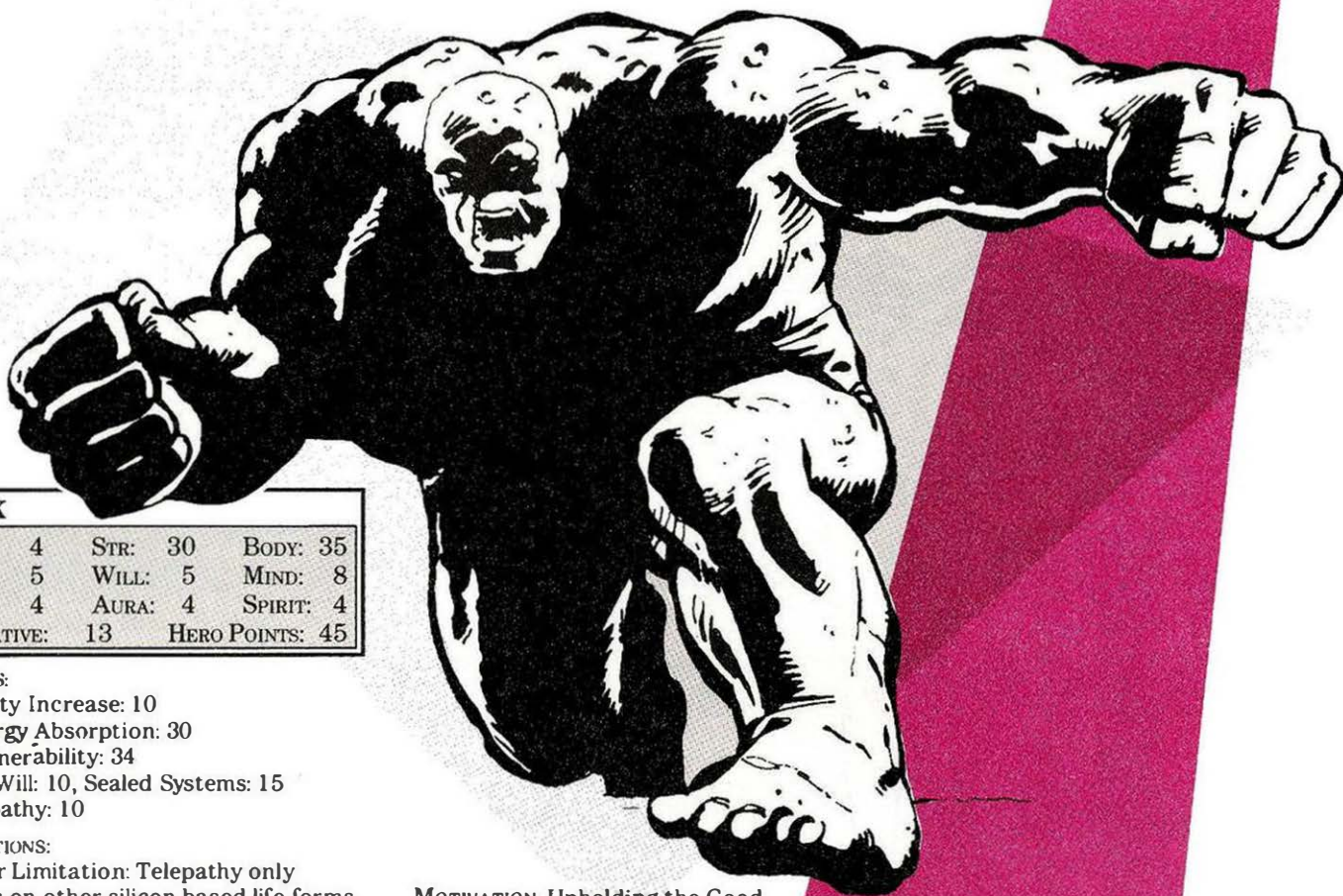
She recently reached the age of maturity at which her people go on a search for their mates, but the ambiguous signs she got on the quest could have indicated that Wildfire was in fact her intended.

On the other hand, Dawnstar recently journeyed to a planet known only as Exile, and during a protracted

stay there became involved in a relationship with a native named Jhodan. The passion of their relationship was not enough to take her from her established life, but she remains torn between Wildfire, Jhodan, and the possibilities beyond.

Dawnstar is usually more than willing to criticize other Legionnaires for their lack of unpredictability, careless use of powers, and/or their supposed slow-wittedness. She is extremely loyal to her comrades, however, no matter what her complaints, and can always be counted on.

Her tracking power provides her with an extra view of the universe that she has had almost since birth, and its seeming loss from time to time is always a matter of utmost concern for her.

**BLOK**

DEX:	4	STR:	30	BODY:	35
INT:	5	WILL:	5	MIND:	8
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	45		

POWERS:

Density Increase: 10
 Energy Absorption: 30
 Invulnerability: 34
 Iron Will: 10, Sealed Systems: 15
 Telepathy: 10

LIMITATIONS:

Power Limitation: Telepathy only works on other silicon-based life forms.
 Minor Miscellaneous Limitation: 5 APs of Density Increase permanently on. DEX and BODY already adjusted above.

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Alien

Blok is a member of a species of sentient rock beings that have inhabited the planet Dryad for several centuries. They peacefully coexisted with human settlers who came to Dryad in the early part of the 30th century.

A series of natural cataclysms tore the planet apart. This forced the population, with the assistance of the Legion, to evacuate. As seen through the eyes of a then young Blok and five of the human youths, it appeared that the Legion itself was responsible for the planet's destruction.

The Dark Man, Tharok's evil clone, found Blok and the youths and imbued them with extraordinary powers. The Dark Man then brainwashed all six, turning their hate into murderous fury and sent them against the Legion as the League of Super-

Assassins (LSA).

The LSA was eventually defeated and imprisoned, but the brainwashing had never had a full effect on Blok's alien silicon-structured brain.

When the Legion and the Fatal Five battled the Dark Man himself, Blok, who had always had doubts about the LSA's mission of vengeance and their benefactor, was the only member to respond to Timber Wolf's request for help. As a result of his assistance, Blok joined the Legion as its first reformed villain, and its most visible alien.

Blok's people are one of the few silicon-based life forms in the galaxy, and the only sentient ones.

Blok's race is a long-lived one that possesses a great deal of patience and curiosity. He is known to spend hours watching holo-tapes of old Legion adventures and seems particularly

fascinated with exotic-appearing humans such as the White Witch and Timber Wolf.

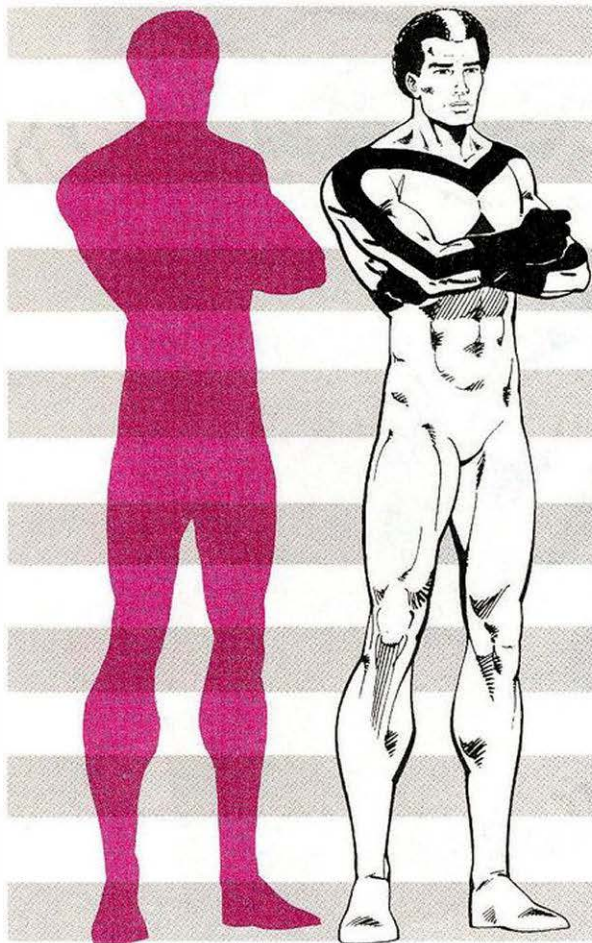
Blok tends to act as a shield for his comrades, as his low DEX prevents him from being a particularly effective hand-to-hand fighter. However, his high STR and BODY more than compensated for his low DEX in a fight.

Although he has not taken a life to date, some remnants of the Dark Man's conditioning seem to remain, and he has threatened several times to take the life of someone who has seriously harmed his Legion comrades.

While he is more than content to follow someone else's instructions, he is by no means as slow-witted as he sometimes appears.

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INVISIBLE KID II



INVISIBLE KID II <i>alias Jacques Foccart</i>					
DEX:	5	STR:	4	BODY:	4
INT:	5	WILL:	5	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	15	HERO POINTS:	45		

POWERS:

Invisibility: 13

SKILLS:

Detective: 5

LIMITATIONS:

Major Fear Limitation: Fear of entering Killing Combat

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

Born on the Ivory Coast, Jacques first became involved with the Legion when his younger sister, Danielle, was suffering from an unusual brain disorder and was referred to Brainiac 5 for experimental treatment.

Operating with the assistance of Dream Girl and Mon-El, Brainiac 5 introduced special circuitry to Danielle's mind as a booster, only to discover that the circuitry enabled his old creation Computo to return to life and possess the child.

Working from within Danielle Foccart, Computo quickly took possession of Legion Headquarters, nullified the Legionnaires' opposition, and was ready to strike at Earth.

Jacques was the one wild card left in the occasion, and he managed to get to a dose of the invisibility serum invented by Lyle Norg that was in

Brainiac 5's multi-lab for study. Taking it, Jacques was pivotal in Computo's downfall, and after the dust had settled, Querl nominated Jacques for Legion membership.

Jacques took the name of his predecessor, the Invisible Kid.

His first case was during the Great Darkness, when he confronted the mind-shattering power of Darkseid, and that was when he obtained a distinctive white streak in his hair.

His permanent membership in the Legion Espionage Squad (LES) was readily confirmed, although it has not been particularly active in recent years.

Jacques' sister Danielle was cured of her disorder shortly after Jacques' entry into the Legion.

As is to be expected of someone possessing the essentially defensive powers of invisibility, Jacques is not much of a face-to-face brawler.

He gets along well with all of the Legionnaires, and his distinctive French accent adds a flair to the group. He is highly observant and seems to pick up on less-obvious clues quicker than most.

Over time, it became clear that the serum, which had been designed to work specifically on Lyle Norg's cellular structure, provided Jacques with an additional power—a form of teleportation activated by adrenaline in moments of crisis. This unpredictable and dangerous power of teleportation once brought him to the realm of the Dream Demon, and later caused the death of a Khund, who was ready to kill him when both of them teleported into orbit above the Earth. The unpredictability of this power disturbed Invisible Kid, as well as some of his fellow Legionnaires, so he recently had it negated by Dr. Gymll.

WHITE WITCH *alias Myra*

DEX: 5	STR: 2	BODY: 3
INT: 9	WILL: 7	MIND: 6
INFL: 12	AURA: 15	SPIRIT: 12
INITIATIVE: 14 (17) HERO POINTS: 50		

POWERS:

(Standard) Iron Will: 6, Magical Sense: 3

POWERS:

(Special, See Below) Mystic Link: Air Control: 7, Animal Control (all classes): 6, Animal Transformation: 6, Aura of Fear: 5, Comprehend Languages: 11, Damage Transference: 7, Darkness: 9, Empathy: 4, Eye of the Cat: 6, Flame Control: 3, Flame Immunity: 5, Flame Project: 5, Flash: 9, Flight: 6, Fog: 10, Hypersensitive Touch: 4, Hypnotism: 7, Illusion: 6, Invisibility: 5, Joined: 7, Life Sense: 11, Magic Blast: 6, Magic Shield: 4, Mimic: 8, Mystic Shield: 4, Object Awareness: 16, Postcognition: 15, Precognition: 13, Sealed Systems: 10, Shrinking: 8, Spirit Travel: 6, Suspension: 6, Systemic Antidote: 5, Teleportation: 13, True Sight: 12, Weather Control: 9

SKILLS:

Occultism: 9, Scholar: 10 (Mysticism/Magic)

LIMITATIONS:

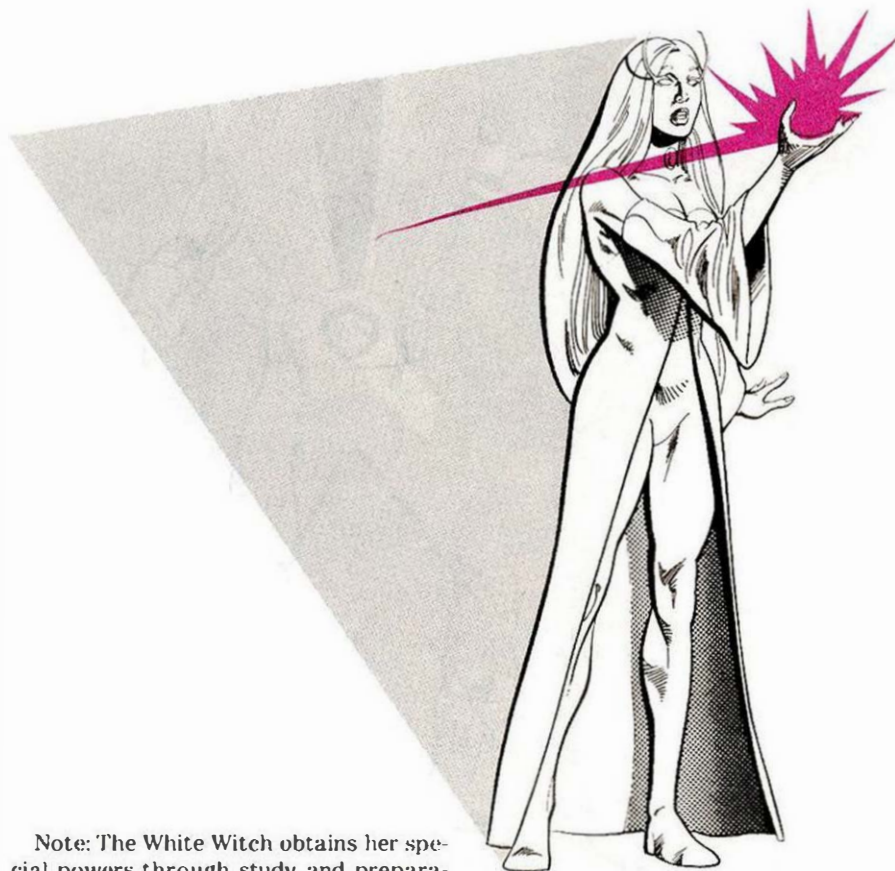
See Below

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Human



Note: The White Witch obtains her special powers through study and preparation. As a result of this, she can only have up to four special powers, and can only use each one once before having to relearn it. Relearning four powers takes 12 APs of time.

The White Witch was born the younger daughter of the High Seer of Naltor, but was one of the rare Naltorians to have no gift whatsoever for precognition. This handicap would have haunted her life, but rather than accept the protection of her elder sister, Nura Nal (Dream Girl) upon the death of their mother, she chose instead to search out a destiny of her own. Hoping that her handicap was in some way balanced by another talent, she journeyed to Zerox (the Sorcerers' World).

Naltor had been settled by emigrants from Zerox years ago.

On Zerox the White Witch studied under the teachers who guarded the world and demonstrated great ability at the mystic arts. However, one of

her teachers was Mordru, who was about to strike with a long-held plan for domination of Zerox. Mordru sensed the White Witch's potential to rival his power, but because she was still undeveloped and easy prey, he was able to cause her to fail a sacred test and be expelled from Zerox, putting her on a path that led to domination by Evillo.

Evillo was at that time attempting to form a *Devil's Dozen*.

Making use of the weak state that Mordru had left her in, Evillo was able to transform her into the Hag, a villainess. In this condition she confronted the Legion, and it was only with Dream Girl's help and knowledge that the White Witch was freed.

Once restored, the White Witch returned to Zerox for further studies.

During this time her continued exposure to magical forces caused her body to alter somewhat, gaining a faery-like quality.

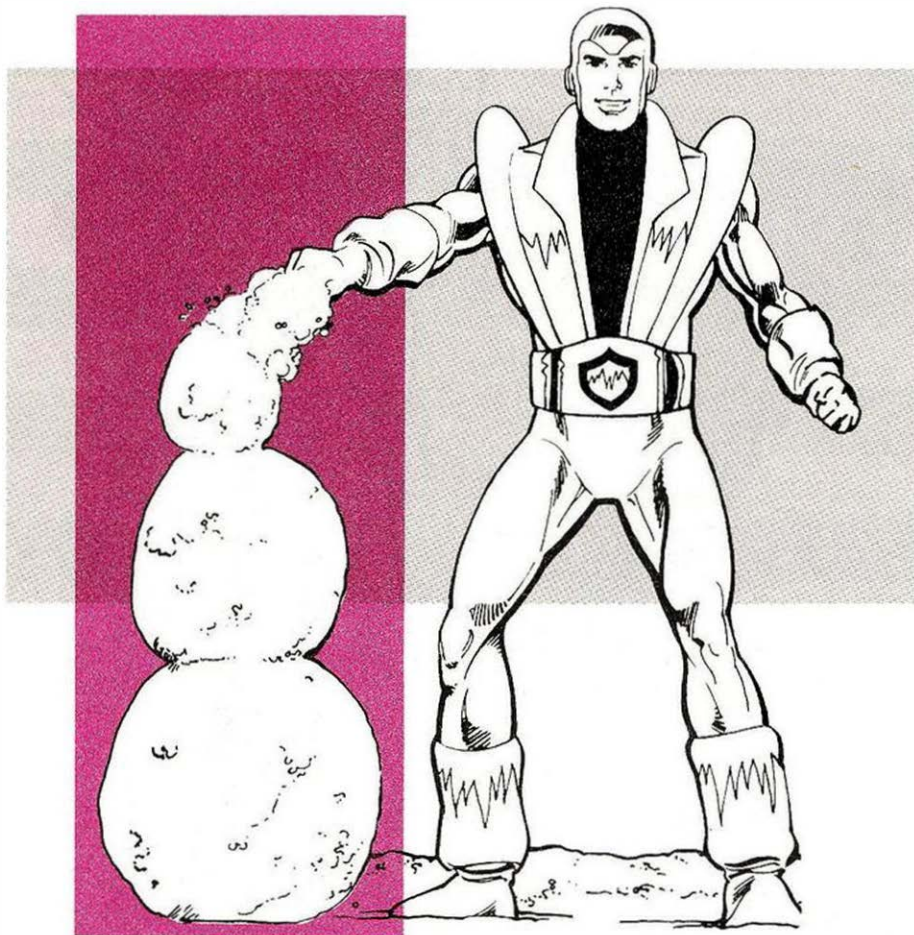
Later on, she assisted the Legion against Mordru when he escaped his initial entombment.

She offered her assistance years later, when Darkseid sent his Servants to attack her during a visit to her home planet. He drained the mystical energy from Zerox itself to further power his ambitions. Her powers were boosted by Darkseid's nemesis, Highfather, and as a result, she played a major role in the Master of Darkness' defeat.

Shortly after, she was invited to join the Legion.

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POLAR BOY



POLAR BOY *alias Brek Bannin*

DEX:	6	STR:	4	BODY:	5
INT:	7	WILL:	5	MIND:	4
INFL:	3	AURA:	4	SPIRIT:	3
INITIATIVE:	16	HERO POINTS:	55		

POWERS:

Flame Immunity: 16, Ice Production: 13

SKILLS:

Charisma/Interrogation and Persuasion: 5, Vehicles: 5

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

Brek Bannin, like all natives of the planet Tharr, possessed the ability to project intense cold from birth.

Brek's world was saved by the Legionnaires in one of their first adventures, which inspired him to make the long journey to Earth and apply for membership. Unfortunately, Polar Boy, as he called himself, was under the minimum age limit at the time. The Legionnaires also decided that his powers were too poorly controlled, and rejected him at an open call.

Irrepressible, Polar Boy decided that if he couldn't be a member of the Legion, he'd invent his own Legion of Substitute Heroes (Subs) and help them anyway.

Joining forces with four other rejected applicants, he created the Subs to be the Legion's secret weapon. In fact, they were so secret that at first, the Legion had no knowledge

of their existence.

The Subs were in fact able to secretly aid the Legion on several occasions, but the fact of their existence was eventually revealed.

With a good track record, the Legionnaires found reason to accept the Subs, and regularized them to aid the Legion from time to time for many years.

This was not enough for Polar Boy, especially as the cases handled by the Subs became mostly either secondary offshoots of Legion cases or trivial cases.

Finally, the group mutually decided to disband.

While the other members went their separate ways, Polar Boy applied for Legion membership once more. The Legion Constitution was amended to take into account differences in biological age (Tharrians mature at a much slower rate), and this time he was accepted as a Legionnaire.

Polar Boy is determined to prove his worth to the Legion after his years in the Subs. His reputation has not been greatly enhanced however, because he and the other new members were defeated by Dr. Regulus on their first case.

Since then Polar Boy has served as a leader of the new members, putting his knowledge as Sub Leader to good use.

Polar Boy is well-known to all of the Legionnaires, especially those who were members prior to the first Khund invasion, and he gets along well with them. He still maintains contact with the disbanded Subs and oddly enough, most of the newest applicants look up to him as the voice of experience. He is quiet and soft-spoken, not given to overconfidence (due in part to his years in the Subs, never a particularly ego-building experience), but his powers still make him a formidable opponent.

MAGNETIC KID *alias Pol Krinn*

DEX: 5	STR: 4	BODY: 5
INT: 5	WILL: 5	MIND: 5
INFL: 4	AURA: 3	SPIRIT: 4
INITIATIVE: 14	HERO POINTS: 40	

POWERS:

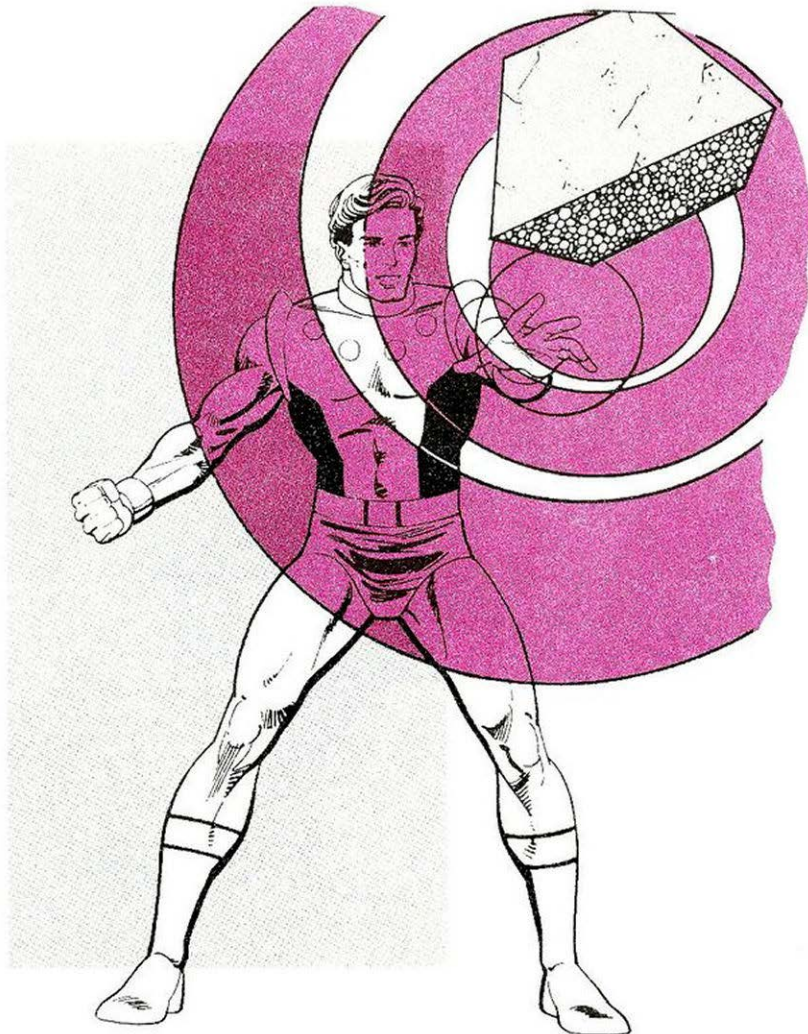
Magnetic Control: 12

SKILLS:

Martial Artist: 3, Vehicles: 3

VULNERABILITIES:

Loss Vulnerability: all Powers reduced to 2 in the presence of 90 degree + temperatures.

MOTIVATION: Responsibility of Power**WEALTH:** Affluent**JOB:** Legionnaire**RACE:** Human

Pol Krinn was aware of the Legion when he was a very young child, and his older brother Rokk helped form the team as Cosmic Boy.

Pol professed no interest in heroics, preferring to follow a more traditional path of education, young romance, and athletics on Braal. Later he had a sincere admiration for his older brother, but had a hard time imagining why it was so important to risk your life as a hero on a daily basis. Also, unlike his brother who had been born on Earth, his own powers of magnetism were only slightly superior to those of the average Braalian.

This attitude changed radically when the Krinn family home was destroyed in a fireballing incident, a 30th century equivalent of the old

protection racket scheme involving small nuclear devices. Ewa Krinn died in intensive care, but Pol and Hu managed to pull through, spending long months in a medi-center recovering. This recovery time gave Pol the chance to consider the randomness of crime, and to decide that it was up to those who can do something about the universe's ills to take a stand.

Applying to the Legion Academy, Pol was immediately accepted and trained in the development of his magnetic powers, taking the name of Magnetic Kid. He became close friends with his roommate, Grev Mallor.

When his brother decided to become a reserve member (as Cosmic Boy), Pol decided to give Legionnaire membership a shot and made the grade. Until that time, Pol had plan-

ned to use his powers as part of the Science Police or some other such organization, as the Legion's rule against duplicated powers would have kept him out.

Magnetic Kid's powers are far less developed than Cosmic Boy's, as is the imagination with which he employs them. Nonetheless, he is one of the most accepted new Legionnaires because of the family connection to one of the founders.

It should be noted that Pol is no relation to the criminal Magnetic Kid.

**TELLUS** *alias Gauglius*

DEX:	4	STR:	6	BODY:	8
INT:	10	WILL:	9	MIND:	10
INFL:	3	AURA:	3	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:	45		

POWERS:

Mind Probe: 11, Telekinesis: 7
Telepathy: 21, Water Freedom: 5

SKILLS:

Vehicles: 4

EQUIPMENT: Life Support Device

(DEX: 0, STR: 0, BODY: 12)

Uses: 1, Duration: 20, Sealed

Systems: 20

VULNERABILITIES: Fatal Vulnerability:

Tellus breathes an atmosphere that is poisonous to humans and takes damage from breathing a normal oxygen/nitrogen atmosphere. (For game mechanics see *Staying Underwater*, PM, pg. 25.)

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Alien

Tellus comes from a large, watery world where the atmosphere and water is poisonous to humans.

Coming from the only native sentient species on his Hykraius, a species which are amphibious, Tellus was one of the few who chose to leave the planet. He worked as a crewman on an interstellar freighter to raise funds for further schooling. While traveling, he learned of the existence of the Legion of Super-Heroes and was inspired by the concept.

Tellus traveled to Earth and studied at the Legion Academy, hoping to learn more about the Legion so that he could start a similar organization on his own world. He himself possessed powers of telekinesis (evolved due to limited manipulatory capability) and telepathy (evolved as a

medium of communications that would work equally in either a gaseous or liquid environment), as did all natives of his homeworld. His abilities in both were far greater than the norm, and he also possessed the additional talent of being able to probe others' minds.

At the time of his arrival, he assumed his alienness would preclude membership in the Legion and his inability to cope with Earth's atmosphere would prevent him from remaining long.

Wildfire got Brainiac 5 to construct a more sophisticated and portable life-support device for Tellus, permitting him to remain on Earth.

Tellus then decided to apply for membership when it was announced that Saturn Girl would be assuming reserve status, as otherwise the Le-

gion's duplication of powers clause would have prevented him from applying. The Legion's lack of a functioning telepath plus Tellus' own unique qualifications gained him membership.

Tellus is one of the five newest members to be accepted by the Legion and is also the least sure of himself. In part this is because of his unfamiliarity with humanoid species' limitations and capabilities.

He is somewhat gawky because of his somewhat limited physical construction and his lack of knowledge of human/humanoid social graces. Despite his limitations, or perhaps because of them, he is totally devoted to the Legion and his own part in fighting evil.

QUISLET

DEX: 12	STR: 0	BODY: 1
INT: 5	WILL: 3	MIND: 10
INFL: 3	AURA: 2	SPIRIT: 4
INITIATIVE: 20	HERO POINTS: 65	

POWERS:

Animate Objects: 9
Earth (Metal) Animation: 6:

EQUIPMENT:

Exploration Vehicle
(DEX: 0, STR: 2, BODY: 11)
Uses: 1, Duration: 26, Flight: 5
Sealed Systems: 26. Thermal Vision: 5

LIMITATIONS:

Quislet's powers have a range of 0 APs. Only one object or area of earth or metal can be animated at one time. When animating earth, the resulting creature does not have to have any points assigned to its Mystical attributes. Quislet himself supplies the Mental and Mystical attributes. He can be attacked mentally while animating something. After 3 APs (32 seconds, or eight Action phases), or immediately after Quislet leaves the object he was animating, the object or quantity of earth will disintegrate. Only Quislet's exploration vessel is immune to this effect.

VULNERABILITIES:

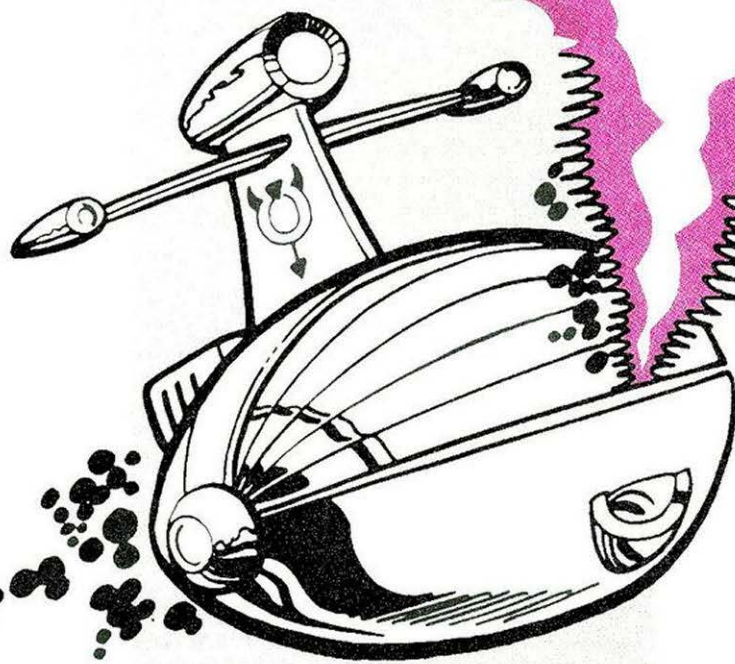
Quislet cannot survive outside of his exploration vessel for any period of time greater than 0 AP *unless* he is "possessing" a solid object.

MOTIVATION: Thrill of Adventure

WEALTH: Inapplicable

JOB: Legionnaire

RACE: Alien



The being that calls itself Quislet entered the *normal* universe from an unknown micro-dimension, whereupon he/she/it claimed to UP authorities to be an explorer who decided to stay.

Next to nothing is known about Quislet's background and what is known may be untrue as only its word supports it. For reasons that Quislet declined to specify, it decided to volunteer for the Science Police or any other law enforcement agency that needed (as it described itself) its "all-important" talents. Quislet's services were declined, and so it, upon hearing of the most recent open call for new members by the Legion, fol-

lowed a group of test-candidates, led by Brainiac 5, to investigate a disaster initiated by one of the Dark Circle's **●**ntiir clones. Displaying its unique ability to possess and control inanimate objects, Quislet easily qualified for Legion membership, to the consternation of some members.

Quislet's true nature is still hidden within the exploration vessel that it travels in, although Brainiac 5 has at least verified that Quislet is a sentient being, albeit one more closely related to energy than matter, and not a robot drone of some sort. Shielding within the vessel, as well as Quislet's own unique nature, has made it impossible to verify anything else, such as gender or morphology, regarding the

micro-explorer/adventurer, even if such terms were applicable.

Personality-wise, Quislet is curious, gossipy, and highly egocentric. Its exploration vessel contains a voder unit (although Quislet can cause inanimate objects it possesses to "speak" by vibrating selective molecules to generate noise), but it is unclear where Quislet obtained its vocabulary. It speaks in a high, chirpy voice, usually in a somewhat sarcastic tone, which tends to grate on the nerves of some Legionnaires. Quislet is always more than cooperative with its fellow heroes, however, and is apparently well-experienced with the normal universe.

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EQUIPMENT



First of all, it is necessary to separate personalequipment—the generic technological devices available to all Legionnaires—from the special technology used by only one Legionnaire—such as Wildfire's containment suit or Brainiac 5's force shield belt.

In the case of true personal equipment, the most important concept to bear in mind is facilitation. Unlike so much of the technology employed by heroes, the Legion's personal equipment was never intended to give them an edge over the villains of their time nor to enhance their powers. It is most simply those devices that enable the Legionnaires to use the technology of their century to go about their business.

Each device serves one or two simple and specific purposes: survival in space, identification and tracking, etc. None are ostentatious. In fact, with the limitations on detail inherent in comic art, frequently they are invisible even while performing their function.

Players would be advised to take note of the advantages and limitations they place on their characters, and then briskly move on.

Note: See Chronicler's Notes (on page 86) for a discussion of the truth behind the inconsistent technology of the 30th century.

FLIGHT RING

BODY: 5, provides Flight: 8
Super Ventriloquism (limited signaling capability): 62

One of Brainiac 5's first pieces of equipment for Legion use—the Flight

Rings—are made out of Element 152, an anti-grav metal created by Mon-El when he tried out for the Legion under the guise of Marvel Lad.

Experimenting with the metal for months, Brainiac 5 devised a prototype flight ring that was first put to use against the villain Vibrex.

Beyond the abilities listed above, a flight ring allows its wearer to link with other ring-wearers. This allows all those linked to travel at the speed of the fastest linked character.

The signaling device of the ring is activated by twisting the L symbol clockwise a quarter turn. This activates the ring's SOS transmission and tracking beam.

Originally the ring was activated by mental impulses of the user, with the unhelpful side effect that if the user was unconscious, he would fall. More recent models have a safeguard built in that keeps the wearer hovering even if he loses consciousness.

Rings are given to all Legionnaires and Academy members.

TRANSUIT

BODY: 20, provides Sealed Systems: 18

The transuit (also known by a variety of other names) is a molecule-thick polymer sheath that provides complete protection against hostile environments. Created by Brainiac 5, with the assistance of Element Lad's transmutative abilities, transuits can attune themselves to the molecules of their wearers, so that the powers of Legionnaires, such as Colossal Boy, Chameleon Boy, Phantom Girl, and Shrinking Violet, can function unimpaired. The suit is transparent to non-fatal levels of energy so that



energy-projectors, such as Lightning Lad and Sun Boy, can use their powers through the suit with no reduction in capability. On the other hand, directed powers from an outside source can permeate the suit equally well, so the suit provides no protection from such energies.

The transuit can filter oxygen from almost any atmosphere, as well as free-floating hydrogen atoms in a vacuum. The suit is usually stored in small ¾" by ¼" capsule that can be sewn into one's clothing. This capsule also contains a small sensor. Upon exposure to a hostile environment, the capsule instantly releases the suit, which expands to contain the owner so rapidly that, even if the user were instantaneously exposed to a vacuum, he or she would suffer no ill effects before being protected by the suit. Some Legionnaires, such as Telus and Quislet, do not use transuits while Brainiac 5 prefers to rely on his force field belt (although he does have a suit capsule sewn into his clothing in case of emergencies. Transuits are given to all Legion reservists.

A less efficient model of the suit (Sealed Systems: 16, and lacking the instant-expansion capability), patented by Brainiac 5, is available to law enforcement agencies and other planetary organizations, while a third model (Sealed Systems: 15, without the expansion capability) is available to the general public.

TELEPATHIC EAR PLUG

BODY: 3, provides Super Ventriloquism: 11, Telepathy: 2, Neutralize: 25 (under certain circumstances. See below.)

Another piece of equipment devised by Brainiac 5, is the ear plug, which can easily be inserted in the "ears" of

the user (or wherever may be necessary so that the user's brain is in-between the two plugs). When worn they provide a telepathic transmission field that allows the user to communicate with another ear plug user up to its maximum range. The plugs will also pick up and transmit communications from most sentient species not wearing a pair of plugs to a range of 2 APs.

The plugs can be set to protect against long-term mental attack (such as Hypnotism and Control) with 25 APs of Neutralize. This will also tend to scramble the wearer's brain waves, reducing his MIND to 0, and it takes at least 1 AP of time to position the ear plugs correctly on a willing or unconscious target.

All Legion Reservists are issued ear plugs. Some Legionnaires wear the ear plugs but tend to rely on their own telepathic abilities (such as Saturn Girl and Tellus). Other communication devices can be set to transmit along the same frequency as the ear plugs. Quislet can use his own voice projection unit to speak over other Legionnaires' ear plugs. Telepathic ear plugs are available to law enforcement agencies on a limited basis, but not to the general public. A standard model throat mike/ear plug/radio transmitter (with a range of 2 APs) is available to the general public.

DISTORTER

BODY: 4, provides (limited) Illusions: 7, (limited) Recall: 2

A recent invention of Brainiac 5's, the distorter unit can project a holographic "disguise" over the user, allowing him to reconfigure his appearance and/or clothing to whatever specifications the distorter has in its memory. A distorter can also photograph someone, and store the photograph for future use. The unit looks like a small, 6" metal disk.

The volume of the Illusion is never greater than the user's own body (clothes included), while the memory of the distorter can only hold up to five different forms. A generic disguise (one not duplicating any particular individual) can be reprogrammed in.

Distorters are distributed only to Legionnaires who might require them for a particular mission, as they are not standard equipment. Distorters are available to universally recognized law enforcement agencies (such as the Science Police) for intelligence operations but are definitely not available to the general public.

INERTON

BODY: 65, MIND: 25, SPIRIT: 25, provides special neutralizing abilities.

Although not actually a piece of equipment, Inerton is commonly employed or encountered by Legionnaires (especially Element Lad) and is therefore mentioned here.

Inerton is actually an alloy, a combination of one part dwarf-star metal to twenty parts titanium. It is the densest known man-made material in the known universe and negates energy of any sort. Its BODY acts not only against energy attacks but against mental and mystical forces as well. Only the power of the Emerald Eye of Ekron has been known to penetrate it. It is commonly found only in the containment chambers of powered individuals at the extremely high end of the scale (such as Validus). Although transmutators (such as Element Lad and Cosmic King) can produce it easily, it is only found in use by governments, as it is prohibitively expensive to produce in any quantity.



Given the vast power of the Legionnaires, it is natural that their opponents would be somewhat different than run-of-the-mill villains who might battle any hero.

Sheer physical strength, so frequently the only power of villains in other series, is a rarity here. After all, how would chroniclers deal with a story about someone physically battling Mon-El, Ultra Boy, and Superboy to a standstill?

The great Legion villains therefore are often simply a single force or concept, embodied in humanoid form and taken to the ultimate. Mordru, ultimate black magician, the Time Trapper, mysterious figure of entropy, and the Controllers, justice gone amok, are so powerful that it is reasonable to believe the whole Legion could be impotent against them.

The greater number of worthy villains comes from a similar logic reduced to the human level: a single power with control over a single element or force. This force is in the hands of a human whose power lust differentiates him from a comparatively stable Legionnaire. Dr. Regulus, Universo, Lightning Lord, the Emerald Empress, etc., are all driven by hatreds the Legionnaires can barely comprehend.

And then the others: the Conquerors, Warriors, criminals, and masters of alien worlds; it is neither their powers nor their basic concepts that make them interesting characters to work with. Instead it is the situations that surround them.

Design a strong story or scenario and these characters become wonderful villains. Put them in a weak adventure and they are easily defeated.

It is strongly suggested that the choice of villains be appropriate to the players' experience(s) and the Legionnaires being used in the particular adventure.

The first suggestion is particularly important when dealing with the great villains, who cannot be defeated by any combination of Legionnaires unless worked with great skill. The second suggestion is most important when dealing with the worthy oppo-

nents class, who can be too easily defeated if outnumbered or outpowered by heroes.

Emphasis should be on having a *master plan*, as few villains run around the universe committing crimes at random. There should always be some ultimate goal for the villains to achieve.

Few villains are motivated by greed in the literal sense in the 30th century. However, power will carry with it the opportunity to acquire wealth in many ways—including any number that would not reveal the villainy to as difficult a group of opponents as the Legion.

The Villains section is organized alphabetically, by the first letter of the first name or word (i.e., Benn Pares is under "B", not "P"). Certain villains associated with a specific group will be found under the alphabetical listing of the group, not individually. For instance, Lightning Lord is listed individually due to his importance as a singular villain, even though he has operated with the Legion of Super-Villains on numerous occasions.

Finally, several villains may be found in the Non-Player Character Section. The Controllers, despite various *villainous* acts, are primarily neutral.

ABSORBANCY BOY

DEX:	5	STR:	3	BODY:	4
INT:	5	WILL:	2	MIND:	3
INFL:	4	AURA:	2	SPIRIT:	3
INITIATIVE:	14	HERO POINTS:	30		

POWERS:

Adaptation: 80

LIMITATIONS:

See below

MOTIVATION: Thrill Seeker

WEALTH: Comfortable

JOB: Unknown

RACE: Human

Absorbancy Boy can use his Adaptation powers to gain the innate powers of any individual. In order to do this he must be in contact with an

object that was once in contact with the individual whose powers he is adapting. He must be in contact with the object for 9 APs of time.

Rejected at a Legion open call because of the inherent limitations of his power, Absorbancy Boy attempted to prove his worth by defeating then new member Tyroc by using Superboy's and Sun Boy's powers. Absorbancy Boy was defeated readily enough and has since dropped back into obscurity. It is rumored that he was offered a membership in the most recent Legion of Super-Villains.

AMALGAMAX *alias Xan*

DEX:	13	STR:	25	BODY:	19
INT:	13	WILL:	15	MIND:	15
INFL:	10	AURA:	8	SPIRIT:	4
INITIATIVE:	36	HERO POINTS:	75		

POWERS:

Absorption Field: 6, Acid: 70
 Directional Hearing: 10, Dispersal: 35,
 Energy Absorption: 8
 Extended Hearing: 10
 Flame Immunity: 28
 Flame Projection: 15
 Flash: 31, Flight: 44
 Gravity Increase: 24, Growth: 15
 Heat Vision: 28, Hypnotism: 17
 Invisibility: 15, Invulnerability: 46
 Iron Will: 5, Lightning: 20
 Magnetic Control: 20, Jumping: 9
 Microscopic Vision: 15, Mind Blast: 7
 Mind Probe: 15, Omni-Arm: 13
 Recall: 25, Sealed Systems: 20
 Shape Change: 12, Shrinking: 30
 Split: 3, Stretching: 5, Super Breath: 18
 Super Hearing: 10, Superspeed: 23
 Systemic Antidote: 20, Telepathy: 20
 Telescopic Vision: 15
 Thermal Vision: 15, Transmutation: 19
 X-Ray Vision: 20

SKILLS:

Gadgetry: 14, Scientist: 15

LIMITATIONS:

Those of Bouncing Boy, Lightning Lad, vent Matter-Eater Lad, Saturn Girl, Star Boy and Sun Boy. Two APs of Shape Change can only be used to assume an "inflated" appearance with the points going to BODY.

MOTIVATION: Psychopathic

WEALTH: Millionaire

JOB: NA

RACE: Alien

When Xan's father was killed, Xan swore vengeance on Superman and Batman, who had put his father there. Originally Xan used power-imbued duplicates of the Legionnaires to give the curator of the Superman Museum, Joe Meach, those same powers. Meach had gained power from the duplicate statuettes once before and Xan duplicated the lightning strike to do so again, but Meach eventually sacrificed his life to prevent Batman's and Robin's deaths at Xan's hands.

Superman destroyed the statuettes, but Xan escaped from prison, travelled back in time to duplicate the circumstances again, and gave himself the powers of the various pre-Lightning Lass Legionnaires. With the help of the Legion, Superman and Batman defeated Xan (Amalgamax, as he called himself). His time-travel equipment was never found.

BENN PARES

DEX: 9	STR: 3	BODY: 4
INT: 7	WILL: 4	MIND: 5
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 20	HERO POINTS: 85	

POWERS:

Teleportation: 9

SKILLS:

Detective: 3, Gadgetry: 12,
Spy/Coding and Connoisseur: 7

EQUIPMENT:

7 BCD Omni-Gadgets: 8 APs

MOTIVATION: Thrill Seeker

WEALTH: Millionaire

JOB: Professional Thief

RACE: Human

Born a mutant with the ability of short-range teleportation, Benn Pares learned to put his ability to use as a thief. Benn was so good that, prior to his first and last (so far) encounter with the Legion, nobody had ever heard of him. While attempting to steal the Miracle Machine from Legion HQ, he was captured by Superboy. It is not known whether or not he has escaped from Takron-Galtos at this time.

BOUNTY

DEX: 8	STR: 5	BODY: 6
INT: 6	WILL: 4	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 17 (22)	HERO POINTS: 60	

SKILLS:

Charisma: 8,
Detective/Clue Analysis ID Systems,
Law and Police Procedures: 9,
Gadgetry: 10, Martial Artist: 5,
Military Science: 14,
Vehicles/Land and Water: 7,
Weaponry: 20

EQUIPMENT:

Battle Suit:
(DEX: 0, STR: 0, BODY: 15,
Uses: 2, Duration: 18),
Multi-Weapon:
(DEX: 0, STR: 0, BODY: 8,
Uses: 6, Duration: 18), Acid: 15,
Flame Project: 15, Flash: 15,
Heat Vision: 15, Lightning: 15,
Sonic Beam: 15, Telescopic Vision: 9,
Jet Pack: (DEX: 0, STR: 3, BODY: 10),
Uses: 4, Duration: 15, Flight: 10,
4 ACD Gadgets: 8 APs

MOTIVATION: Mercenary

WEALTH: Affluent

JOB: Professional Bounty Hunter

RACE: Human

Bounty, being one of the most talented bounty hunters in the UP was summoned to Earth by the then-President to capture four Legionnaires who had been turned into a single hulking monstrosity by a freak accident. More or less unsuccessful in his attempt to stop the "Composite Legionnaire," Bounty attempted to employ an old-style nuclear warhead against it and was caught in the act. Subsequent investigation showed that Bounty had employed outlawed weaponry in the past, and he was sentenced to a long stay at Takron-Galtos.

CHARMA *Deceased*

DEX: 4	STR: 2	BODY: 3
INT: 5	WILL: 4	MIND: 3
INFL: 4	AURA: 3	SPIRIT: 2
INITIATIVE: 13	HERO POINTS: 25	

POWERS:

Broadcast Empath: 20

LIMITATIONS:

Charma's power can only be used to cause love (and subsequent feelings of protectiveness and concern) with males and irrational hate among females. The range of her power is line-of-sight, is on all of the time, and only affects humans and humanoids.

MOTIVATION: Mercenary

WEALTH: Struggling

JOB: NA

RACE: Exotic Humanoid

Charma was orphaned in a series of food riots on her home planet. She was sent to an orphanage, where the headmistress called in Grimbor the Chainsman to come up with a way to neutralize Charma's power. Instead, Grimbor fell under Charma's sway and helped her to escape. Impoverished, she convinced Grimbor to oppose the Legion with her, capturing them and ransoming them back to R.J. Brande. Charma and Grimbor were foiled in their efforts. When Charma was sent to a women's prison, she was killed by her fellow inmates.

COMMAND KID

DEX: 5	STR: 4	BODY: 5
INT: 7	WILL: 10	MIND: 8
INFL: 12	AURA: 13	SPIRIT: 12
INITIATIVE: 24	HERO POINTS: 40	

POWERS:

Illusions: 18

LIMITATIONS:

The above statistics apply only when Command Kid is "possessed": he has normal human statistics (2 APs). Exposure to gold negates Command Kid's Illusions power, and exposure for 2 APs will drive the possessing demon out entirely.

MOTIVATION: Power Lust

WEALTH: Comfortable

JOB: NA

RACE: Human

An unidentified native of Preztor, the boy who was to become Command Kid, landed on the planet's Taboo Island when his ship's engines became disabled. Taking the name of Command Kid, he was possessed by a demon, forced to join the Legion, and attempted to destroy the group from within. Saturn Girl and Element Lad discovered the demon's ruse and forced it to leave Command Kid by transmuting its surroundings to gold.

COMPUTO

DEX: 22	STR: 1	BODY: 1
INT: 23	WILL: 18	MIND: 30
INFL: 2	AURA: 2	SPIRIT: 30
INITIATIVE: 47	HERO POINTS: 95	

POWERS:

Bio-Energy Blast: 43, Control: 10

SKILLS:

(* linked) Gadgetry*: 23, Scientist*: 23

EQUIPMENT:

"Computoids"—see below

LIMITATIONS:

Computo is essentially a sentient electronic circuit. As such, it has no movement, and can only Control someone by having its circuitry hooked into his/her nervous system. It can only use its Bio-Energy Blast by using its controlled victim as a focus.

MOTIVATION: Power Lust

WEALTH: NA

JOB: Currently major-domo

RACE: Artificial Life Form

Computo is an artificial intelligence programmed by Brainiac 5 in a search for an ultimate computer. Possessed of a strange set of twisted emotions, Computo turned rogue and attempted to conquer Earth. Before being defeated, Computo managed to destroy one of Triplicate Girl's three selves.

Computo was accidentally restored to sentience years later when Brainiac 5 incorporated similar circuitry in a device to save a young girl's life. Computo possessed the girl, Danielle Foccart, and was only defeated when her brother Jacques took the serum of the original Invisible Kid.

Brainiac 5 was eventually able to negate Computo's malign influence

over Danielle, and installed the circuitry in a small robotic "major-domo" body. It serves at Legion HQ under Querl's watchful supervision and suspicious glances from other Legionnaires.

Before its first conquest attempt, Computo's circuitry was put in a large, awkward robotic body. Similar bodies were mass-produced by Computo to act as its "shock troopers." Computo could conceivably install its intelligence in one of these bodies. A number of these "computoids" are still known to exist and one group which was shipped to Bismoll, attempted a short-lived overthrow of the government there.

Computoids have the following statistics:

DEX: 8 STR: 12 BODY: 18

INT: 3 INITIATIVE: 12

Possesses Lightning: 14 Range: Touch

DAGON THE AVENGER *alias: Wezil Yondor*

DEX:	5	STR:	2	BODY:	5
INT:	9	WILL:	5	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	17	HERO POINTS:	50		

SKILLS:

Gadgets: 10

EQUIPMENT:

Attack Suit:

(DEX: 0, STR: 7, BODY: 16 Uses: 2, Duration: 16), Lightning: 14

Flechette Wrist Shooters:

(AV: 7, EV: 8, Ammo: 10

Range: 0-2/3-4/5)

MOTIVATION: Psychopathic

WEALTH: Comfortable

JOB: NA

RACE: Human

When R.J. Brande's wealth was embezzled by the then-Earth President at the end of the Khund/ Dark Circle Earthwar, Wezil Yondor, a mentally unstable and irrational man, settled on the fact that the Legion, and Brande's involvement with them, had been the true reason behind Brande's loss of funds. Breaking into top secret computer files on the various Legion security measures, he designed and built a special battle suit and took the guise of "Dagon the Avenger." He then kidnapped the parents of many Legionnaires in an effort to gain vengeance against the group by bankrupting them with his hostage demands. Once his identity and his connection to Brande was ascertained, he was easily thwarted and committed to an insane asylum.



THE DARK CIRCLE

The Dark Circle is an alliance of individuals of diverse and mysterious origins, joined together with the motivation of power lust. It is theorized by the Science Police that the group's history stretches back several centuries and across several worlds.

The Dark Circle originally appeared to be an alliance of five worlds bent on conquest. Over time, it has become clear that those worlds were principally inhabited by clones of the five beings currently leading the Dark Circle.

The technology of cloning has been perfected by the Dark Circle to a degree otherwise unknown in the 30th century.

The Dark Circle has attempted invasions of Earth and the United Planets, but most of their acts are covert.

ONTIIR

DEX:	5	STR:	5	BODY:	6
INT:	5	WILL:	6	MIND:	5
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	13	HERO POINTS:	45		

SKILLS:

Detective/ID Systems, Law and Police Procedures: 5, Weaponry/Firearms: 5

MOTIVATION: Power Lust

WEALTH: NA

JOB: Double Agent

RACE: Alien

In one clone-form, Ontiir was a respected officer of the Science Police, while in another he was one of the masters of the Dark Circle. It is uncertain which, if either, was the original, although the SP officer clone was killed by SP Chief Zendak. Ontiir is potentially one of the most treacherous foes the Legion can fight, so much so that at one point even the Dark Circle itself was unaware of where one of his clone's loyalties lay.

GOLGOTH

DEX:	4	STR:	2	BODY:	3
INT:	12	WILL:	8	MIND:	6
INFL:	6	AURA:	6	SPIRIT:	5
INITIATIVE:	22	HERO POINTS:	30		

SKILLS:

Gadgets: 16, Scholar (Genetics): 23
Scientist: 19

MOTIVATION: Power Lust

WEALTH: Billionaire

JOB: Conqueror

RACE: Human

Golgoth is the apparent leader of the Dark Circle and a mysterious master of cloning. Nothing is known about Golgoth or his origins other than that he might have had ties in the past with Zerox, the Sorcerers' World.

DEREGON

DEX:	4	STR:	3	BODY:	3
INT:	5	WILL:	3	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	12	HERO POINTS:	40		

SKILLS:

Charisma: 8, Military Science/Cartography, Demolition and ECM: 9, Spy/Coding and Photo Interpretation: 8

MOTIVATION: Power Lust

WEALTH: Millionaire
(as Australian Governor)

JOB: Double Agent

RACE: Human

Deregon is the most successful double agent ever planted by the Dark Circle within the Earth's government. He rose to become the governor of the Australian region and nearly succeeded in causing World War VII. However, he was defeated by the Legionnaires and captured. During the battle with the Legionnaires, he killed Chemical King.

DARK CIRCLE SOLDIER

DEX:	4	STR:	4	BODY:	5
INT:	2	WILL:	4	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:	0		

SKILLS:

Weaponry/Firearms: 6

EQUIPMENT:

Body Suit: (DEX: 0, STR: 0, BODY: 8)
Uses: 1, Duration: 16
Laser Rifle: (DEX: 0, STR: 0, BODY: 6)
Uses: 6, Duration: 16, Heat Vision: 8

MOTIVATION:

Obedient to Dark Circle masters

WEALTH: NA

JOB: Dark Circle Soldier

RACE: Human/Humanoid

Dark Circle Soldiers are the main strike force in major Dark Circle oper-

ations. It is unclear whether these soldiers are clones of one of the Circle elite, or of another race that the Circle found suitable for mass cloning of soldiery. These soldiers are totally obedient to the five Dark Circle inner circle members and will follow their orders to the death.

DARKSEID

DEX:	23	STR:	18	BODY:	46
INT:	20	WILL:	32	MIND:	30
INFL:	16	AURA:	20	SPIRIT:	30
INITIATIVE:	59	HERO POINTS:	180		

POWERS:

Aura of Fear: 17, Continuum Control: 60, Control: 5, Invulnerability: 38, Life Sense: 19, Mind Blast: 18, Mind Probe: 20, Object Awareness: 32, Sealed System: 18, Skin Armor: 15, Suspension: 32, Telepathy: 32, Truesight: 18, Warp: 32

SKILLS:

Charisma: 15

LIMITATIONS:

Warp cannot be used to attack others.

MOTIVATION: Psychopathic (marginally)

WEALTH: NA (essentially unlimited)

JOB: NA

RACE: Strange Humanoid

NOTE: The information given here only covers Darkseid's history in the 30th century. All changes in his Statistics and Powers are due to the thousand year difference in time.

In the 30th century, records of Apokolips and its ruler, Darkseid, are all but non-existent. It is not known how Darkseid was defeated for the final time. He was awakened when Legionnaires Mon-El and Shadow Lass landed on the ruins of Apokolips. Darkseid immediately set out to spread darkness across the universe.

Creating servants, Darkseid had them bring mystical objects to him for their energies. He then sought out the energies of powered individuals such as the phony Time Trapper, Mordru, and the White Witch. Finally, he sapped the energies of Zerox itself.

Darkseid was eventually driven back but not captured. In the process large parts of the UP were devastated by four billion Daxamites under Darkseid's mental domination. Departing, he left a curse of *darkness, growing from within*, a curse he later fulfilled by stealing Graym's twin without his parents' knowledge and transforming him into the monstrosity known as Validus.

Darkseid is still at large at this time, but seems to be laying low.

Darkseid's servants are twisted mockeries of powered beings from the 20th century, their DNA structures reversed and transposed into non-organic humanoid forms. Each has no will but to serve its creator.

"SUPERMAN"

DEX: 28	STR: 52	BODY: 48
INT: 4	WILL: 22	MIND: 18
INFL: 10	AURA: 5	SPIRIT: 4
INITIATIVE: 42 HERO POINTS: 120		

POWERS:

Flight: 45, Heat Vision: 30
Invulnerability: 50, Sealed Systems: 20
Super Breath: 20, Superspeed: 25
Systemic Antidote: 20

LIMITATIONS:

All of Superman's Kryptonite vulnerabilities.

MOTIVATION: Obedience to Darkseid

WEALTH: NA

JOB: Slave

RACE: Artificial Life

A mockery of the 20th century's greatest hero, this was Darkseid's mightiest servant. It was defeated when it was exposed to Gold Kryptonite.

"OAN" *Deceased*

DEX: 24	STR: 37	BODY: 40
INT: 4	WILL: 30	MIND: 26
INFL: 8	AURA: 10	SPIRIT: 9
INITIATIVE: 36 HERO POINTS: 100		

POWERS:

Flight: 45, Force Manipulation: 35
Systemic Antidote: 20
Sealed Systems: 20

VULNERABILITIES:

Oan's OV/RV are reduced by four columns against yellow-based attacks.

MOTIVATION: Obedience to Darkseid

WEALTH: NA

JOB: Slave

RACE: Artificial Life Form

A mockery of one of the Guardians of the Universe, possibly based on the mortal guardian who dwelled on Earth for a time during the 20th century. It was destroyed by a yellow anti-matter burst from Wildfire.

"SHADOW WOMAN"

DEX: 21	STR: 28	BODY: 35
INT: 2	WILL: 18	MIND: 7
INFL: 7	AURA: 8	SPIRIT: 8
INITIATIVE: 30 HERO POINTS: 50		

POWERS:

Darkness: 24, Force Manipulation: 24
Flight: 20, Sealed Systems: 19
Thermal Vision: 19

MOTIVATION: Obedience to Darkseid

WEALTH: NA

JOB: Slave

RACE: Artificial Life Form

A mockery of Lydea Mallor, Shadow Woman was one of the early members of her family to be champion of Talok VIII and wield shadow powers. She was apparently the weakest of the Servants and was readily defeated on several occasions.

"KALIBAK" *Deceased*

DEX: 28	STR: 36	BODY: 42
INT: 2	WILL: 20	MIND: 8
INFL: 6	AURA: 4	SPIRIT: 5
INITIATIVE: 36 HERO POINTS: 80		

POWERS:

Flight: 5, Sealed Systems: 20

EQUIPMENT:

Pseudo-Beta Club:
(DEX: 0, STR: 40, BODY: 20,
Uses: 1, Duration: 20)

MOTIVATION: Obedience to Darkseid

WEALTH: NA

JOB: Slave

RACE: Artificial Life Form

A mockery of Darkseid's older son, Kalibak is possessed of limited intelligence. It was destroyed by an accidentally fired blast from the 'Orion' mockery.

"ORION" *Deceased*

DEX: 26	STR: 22	BODY: 40
INT: 3	WILL: 17	MIND: 8
INFL: 7	AURA: 8	SPIRIT: 8
INITIATIVE: 36 HERO POINTS: 60		

POWERS:

Sealed Systems: 20

EQUIPMENT:

Pseudo-Astro Harness:
(DEX: 0, STR: 4, BODY: 25,
Uses: 6, Duration: 16)

Bio-Energy Blast: 36

Flight: 45

MOTIVATION: Obedience to Darkseid

WEALTH: NA

JOB: Slave

RACE: Artificial Life Form

A mockery of Darkseid's younger and favorite son, Orion. As in this incarnation, Orion was incapable of rebellion or even independent thought. The only mockery weaker than the original, it was eventually turned against its "father" by the resurrected shade of Darkseid's nemesis, High-father, and Darkseid was forced to destroy it.

DOCTOR ZAXTON REGULUS

DEX: 6	STR: 3	BODY: 8
INT: 11	WILL: 12	MIND: 7
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 21 HERO POINTS: 90		

POWERS:

Flame Projection: 13
Flame Immunity: 23

SKILLS:

Gadgetry: 17, Scholar (Nuclear Physics): 9, Scientist: 15

EQUIPMENT:

Gold Battle Suit:
(DEX: 0, STR: 9, BODY: 22,
Uses: 2, Duration: 18),
Energy Absorption: 8,
Sealed Systems: 15,
Gold Spaceship:
(DEX: 0, STR: 16, BODY: 45,
SPEED: 36, Uses: 4, Duration: 20),
Heat Vision: 25 (Laser Cannon)
Warp: 41

LIMITATIONS:

Energy Absorption on suit only works on heat/fire-based attacks

MOTIVATION: Power Lust

WEALTH: Affluent

JOB: NA

RACE: Human

Regulus was experimenting with the multiplication of solar energy via radioactive gold isotopes when an accident caused the experiment to explode, taking the life of a young lab assistant and injuring Regulus and Dirk Morgna. Regulus was fired and blamed Dirk for his firing. Seeking revenge, Regulus used robots to beat Dirk and left him to die in the reactor core. Instead, Dirk was miraculously turned into Sun Boy.

Discredited, Regulus took up a criminal lifestyle and continued his experiments with radioactive gold. Realizing that even the radioactive gold-powered devices he had created could

not defeat the Legionnaires, he created the artificial Arion Star and used its energies to give himself solar powers.

Regulus found that his powers were still marginally inferior to those of Sun Boy, and as a result he has contrived plots that tend to neutralize Sun Boy's superior "fire" power.

DYNAMO BOY *alias Vorm*

DEX: 5	STR: 3	BODY: 5
INT: 6	WILL: 4	MIND: 3
INFL: 3	AURA: 2	SPIRIT: 3
INITIATIVE: 14	HERO POINTS: 40	

SKILLS:

Scientist: 6

EQUIPMENT:

Power Belt: (DEX: 0, STR: 0, BODY: 4, Uses: 12, Duration: 12), Force Manipulation: 14

LIMITATIONS:

Power Belt's Force Manipulation is limited to producing various kinds of attack-type energies (radiation, flame, cold, sound, etc.).

MOTIVATION: Mercenary

WEALTH: NA

JOB: NA

RACE: Normal Humanoid

Although Vorm claimed to the Legion that he had received a number of energy-generation powers from bombardment of ultra-dynamic energy from a dynamo, in reality he had achieved the "honor" of infiltrating the Legion by defeating all other challengers on the Pirate Planetoid. of Star Boy brought him to the attention of the Legion. He was granted membership with no tests made to verify whether his powers were natural or artificial. He framed all of the other Legionnaires and had them expelled, then attempted to use the Legion as a crime-committing organization. When an alternate future version of the Legion of Super-Villains came back to join, he was tricked by them into going into their time ship, where he was imprisoned trillions of years in the future. After his plot was revealed and the LSV defeated, he was recovered and turned over to the SP.

EVILLO *The Devil's Dozen*

DEX: 5	STR: 4	BODY: 4
INT: 9	WILL: 5	MIND: 7
INFL: 5	AURA: 5	SPIRIT: 5
INITIATIVE: 19	HERO POINTS: 30	

POWERS:

Bio-Energy Blast: 9

(Uses: 4)

SKILLS:

Charisma: 8

LIMITATIONS:

Evillo can only use his Bio-Energy Blast a maximum of four times per "charge." He can recharge himself with the use of a recharge pistol (acts the same as a Reload pack, found in the **DC Heroes Gamemaster's Manual**).

MOTIVATION: Power Lust

WEALTH: Millionaire

JOB: NA

RACE: Strange Humanoid

A self-styled "Prince of Darkness," the only thing known about his origin is that he comes from Tartarus. In his attempt to form a Devil's Dozen in his crimes, he assembled four villains, unaware that one of them, the Hag, was actually the White Witch. The other three were the Wild Huntsman, Sugyn, and Apollo.

Although Evillo's plans went well enough at first by capturing Bouncing Boy, Matter-Eater Lad, and Lightning Lad, a scientist in his pay betrayed him, restoring Bouncing Boy's expansion power, Lightning Lad's lost arm, and eliminating Matter-Eater Lad's incredible obesity that he had received by being struck by a deflected beam at the Stalag of Space. All of the Devil's Dozen was captured and there have been no efforts to reform the group to date.

WILD HUNTSMAN

DEX: 8	STR: 6	BODY: 6
INT: 4	WILL: 4	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 4
INITIATIVE: 15	HERO POINTS: 40	

POWERS:

Running: 6

SKILLS:

Weaponry/Melee and Exotic: 8

EQUIPMENT:

Lasso: (DEX: 0, STR: 8, BODY: 8, Uses: 4, Duration: 16),
Wind Horn: (DEX: 0, STR: 0, BODY: 5, Uses: 5, Duration: 15),
Air Control: 10

LIMITATIONS:

The Wild Huntsman is a centauroid, with the upper half of a man and the lower half of a horse. This can cause him some physical difficulties, such as going up stairs, traversing enclosed physical spaces, etc.

MOTIVATION: Mercenary

WEALTH: NA

JOB: NA

RACE: Exotic Humanoid

SUGYN

DEX: 4	STR: 5	BODY: 5
INT: 3	WILL: 3	MIND: 3
INFL: 3	AURA: 2	SPIRIT: 3
INITIATIVE: 10	HERO POINTS: 30	

POWERS:

Water Control: 9

LIMITATIONS:

Sugyn can only control water that he can swallow, such as blowing out large quantities of water with his lungs after first swallowing it. He can swallow up to 9 APs of water/round.

MOTIVATION: Mercenary

WEALTH: NA

JOB: NA

RACE: Normal Humanoid

APOLLO

DEX: 4	STR: 3	BODY: 4
INT: 4	WILL: 5	MIND: 7
INFL: 5	AURA: 3	SPIRIT: 3
INITIATIVE: 13	HERO POINTS: 40	

POWERS:

Broadcast Empathy: 13

EQUIPMENT:

Harp: (DEX: 0, STR: 0, BODY: 4, Uses: 10, Duration: 12),
Broadcast Empathy: +5 APs

MOTIVATION: Thrill Seeker

WEALTH: NA

JOB: NA

RACE: Exotic Humanoid



The FATAL FIVE



Emerald Empress



Mano



Persuader



Tharok



Validus



THE FATAL FIVE

When the Sun-Eater threatened to destroy the Earth, the Legion was forced to bolster their forces by bringing together the five most wanted criminals in the galaxy. After the Sun-Eater was destroyed, at the cost of Ferro Lad's life, the group chose to remain together for conquest. Thorok, the leader (by virtue of the control he established over Validus), led the Five in several attempts to conquer individual planets or achieve cast wealth. However, the sheer brutality of the members inevitably led to overreaching their goals and defeat at the hands of the Legion.

After Tharok's death (along with his clone, the Dark Man), the remaining four drifted apart. Recently the Emerald Empress has begun to form a new team with the same name.

THAROK *deceased*

DEX:	14	STR:	5	BODY:	6
INT:	24	WILL:	16	MIND:	16
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	42	HERO POINTS:	60		

SKILLS: (*Linked)

Charisma: 8, Gadgetry*: 24,
Scholar*: 24 (most scientific fields of endeavor),
Scientist*: 24,
Spy/Brainwashing, Coding and Photo Interpretation*: 24,
Vehicles*: 14

EQUIPMENT:

4 CD Omni-Gadgets: 18 APs

MOTIVATION: Power Lust

WEALTH: NA

JOB: NA

RACE: Artificial Life Form (Cyborg)

A petty crook of the planet Zadron, Tharok's left side was accidentally vaporized when the experimental bomb he was stealing was detonated by a stray shot from a policeman. The Zadronians felt morally obliged to keep him alive and so created an unattractive cyborg half-body for him. The human/computer interlink boosted Tharok's mental capabilities drastically, making him equal to Brainiac 5. Tharok swore vengeance on all lawmen, especially the Legionnaires. He is intelligent enough, however, to set aside his differences and ally with the Legion when problems of a sufficiently drastic nature arise, such as the Sun-Eater crisis, or the Dark Man's

attack on the Legion.

Tharok went to his doom battling a clone of his former human self, the self-proclaimed Dark Man.

THE DARK MAN *deceased*

DEX:	6	STR:	6	BODY:	8
INT:	21	WILL:	18	MIND:	20
INFL:	6	AURA:	5	SPIRIT:	7
INITIATIVE:	33	HERO POINTS:	120		

POWERS:

Control: 10, Illusion: 8,
Iron Will: 5, Mind Probe: 11,
Telepathy: 6, Vampirism: 9

SKILLS: (*Linked)

Gadgetry*: 21, Scientist*: 21,
Vehicles*: 6

EQUIPMENT:

"Dragonbane": (DEX: 0, STR: 25, BODY: 40, SPEED: 35,
Uses: 10, Duration: 20)

MOTIVATION: Psychopathic

WEALTH: NA

JOB: NA

RACE: Artificial Life Form

The Dark Man is a clone of the human tissue from Tharok's brain, made from a sample taken just after Tharok's accident. The Dark Man was grown in a process that accidentally imbued him with great powers to sap other life forces and bend life forms to his will. He used his powers to deceive the League of Super-Assassins into attacking the Legion, and threatened to usurp Tharok's place at the head of the Fatal Five. In the final showdown between the Dark Man and the allied Legion and Fatal Five, Tharok and his clone threw themselves at each other and somehow eradicated each other entirely.

EMERALD EMPRESS *alias Saryn*

DEX:	6	STR:	6	BODY:	6
INT:	8	WILL:	8	MIND:	7
INFL:	5	AURA:	6	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:	75		

SKILLS:

Charisma: 8

EQUIPMENT:

Emerald Eye:
(DEX: 22, STR: 0, BODY: 45)
Force Manipulation: 24,
Invulnerability: 40, Skin Armor: 20

VULNERABILITIES:

The Emerald Eye receives a -4 to its OV/RV for Green Kryptonite-based attacks.

MOTIVATION: Power Lust

WEALTH: Millionaire

JOB: NA

RACE: Exotic Humanoid

After discovering the Emerald Eye of Ekron in the ruins of that lost civilization (the Eye apparently an offshoot of Kryptonian or Oan ancestry), the Empress used its power to conquer her planet, Vengar. Ultimately dethroned by superior numbers, she sought new worlds to conquer and became a founder of the Fatal Five.

The Empress has an affection for Superboy and can be tempted from her ways for brief periods of time by him. Fundamentally she is amoral and deadly. She is aware that Superboy is totally opposed to her, and she usually carries a chunk of Green Kryptonite with her.

Note: The Emerald Eye can function independently of the Empress although it is relatively docile when the Empress is subdued. Its power can focus through the Empress for brief periods of time, even through Inerton. It is totally indestructible.

THE PERSUADER

DEX:	8	STR:	7	BODY:	10
INT:	4	WILL:	6	MIND:	7
INFL:	3	AURA:	4	SPIRIT:	3
INITIATIVE:	15	HERO POINTS:	90		

POWERS:

Telekinesis: 16

SKILLS:

Weaponry/Melee and Exotic: 19

EQUIPMENT:

Atomic Axe:
(DEX: 0, STR: 45, BODY: 30)
Energy Absorption: 45, Flight: 15,
Gravity Decrease: 10,
Body Armor:
(DEX: 0, STR: 0, BODY: 32,
Use: 5, Duration: 20)

LIMITATIONS:

The Persuader's Telekinesis can work only on his Atomic Axe, allowing him to operate it from a distance. The Atomic Axe's Energy Absorption will work only on ranged attacks, whether physical or energy based.

MOTIVATION: Mercenary

WEALTH: NA

JOB: Enforcer

RACE: Human (presumably)

The Persuader is the highest paid killer and muscleman in the galaxy. He acquired his Atomic Axe on the way up in his chosen profession, al-

though its origin is unknown. Before joining the Fatal Five he was largely unknown outside criminal and law enforcement circles, but now his rates have gone up with the "favorable" publicity.

The Persuader has joined the Emerald Empress in the new Fatal Five.

MANO

DEX: 11	STR: 4	BODY: 7
INT: 4	WILL: 3	MIND: 4
INFL: 2	AURA: 3	SPIRIT: 2
INITIATIVE: 17	HERO POINTS: 75	

POWERS:

Bio-Energy Blast: 45,
Energy Absorption: 45

EQUIPMENT:

Environmental Suit:
(DEX: 0, STR: 0, BODY: 18,
Uses: 8, Duration: 18)
Sealed Systems: 18

LIMITATIONS:

Mano can only use 22 APs of Bio-Energy Blast at a range of 1 Ap or greater. Energy Absorption will work only on ranged physical or energy based attacks, and only if Mano is able to use his right hand freely. DEX is AV for Bio-Energy Blast.

VULNERABILITIES:

Fatal Vulnerability: Mano breathes an atmosphere that is poisonous to humans, and takes damage from breathing a normal oxygen/nitrogen atmosphere. (For game mechanics see Staying Underwater, PM, pg. 25.)

MOTIVATION: Psychopathic

WEALTH: NA

JOB: NA

RACE: Strange Humanoid

A mutant born with a strange "disintegration disc" on his right palm, Mano destroyed his own world of Angtu as a youth and has kept killing ever since. He was about to be executed when the Legionnaires saved him and made him part of the original Fatal Five. He has since remained with the group whenever possible. He is terribly lonely and isolated. Nothing is known of his activities since the death of Tharok.

VALIDUS

DEX: 8	STR: 58	BODY: 73
INT: 1	WILL: 25	MIND: 57
INFL: 1	AURA: 1	SPIRIT: 30
INITIATIVE: 10	HERO POINTS: 150	

POWERS:

Growth: 17, Mental Blast: 26

LIMITATIONS:

Validus' Growth is always on & is reflected in his stats

MOTIVATION: NA

WEALTH: NA

JOB: Pawn

RACE: Strange Humanoid

The twin of Graym Ranzz, taken at birth by Darkseid and altered into a monstrous form. Validus is not truly evil, but merely destructive and mindless. Brought into the Fatal Five, he fell under the control of Tharok, and he has acted as Tharok's pawn since. Although Tharok originally used mechanical mind control devices to keep Validus dominated, he later conditioned the giant to respond to commands from himself or the other three Fatal Five members.

Under Tharok's influence, Validus killed the original Invisible Kid and is considered the third most powerful entity in the known universe: his power surpassed only by the Sun-Eater and Omega. He is certainly more powerful than any Legionnaire, and it would take the combined strength of Mon-El, Superboy, and Ultra Boy to subdue him.

The conditions of enchantment or scientific mastery that surround Validus and his creation are not fully known, but it is believed that Darkseid continues to watch over his cosmic irony. Garth and Imra Ranzz are unaware that Validus is actually their child and Graym's brother.

FENTON PIKE

DEX: 5	STR: 3	BODY: 3
INT: 4	WILL: 4	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 11	HERO POINTS: 25	

SKILLS:

Detective/ID Systems, Law and Police Procedures: 4

EQUIPMENT:

Blaster: (BODY: 5, EV: 14,
Uses: 20, Duration: 6)
Protective Suit:
(DEX 0, STR: 4, BODY: 8,
Uses: 4, Duration: 13), Dispersal: 10,
Energy Absorption: 28

LIMITATIONS:

Suit's Energy Absorption is limited to radiation-based attacks.

MOTIVATION: Psychopathic

WEALTH: Struggling

JOB: NA

RACE: Human

An applicant for the Science Police, Pike was rejected when mind scans indicated he was mentally unstable.

He attempted to gain revenge by planting a bomb in Metropolis and threatening to detonate it if he wasn't paid off by the city authorities. His plans were foiled by Tyroc, and he was sent to prison. Pike managed to escape and tried to destroy Metropolis by sabotaging its nuclear powersphere. He was again foiled by the combined efforts of Brainiac 5, Chemical King, and Phantom Girl. He employed the above equipment during his second criminal act.

GRIMBOR

DEX: 19	STR: 11	BODY: 13
INT: 10	WILL: 5	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 4
INITIATIVE: 33 (38)	HERO POINTS: 110	

SKILLS:

Martial Artist/Attack Advantage and Taking a Blow: 5,
Gadgetry: 20, Scholar (Bindings): 24

EQUIPMENT:

Various chains and bindings (see below).

LIMITATIONS:

Grimbor specializes in chains and bindings: he gets a +4 Column Shift to the EV when designing such items using Gadgetry, but a -4 Column Shift when creating anything else.

MOTIVATION: Psychopathic

WEALTH: Multimillionaire

JOB: NA

RACE: Human

Originally the Master Chainsman of the known galaxy, Grimbor devised bindings so skillfully that they could even hold Validus. However, he was called in by the headmistress of an academy to devise bindings capable of neutralizing one of her girl's powers. The girl, Charma, managed to bring Grimbor under her sway, forced him to help her escape, persuaded him to entrap the Legionnaires, and then help her ransom them back to R.J. Brande.

Their plan was defeated and the two imprisoned. Charma was killed by her fellow female prisoners, driven berserk by the adverse effects of her "charm" power. Grimbor escaped shortly thereafter.

Deranged by the breaking of the semi-mental, semi-romantic link Charma had forged with him, Grimbor tried to destroy the Legion. His first plan against them was foiled, but no prison was able to hold him. He escaped to plot the destruction of the Earth by encircling it in a contracting web of energy-chains. His plans were defeated by the last-minute intervention of "Reflecto."

Grimbor has done complete research on all of the Legionnaires since his first two defeats. He will have whatever bindings on hand that he feels necessary to hold whichever Legionnaires he expects to encounter.

HOLDUR

DEX: 5 *50	STR: 4 *58	BODY: 5
INT: 2	WILL: 2	MIND: 3
INFL: 3	AURA: 3	SPIRIT: 2
INITIATIVE: 10 *55 HERO POINTS: 25		

LIMITATIONS:

*The second values for DEX and STR above apply only when Holdur attempts to Grapple an opponent.

MOTIVATION: Obedience to Pulsar Stargrave

WEALTH: NA

JOB: Underling to Pulsar Stargrave

RACE: Alien

An alien from an unidentified, non-descript planet, Holdur was one of two lackeys that Pulsar Stargrave employed in his first attack against the Legion. Although Holdur was capable of restraining even Superboy, he was readily defeated.

IMMUNE

DEX: 18 *50	STR: 18	BODY: 25
INT: 6	WILL: 8	MIND: 6
INFL: 3	AURA: 3	SPIRIT: 4
INITIATIVE: 27 HERO POINTS: 80		

POWERS:

Invulnerability: 29, Regeneration: 30

SKILLS:

Scientist: 8

LIMITATIONS:

The second value listed for STR applies only when the Immune is attempting to break a Grapple, because he does not have to worry about torn muscles, broken bones, etc., when attempting to escape a hold.

MOTIVATION: Psychopathic

WEALTH: NA

JOB: Agent for Doctor Regulus

RACE: Human

The man now known as the Immune was a scientist who warned his government against testing a spore weapon manufactured by a Brande branch firm armaments company. The charged spores spread across the planet, wiping out his people, but the unidentified scientist survived, his body gaining immunization abilities

in the process. Assisted by Dr. Regulus, he attempted to gain vengeance on Brande, unaware that Regulus was actually using him as a decoy in one of the solar-powered madman's own schemes. He was eventually defeated when his own immunity powers were turned against him.

INFINITE MAN *alias Jaxon Rugarth*

DEX: 26	STR: 19	BODY: 50
INT: 30	WILL: 18	MIND: 30
INFL: 8	AURA: 7	SPIRIT: 10
INITIATIVE: 64 HERO POINTS: 145		

POWERS:

Control: 30, Force Manipulation: 16, Growth: 12, Invulnerability: 45, Self-Link—Time Travel: 80, Time Travel: 50

SKILLS:

Scholar (all eras of history): 40

LIMITATIONS:

The Infinite Man can use his Control power only on individuals or creatures he has summoned via Time Travel. The Infinite Man's Growth power is permanently active and is reflected in his stats.

MOTIVATION: Psychopathic

WEALTH: NA

JOB: NA

RACE: Alien

Metropolis University professor Jaxon Rugarth volunteered to test an experimental device, created by Rond Vidar, intended to prove that time was circular in nature. Instead, he was sent through a circle of time a million times in the space of an instant. He was driven insane, while acquiring near-limitless power over time and space. Despite the power at his command, he held Vidar to blame and tried to kill him, although his Rugarth subconscious seemed to restrain him somewhat from using his powers to the fullest.

The Legion managed to reactivate Rond's machine, sending the Infinite Man on an endless, circular trip through time.

During recent attempts by Brainiac 5 to protect Earth from CRISIS ON INFINITE EARTHS by use of the Time Beacon, the energy went into the Infinite Man instead, giving him enough power to break free of the infinite loop. The White Witch cured him by sending his energy into the Anti-Monitor's nexus of power at the beginning of Time. Rugarth is now being treated for psychic damage at Medicus One, apparently cured of his temporal derangement.

JUNGLE KING *Decreased*

DEX: 9	STR: 5	BODY: 6
INT: 3	WILL: 3	MIND: 3
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 15 HERO POINTS: 65		

POWERS:

Animal Control (all classes): 19

SKILLS:

Animal Handling: 6

LIMITATIONS:

Jungle King must maintain concentration on the animals he is controlling at all times, or all APs are lost.

MOTIVATION: Psychopathic

WEALTH: Comfortable

JOB: NA

RACE: Human

The son of famous animal trainer Dez-Nu, he had the power to control animals and creatures of all varieties. Rejected for Legion membership because of lack of control over his powers, he turned criminal and formed the Legion of Super-Monsters, consisting of the Earthquake Beast, the Mirror Monster, the Omnibeast, and the Driller.

A creature he rejected for his Legion, capable of dispersing itself at will, killed him when it revealed its additional power to disperse its victims as well.

KHUNDS

The planetary background and history of Khundia and its natives will be covered in the second Legion Sourcebook in a great deal more detail than will be found here. Readers are recommended to read that book for more information.

The Khunds are an inimically hostile race that evolved on Khundia, a world in perpetual eclipse. They first came to the Legion's attention when they attempted to infiltrate the group with the traitor Nemesis Kid. Nemesis Kid was to weaken Earth's defenses and then launch a massive assault. The Khunds were eventually defeated, stripped of a number of satellite worlds, and forced to pay remuneration.

The Khunds viewed this as a minor setback and continued to launch minor raids on the UP's border worlds for several years. Finally, in a vast alliance with the Resource Raiders, the Dark Circle, and (unknowingly) Mor-dru, they launched a major campaign

that culminated in the occupation of Earth. When Mordru's position as head of the alliance was revealed and his defeat engineered by the Legion, the Khund forces fell into disarray and were eventually defeated by the combined Legion/UP/Dominator forces.

The Khunds were sent back to their homeworld, with heavy military patrols keeping them in line.

A diplomatic mission was established to Khundia. The Khunds have been singly one-sided in their negotiations to date, however, and occasional raids from hidden military bases off-planet as well as attacks by Khund terrorists have kept tensions simmering just below the boiling point of all-out warfare.

The Khunds seem to have no natural powered individuals among their race, and recent steps to provide themselves with individuals of Legion-class powers have resulted in the creation of cyborg-like individuals. These soldiers have been the spearhead for the recent spate of Khund terrorist activities on Earth.

KHUND WARLORD

DEX:	4	STR:	4	BODY:	4
INT:	7	WILL:	5	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	14	HERO POINTS:	0		

SKILLS:

Charisma: 8, Military Science: 12, Spy: 6, Weapons: 4

The equivalent of admirals or generals in the UP military, Khund Warlords very rarely engage in direct combat with the enemy. They almost always have a variety of weaponry, computers, etc., aboard their flag ship. Some warlord may have skill APs higher than those given above.

KHUND SOLDIER

DEX:	6	STR:	5	BODY:	6
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	10	HERO POINTS:	0		

SKILLS:

Martial Artist/Melee Weapons: 4, Vehicles/Air, Land, and Space: 5, Weaponry/Firearms and Heavy Weapons: 6

EQUIPMENT:

Blaster: (BODY: 4, EV: 7,

Ammo: 12, Duration: 23)

Body Suit: (DEX: 0, STR: 2, BODY: 4,

Uses: 2, Duration: 15) Flight: 6

These Soldiers are cannon fodder for the Khund military forces and are usually found in large quantities. A limited number of them may, at the GM's option, be armed with special weaponry if conflict against Legionnaires is expected.

KHUND CYBER—WARRIOR

DEX:	9	STR:	10	BODY:	15
INT:	2	WILL:	5	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	14 (18)	HERO POINTS:	30		

POWERS:

Lightning: 12, Skin Armor: 12, Thermal Vision: 3, Ultra Vision: 6

SKILLS:

Martial Artist: 4

Cyber-warriors are the Khunds' military "special forces" and are usually saved for specific missions where super-powered interference is expected. It is considered a particular honor to be selected for cyber-conversion. Some cyber-warriors may exist with more or higher skill APs.

LEAGUE OF SUPER-ASSASSINS

Youths from the now defunct planet of Dryad—the six members of the League—were convinced by the Dark Man that the Legion was responsible for the destruction of their world. The League's hatred was enhanced to a killing fury. The Dark Man endowed the League with powers and then turned them against the six Legionnaires they held responsible.

Their assassination plans were eventually foiled by Brainiac 5 and the Legion of Substitute-Heroes. One of the League's members, Blok, was convinced of the Legion's innocence and assisted them in battle against the Dark Man. The other five members, still under the lasting influence of the Dark Man, retained their hatred of the Legion. They were later recruited by Nemesis Kid for the third incarnation of the Legion of Super-Villains, but they were captured along with the rest of that group and are currently in prison.

LAZON

DEX:	16	STR:	3	BODY:	5
INT:	4	WILL:	3	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	23	HERO POINTS:	45		

POWERS:

Bio-Energy Blast: 18

Self Link—Flash: 14

LIMITATIONS:

Bio-Energy Blast has no range.

NOTE: Lazon can vary his light energy to duplicate any visible wave-length.

MIST MASTER

DEX:	5	STR:	2	BODY:	4
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	11	HERO POINTS:	40		

POWERS:

Poison Touch: 17, Self Link—Fog: 5

NOTE: Mist Master can alter his gaseous composition to any type of gas, so his Poison Touch can kill or stun.

NEUTRAX

DEX:	3	STR:	1	BODY:	2
INT:	7	WILL:	4	MIND:	5
INFL:	5	AURA:	3	SPIRIT:	4
INITIATIVE:	15	HERO POINTS:	40		

POWERS:

Neutralize: 25

EQUIPMENT:

Flight Chair:

(DEX: 0, STR: 2, BODY: 12,

Uses: 6, Duration: 18), Flight: 4

LIMITATIONS:

As a result of a childhood accident, Neutrax spent three years in a coma, and as a result his leg muscles atrophied. He cannot walk unassisted.

SILVER SLASHER

DEX:	12	STR:	5	BODY:	6
INT:	3	WILL:	4	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	18 (24)	HERO POINTS:	45		

POWERS:

Claws: 25, Skin Armor: 12

SKILLS:

Acrobatics/Dodging and Gymnastics: 8, Martial Artist/Attack Advantage: 6

VULNERABILITIES:

Attack Vulnerability: cold. -3 Column Shift for OV/RV on cold-based attacks.

TITANIA

DEX: 14	STR: 3	BODY: 30
INT: 2	WILL: 4	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 18	HERO POINTS: 55	

POWERS:

Skin Armor: 15

LEGION OF "SUPER-REJECTS"

This "group" consisted of six rejected Legion applicants, disregarded from Legion membership because they were natives of the same planets as six Legionnaires and possessed the same powers. The six rejects, feeling that their powers were superior to their six Legion counterparts, attempted to prove their worth by defeating them. They were defeated by superior teamwork of the Legionnaires. The group disbanded. Since that time, some of the members have resurfaced.

CALORIE QUEEN *alias Taryn Loy*

DEX: 6	STR: 6	BODY: 8
INT: 4	WILL: 4	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 12	HERO POINTS: 30	

POWERS:

Acid: 35

LIMITATIONS:

Calorie Queen's Acid is her digestive juices, has no range, and uses her DEX as AV.

The daughter of a famous Bismolian nuclear scientist, her father discovered a way of transmuting the energy from food consumption to additional strength and endurance. Since the group's initial defeat her whereabouts are unknown.

CHAMELEON KID *alias Toog Lintens*

DEX: 8	STR: 4	BODY: 6
INT: 3	WILL: 3	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 13	HERO POINTS: 45	

POWERS:

Omni-Arm: 13, Shape Change: 13

LIMITATIONS:

Loses all powers when exposed to Cancelite.

VULNERABILITIES:

"Hard" radiation (20 AP+), Rare Miscellaneous Loss—Permanent. Range 1. Affects all powers.

Toog is a Durlan from one of Reep Daggle's neighboring tribes and one of the few Durlans to leave his world. He attempted to join the Legion at the same time as the other rejects. Since the group's defeat, his whereabouts are unknown.

ESPER LASS *alias Meta Ulnoor*

DEX: 4	STR: 2	BODY: 3
INT: 15	WILL: 20	MIND: 20
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 22	HERO POINTS: 55	

POWERS:

Hypnotism: 16, Iron Will: 5,
Mind Blast: 17, Mind Probe: 13,
Telepathy: 15

LIMITATIONS:

Miscellaneous Power Limitation: Hypnotism, Mind Blast and Mind Probe only have a maximum range of 4 APs.

Esper Lass came to Earth to prove her worth against her old school rival, Saturn Girl. Shortly after being defeated by the Legion, Esper Lass was recruited by Nemesis Kid to join the third incarnation of the Legion of Super-Villains, providing the group with some much-needed mental powers.

MAGNO LAD *alias Kort Grezz*

DEX: 6	STR: 4	BODY: 6
INT: 5	WILL: 5	MIND: 3
INFL: 2	AURA: 3	SPIRIT: 3
INITIATIVE: 13	HERO POINTS: 50	

POWERS:

Magnetic Control: 19

LIMITATIONS:

Although Magno Lad's control is better than Cosmic Boy's, his total weight capacity is less (only 30 APs).

VULNERABILITIES:

Loss Vulnerability: Magnetic Control is reduced to 2 in the presence of 110 degree plus temperatures.

Champion of Braal's Magnetic Olympics several years straight, he, like the other members of the group, was defeated after challenging his Legion counterpart. Magno Lad later resurfaced as a member of the Legion of Super-Villains.

MICRO LAD *alias Lalo Muldron*

DEX: 5	STR: 5	BODY: 4
INT: 4	WILL: 3	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 11	HERO POINTS: 40	

POWERS:

Shrinking: 25

SKILLS:

Weaponry/Firearms: 4

EQUIPMENT:

Flight Pack:

(DEX: 0, STR: 2, BODY: 5)

Uses: 4, Duration: 14, Flight: 5

Originally a member of the Legion Reject group, Micro Lad later went on to become a member of an Imask underground movement to "free" the planet from the United Planets. He and Shrinking Violet have fought several times since their first encounter, with victory usually going to the latter.

PHANTOM LAD *alias Solon Dorga*

DEX: 6	STR: 5	BODY: 6
INT: 3	WILL: 3	MIND: 3
INFL: 3	AURA: 2	SPIRIT: 3
INITIATIVE: 12	HERO POINTS: 35	

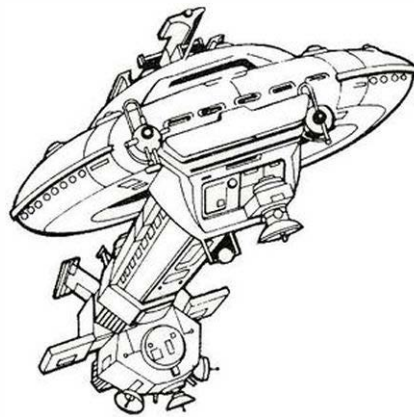
POWERS:

Dispersal: 35

SKILLS:

Vehicles/Space: 4

Physically a match for Phantom Girl, Phantom Lad was still defeated by a surprise attack with the Legion. He later resurfaced as the leader of a group of pirates who used his power to take their ship to the other-dimensional universe.



THE *LEGION of S*



Chameleon Chief



Cosmic King



Esper Lass



Hunter



Lazon



Lightning Lord



Magno Lad



Micro Lad



Mist Master



Nemesis Kid



Neutrax



Ol-Vir



UPER-VILLAINS



Radiation Roy



R n-Kair



Saturn Queen



Silver Slasher



Spider-Girl



Sun Emperor



Tank the Mute



Terrus



Titania



Tyr



Zymyr

LEGION OF SUPER-VILLAINS

The LSV was originally the result of a school for villains founded by ganglord Tarik the Mute. The Legion of Super-Villains is an extremely loosely organized group devoted to anarchy and the destruction of the Legionnaires. In different periods of its existence it has had different leaders and formal structures. GMs should feel free to assemble their own version from among both Legion foes and ones that they themselves have created.

The following listing is made up primarily of members whose main association is with the LSV. Other members that can be found elsewhere include: Esper Lass, the League of Super-Assassins, Lightning Lord, Magno Lad, Micro Lad, Nemesis Kid, and Tyr.

CHAMELEON CHIEF

DEX:	6	STR:	5	BODY:	6
INT:	5	WILL:	4	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	15	HERO POINTS:	45		

POWERS:

Omni-Arm: 12, Shape Change: 12

Chameleon Chief's origin is unknown, although it is clear that he is not from Chameleon Boy's homeworld of Durla (he lacks the distinctive antennae of natives). However, he may be some kind of genetic offshoot.

COSMIC KING

DEX:	6	STR:	3	BODY:	4
INT:	7	WILL:	4	MIND:	5
INFL:	4	AURA:	2	SPIRIT:	3
INITIATIVE:	17	HERO POINTS:	60		

POWERS:

Transmutation: 16

SKILLS:

Scientist: 12

Cosmic King is a native of Venus who was accidentally exposed to a transmutation beam. He was exiled from Venus, where the people con-

sider transmutation inherently evil. Cosmic King linked up with the LSV in its third incarnation led by Nemesis Kid. An adult version of the LSV has appeared from a possible alternate future in which Cosmic King has been one of the core members.

HUNTER

DEX:	9	STR:	5	BODY:	6
INT:	4	WILL:	4	MIND:	3
INFL:	5	AURA:	3	SPIRIT:	3
INITIATIVE:	18	HERO POINTS:	40		

POWERS:

Analytical Smell/Tracking Scent: 6
Danger Sense: 8,
Hypersensitive Touch: 4, Swimming: 4

SKILLS:

Acrobatics: 6, Animal Handling: 5
Military Science/Tracking: 7
Thief/Stealth: 6
Weaponry/Firearms and Melee Weapons: 7

EQUIPMENT:

Blaster: (BODY: 4, EV: 7,
Uses: 10)

Hunter is the son of Otto Orion, a famous hunter who attempted to make the Legion his trophies. After his defeat at their hands, Orion committed suicide and an unidentified son has taken on the mantle of revenge.

Little is known of the "new" Hunter other than that he joined the third incarnation of the LSV.

OL-VIR

DEX:	24	STR:	46	BODY:	35
INT:	5	WILL:	8	MIND:	8
INFL:	6	AURA:	5	SPIRIT:	3
INITIATIVE:	35	HERO POINTS:	80		

POWERS:

Directional Hearing: 10
Extended Hearing: 10, Flight: 43
Heat Vision: 26, Invulnerability: 44
Microscopic Vision: 15
Sealed Systems: 20, Super Breath: 18
Super Hearing: 10, Superspeed: 22
Systemic Antidote: 20
Telescopic Vision: 15
Thermal Vision: 15
X-Ray Vision: 20

VULNERABILITIES:

Lead: Rare Fatal: Range: 3

Ol-vir is a native Daxamite who is mentally unstable. He is one of the billions sent across the galaxy by Darkseid. He was defeated by Chameleon Boy on Takron-Galtos and feigned innocence when Darkseid

was defeated. His defeat caused the 12-year old's mind to snap, and shortly thereafter he returned to Takron-Galtos to prepare sacrifices for his lord and master. In battle against the Legion, Ol-vir was snatched away by the LSV, who wanted his power. He was kept under control by Esper Lass' mental powers and fled into Limbo when his clothes were transmuted to lead by Element Lad during the two Legions' final confrontation. His current whereabouts are unknown.

RADIATION ROY

DEX:	6	STR:	4	BODY:	5
INT:	4	WILL:	2	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	13	HERO POINTS:	40		

POWERS:

Affect Dispersed: 8, Bio-Energy (Radiation): Blast: 23

Radiation Roy, a Legion reject, later went on to join the first LSV, led by Tarik the Mute. Radiation Roy is not much of a fighter, and tends to turn tail when the odds are against him.

RON-KARR

DEX:	3	STR:	2	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	15		

POWERS:

Two-Dimensional: 4

SKILLS:

Gadgetry: 2

LIMITATIONS:

Ron-Karr can both make and be damaged by Physical Attacks while two-dimensional.

Ron-Karr is from a moon of Neptune and possesses an apparent mutant power. He traveled to Earth to apply for Legion membership, but for some strange reason he was rejected. A computer glitch in Tarik the Mute's master processor accidentally sent Ron-Karr an invitation to the first LSV. He was swept up from Takron-Galtos along with several other villains by Zymyr for a later incarnation of the LSV.

He has absolutely no hesitation about fleeing when things are going badly which, in his case, is most of the time.

SATURN QUEEN

DEX:	4	STR:	2	BODY:	3
INT:	11	WILL:	18	MIND:	17
INFL:	3	AURA:	3	SPIRIT:	4
INITIATIVE:	18	HERO POINTS:	45		

POWERS:

Hypnotism: 18, Iron Will: 7, Mind Blast: 10, Mind Probe: 12, Telepathy: 20

LIMITATIONS:

Miscellaneous Power Limitation: Hypnotism, Mind Blast and Mind Probe only have a maximum range of 4 APs.

Saturn Queen has not yet fought the Legion in her youth, but has traveled from an alternate future as a member of the alleged adult LSV to attack the Legionnaires. No knowledge of her origin or contemporary activities exists. It is also not known if the future timeline from which the adult LSV came from even exists since the CRISIS ON INFINITE EARTHS.

SPIDER-GIRL

DEX:	5	STR:	3	BODY:	3
INT:	4	WILL:	3	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	12	HERO POINTS:	40		

POWERS:

Omni-Arm: 5, Telekinesis: 5

LIMITATIONS:

Spider-Girl's Omni-Arm hair has a range of 0 APs.

Spider-Girl is another Legion reject who joined the LSV when Radiation Boy joined. Little is known of her background.

SUN EMPEROR

DEX:	7	STR:	4	BODY:	7
INT:	4	WILL:	5	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	15	HERO POINTS:	35		

POWERS:

Energy Absorption: 9, Flame Immunity: 13, Flame Projection: 16

Sun Emperor is another villain of whom little is known. He led the LSV during its brief second incarnation, and seemed to serve as a deputy leader of sorts during its third incarnation. Regardless, he is one of the three most totally psychopathic members (along with Lightning Lord

and Ol-vir), and he has no qualms about killing anyone, even relative innocents to whom he is attracted.

TARIK THE MUTE *Deceased*

DEX:	3	STR:	2	BODY:	4
INT:	8	WILL:	6	MIND:	5
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	14	HERO POINTS:	35		

SKILLS:

Charisma: 3, Scholar/Training: 8, Thief: 3

EQUIPMENT:

Speaker Robot:
(DEX: 5, STR: 5, BODY: 6,
INT: 2, WILL: 2, MIND: 2)

Tarik, embittered by having his vocal chords destroyed by the Science Police, was an innocent bystander at the time. He swore the destruction of all law enforcement groups and started a school for villains to reach that goal. Tarik was responsible for the transformation of Colossal Boy's parents into crystal so that he could blackmail the Legionnaire into training his LSV. He died of a heart attack several years later.

ZYMYR

DEX:	3	STR:	2	BODY:	7
INT:	9	WILL:	6	MIND:	9
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:	40		

POWERS:

Warp: 59

SKILLS:

Scholar (Zoology): 11, Scientist: 8

EQUIPMENT:

Protective Sphere:
(DEX: 0, STR: 4, BODY: 14,
Uses: 4, Duration: 18)
Sealed Systems: 18, Skin Armor: 10
Flight: 5

VULNERABILITIES:

Fatal Vulnerability: Zymyr breathes a methane atmosphere, at extremely high pressure, and takes damage from exposure to a Terran-type atmosphere/environment (for game mechanics see PM, pg. 25, Staying Underwater).

Zymyr is a native of Gil'dishpan or one of its colony worlds. Little is known of Zymyr's background or his reasons for joining the third LSV. It is assumed that his power is the result of a mutation, as none of the few other members of his race have displayed any such talents.

Zymyr deserted the LSV as it was on the verge of defeat by its heroic counterpart, and he was one of only two members to remain uncaptured. It seems unlikely that he will attempt to reform the group on his own.

LIGHTNING LORD *alias Mekt Runzz*

DEX:	8	STR:	5	BODY:	6
INT:	5	WILL:	4	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	16	HERO POINTS:	90		

POWERS:

Energy Absorption: 12, Lightning: 20

SKILLS:

Scientist: 5, Vehicles/Space: 3

LIMITATIONS:

Energy Absorption only works on electrical attacks

MOTIVATION: Psychopathic

WEALTH: Comfortable

JOB: Professional Criminal

RACE: Human

Lightning Lord has probably been psychotic since his birth because he is one of the few non-twins on Winath. Lightning Lord uses the powers he gained simultaneously with his future Legionnaire-siblings for crime. Domineering, he tries to exert some control over their lives, and he has been the leader of the Legion of Super-Villains from time to time.

MAGPIE

DEX:	9	STR:	2	BODY:	5
INT:	6	WILL:	4	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	18	HERO POINTS:	40		

POWERS:

Full Vision: 2

SKILLS:

Detective/ID Systems, Law and Police
Procedure: 6, Thief: 9

MOTIVATION: Mercenary

WEALTH: Multimillionaire

JOB: Professional Thief

RACE: Strange Humanoid

Magpie is a professional thief and old-time drinking buddy of Benn Pares. Magpie has been stealing for years, although his reputation is practically unheard of outside of elite law enforcement circles.

He was captured for the first and only time several years ago by Chief Zendak, and he has held a grudge ever since.

Magpie's only encounter with the Legion was when he was commissioned by the Monitor to steal an item from the Legion Headquarters. Despite special equipment provided by the Monitor (which Magpie normally disdains), he failed in his mission and barely avoided capture. He prefers not to cross paths with heroes.

MANTIS MORLO

DEX: 4	STR: 2	BODY: 3
INT: 11	WILL: 5	MIND: 8
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 19	HERO POINTS: 50	

SKILLS:

Gadgetry: 7, Scholar(chemistry): 25, Scientist: 17

EQUIPMENT:

"Chemoids" (See Below)

MOTIVATION: Power Lust

WEALTH: Affluent

JOB: Scientist

RACE: Human

Mantis Morlo was one of the greatest chemists of the 30th century. However, he lacked the morality to become a truly great scientist. He conducted a number of experiments on human test subjects and was stopped from doing so by the Legion. Swearing revenge, he attempted to destroy the worlds of Daxam, Naltor, Orlando, and Earth, but was easily thwarted when his final plan was revealed. He later attempted to strike at the Legion by chemically animating sludge in the sewers of Metropolis but was defeated by Brainiac 5.

Morlo deplors physical combat and employs a number of "chemoids," synthetic androids capable of shifting their elemental structure at will.

"CHEMOIDS"

DEX: 6	STR: 6	BODY: 10
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 10	HERO POINTS: NA	

POWERS:

Self Link—Transmutation: 3

LIMITATIONS:

Can only shift their bodies to solid or near-solid materials.

MOLECULE MASTER

DEX: 10	STR: 4	BODY: 15
INT: 8	WILL: 10	MIND: 8
INFL: 3	AURA: 4	SPIRIT: 4
INITIATIVE: 21	HERO POINTS: 65	

POWERS:

Animate Objects: 8, Force Shield: 22, Lightning: 17, Matter Manipulation: 8, Skin Armor: 5

MOTIVATION: NA

WEALTH: NA

JOB: Servant/Creation of Time Trapper

RACE: Artificial Life Form

The Molecule Master was one of the Time Trapper's superior creations. He originally attempted to infiltrate the Legion and steal the Miracle Machine, but he was defeated by Wildfire. During the mission in the 20th Century, a much-improved, restructured organic Molecule Master attacked the Legion but was defeated. It is assumed the Time Trapper is able to produce more servants like Molecule Master.

MORDRU

DEX: 12	STR: 12	BODY: 35
INT: 14	WILL: 22	MIND: 25
INFL: 16	AURA: 25	SPIRIT: 30
INITIATIVE: 42	HERO POINTS: 175	

POWERS:

Growth: 9, Magical Sense: 22, Mystic Link—Force Manipulation: 36

SKILLS:

Occultist: 35

LIMITATIONS:

Catastrophic Fear of Entombment
Permanently Grown

VULNERABILITIES:

Loss Vulnerability: All powers, attributes, and skills if totally encased in any solid airless space or when buried alive.

MOTIVATION: Power Lust

WEALTH: NA

JOB: Sorcerer/Conqueror

RACE: Human

Mordru was born in the period before Zorox was known either by that name or the term of Sorcerers' World. He proved to be one of the great wizards of his era. He rose to become one of the masters of the planet, then usurped much of the world's magic and became its tyrant. As this was in progress, Mordru caused the White Witch to be exiled, foreseeing the possibility that she might become skilled enough to prove a challenge to his conquests.

Having conquered Zorox, Mordru struck out to conquer the universe a

world at a time. In his first battle with the Legion, the details of which have never been told, they learned of his one weakness and imprisoned him in an airless vault. For psychosomatic reasons or a geas binding him from his infancy, Mordru loses his powers and goes comatose when buried alive or in an airless space.

Since that time Mordru has emerged from imprisonment numerous times to carry out his ambitions and destroy the Legion. His greatest plan was the unification, under his command, of the Resource Raiders, the Dark Circle, and the Khunds.

Mordru's magic powers are almost unlimited, or were until sapped from him by Darkseid. He remains in a coma on the Sorcerers' World, despite efforts by his acolytes to revive him.

MUURIAN SPIES

A group of three criminals who attempted to infiltrate the Legion with the aid of pill-induced powers. Their plans became known to the Legion, who initiated them as a ruse to find the location of their homeworld and the source of their powers.

BLACKOUT BOY

DEX: 5	STR: 3	BODY: 4
INT: 4	WILL: 3	MIND: 3
INFL: 3	AURA: 2	SPIRIT: 2
INITIATIVE: 12	HERO POINTS: 35	

POWERS:

Darkness: 16

MAGNETIC KID

DEX: 5	STR: 2	BODY: 4
INT: 3	WILL: 3	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 10	HERO POINTS: 30	

POWERS:

Attraction/Repulsion: 9

LIMITATIONS:

Attraction/Repulsion affects living creatures and people.

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: Office Worker

RACE: Artificial Life

SIZE KID					
DEX:	5	STR:	3	BODY:	5
INT:	3	WILL:	2	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	11	HERO POINTS:	35		

POWERS:

Matter Manipulation: 9

LIMITATIONS:

Matter Manipulation can only be used to change the basic structure of a non-organic object.

NEMESIS KID <i>Deceased</i>					
DEX:	5	STR:	3	BODY:	5
INT:	6	WILL:	4	MIND:	4
INFL:	7	AURA:	5	SPIRIT:	4
INITIATIVE:	18	HERO POINTS:	45		

POWERS:

Adaptation: 55

SKILLS:

Charisma: 5, Scholar (Alchemy): 12, Scientist: 5

LIMITATIONS:

See Below

MOTIVATION: Power Lust

WEALTH: Comfortable

JOB: NA

RACE: Human

Nemesis Kid's Adaptation Power only allows him to beat a single opponent. It increases his DEX and BODY by five more than his opponent and provides him with one power, usually either a superior attack form of the same sort his opponent possesses (such as STR or Martial Artist) or an immunity (Iron Will vs. Control, True-sight vs. Illusions). This power or defense will be 5 APs higher than his opponent's power. Nemesis Kid must concentrate to use his power. Therefore he cannot use it if Intimidated. He cannot adapt powers except to fight an opponent.

Nemesis Kid, an unnamed alchemist from the world of Myar, devised a potion to give him the power to beat any one opponent. Contacted by the Khunds, he joined the Legion to subvert them from within, lowering Earth's defenses against an invasion. Despite his efforts to frame Karate Kid, his actions were found out and he was defeated.

Nemesis Kid later resurfaced in the first LSV and later reformed the third. After essentially beating Karate Kid to death, he was executed by Queen Projectra with her bare hands.

OMEGA					
DEX:	26	STR:	53	BODY:	60
INT:	4	WILL:	15	MIND:	30
INFL:	12	AURA:	6	SPIRIT:	15
INITIATIVE:	42	HERO POINTS:	110		

POWERS:

Flight: 45, Growth: 9

LIMITATIONS:

Is permanently Grown

MOTIVATION: Obedience to Brainiac 5

WEALTH: NA

JOB: Servant of Brainiac 5

RACE: Artificial Life Form

During the brief period when Brainiac 5 was driven insane by Pulsar Stargrave the Coluan genius, Brainiac 5 attempted to blackmail the galaxy into acknowledging him as its ruler by creating the ultimate weapon. With the aid of the Miracle Machine, he caused the mental hatred of every being in the universe to coalesce into Omega, then brought it to Earth so it could focus its composite hates through the Miracle Machine to destroy the cosmos. Omega was stopped only by the destruction of the Miracle Machine at the hands of Matter-Eater Lad, upon which he dissipated back into nothingness.

OMEN					
DEX:	28	STR:	15	BODY:	40
INT:	27	WILL:	23	MIND:	33
INFL:	16	AURA:	20	SPIRIT:	20
INITIATIVE:	71	HERO POINTS:	180		

POWERS:

Flight: 47, Force Flight: 39, Force Manipulation: 35, Mind Probe: 20, Telepathy: 9

MOTIVATION: Unknown

WEALTH: NA

JOB: Explorer

RACE: Alien

Little is known of Omen, other than he apparently came to this dimension from somewhere else. Inspired seemingly by curiosity, Omen's feelings and thought were totally incomprehensible to the human mind. He came to the attention of the Legion when his servant, a human transformed into "the Prophet," attacked Khundia to convince the warrior race to attack his master.

Coming to Khund to retrieve his servant, Omen was attacked by the Legion (unsuccessfully), then gained a semblance of humanity by merging the Prophet's mental essence with his. He was eventually blasted into

another dimension by Dream Girl's detonation of a Khund negation bomb.

PROPHET					
DEX:	24	STR:	26	BODY:	38
INT:	16	WILL:	13	MIND:	23
INFL:	10	AURA:	6	SPIRIT:	15
INITIATIVE:	50	HERO POINTS:	125		

POWERS:

Flight: 47, Force Manipulation: 26, Force Field: 23

VULNERABILITIES:

Loss Vulnerability: Darkness, all Powers: 0

MOTIVATION: Psychopathic

WEALTH: NA

JOB: Servant of Omen

RACE: Human

Prophet, a researcher at the outpost of Trewsk, was attending a spiritual convocation on Earth when the other scientists, including his son, were wiped out by solar flares. Returning to the devastation, he was driven insane by the loss and attempted to kill himself, only to be rescued by Omen and transformed into "the Prophet."

Convinced that the Omen was "the Omen of doom," the Prophet fled during one of his master's periods of distraction and attempted to gather forces to oppose the alien explorer. However, his own insanity led him to wipe out whoever defied him even momentarily. His mental essence was eventually drained by Omen so that Omen could gain an insight into humanity. Both were swept into another dimension by the detonation of a negation bomb.

ORGANUS					
DEX:	6	STR:	8	BODY:	12
INT:	4	WILL:	8	MIND:	7
INFL:	3	AURA:	5	SPIRIT:	6
INITIATIVE:	13	HERO POINTS:	65		

POWERS:

Power Drain: 32, Vampirism: 8

LIMITATIONS:

Power Drain and Vampirism only have a range of 1 AP.

VULNERABILITIES:

Fatal Vulnerability: If Organus' attempt to Drain is unsuccessful (while in range), he will take 1 AP of damage (see PM, pg. 30 for more details). Range: 0

MOTIVATION: Psychopathic

WEALTH: NA

JOB: NA

RACE: Alien

Although Organus' true origin is not known, it is known that it was created by an alien parasite combining itself with organ parts at Medicus One. Organus became an over-sized life-force vampire capable of draining powers from Legionnaires. He was captured by Blok and imprisoned at Takron-Galtos and was evacuated to Labyrinth with many of its other prisoners.

PHAROXX *Deceased*

DEX: 8	STR: 5	BODY: 6
INT: 5	WILL: 6	MIND: 6
INFL: 12	AURA: 9	SPIRIT: 8
INITIATIVE: 25	HERO POINTS: 50	

POWERS:

Magic Blast: 7

SKILLS:

Charisma: 7,
Weaponry/Melee Weaponry: 8

EQUIPMENT:

Armor: (DEX: 0, STR: 0, BODY: 8,
Uses: 4, Duration: 18)
Helmet: (DEX: 0, STR: 0, BODY: 5,
Uses: 4, Duration: 18), Truesight: 16
Sword: (DEX: 0, STR: 8, BODY: 6,
Uses: 1, Duration: 22)

MOTIVATION: Power Lust

WEALTH: Multimillionaire

JOB: Royal Usurper

RACE: Human

Pharox was a member of the ruling family of Orlando and cousin to Princess Projectra. He always wanted power and saw his opportunity when King Voxv died. Accusing his cousin of murder, he bested her and her consort, Karate Kid, in trial-by-arms. He then attempted to execute them with the aid of Hagga, Projectra's grandmother, claiming that he wished to see Orlando returned to the old ways with no intercourse with the outside universe. In reality his only interest was in obtaining the throne.

Pharox was eventually defeated, with the Legion's help, but his supporters freed him from an Orlando dungeon. He traveled offworld to obtain power, and contacted the LSV. He led the LSV to Orlando, hoping to use them against Projectra, but he was killed.

PULSAR STARGRAVE

DEX: 23	STR: 10	BODY: 35
INT: 13	WILL: 12	MIND: 21
INFL: 8	AURA: 5	SPIRIT: 6
INITIATIVE: 44	HERO POINTS: 95	

POWERS:

Energy Absorption: 10, Flight: 39,
Star Bolt: 21, Telepathy: 22

SKILLS:

Charisma: 18

MOTIVATION: Power Lust

WEALTH: NA

JOB: Conqueror

RACE: Alien

Pulsar Stargrave is one of the most dangerous evil forces in the UP. Considered a peer of Mordru, Stargrave struck at the Time Trapper and Mordru using the Legion as his weapon. Nothing substantial is known of Stargrave's origin. At one point he posed as the father of Brainiac 5 and at another time as the original Brainiac. In each case Pulsar Stargrave claimed to have been transformed by an incident involving a stellar accident. He has also described himself as the incarnate heart of a star, and he once appeared to have a mechanical body. All of these may or may not contain an element of truth. His physical characteristics, plus his hatred for Brainiac 5, do indicate he may be a potential native of Colu.

QUICKSAND

DEX: 5	STR: 2	BODY: 2
INT: 4	WILL: 4	MIND: 3
INFL: 8	AURA: 6	SPIRIT: 4
INITIATIVE: 17	HERO POINTS: 35	

POWERS:

Earth Control: 11

LIMITATIONS:

Earth Control can only be used to liquefy or harden quantities of earth, not actually move them.

MOTIVATION:

Obedience to Pulsar Stargrave

WEALTH: NA

JOB: Underling to Pulsar Stargrave

RACE: Human

Quicksand is a human female of African origins. She was employed by Pulsar Stargrave to combat the Legion in his first efforts against them. She was defeated by a mental blast from Saturn Girl.

RESOURCE RAIDERS

DEX: 4	STR: 4	BODY: 5
INT: 3	WILL: 2	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 9	HERO POINTS: 0	

SKILLS:

Vehicles/Air and Space: 4
Weaponry/Firearms and Heavy
Weapons: 5

EQUIPMENT:

Blaster: (BODY: 4, EV: 6)
Ammo: 8
Body Suit: (DEX: 0, STR: 0, BODY: 7,
Uses: 1, Duration: 13)
Sealed Systems: 13

MOTIVATION: Mercenaries

WEALTH: NA

JOB: Space Pirates

RACE: Alien

The Resource Raiders are a group of aliens from a small, technologically underdeveloped planet. They were dominated by a huge brain-like creature, who led them on a series of raids on major UP resource production planets. They were defeated in their initial efforts by the Legion, with the assistance of Dawnstar. The brain creature was captured shortly after. In reality the Raiders' leader was a robot duplicate of the real leader, who was contacted by Mordru and led the Raiders in a vanguard effort in the Earthwar. All of the raiders were imprisoned at the end of the Earthwar upon Mordru's capture.

SADAHURU

DEX: 8	STR: 4	BODY: 6
INT: 4	WILL: 5	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 16 (28)	HERO POINTS: 45	

SKILLS:

Charisma: 5, Martial Artist: 12
Weaponry/Exotic and Melee
Weapons: 5

MOTIVATION: Mercenary

WEALTH: Affluent

JOB: Gangleader

RACE: Human

Sadahuru, a lieutenant in the Black Dragon's criminal organization, was trained personally by Kirau Nezumi. When the Black Dragon was killed in combat by Japan's greatest hero at the time, Sadahuru took over the remnants of the organization. He attempted to gain access to the Black Dragon's secret hideout, only to find it occupied by his deceased leader's nemesis, the man now only known as Sensei. He attempted to trick Karate Kid into shattering the hideout's impenetrable walls, counting on the fact that Karate Kid would remain loyal to his father's memory. Karate Kid refused to attack the man who

had brought him up as a force of good and defeated Sadahuru.

The Dragon's organization broke up with the defeat of its second leader, and all the members were imprisoned. Sadahuru is still serving time in a regular prison somewhere on Earth.

S DEN

DEX: 5	STR: 5	BODY: 9
INT: 6	WILL: 8	MIND: 10
INFL: 11	AURA: 11	SPIRIT: 12
INITIATIVE: 22	HERO POINTS: 50	

POWERS:

Magical Sense: 8, Mystic Link: Earth Control: 16, Illusion: 18
Teleportation: 3

SKILLS:

Occultist: 9

LIMITATIONS:

Catastrophic Fear of Fire

VULNERABILITIES:

Attack Vulnerability: Fire. -4 column shift for both OV and RV on fire-based attacks.

MOTIVATION: Power Lust

WEALTH: Struggling

JOB: Sorcerer

RACE: Alien

Sden is an alien sorcerer from another universe, who either left to seek power or was exiled (the records are not clear). He came to a small mining planet to seek crystal that would amplify his powers to Mordru's level. Because the crystal was buried in the planet's magma, Sden triggered a series of planetquakes so as to deceive the Legionnaires into believing the crystal was responsible so they would bring it to him. The Legion saw through the ruse, however, and used phosphorous to render Sden harmless, whereupon he was imprisoned at Takron-Galtos. His current fate is unknown.

STARBURST BANDITS

DEX: 6	STR: 4	BODY: 6
INT: 3	WILL: 3	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 3
INITIATIVE: 11	HERO POINTS: 0	

POWERS:

Starbolt: 14

SKILLS:

Animal Handling: 94

EQUIPMENT:

Starbolt (Starburst) Amplifiers:
(DEX: 0, STR: 0, BODY: 5)
Starbolt: +6

MOTIVATION: Mercenary

WEALTH: Struggling

JOB: Bandits

RACE: Alien

The Starburst Bandits are alien renegades from a distant planet. The six members of the Bandits launched raids on a series of relatively unprotected planets, including Orlando. After the devastation caused by the Earthwar, the Bandits launched an attack on Earth, then attempted to destroy the Sol system with the aid of the bombs they had stolen. They were captured and imprisoned, but later escaped briefly only to be recaptured by Blok.

The Bandits ride flame-maned mounts that are native to their planet, capable of flight and extremely hard to tame.

BANDITS' MOUNTS

DEX: 6	STR: 5	BODY: 9
INT: 1	WILL: 2	MIND: 5
INFL: 3	AURA: 1	SPIRIT: 4
INITIATIVE: 10	HERO POINTS: 0	

POWERS:

Flame Immunity: 5, Flight: 8

MOTIVATION: NA

WEALTH: NA

JOB: Bandits' Mounts

RACE: Alien (Animal)

STARFINGER *alias Dr. Lars Hanscom*

DEX: 7	STR: 2	BODY: 5
INT: 9	WILL: 4	MIND: 6
INFL: 3	AURA: 2	SPIRIT: 3
INITIATIVE: 19	HERO POINTS: 75	

SKILLS:

Charisma: 4, Gadgetry: 14, Medicine: 8,
Scientist: 9, Vehicles: 5

EQUIPMENT:

Battle Gloves:
(DEX: 0, STR: 0, BODY: 6,
Uses: 4, Duration: 16)
Bio-Energy Blast: 12
Heat Vision: 12
Ice Production: 12
Lightning: 12
Neutralization: 12

MOTIVATION: Power Lust

WEALTH: Comfortable

JOB: Professional Criminal

RACE: Human

Dr. Hanscom was originally a surgeon who gained control of Garth Ranzz (Lightning Lad) while operating on him. He first used Lightning Lad as a proxy Starfinger, then assumed the role himself. He has displayed various powers as Starfinger

(a typical listing of which are above), as provided by one form or another of technology. He is the most cowardly of the major Legion villains, and never strikes unless an opportunity for an apparently easy victory exists for him.

SUN-EATER

DEX: 6	STR: 65	BODY: 96/35*
INT: NA	WILL: NA	MIND: NA
INFL: NA	AURA: NA	SPIRIT: NA
INITIATIVE: 6	HERO POINTS: 0	

POWERS:

Flight: 50, Growth: 32, Starbolt: 63

MOTIVATION: NA

WEALTH: NA

JOB: Controller Weapon

RACE: Artificial Life Form

*—the second value applies for the core of the Sun-Eater, which lies 31 APs distant from its outer boundaries.

In their fight to eradicate evil, the Controllers put their technology and knowledge to the creation of the ultimate weapon: the Sun-Eater. The Sun-Eater is a huge cloud of gaseous plasma, burning with the energy of a million stars, which was used by the Controllers to wipe out infestations of corruptness that were otherwise undefeatable.

The first one the Legion encountered had been set on a course for Earth by a renegade Controller who had himself turned to evil. Severely understaffed at the time, the Legion was forced to recruit the five most powerful villains, the Fatal Five, to aid in the attack. Even with the might of Validus and their own powers enhanced by Tharok, the Legion was helpless before the Sun-Eater. It was only the sacrifice of Ferro Lad, delivering an absorbatron bomb to its core, which wiped it out entirely.

The second Sun-Eater appeared in the 20th century, where Superman's foe Mordru had wrested it from a Controller and sent it against Earth. The Legion was called back in time by a signal from Jimmy Olsen (Elastic Lad) and was able to defeat it by Wildfire releasing his anti-energy directly into its core.

A third Sun-Eater, seen early in its creation process, was encountered by five Legionnaires trapped in Limbo who had discovered a Controller's weapon factory. The creature, a semi-sentient mass of energy, was destroyed along with the factory before it had reached full size. It is assumed that the Controllers have others, however, although they are not commonly deployed.

TAURUS GANG

This gang of villains was brought together by Chief Zoltaurus, a corrupt Science Police officer. A rival gang, Scorpio, held the majority of the Legionnaires hostage to force the remainder to battle Taurus. Zoltaurus' identity was eventually revealed, but the villains escaped, although Black Mace resurfaced briefly a couple of years later to battle Timber Wolf.

The origins of the five villains is unknown, and one, Quanto, was apparently not even evil, but felt that he had been sent from wherever he came from to reform his comrades. The group has not been seen since, although their involvement in criminal affairs across the UP is often suspected.

CHIEF ZOLTAURUS

DEX: 4	STR: 3	BODY: 3
INT: 6	WILL: 3	MIND: 4
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 12 HERO POINTS: 35		

SKILLS:

Charisma: 6, Detective: 5, Spy: 3
Vehicles: 4, Weaponry/Firearms: 4

MOTIVATION: Power Lust

WEALTH: Multimillionaire

JOB: SP Chief turned traitor

RACE: Human

BLACK MACE

DEX: 10	STR: 6	BODY: 9
INT: 4	WILL: 5	MIND: 5
INFL: 3	AURA: 2	SPIRIT: 3
INITIATIVE: 17 (24) HERO POINTS: 60		

SKILLS:

Martial Artist: 7, Weaponry/Melee and Exotic Weapons: 16

EQUIPMENT:

Energy Mace:
(DEX: 0, STR: 9, BODY: 7,
Uses: 15, Duration: 20)
Lightning: 20
Protective Suit:
(DEX: 0, STR: 0, BODY: 10,
Uses: 1, Duration: 20)
Energy Absorption: 12

LIMITATIONS:

Lightning Power under Energy Mace has no range and uses Black Mace's Exotic Weapons skill as the AV.
Energy Absorption under Protective Suit only works for electrical attacks.

MOTIVATION: Mercenary

WEALTH: Comfortable

JOB: Mercenary

RACE: Human

MYSTELOR

DEX: 5	STR: 2	BODY: 4
INT: 6	WILL: 6	MIND: 5
INFL: 5	AURA: 5	SPIRIT: 4
INITIATIVE: 16 HERO POINTS: 45		

POWERS:

Mind Probe: 12, Telepathy: 8

MOTIVATION: Not known

WEALTH: Comfortable

JOB: Taurus member

RACE: Human

QUANTO

DEX: 8	STR: 3	BODY: 3
INT: 4	WILL: 5	MIND: 4
INFL: 5	AURA: 4	SPIRIT: 4
INITIATIVE: 17 HERO POINTS: 35		

POWERS:

Self-Link Flash: 29

MOTIVATION: Not known

WEALTH: NA

JOB: Taurus member

RACE: Normal Human

ROGARTH

DEX: 20	STR: 45	BODY: 58
INT: 3	WILL: 5	MIND: 4
INFL: 2	AURA: 2	SPIRIT: 3
INITIATIVE: 25 HERO POINTS: 50		

MOTIVATION: Mercenary

WEALTH: Comfortable

JOB: Mercenary

RACE: Normal Humanoid

SHAGREK

DEX: 6	STR: 4	BODY: 8
INT: 4	WILL: 4	MIND: 3
INFL: 3	AURA: 2	SPIRIT: 2
INITIATIVE: 13 HERO POINTS: 30		

POWERS:

Bio-Energy Blast: 43 (antennae)

MOTIVATION: Mercenary

WEALTH: Comfortable

JOB: Mercenary

RACE: Strange Humanoid

TIME TRAPPER

DEX: 7	STR: 4	BODY: 10
INT: 26	WILL: 25	MIND: 28
INFL: 6	AURA: 4	SPIRIT: 6
INITIATIVE: 39 HERO POINTS: 195		

POWERS:

Comprehend Languages: 12, Iron Will: 20, Time Travel: 30

SKILLS:

Charisma: 13, Gadgetry: 30

Scholar (all eras of history, Computer Science, Mathematics, Psychology, Sociology and Time Travel Physics): 40

Scientist: 30

MOTIVATION: Power Lust

WEALTH: Billionaire

JOB: Tyrant

RACE: Not known

The Time Trapper is an immensely powerful being who dwells at the end of time. He has demonstrated no personal powers, yet is a peer of the mightiest villains the Legion has faced. At one time, impersonated by a Controller he had enslaved, the Time Trapper had struck at the Legionnaires personally and through proxies (such as the Molecule Master). No hint of his real origins has ever been revealed. It is not known whether his control of time is a natural ability or comes from advanced technology.

The Time Trapper contributes to the worsening of time travel conditions in the DC universe, and has barred his own domain from any travelers using their own powers or any known technology. The Trapper retains a battalion of highly-trained soldiers from all different eras of human history.

Perhaps no Legion foe is as ruthless, or as much of a gamesman playing simply for the challenge.

TYR

DEX: 8	STR: 6	BODY: 16
INT: 4	WILL: 7	MIND: 5
INFL: 4	AURA: 3	SPIRIT: 4
INITIATIVE: 16 (24) HERO POINTS: 80		

SKILLS:

Charisma: 7, Martial Artist: 8, Military Science: 5, Weaponry: 9

EQUIPMENT:

Gun Hand:
(DEX: 3, STR: 0, BODY: 8, INT: 6,
Uses: 8, Duration: 20), Flight: 25,
Lightning: 15

LIMITATIONS:

Gun Hand can fly only when detached from Tyr.

MOTIVATION: Power Lust
WEALTH: Multimillionaire
JOB: Champion/Warlord of Tyrraz
RACE: Strange Humanoid

Note: Tyr uses his Weaponry Skill of 9 for the AV and the Lightning Power 15 APs for the EV when attacking with his gun hand.

Tyr, the scourge of his own galaxy, has led his homeworld of Tyrraz to the Milky Way in an overt invasion of the United Planets (UP). Initially, however, he went ahead as a spearhead force attempting to destroy the Legion by brainwashing Timber Wolf to activate the HQ self-destruct system. Tyr was captured, later rescued by his gun hand, and joined the LSV.

After his capture at the end of their third incarnation, he escaped from prison to return to Tyrraz.

Tyr's exact role on his homeworld is unknown but appears to be something between warlord and champion. As such, he was chosen to attack the Legion prior to Tyrraz's arrival at the UP borders. He is now on Tyrraz with the rest of his people, their homeworld rendered immobile.

UNIVERSO *alias "Vidar"*

DEX: 6	STR: 3	BODY: 5
INT: 12	WILL: 16	MIND: 15
INFL: 4	AURA: 3	SPIRIT: 4
INITIATIVE: 22	HERO POINTS: 90	

POWERS:
Hypnotism: 14

SKILLS:
Charisma: 5, Gadgetry: 11, Scientist: 7

EQUIPMENT:
Various hypnotic amplifiers which will boost Universo's Hypnotism to 18-20 (GM's discretion).

Note: The character using this amplifier must have a Hypnotism Power of at least 14 AP's in order for it to function.

LIMITATIONS:
Universo must be within line-of-sight to affect a target with Hypnosis, although he may then retain control over the target from any distance.

MOTIVATION: Power Lust
WEALTH: Multimillionaire
JOB: Former Green Lantern, now professional criminal
RACE: Normal Human

Vidar was a renegade Green Lantern, drummed from the corps for attempting to repeat Krona's disastrous

attempts to learn the origin of the universe. He vanished from human sight on Earth and reappeared several years later as Universo.

In the years between, he acquired great powers of hypnosis and a desire to rule the worlds that had rejected him as their protector.

Universo has succeeded in having the entire Legion outlawed and now secretly is an adviser to Earth President Mojai Desai with plans to use his position to achieve domination again. He has been foiled by his own son Rond Vidar, a pioneer in time travel and an honorary Legionnaire.

Universo prefers to work behind the scenes whenever possible, because he is a merely an adequate physical specimen. Thus in his current position he is a covert influence on Desai. His plans rarely require him to confront the Legion directly.

VIBREX

DEX: 6	STR: 4	BODY: 5
INT: 4	WILL: 3	MIND: 4
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 12	HERO POINTS: 50	

POWERS:
Matter Manipulation: 25
Sonic Beam: 12

SKILLS:
Vehicles/Space: 6

LIMITATIONS:
Matter Manipulation can only be used to change the molecular structures of non-organic materials and can cause neither explosion nor change an object.

MOTIVATION: Power Lust
WEALTH: Comfortable
JOB: Professional Criminal
RACE: Human

Vibrex is a down-on-his-luck space pilot who flew his unprotected ship through a cloud of space radiation. As a result, he gained the power to alter molecular structures with sonic vibrations.

He attempted to hold cargo shipments from the Earth to the Moon hostage to his demands. He was able to hold the Legion at bay for a time by negating Mon-El's early lead serum and Legionnaires' flight belts, but he was defeated by the Legion's first use of Brainiac 5's flight rings. Little or nothing has been seen of him since.



This is potentially one of the most fertile areas for your imagination in the 30th century. Bear in mind the unlimited number of worlds existing in the United Planets (UP) and neighboring political systems.

In order to make any game or story more consistent, we recommend that either the general style and logic of the DC Universe be followed for all NPCs, or that the GM select a specific work of science fiction known to all of the players and require that NPCs be based on that environment.

Given the number of Legionnaires, there is rarely an opportunity to develop an NPC at length in any one Legion story. GMs might consider following comic book techniques and allow players to carry fully developed characters from one game to another allowing them to develop more fully.

Pages 15-21 (SUBPLOTS) in the DC Heroes' Gamemaster's Manual is, of course, recommended reading for the development and use of NPCs.

This section is organized alphabetically, by the first letter or initial of the first name or word, as appropriate (for instance, R.F. Brande is found under R, while Circadia Senius is under C).

Certain NPCs who are members of a group will be found under the alphabetical listing for that group. Such examples include Gas Girl (found under L for Lallorians), Night Girl (under L for Legion of Substitute-Heroes), and Elvo (under W for Wanderers).

ANTONIO STEFANCCI

DEX:	3	STR:	2	BODY:	2
INT:	4	WILL:	2	MIND:	3
INFL:	4	AURA:	2	SPIRIT:	2
INITIATIVE:	11	HERO POINTS:	0		

SKILLS:

Charisma/Persuasion: 2
Occultist/Identify Object: 9
Scholar (Mystic Lore): 14

WEALTH: Multimillionaire

JOB: Museum Curator

RACE: Human

Stefancci is the curator for the Museum of the Mystic Arts, located in MegaCalifornia on the site of what was once known as *The Magic Castle*.

CIRCADIA SENIUS

DEX:	2	STR:	2	BODY:	2
INT:	9	WILL:	2	MIND:	4
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	13	HERO POINTS:	0		

SKILLS:

Scholar (Computer Science, Temporal Physics): 9, Training: 19, Scientist: 20

WEALTH: Multimillionaire

JOB: Chronarch

RACE: Alien

Circadia Senius is the Chronarch (Director) of Time Institute, a branch of Metropolis University.

The true father of time travel, Senius has been at the Institute since its inception and has developed the Time Monitor and the theories that permit time travelers to avoid being trapped in probability branches.

He is Brainiac 5's friend in subplots, and occasionally encounters other Legionnaires.

COMET QUEEN *alias Grava*

DEX:	9	STR:	3	BODY:	3
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	13	HERO POINTS:	20		

POWERS:

Flight: 12, Fog: 15

MOTIVATION: Thrill of Adventure

WEALTH: Comfortable

JOB: Legion Academy student

RACE: Alien

A native of Quaal-III, Comet Queen is a youth who tried to gain a Legion-qualifiable power by diving naked into the tail of a comet, where she changed, but gained comet-like powers of flight and gas generation.

Always a hardcore Legion fan, she applied for membership, was rejected at their most recent open call, and has undertaken training at the Academy.

CONTROLLERS

DEX:	15	STR:	10	BODY:	40
INT:	23	WILL:	35	MIND:	30
INFL:	8	AURA:	10	SPIRIT:	10
INITIATIVE:	46	HERO POINTS:	110		

POWERS:

Comprehend Languages: 14
Energy Absorption: 15
Force Manipulation: 24
Invulnerability: 45, Regeneration: 9
Telepathy: 25

SKILLS:

Charisma: 12, Gadgetry: 35
Scientist: 28
Weaponry/Exotic Weapons: 13

EQUIPMENT:

See Below

MOTIVATION: Upholding the Good

WEALTH: Billionaire

JOB: Guardians of the Universe

RACE: Alien

The Controllers are an advanced race of great power that evolved on the planet Oa.

An individual named Krona, also an Oan, broke certain taboos and explored the origin of life itself. To repair Krona's misdeeds, his fellow Oans pledged their immortal lives to the fight against evil. Among them was a radical group that categorized evil as an infection that had to be totally obliterated when sufficiently serious. Failing to persuade their fellows, they departed Oa for another dimension and took the name Controllers.

One Controller later chose to use his power for conquest and unleashed a Sun-Eater on Earth's galaxy. The Sun-Eater was destroyed at the sacrifice of Ferro Lad, and the Legion defeated the Controller himself through the alleged intercession of their dead comrade's ghost.

The Legion was later rewarded by the gift of a Miracle Machine, which could transform thoughts into reality.

Each Controller is a being of great power, devoted to preserving the good of the universe by destruction of evil no matter what the incidental cost in sentient life. Although they have great personal mental powers and energies, they are more dependent on devices than their kindred and will usually have equipment on hand suitable to whatever their mission requires.

CRYSTAL KID *alias Bobb Kohan*

DEX: 7 STR: 3 BODY: 4
 INT: 3 WILL: 2 MIND: 2
 INFL: 2 AURA: 2 SPIRIT: 2
 INITIATIVE: 12 HERO POINTS: 15

POWERS:

Transmutation: 6

LIMITATIONS:

Crystal Kid can only Transmute inorganic objects to crystal, and objects will only remain transmuted as long as he concentrates on them.

MOTIVATION: Upholding the Good

WEALTH: Comfortable

JOB: Legion Academy student

RACE: Human

Bobb Kohan gained the power to transmute objects to crystal when his ship encountered a field of radiation in deep space. He applied for Legion membership but was rejected because of the relative uselessness of his power. He is currently a trainee at the Legion Academy.

DVRON

DEX: 3 STR: 2 BODY: 2
 INT: 4 WILL: 2 MIND: 2
 INFL: 2 AURA: 2 SPIRIT: 2
 INITIATIVE: 9 HERO POINTS: 0

SKILLS:

Detective: 4, Vehicles: 3

Weaponry/Firearms: 3

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Science Police Officer

RACE: Human

Dvron is an immigrant to Earth from one of the colony worlds. He is considered to be somewhat out of his depth when dealing with the Legionnaires. He is, however, skilled at supervising the SP data banks and drones and is quite effective if not let out of their headquarters.

ELASTIC KID *alias Jimmy O'Lorn*

DEX: 4 STR: 2 BODY: 3
 INT: 2 WILL: 2 MIND: 2
 INFL: 2 AURA: 2 SPIRIT: 2
 INITIATIVE: 8 HERO POINTS: 5

POWERS:

Stretching: 5

SKILLS:

Detective: 1

MOTIVATION: Thrill of Adventure

WEALTH: Comfortable

JOB: Newspaper Reporter/Honorary Legionnaire

RACE: Human

Besides his history in the 20th century, Jimmy was contacted by the Legion for membership after he gained the power of stretching by imbibing an elastic potion created by Prof. Potter. Because of the number of Legionnaires, he was made an honorary member and occasionally participated in cases. He has not participated in Legion adventures for several years.

GIGI CUSIMANO

DEX: 3 STR: 2 BODY: 2
 INT: 4 WILL: 2 MIND: 2
 INFL: 2 AURA: 2 SPIRIT: 2
 INITIATIVE: 9 HERO POINTS: 5

SKILLS:

Charisma/Persuasion: 3, Detective: 5

Vehicles: 3, Weaponry/Firearms: 3

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Science Police Officer

RACE: Human

Cusimano is a seasoned officer who is considered the most likely Earth-stationed SP officer to rise to command rank. She went through the SP Academy with Gim Allon (now Colossal Boy) and has had a flirtatious affair with Sun Boy. Despite this image and personal life, she is a very dedicated executive officer responsible for the Metropolitan area.

GYM'LL

DEX: 2 STR: 2 BODY: 2
 INT: 8 WILL: 4 MIND: 3
 INFL: 2 AURA: 2 SPIRIT: 2
 INITIATIVE: 12 HERO POINTS: 0

SKILLS:

Medicine: 19

Scholar (20th-Century Comic Books): 6

MOTIVATION: Upholding the Good

WEALTH: Multimillionaire

JOB: Chief of Medicine—Medicus One

RACE: Alien

Gym'll is crotchety but extraordinarily skilled. He is the chief of medicine on Medicus One and is also the Legion's personal physician, despite

having turned down similar jobs with billionaires and politicians of greater power.

HAGGA

DEX: 3 STR: 1 BODY: 2
 INT: 4 WILL: 7 MIND: 8
 INFL: 12 AURA: 16 SPIRIT: 13
 INITIATIVE: 19 HERO POINTS: 25

POWERS:

Magical Sense: 4, Magic Blast: 10

Magic Shield: 5

Mystic Link: Force Manipulation: 8

SKILLS:

Charisma: 4, Occultist: 12

Scholar (Orandoan History): 9

MOTIVATION: Responsibility of Power

WEALTH: Multimillionaire

JOB: Court Sorceress—Court of Orando

RACE: Human

Hagga is the grandmother of Princess Projectra and also the one who gave her her powers as a child. She feared contamination of Orando by technology and aligned herself with Pharoxx. She aided him with her mystic powers and blinded herself to his lust for power over the good of Orando. She was defeated at the same time as Pharoxx, but it is likely she has realigned herself with now-Queen Projectra because the latter has taken Orando out of the Legion's universe.

KID PSYCHO *alias Gnill O'pyral—Deceased*

DEX: 4 STR: 2 BODY: 2
 INT: 6 WILL: 7 MIND: 4
 INFL: 3 AURA: 2 SPIRIT: 2
 INITIATIVE: 13 HERO POINTS: 30

POWERS:

Force Shield: 45

LIMITATIONS:

Each use of Force Shield causes Kid Psycho to age 1 year.

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Legion Reservist/Secret Weapon

RACE: Human

Born on Hajor, Gnill gained the power to create impenetrable force shields as the result of his parents' exposure to a weird form of radiation emanating from a space monster that threatened Hajor. He was rocketed to Earth when Hajor exploded.

Kid Psycho, as Gnill called himself, applied for Legion membership and was accepted, but was later turned

down when it was discovered that the use of his powers was killing him. He was made a Reservist in case of some emergency warranting the use of his powers. He was killed during the CRISIS ON INFINITE EARTHS when he was caught by the anti-matter cloud sweeping the Earth.

KIMBALL ZENDAK

DEX:	5	STR:	3	BODY:	4
INT:	6	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	13	HERO POINTS:	15		

SKILLS:

Charisma: 5, Detective: 7
Military Science/Demolition
and ECM: 5
Spy/Coding: 3, Weaponry/Firearms: 6

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Chief of Science Police—Earth

RACE: Human

A risen-through-the-ranks officer, Zendak was a lieutenant to SP Cmdr. Wilson (the first Earth SP Chief to become involved with the Legion). He achieved recognition during the building of Takron-Galtos' facilities and was awarded the command on Earth several years ago. Zendak's private life is very private, and professionally he is extremely proud of his SPs and of the Legionnaires, who he has worked with more closely than any of his predecessors.

LALLORIAN CHAMPIONS

An accidental atomic explosion irradiated five couples, and as a result their children were born with extraordinary powers. The children were exiled by the then-dictator of Lallor and deceived by Dr. Marden King, brother of Jungle King, into attacking the Legion. The misunderstanding was eventually cleared up, and they returned to Lallor. There the Prime Minister had been deposed, and they became the champions of their home planet. Since that time, four of the heroes have fought evil on their home planet, as well as natural disasters, and assisted the UP several times.

BEAST BOY *Deevolved*

DEX:	6	STR:	4	BODY:	5
INT:	3	WILL:	4	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	12	HERO POINTS:	30		

POWERS:

Shape Change: 6

MOTIVATION: Responsibility of Power

WEALTH: Struggling

JOB: Outlaw

RACE: Human

Although Beast Boy initially teamed himself with the other four Lallorian champions, he was spurned by the citizens of Lallor. His shape-shifting powers, against which a galaxy-wide prejudice seems to exist, never led him to win the acceptance of his comrades. He traveled to Vorn, a planet inhabited by monsters, and led the creatures against the human colonists. However, he sacrificed his life to save a girl from being killed by one of the monsters.

DUPLICATE BOY *alias Ord Quetu/Quetu Ord*

DEX:	3	STR:	3	BODY:	4
INT:	2	WILL:	2	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	45		

POWERS:

Mimic: 65

LIMITATIONS:

Cannot duplicate powers that directly affect an opponent's MIND or SPIRIT.

MOTIVATION: Thrill of Adventure

WEALTH: Comfortable

JOB: Champion of Lallor

RACE: Normal Humanoid

Duplicate Boy is considered the most powerful hero in the known universe. His involvement with the Legion has been greater than that of his comrades, as until recently he was involved with Shrinking Violet in one of her Subplots. The two broke up when Duplicate Boy jealously refused to comment on her imposture.

EVOLVO LAD

DEX:	4/8	STR:	2/8	BODY:	3/10
INT:	23/2	WILL:	15/5	MIND:	18/6
INFL:	4/4	AURA:	3/3	SPIRIT:	5/5
INITIATIVE:	31/14	HERO POINTS:	35		

SKILLS:

(Future Self) Charisma/Persuasion: 8

Detective: 16, Gadgetry: 10

Medicine: 10, Scientist: 16

(Past Self) Military Science/ Tracking: 10

Weaponry/Melee Weapons: 9

LIMITATIONS:

Evolvo Lad can only assume one form or another by going backward or forward in evolution. The first statistics are for Evolvo Lad's "future" self, the second for his "deevolved" self.

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Champion of Lallor

RACE: Human

Evolvo Lad usually chooses to remain in his evolved form, as his physical strength is relatively inconsequential when teamed against Duplicate Boy's. As a result, he acts as leader of the Champions of Lallor.

GAS GIRL *alias Sev*

DEX:	6	STR:	2	BODY:	4
INT:	3	WILL:	3	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	12	HERO POINTS:	45		

POWERS:

Poison Touch: 17, Self Link—Fog: 6
Note: Gas Girl can alter her gaseous composition to any type of gas, so her Poison Touch can kill or stun.

MOTIVATION: Thrill of Adventure

WEALTH: Comfortable

JOB: Champion of Lallor

RACE: Normal Humanoid

LIFE LASS *alias Sami*

DEX:	5	STR:	2	BODY:	3
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	2
INITIATIVE:	11	HERO POINTS:	65		

POWERS:

Animate Objects: 35

MOTIVATION: Upholding the Good

WEALTH: Comfortable

JOB: Champion of Lallor

RACE: Normal Humanoid

LAMPREY *alias Tayla Stott*

DEX:	5	STR:	3	BODY:	4
INT:	3	WILL:	3	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	11	HERO POINTS:	20		

POWERS:

Lightning: 18, Swimming: 4
Water Freedom: 6

LIMITATIONS:

Lightning can only be used
underwater.

MOTIVATION: Upholding the Good

WEALTH: Comfortable

JOB: Legion Academy Student

RACE: Exotic Humanoid

Lamprey comes from a planet where all of the natives have the ability to survive both on land and water, but she was born with the additional power to generate bio-electricity. As her powers were limited to underwater use, she was rejected upon applying for the Legion, but she decided to join the Legion Academy and perfect her powers.

LEGION OF SUBSTITUTE-HEROES

The Legion of Substitute-Heroes was formed by five rejected Legion applicants who, led by Polar Boy, tried to act as a "secret" auxiliary to the Legion. Their secret was found out after only two missions, but they were made Legion Reservists. Despite their recognition, they were rarely given a chance to gain great fame for their exploits, despite their help during the Earthwar and the Great Darkness. After a battle with Pulsar Stargrave on Bismoll, Polar Boy disbanded the Subs and joined the Legion. Night Girl went with Cosmic Boy on his vacation and the other Subs have returned to their own private affairs.

CHLOROPHYLL KID *alias Kal Benen*

DEX: 5	STR: 2	BODY: 3
INT: 4	WILL: 3	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 11	HERO POINTS: 35	

POWERS:

Plant Growth: 8

SKILLS:

Vehicles: 3

EQUIPMENT:

A variety of different seeds.

MOTIVATION: Upholding the Good

WEALTH: Comfortable

JOB: Ex-Substitute Hero

RACE: Human

Ral gained his power to control plant growth when, as a child, he fell into a vat of experimental fast-grow fertilizer. Although he was pulled out unharmed, he discovered he could cause plants to grow at an incredible rate. He was a charter member of the Subs, although he gained a lot of weight in the latter years of his career.

COLOR KID *alias Ulu Vark*

DEX: 4	STR: 3	BODY: 3
INT: 4	WILL: 4	MIND: 2
INFL: 3	AURA: 2	SPIRIT: 2
INITIATIVE: 11	HERO POINTS: 25	

POWERS:

Illusion: 16

LIMITATIONS:

Illusion can be used only to change the color of an object, or anything else. It should be noted that most people will not bother to disbelieve this.

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Ex-Substitute Hero

RACE: Human

A native of Lumbra, Ulu gained the power to control colors when he was struck by an unexplained beam of multi-colored light from another dimension while working as a lab assistant. He was the first Sub to join after the Legion's initial formation.

FIRE LAD *alias Staq Meven*

DEX: 4	STR: 3	BODY: 4
INT: 3	WILL: 3	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 9	HERO POINTS: 20	

POWERS:

Flame Projection (Breathing): 14

SKILLS:

Vehicles: 3

LIMITATIONS:

Miscellaneous Limitation: Fire Lad suffers from allergies, which are treated as a Serious Attribute Limitation to resist sneezing (for game mechanics see PM, pg. 30).

MOTIVATION: Upholding the Good

WEALTH: Comfortable

JOB: Ex-Substitute Hero

RACE: Human

Staq was hiking on his home planet of Schwar by himself and was therefore the only witness to the crash of a fiery meteor. Inhaling its fumes, Staq gained the ability to breathe flames. He was a member of the Subs although his allergies never made him the safest member.

INFECTIOUS LASS

DEX: 3	STR: 2	BODY: 2
INT: 3	WILL: 3	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 8	HERO POINTS: 20	

POWERS:

Poison Touch: 6

Note: Infectious Lass can generate a number of viruses and can therefore kill or incapacitate.

LIMITATIONS:

Infectious Lass' power is treated as an Attribute with a Serious Limitation. If she fails her roll, she infects someone at random.

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: Ex-Substitute Hero

RACE: Exotic Humanoid

Little is known of Infectious Lass' background, other than that she failed to gain Legion membership at two different calls. She was offered membership to the Subs and accepted, although her powers have proven to be not particularly useful in the few cases she has been involved in with the Subs.

NIGHT GIRL *alias Lylda Juth*

DEX: 9	STR: 45	BODY: 35
INT: 3	WILL: 6	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 3
INITIATIVE: 14	HERO POINTS: 45	

SKILLS:

Vehicles: 4

LIMITATIONS:

Night Girl's STR and BODY drop to 3 in the presence of sunlight/ultra-violet rays.

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Ex-Substitute Hero

RACE: Human

Night Girl is the daughter of one of the most renowned scientists of Ka-thoon, a planet with no sun which is heated by internal geothermal action. She received the first and only treatment of her father's vitalizing ray, endowing her with extraordinary strength.

She discovered when leaving Ka-thoon that her new found strength vanished under exposure to ultra-violet light. She applied for Legion membership but was rejected as she was over the maximum age limit.

Night Girl was a charter member of the Subs, joining in part because she wished to remain close to Rokk Krinn, whom she had fallen in love with. When the Subs disbanded, she joined Cosmic Boy on his vacation into 20th century Earth.

PORCUPINE PETE

DEX:	5	STR:	2	BODY:	3
INT:	3	WILL:	2	MIND:	2
INFL:	4	AURA:	2	SPIRIT:	2
INITIATIVE:	12	HERO POINTS:	30		

POWERS:

Claws (Quills): 9

LIMITATIONS:

Pete can throw his quills up to a range of 3 APs, but it requires two consecutive Standard Actions to throw one volley, and he can only do so up to four times daily.

MOTIVATION: Upholding the Good

WEALTH: Comfortable

JOB: Ex-Substitute Hero

RACE: Human (mutated)

Pete gained the power to project quills from his body as the result of a curse from a Zriffian imp from a fifth dimension (neighboring Mxyzptlk's). The curse has not worn off because the imp has settled permanently on the gamblers' world of Ventura. Pete was rejected for Legion membership and received an invitation to join the Subs. He served in only two cases before the group was disbanded by Polar Boy.

STONE BOY *alias Dag Ventim*

DEX:	4	STR:	3	BODY:	4
INT:	3	WILL:	4	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	9	HERO POINTS:	25		

POWERS:

Skin Armor: 41, Suspension: 22

SKILLS:

Vehicles: 3

LIMITATIONS:

Stone Boy can use only Suspension and Skin Armor simultaneously.

MOTIVATION: Upholding the Good

WEALTH: Comfortable

JOB: Ex-Substitute Hero

RACE: Human

Dag, like all of the natives of Zwen, possesses the ability to freeze himself into a stone-like form and go into suspended animation for the six-

month-long nights on his planet. He was a charter member of the Subs and was the only member to be offered Legion membership as a result of a contest the Legion held. However, Stone Boy, as he called himself, declined as he preferred to remain with his friends in the Subs. He has returned to his home planet since the disbanding of the Subs.

MYG

DEX:	9	STR:	4	BODY:	6
INT:	4	WILL:	10	MIND:	6
INFL:	3	AURA:	3	SPIRIT:	4
INITIATIVE:	16 (36)	HERO POINTS:	40		

SKILLS:

Acrobatics: 5, Martial Artist: 20

MOTIVATION: Mercenary

WEALTH: Multimillionaire (in Lythyl)

JOB: NA

RACE: Human

Myg is an immigrant to Lythyl, a planet that is ruled by one law—"Survival of the Fittest." He is a skilled fighter, skilled enough that he was made one of the three who judged incoming immigrants. He was defeated by Sensei and Timber Wolf and brought back by the former, who wished to try to reform him. Myg is currently under the tutelage of Karate Kid's master, albeit somewhat reluctantly.

NIGHTWIND *alias Berta Harris*

DEX:	5	STR:	2	BODY:	3
INT:	4	WILL:	4	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	12	HERO POINTS:	30		

POWERS:

Air Control: 22, Flight: 8

Thermal Vision: 2

SKILLS:

Vehicles: 2

MOTIVATION: Upholding the Good

WEALTH: Comfortable

JOB: Legion Academy Student

RACE: Exotic Humanoid

Berta comes from a small tribe on her home planet where everyone has the power to control winds. She was the first of her tribe to leave the planet and apply for Legion membership. Her power wasn't judged adequate enough, however, and upon rejection she applied for Legion Academy membership and was accepted.

POWER BOY *alias Jed Rikane*

DEX:	8	STR:	184	BODY:	15
INT:	3	WILL:	4	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	16 (18)	HERO POINTS:	45		

POWERS:

Density Increase: 5, Skin Armor: 7

SKILLS:

Martial Artist: 4, Vehicles: 3

MOTIVATION: Thrill of Adventure

WEALTH: Comfortable

JOB: Legion Academy Student

RACE: Normal Humanoid

Jed is another Legion Academy member. It is not known where Jed obtained his powers or whether they are natural. He has been a long-time resident at the Academy, since Wildfire's takeover of the training program, but was not accepted at the most recent Legion open call.

PROTY II

DEX:	3	STR:	1	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	5		

POWERS:

Shape Change: 3, Telepathy: 2

SKILLS:

Artist/Photographer: 4

MOTIVATION: NA

WEALTH: Comfortable

JOB: Photographer

RACE: Alien

Proty II is a Protean from Antares. Although originally his "people" possessed no powers, another race adapted them to survive to a variety of changing environments. Proty II was adopted as a pet by Chameleon Boy after Proty I sacrificed his life to resurrect Lightning Lad, but later quit after a short stint in the Legion of Super-Pets. Proty II now works as a fashion photographer, although he took time out from a busy schedule to take some shots for the recent Legion anniversary.

R. J. BRANDE

DEX:	4	STR:	3	BODY:	3
INT:	7	WILL:	5	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	14	HERO POINTS:	5		

SKILLS:

Charisma: 6
Scholar (Business, Nuclear Physics): 16
Scientist: 8
MOTIVATION: Upholds Good
WEALTH: Billionaire
JOB: Businessman
RACE: Humanoid

As noted in the Introduction, it was Brande's life, saved by three youths, that gave him the inspiration to form the original Legion. Brande has created a fortune with the otherwise unknown skill of creating stars and supplying them to needy customers, but he has vastly multiplied his fortune by shrewd investments. Until Legion financing was taken over by the UP Government, Brande's monies were the major source of Legion income.

It was not until recently, however, that it was revealed that Brande was actually a Durlan, the father of Chameleon Boy (Reep), and trapped in his current, human-appearing form by a debilitating disease. He was reunited with his son, Reep, although their situation was somewhat untenable at first. The difficulties were recently resolved when the pair returned to Durla to find a way to restore Chameleon Boy's power. Brande chose to remain in his human form, however, and he has since gone on an extended vacation.

RELNIC

DEX: 3	STR: 2	BODY: 2
INT: 6	WILL: 4	MIND: 4
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 11		HERO POINTS: 0

SKILLS:
Charisma: 11, Spy/Coding: 3
MOTIVATION: Responsibility of Power
WEALTH: Multimillionaire
JOB: UP Diplomat/Ambassador at Large
RACE: Human

Relnic is the senior diplomat and negotiator of the United Planets (UP), and is perhaps the only Earthman trusted by such diverse races as the Dominators and the Gil'dishpan. Relnic is usually sent in as a "trouble-shooter" to diplomatic hot spots, an assignment that brings him to odds with the Legion from time to time.

ROND VIDAR

DEX: 3	STR: 2	BODY: 3
INT: 8	WILL: 3	MIND: 5
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 13 (16)		HERO POINTS: 10

POWERS:
Iron Will: 15
SKILLS:
Gadgetry: 7
Scholar (Computer Science, Temporal Physics): 18
Scientist: 14
MOTIVATION: Responsibility of Power
WEALTH: Multimillionaire
JOB: Time Institute Researcher
RACE: Human

Vidar is determined to make up to mankind for his father's betrayal of the Green Lantern Corps. He has invented the Time Cube, saved the Legion twice from his father, and is Brainiac 5's closest friend. It is not known who his mother is, although she is or was presumably a human. Rond was made an Honorary Legionnaire for his assistance, but his job as researcher at the Time Institute keeps him fully occupied these days. He was indirectly responsible for the creation of the Infinite Man.

SENSEI

DEX: 10	STR: 3	BODY: 6
INT: 4	WILL: 13	MIND: 6
INFL: 5	AURA: 4	SPIRIT: 4
INITIATIVE: 19 (33)		HERO POINTS: 60

POWERS:
Iron Will: 9, Mind Over Matter: 10
SKILLS:
Acrobatic: 3, Martial Artist: 14
MOTIVATION: Responsibility of Power
WEALTH: Comfortable
JOB: Martial Arts Instructor, semi-retired
RACE: Human

Sensei, as this aged Oriental is now known, once served as Japan's premiere hero in the early 30th century, during which time he was forced to kill the dreaded Black Dragon in combat. He retired shortly thereafter and devoted his time to bringing up the Dragon's half-breed son, Val Armorr (later known as Karate Kid), training him until he could stand unaided in all the martial arts disciplines. When Karate Kid was killed years later, Sensei traveled to Lythyl with Timber Wolf to fulfill Val's last wish. They brought back Myg, a youth who Sen-

sei saw as redeemable. Sensei's skills have declined with encroaching age, but he is still a formidable opponent.

SHADOW LAD alias Grev Mallor

DEX: 6	STR: 3	BODY: 5
INT: 4	WILL: 4	MIND: 3
INFL: 3	AURA: 2	SPIRIT: 2
INITIATIVE: 13 (17)		HERO POINTS: 25

POWERS:
Darkness: 15, Energy Absorption: 15, Thermal Vision: 3
SKILLS:
Martial Artist: 4, Weaponry: 4
LIMITATIONS:
Energy Absorption can only be used in conjunction with Darkness, and will only absorb heat-radiation-based attacks.
MOTIVATION: Responsibility of Power
WEALTH: Comfortable
JOB: Champion of Talok VIII
RACE: Human

Grev and his cousin Tasmia Mallor entered an ancestral cave together, and both gained the power to project impenetrable darkness. As the elder of the two, Tasmia became champion of Talok VIII, leaving Grev out of the limelight.

After Talok's devastation by the Fatal Five, and Tasmia's joining the Legion as Shadow Lass, Grev chose to go to Earth to join the Legion Academy, developing his powers. After several years in the Academy, he felt qualified enough to go back to Talok VIII and serve as their champion in Tasmia's absence.

SHVAUGHN ERIN

DEX: 4	STR: 2	BODY: 3
INT: 4	WILL: 3	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 10		HERO POINTS: 10

SKILLS:
Charisma/Persuasion: 3, Detective: 4, Vehicles: 4, Weaponry/Firearms: 4
MOTIVATION: Upholding the Good
WEALTH: Affluent
JOB: Science Police Officer
RACE: Human

Born to a highly traditional family on Earth's Ireland island, Erin was a patrol officer during the Earthwar, where she achieved distinction and met the Legionnaires. Persuading Zendak to create the post of Legion liaison, she then filled it and helped bring

the groups together as well as beginning a romance with Element Lad in one of his Subplots. She shares quarters with officer Cusimano.

TORNADO TWINS *alias Don and Dawn Allen*

DEX: 5	STR: 3	BODY: 4
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 8 [32] HERO POINTS: 40		

POWERS:

Air Control: 10, Superspeed: 28

SKILLS:

Vehicles: 3

MOTIVATION: Thrill of Adventure

WEALTH: Comfortable

JOB: Museum Employees

RACE: Human

Don and Dawn Allen claimed to be the "direct descendants of Barry Allen, the original Flash," although their heritage since the CRISIS ON INFINITE EARTHS is unclear. Due to their unique genetic structure, they were able to be temporarily endowed with extraordinary speed powers similar to that of their ancestor. Without revealing their identities, they launched a series of attacks on the Legion, their motive to gain publicity for the opening of a Flash museum. Their extraordinary speed powers faded away shortly thereafter, but their lives were later threatened by a robot assassin programmed by an old foe of the 20th century Justice League, and they were saved by the Legion.

WANDERERS

The Wanderers are a group of normal humanoid heroes who operate far beyond the limits of the UP. They have met the Legionnaires once or twice, and aided the UP against the Daxamite invasion under Darkseid. Their primary motivation is the thrill of adventure, and they have no governmental or planetary ties.

CELEBRAND

DEX: 7	STR: 4	BODY: 5
INT: 9	WILL: 6	MIND: 5
INFL: 4	AURA: 4	SPIRIT: 4
INITIATIVE: 20 (25) HERO POINTS: 50		

POWERS:

Comprehend Languages: 10
 Danger Sense: 8
 Hypersensitive Touch: 5
 Mind Over Matter: 4

Object Awareness: 7
 Telepathy: 5

SKILLS:

Charisma: 7, Gadgetry: 5
 Martial Artist: 5, Scientist: 5
 Vehicles: 5

Note: Celebrand is the leader of the Wanderers.

DARTALG

DEX: 8	STR: 3	BODY: 4
INT: 4	WILL: 4	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 15 HERO POINTS: 65		

SKILLS:

Weaponry/Exotic Weapons: 18

EQUIPMENT:

Blow Gun: (DEX: 0, STR: 6, BODY: 5,
 Uses: 15, Duration: 18)
 Variety of Darts: AP: 8

Note: Dartalg has darts that can duplicate a large number of effects, or do 8 APs of effect. Some examples can be seen under descriptions of Green Arrow's equipment.

ELVO

DEX: 9	STR: 5	BODY: 6
INT: 4	WILL: 4	MIND: 4
INFL: 4	AURA: 4	SPIRIT: 4
INITIATIVE: 17 HERO POINTS: 60		

SKILLS:

Weaponry/Melee Weapons: 19

EQUIPMENT:

Energy Sword:
 (DEX: 0, STR: 18, BODY: 5,
 Uses: 1, Duration: 24)

IMMORTO

DEX: 10	STR: 4	BODY: 10
INT: 5	WILL: 7	MIND: 7
INFL: 3	AURA: 3	SPIRIT: 4
INITIATIVE: 18 (20) HERO POINTS: 40		

POWERS:

Invulnerability: 28, Regeneration: 19,
 Superspeed: 12

SKILLS:

Gadgetry: 3, Medicine: 4, Science: 4

LIMITATIONS:

Regeneration only works immediately after a use of Invulnerability.

ORNITHO

DEX: 8	STR: 4	BODY: 5
INT: 4	WILL: 5	MIND: 4
INFL: 3	AURA: 2	SPIRIT: 4
INITIATIVE: 15 HERO POINTS: 55		

POWERS:

Flight: 8, Shape Change: 7

LIMITATIONS:

Shape Change can only be used to change into any bird form.

PSYCHE

DEX: 4	STR: 2	BODY: 4
INT: 11	WILL: 5	MIND: 9
INFL: 5	AURA: 5	SPIRIT: 4
INITIATIVE: 20 HERO POINTS: 50		

POWERS:

Broadcast Empath: 13

QUANTUM QUEEN

DEX: 7	STR: 4	BODY: 4
INT: 5	WILL: 5	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 16 HERO POINTS: 60		

POWERS:

Bio-Energy Blast: 23
 Self Link—Flash: 29

Note: Quantum Queen can vary her bio-energy to duplicate almost any form of energy (X-rays, electricity, infra-red, etc.).

YERA

DEX: 3	STR: 2	BODY: 2
INT: 3	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 8 HERO POINTS: 5		

POWERS:

Shape Change: 4

SKILLS:

Artist/Actor: 6

MOTIVATION: Thrill of Adventure

WEALTH: Affluent

JOB: Aspiring Actress

RACE: Alien

Yera was chosen by Imaskite rebels to impersonate Shrinking Violet while they mentally tortured her to gain information. Yera was unaware of their true plans and went along, but during her time as "Shrinking Violet" she and Colossal Boy became romantically involved and were married. After the Imaskite's plans were discovered and Violet was rescued, the couple had the choice of annulling the marriage, but the two chose to make a go of it. Yera, like Chameleon Boy, wishes to fight prejudice against shape-shifters by, in her case, proving her worth as an actress.

While the authors have tried to keep the addition of new powers to a minimum, but have found several powers that are necessary in representing certain characters in this book. Knowledge of these powers is *not* necessary to play the regular game, but GMs should feel free to let players use these powers if they find them suitable for their campaign.

ADAPTATION *Mental*

LINK: INT
 RANGE: Special
 TYPE: Automatic
 BASE COST: 85

Adaptation allows a character to duplicate any other Power, Skill, or Attribute available in the campaign. A Power can only be duplicated if the character attempting the Adaptation has seen the targeted character use that Power before. The character may use any combination of powers so long as the total APs do not exceed the APs he has in Adaptation.

One phase of concentration must be spent before Adaptation takes affect.

A Power Limitation (see Character Design) must be taken when purchasing this Power (GM discretion). No extra Hero Points are received for this Limitation.

AFFECT DISPERSED *Physical*

LINK: NA
 RANGE: As Applicable
 TYPE: Standard
 BASE COST: 15

This Power allows a character to use one of his Powers to affect Dispersed characters. STR can also be used in place of a Power. A character can use only the number of APs he has purchased in Affect Dispersed to attack a Dispersed opponent with the chosen Power or STR.

EXAMPLE: A character has Bio-Energy Blast of 8 APs and Affect Dispersed of 5 APs. He can direct a 5 AP Bio-Energy Blast at a Dispersed character.

CLAWS *Physical*

LINK: DEX
 RANGE: Touch
 TYPE: Standard
 BASE COST: 15

The Claws Power is for characters who have claws or other natural sharpened-attack forms (e.g. teeth, tusks, etc.). The APs of Claws are treated as the AV/EV of the attacking character. Claws APs can also be treated as STR for Cutting (but not lifting or moving) materials.

CONTINUUM CONTROL *Mental*

LINK: WILL
 RANGE: Normal
 TYPE: Automatic
 BASE COST: 175

Continuum Control is a very potent Power. It gives a character a certain control over the time/space continuum as well as tinkering with the nature of matter.

Continuum Control may be used as one or more of the following Powers: Bio-Energy Blast, Damage Transference, Matter Manipulation, Regeneration, Teleportation, and Time Traveling.

The APs of Continuum Control are the APs of the Power which Continuum Control is mimicking. (The player may divide the APs in the increments he wishes).

It is important to note the following two points:

1. Use of Continuum Control takes one phase. A character must "activate" this Power for one phase. Then, in the following phase he mimics a Power or Powers with the RAPs of Continuum Control.
2. When mimicking a Power with Continuum Control, the character may use these Powers even if it violates the 3 Action/phase rule. In other words, a character may take his 3 actions, and take more as long as all of the excess actions use the RAPs of Continuum Control to mimic Powers. Control of time and space lets you do things like that. Thus, a character could use all of the above-

mentioned powers in the same phase.

The RAPs of Continuum Control are distributed as the character wishes to become the APs of mimicked Powers, as long as the total APs do not exceed the RAPs of Continuum Control.

The powers mimicked by Continuum Control function as indicated below:

- Damage Transference and Regeneration: As described in the Powers and Skills book.
- Time Travel: As indicated in this section.
- Bio-Energy Blast: As described in the Powers and Skills book.

If a character enters Killing Combat and combines Teleportation and Bio-Energy Blast on the same target in the same phase, the RAPs of Bio-Energy Blast are considered scattered over a distance equal to the range of the Teleportation. A separate roll for the Teleport attack must be made. If a character has his current BODY reduced below 0 in this way, he is certain to die. Invulnerability cannot help, for the character's atoms are scattered throughout space. Recovery Rolls are not allowed, so the character loses BODY until he is dead.

- Matter Manipulation: As described in the Powers and Skills book, but it also works on living creatures and organic materials as well.
- Teleportation: As described in the Powers and Skills book with the following exception: the range of the Teleportation is Normal rather than +7 but the character may Teleport any target within range, not just those within 0 APs of him.

NEUTRALIZE *Mental*

LINK: WILL
 RANGE: Normal
 TYPE: Standard
 BASE COST: 20

This Power allows a character to negate one of an opponent's powers. The OV/RV are the APs of the opposed Power. The RAPs are the length of time that the target loses the use of that Power.

A victim may attempt to regain the use of his Power sooner by making a Recovery Check. The OV/RV are the RAPs of the neutralized attack, as the victim has taken no real damage.

This power can negate the power-like functions of equipment, as well as the STR attribute. It is treated as a Physical Attack against Physical Powers, a Mental attack against Mental Powers, and a Mystical Attack against Mystical Powers.

REFLECTION/DEFLECTION *Mental*

LINK: WILL
RANGE: Self
TYPE: Automatic
BASE COST: 15

Reflection may be used to deflect an attack made on the user. To "set" a Reflection, the user must make a Movement Action (essentially immobilizing him for the rest of the phase). He may then make a Standard Action to deflect/reflect up to two attacks.

The OV/RV on a Reflection attempt are the APs of the incoming Power. If positive RAPs are indicated, the attack is successfully deflected. If the user wishes to redirect the Power at a new target, an attack is made against the target with the positive RAPs generated above as the AV/EV. The OV/RV of the target are as appropriate.

Hero Points may be spent by both sides to affect the outcome, and Multi-Attacks can be made with normal penalties.

A target for a reflected attack does not have to be declared until it becomes necessary.

SELF LINK *Variable*

LINK: Variable
RANGE: Self
TYPE: Automatic
BASE COST: 25

This is not a specific Power, but rather the ability to vary the standard effect of a Power. Self Link allows the character to assume an actual form related to the Power which is linked to the Self Link.

The base cost for the original Power and Self Link to that Power must be paid as one combined price upon initial purchase. APs must be purchased separately for each, but not necessarily at the same time.

Powers that can be Self Linked are as follow:

- Physical: Acid, Bomb, Darkness, Flame Being, Flash, Fog, Icing, and Starbolt.
- Mental: Air Animation, Earth Animation, Flame Animation, Ice Animation, Time Travel, Warp, and Water Animation.
- Mystical: Lightning, Plant Growth, and Transmutation.

EXAMPLE: A character wishes to be a living bolt of electricity. He pays the base cost of 10 for Lightning and 25 for Self Link. He then pays for 5 APs of Lightning and 7 APs of Self Link. He can now touch a person to do 7 APs of electrical damage, or attack at a range of 5 APs. In his lightning form he can travel 7 APs per round and can stay transformed for up to 7 APs of time.

A character who takes Self Link—Transmutation will be able to alter the elemental composition of his body at will, while a character with Self Link—Warp is a living space Warp. The APs in Self Link indicate the speed a character can travel in his base Power form, the APs of time he can stay so transformed, and the APs of effect for touch attacks.

When invoking the Self Link, the character also acquires whatever weaknesses are inherent in the form: 4 column shifts against opposed elemental forces (water/ice vs. fire, air vs. earth).

Wind attacks act in a similar manner against Self Linked Fog characters, while Self Linked Flash characters could be automatically deflected by mirrors and opaque energy fields. The GM should feel free to adjudicate any additional results as appropriate. A character gets no extra Hero Points for Limitations or Vulnerabilities that he would normally be susceptible to in a particular Self Linked form; he takes the good with the bad. The GM should also put what he feels are reasonable upper limits on the APs of certain types of Self Links.

TIME TRAVEL *Mental*

LINK: WILL
RANGE: Normal
TYPE: Standard
BASE COST: 55

This Power allows a character to manipulate time in one of three ways:

1.) The OV is the INT of the target, and the RV the MIND. The RAPs are the APs of time which the target character is sent either forward or backward. If sent into the past, the character will never be able to change history. If he is sent forward, he may take all the actions he

would normally take.

GMs should allow the character to be sent to an alternate time line where his actions may not have an effect on the real time of the campaign. Any attempt to send the target to a time in the past where he already existed will automatically fail.

2.) The OV is the APs of time the user wishes to bridge, the RV is the BODY of the target the user is attempting to bring to the present. Unless controlled in some way, the target will react as appropriate. Again, an attempt to cause a target to exist twice in the same time will automatically fail.

3.) The user may Time Travel himself. In this case, Time Travel is considered an Automatic Action and the RAPs are the temporal distance traveled. The AV/EV are the APs of the of the Power, and the OV/RV are as above.

The user may be able to duplicate himself only, but he will not be able to change events that have already occurred.

RULE ADDITIONS

The powers listed below are in the Powers and Skills book, and the following additions are suggested but not mandatory.

It should be noted that certain characters in this book have been created with the modifiers and additions taken into account.

Density Increase: APs in Density Increase, when active, automatically subtract their value from APs of Knockback.

Force Manipulation: This Power can also be used to create physical objects that duplicate Powers, in which case the APs of Force Manipulation act as the APs of the duplicated Power.

EXAMPLE: The Emerald Empress attempts to heal a comrade with her Emerald Eye. In this case, or in any other, she would have 24 APs with which to work (see Emerald Empress).

Transmutation: Transmutation can also be used to convert a substance of mixed elements into one element. However, the character's APs in Transmutation are reduced by 3 when doing so.

Combat Options

Parrying: A character may parry an incoming Physical Attack with a ranged attack of his own. (The parrying individual must declare which attack he is parrying.) In this case, he uses half (round up) of the APs of whatever ranged Physical Attack he possesses instead of his DEX. This is an automatic action.

Bracing: As a Movement Action, a character may state he is bracing himself. If he does so, his APs in STR are subtracted from any Knockback APs.

The United Planets covers a vast reach of space, and the many worlds under its rule span every type of environmental and ecological condition imaginable. Consequently, it is unsurprising that these worlds have spawned many forms of unique (and often dangerous) animal life. Over the years, the Legion chronicles have given us glimpses of a variety of these beasts; brief descriptions (as well as game statistics) for a sampling of the more notable of these creatures are presented below.

Animals from the bestiary can be used in adventure encounters, or as creatures whose powers can be mimicked by Durlans like Chameleon Boy, Chameleon Chief, or Colossal Boy's wife Yera.

EARTHQUAKE BEAST

DEX:	2	STR:	5	BODY:	14
INT:	1	WILL:	2	MIND:	1
INFL:	2	AURA:	0	SPIRIT:	2

POWERS:

Earth Control 8; Running 3

This greyish reptile stands over 40 feet in length from head to tail, with a long flexible neck, thick trunk, four sturdy legs capable of surprisingly agile movement, and a long, ringed tail. Though its great jaws are capable of delivering a rending bite, the Earthquake Beast's real danger lies in its tail. When slammed against the ground, the tail produces a devastating 2 AP radius earthquake around the creature. On the two occasions in which Legionnaires (Bouncing Boy, White Witch) have faced an Earthquake Beast in single combat, they have defeated the creature by turning its power against itself in some fashion.

FLASHER BEAST

DEX:	2	STR:	4	BODY:	5
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1

POWERS:

Flash: 15; Running: 3

A species native to the hunter's world of Vorn, Flasher Beasts are 18-20' tall, heavy-set creatures with a thickly matted brown and orange hide. They walk on their webbed hind-legs, and have arm-like forepaws with long claws and a 12" horn atop their forehead. Despite its bulk and apparent strength, the Flasher Beast normally attacks by radiating dazzling flashes of light from its eyes, temporarily blinding its victims for a number of combat rounds equal to the RAPs. If a Beast's Flash attack fails, it will normally attempt to flee rather than fight.

DURLAN LIZARD

DEX:	4	STR:	4	BODY:	5
INT:	0	WILL:	1	MIND:	1
INFL:	1	AURA:	1	SPIRIT:	1

POWERS:

Poison Touch: 3; Running: 2

These long (50+ feet), slender lizards have a reddish trunk with a serpentine tail, and a bluish neck and head; they normally inhabit barren, highly radioactive sections of the UP-quarantined planet Durla (home of Chameleon Boy and R. J. Brande) that were depopulated by nuclear weapons during that world's disastrous "six minute war." The creature's bite imparts a mild systemic poison designed to stun/slow its victim, but it normally kills its prey by constriction (like an Earth python or boa constrictor).

DRALGO

DEX:	3	STR:	6	BODY:	6
INT:	1	WILL:	0	MIND:	1
INFL:	2	AURA:	2	SPIRIT:	2

POWERS:

Flight: 16; Full Vision: 4;
Animal Mimicry (Giant Spider): 8

Dralgo are enormously large (10-15' or larger) insectoid creatures with smooth-skinned orange bodies, six long slender legs, a pair of pink-transparent wings, and a multi-faceted single eye. Though a Dralgo has the physical strength to pick up and restrain a creature of up to 3 APs in weight, it will normally attempt to keep its victims imprisoned in a thick cocoon of webbing (BODY of web = 8 APs) until it is hungry. When in full flight, a Dralgo can easily outdistance and outmaneuver a flight-ring powered Legionnaire. Its native habitat is mountain grasslands, and it often builds its lair in mountain caves.

JOVIAN MONTRESSOR

DEX:	3	STR:	9	BODY:	10
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1

POWERS:

Running: 4; Skin Armor: 9

This monstrous 14' tall predator, thus far encountered by the Legion only as one of Chameleon Boy's animal incarnations, is a native of the planet Jupiter. It has a rock-hard brownish skin, two thick-trunked legs, two arms and two tentacles, one green eye, and a gaping maw armed with double rows of long, sharp rending teeth. The Montessor has tremendous strength and is a dangerous foe because of its raw brute power; fortunately, the creature's mental capacities are very limited and it can often be tricked or out-manuevered.

LIGHTNING BUG

DEX:	2	STR:	3	BODY:	3
INT:	1	WILL:	1	MIND:	2
INFL:	1	AURA:	0	SPIRIT:	0

POWERS:

Flight: 4; Analytical Smell/Tracking
Scent: 18 (Electrical Energy Only)

An indigenous life-form of the planet Korbal, the lightning bug has

the capability to sense flows of electrical energy through its antennae. On its homeworld, this ability allows the 6' long, pink-winged bug to stay clear of its hereditary foe, the Lightning Beast (see below), who discharge such energies on a constant basis. Chameleon Boy has used this animal form to successfully find the source of electronic power signals emanating from a massive, planet-sized factory complex designed and operated by the Controllers.

LIGHTNING BEAST

DEX:	2	STR:	4	BODY:	7
INT:	2	WILL:	1	MIND:	1
INFL:	1	AURA:	1	SPIRIT:	0

POWERS:

Running: 3; Lightning: 6

These extraordinary creatures are the primary indigenous life-form of the lightning world Korbäl. They are about 10-13' long, with legs and torsos similar in shape to that of an Earth rhinoceros, a reddish-brown coat, and a small head with two wide-set eyes, a single ringed horn, and an elongated snout. Lightning Beasts are able to absorb the power of the lightning storms that constantly rage over Korbäl through the horns on their foreheads, and discharge this stored energy in the form of powerful electrical bolts (which have a firing range of about 50 yards, and are far more accurate and destructive than any physical attack the creature can make). Unlike many of the other creatures detailed in this bestiary, Lightning Beasts are usually encountered in packs of 3-8, and are capable of coordinating their attacks with devastating precision. It was just such

an attack that gave stranded space travelers Garth, Ayla, and Mekt Ranzz the lightning powers that changed them into Lightning Lad, Lightning Lass, and the villainous Lightning Lord.

MAW

DEX:	2	STR:	4	BODY:	1
INT:	0	WILL:	1	MIND:	1
INFL:	2	AURA:	0	SPIRIT:	2

POWERS:

Acid: 40 (Digestive Juices only); Running: 4

A curious creature, the Maw is a small, apparently canine offshoot with an enormous head, a cavernous mouth, and a ravenous appetite (needing twice its 50 pound weight in food each day to survive). Despite its prodigious eating habits, the Maw's metabolism is such that the creature's legs and body remain spindly and emaciated. Though the Maw is carnivorous (it will attack and consume any creature it encounters), it can and will eat almost anything that is available, including vegetation, machinery, rocks and stones, etc., consuming up to 20 lbs of material per minute.

METALLIC MONSTERS

DEX:	5	STR:	11	BODY:	8
INT:	1	WILL:	0	MIND:	1
INFL:	1	AURA:	1	SPIRIT:	2

Attack Advantage: 3

POWERS:

Running: 3; Skin Armor: 7

These 20-60' tall creatures, whose skins are composed of a mixture of

metallic and organic elements, are indigenous to the planet Braal, and roam freely across that planet's surface in massive herds. These beasts seriously threatened the viability of Earth's colonization of this world in the late 22nd Century, until the colonists began to develop personal powers of magnetism. (This was a side-effect of living under the strong magnetic field that surrounds the world) that enabled them to repel the assaults of the monsters. To any non-Braalian, the Magnetic Monsters remain a formidable combat challenge, with their armor-thick hide and powerful brute strength.

OCTOSAURUS

DEX:	6	STR:	2	BODY:	5
INT:	2	WILL:	1	MIND:	1
INFL:	1	AURA:	1	SPIRIT:	2

POWERS:

Bio-Energy Blast: 6; Omni-Arm: 4; Passive Sonar: 4; Running: 1

The Octosaurus is a 12' long protozoan which has eight long tentacles radiating from its gelatinous body, and a cavernous central maw that spits out a variety of dangerous projectiles — ranging anywhere from an explosive blast to a thick glue-like substance (AV/EV: 4). The creature has no face or obvious sensory receptors: it identifies the position of its foes through the use of Passive Sonar.

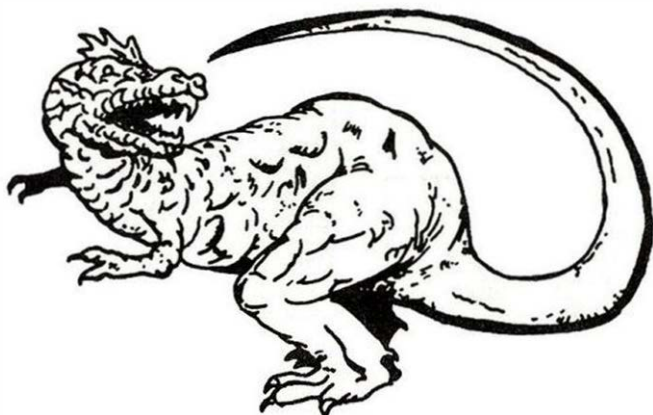
PTERAL

DEX:	2	STR:	3	BODY:	5
INT:	1	WILL:	2	MIND:	2
INFL:	0	AURA:	0	SPIRIT:	1

POWERS:

Running: 5

These blue-skinned creatures weigh about 5 APs and can carry up to 3 APs of weight on their backs. They are native to the planet Exile. The reigning priesthood of that world (the Core of Kol) have domesticated these beasts and use them as riding animals. Though not normally hostile, Pterals develop a great deal of loyalty to their human masters, and will often defend that individual to the death if he/she is attacked.



SCHNAUZERPHERANT

DEX:	4	STR:	6	BODY:	10
INT:	1	WILL:	1	MIND:	2
INFL:	0	AURA:	0	SPIRIT:	2

POWERS:

Running: 4

This two-ton greenish beast with yellow spots resembles a floppy-eared dog in both appearance and temperament — the problem, of course, is that when it wants to play, it can crush your body with one ill-timed leap into your lap. A popular specimen for UP zoos, a loose schnauzerphant is a handful of innocent, totally non-malicious trouble, though it can often be diverted from a destructive rampage by a "toy" or food treat.

SLITH

DEX:	4	STR:	5	BODY:	6
INT:	1	WILL:	2	MIND:	2
INFL:	1	AURA:	0	SPIRIT:	1

Attack Advantage: 2

POWERS:

Running: 3

Sliths are six-armed apes that are the size of gorillas, that appear to be mutated versions of the Great Apes of Earth. They live in forest and jungle areas, and walk primarily on their hind legs. In combat, a Slith will make Grappling attacks, attempting to graspits opponent in a vise-like "bear hug".

SPACE DRAGONS

DEX:	6	STR:	13	BODY:	9
INT:	2	WILL:	2	MIND:	4
INFL:	3	AURA:	1	SPIRIT:	2

POWERS:

Flash: 41; Mind Blast (unintentional): 28; Skin Armor: 6

The so-called "Space Dragons of Imsk" are actually migratory space-faring creatures whose biennial galactic route traditionally brought them to the Irulan system (home of Imsk and its sister planet Orsde) to mate. These periodic visits were usually disastrous for the people of both

planets, as female dragons would enter the planetary atmosphere and begin to send out their powerful telepathic mating calls, causing massive interference with planetary life. Imskian scientists eventually unraveled the dragons' migratory patterns, and placed beacons in space which now draw the dragons a safe distance away from Irulan's true sun.

Space Dragons are 60-90 feet tall from head to tail, and have a wingspan of 40-50 feet. The hides of the beasts are much prized as a source of durable leather, and represent an important trade good for Imsk. UP quotas on Space Dragon hunting and leather exports have been a traditional source of contention with the people of Imsk, and were one of the principal factors leading to the formation of the Imskian Liberation Front.

TENTACAGLOR

DEX:	4	STR:	10	BODY:	6
INT:	2	WILL:	1	MIND:	1
INFL:	1	AURA:	2	SPIRIT:	0

Attack Advantage: 3

POWERS:

Acid (Contact only): 5; Running: 3

The Tentacaglor, a 12' greenish mass of malevolent protoplasm is native to the swampy backwaters of Saturn's largest moon, Titan. It has emerald green eyes, a set of 60 remarkably even teeth, six very powerful tentacles, and two claws. Its great natural strength is further enhanced against metallic creatures and structures by the corrosive fluid secreted by its glands, which can wear through even the strongest metals in a matter of minutes.

VRAN

DEX:	2	STR:	3	BODY:	4
INT:	1	WILL:	0	MIND:	1
INFL:	1	AURA:	1	SPIRIT:	0

POWERS:

Running: 2; Skin Armor: 5

Another of the unique beasts of the hunter's world of Vorn, the Vran is a four-legged beast which looks much like an alligator with a thick metallic

carapace around its torso. Though the creature's fangs are sharp and its disposition vicious, the Vran is slow-moving and is vulnerable if toppled over onto its back.

VOLCANO BEAST

DEX:	2	STR:	4	BODY:	6
INT:	0	WILL:	0	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1

POWERS:

Fog: 4 (AV/EV: 4 APs (works as Poison Touch Power)) Running: 3; Skin Armor: 8

Volcano Beasts live in volcanic craters and other sulfur-laden atmospheres and require a 10% or greater sulfur content in the air that they breathe to survive. They are 8-9' long, with thick, armor-plated skin, wide faces, and nostrils that emit noxious clouds of steam.

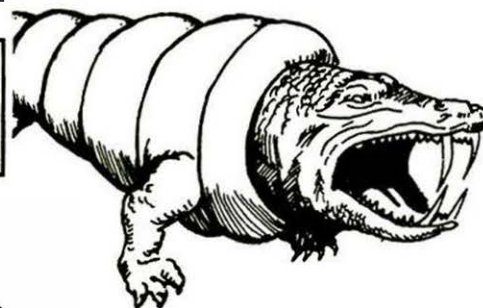
VORNIAN MOLE

DEX:	3	STR:	2	BODY:	3
INT:	1	WILL:	0	MIND:	0
INFL:	0	AURA:	0	SPIRIT:	0

POWERS:

Digging: 7; Running: 2

Vornian Moles are burrowing mammals with long tails and pinkish fur that are generally 6' long. They are retiring beasts that would far rather flee than fight. Vornian Moles are capable of using their tails in a sweeping motion that closes the tunnels they make behind them, making pursuit extremely difficult.



Each alien world in the 30th century should serve a specific purpose that justifies its existence in the chronicles. When planning adventures, try to focus on the concept of the world or worlds visited, and utilize them. The same idea holds true with respect to alien races.

Again, this is a perfect opportunity to meld the Legion's universe with that of other fictional universes. If an environment in which the Legionnaires could have an interesting adventure exists in another medium, adopt it.

Humans and Others

The question of what is human has faded in importance in the 30th century against the question of what is sentience. Descartes has won: if I think, I am. If not, I am not. Put another way, only those species capable of thinking are entitled to control over their own fate and protection.

However, we humans of the 20th century continue to be interested in what is human and what is not. In pursuit of that interest, the authors have attempted to analyze the information available to us about the 30th century, and in particular, those worlds of greatest interest to the Legionnaires. Be cautioned that with our imperfect knowledge of Earth's future, this is bound to be imperfect information.

Humans

We have adopted the definition of humans as those descended from Earth humans, and essentially eliminating parallel evolution on other worlds. It is possible that humans and many humanoids come from the same seed stock, deposited on Earth at approximately the same time as on other worlds. However, this theory is basically inconsistent with the body of golden age science fiction, which postulated man reaching out from Earth to conquer the universe.

This being the case, all humans of Earth descent on Earth are human. This includes many of the Legionnaires and their related characters,

some of whom have an ethnocentricity great enough that they continue to acknowledge their forebearers. Gim Allon, for example, continues to honor both the religion and customs of his Jewish ancestors, as those have changed over the centuries. Dirk Morgna, on the other hand, is aware of Irish ancestors (among other ethnic strains) but has little or no knowledge of their history.

Among the stars, many worlds have been settled by Earth stock, and therefore are populated today by humans as we define the term. These worlds separate loosely into three convenient groupings:

- **The Mystic Worlds**

Early in Earth's history, before technological means of departing the planet existed, a great exodus of mystic beings left the planet taking with them most of Earth's potential for magic. These humans (and non-humans) originally settled on the Gemworld in another dimension, and ultimately spread to other planets. It is believed that Zerox is in fact the Gemworld, transported back into this dimension, and that both Naltor and Orando are among planets settled by descendants of these immigrants.

- **The Colony Worlds**

These are worlds whose environments were conducive enough to Earth stock that they could be settled with modest terra-forming, and no substantial alteration of the people themselves. It is unknown when Earth reached to the stars to begin colonization, or whether this was done once or over a great many instances, but the resulting spread of humans covers many planets. As would be expected, over the ensuing centuries certain evolutionary changes have taken place on many of these worlds (the increased incidence of mental powers on Titan; the frequency of twins on Winath). However these are natural changes that have not affected the ability of the racial groups created to interbreed. Such worlds include Titan, Winath, Rimbor, Xanthu, Phlon, and Starhaven.

- **The Hostile Worlds**

These are worlds with environments difficult for humans to with-

stand without adaptation. Apparently a mutagenic chemical or chemicals enabled these adaptations to take place, and essentially human stock became somewhat less similar to Earth humans on these worlds. Such worlds include Braal and Tharr.

Humanoids

Whether through parallel evolution or common stock in a period we are not electing to speculate on, these worlds have developed populations that share many common characteristics with humans. However, there is evidence in each case that the species involved are in fact not human, at least not in the geneticist's definition of being able to interbreed with natural offspring. Genetic engineering in the 30th century can, in some instances, bridge this gap.

In at least one instance there is massive evidence that two of these worlds had common ancestry, and in fact are a common species: Krypton and Daxam. It is unclear which was earlier settled or whether they were simultaneously settled by a third, unknown planet.

Other worlds in this case include Cofu, Durla and Talok (each of whose history is documented back to our own 20th century or earlier), Cragg, Bgtzl, Imask, and Trom, among the friendly worlds, and Khundia, among the unfriendly.

Aliens

Innumerable alien races exist in the Milky Way and beyond. They range from having some points of similarity to humans (such as the biped Dominators), to the nearly complete dissimilarity of Quislet's species or the Gil'dishpan. In many instances these races are mostly associated with worlds possessing very different environments.

Notable alien races include: the Gil'dishpan, inhabitants of heavy methane worlds throughout the universe; the Proteans, a shapeless changeling race from the Antares system; and the Dominators, a race that dominates an adjoining political empire (of unknown dimensions) to the UP.

In the 30th century, the law is not a casual matter. "Ordinary" crime—be it littering or tax evasion—has been reduced almost to extinction. We would like to believe that this has been because laws of common decency (such as against littering) have become so ingrained in human nature as to be irrelevant as statutes. Laws for protection against common economic crime (such as mugging or burglary) have become unnecessary because the pervasive poverty and imbalanced distribution of wealth in our century have become eliminated. Interaction with the other races of the galaxy has made us, well, better people. On the other hand, it may also be because the law enforcement is simply much more effective and ordinary crime no longer pays. Certain Legion scholars have noted hints of Big Brother and a police state in the chronicles, and this is admittedly not too inconsistent with many works of the golden age of science fiction from which the Legion's traditions spring. We hope that the first set of explanations will prove more true than the second.

In one respect, however, clearly the second explanation prevails. The artificial distinctions between the many police forces of our time have been broken down, and governmental authority now speaks through only one principal agency when force is required. The Science Police is the UP's police, military, and enforcement for all problems . . . or so it seems.

• The Science Police (SP)

The Science Police, the para-military organization relied on by the UP for all police functions, operates on a highly decentralized basis. Just as the UP has no central bureaucracy sufficient to maintain control over its member worlds, neither does the SP. Each world that chooses to operate its own branch uses techniques commonly available but not necessarily commonly accepted. In addition, the SP operate common functions for the UP, such as military defense or quarantine of worlds such as Lythyl or Durla. Natives of any UP world may enter the SP on any world, and trans-

fers between planets are common. Nonetheless, for simple reasons of species comfort, common ancestry tends to determine the ultimate assignments.

On Earth, there are officially only about a hundred SP officers. About a dozen are stationed in Metropolis. They take care of the UP capital and facilities to supervise the vast electronic drone and computer systems that actually handle most crimes on Earth. Included in this number are Chief Zendak, the resident supervisor of the planet's contingent, and officer Shvaughn Erin, liaison officer with the Legionnaires.

However, this count does not include SPs from other worlds in transit through Earth's spaceports, or accompanying officials of their own world to the UP's infrequent meetings.

SP officers are carefully screened, including brain scans developed by a group of Titanian and Coluian scientists working in collaboration. However, this has not prevented traitors from reaching high rank in the organization, including the former Chief Zoltauus, who secretly organized his own criminal underworld in Metropolis.

Information on some major SP NPCs can be found in the Non-Player Character section of this sourcebook.

• The Guardians

The immortals of Oa continue to wield great power in the 30th century, although rarely on Earth or in the surrounding space sectors.

The Guardians have intervened, however, when Earth's Time Institute threatened to research the origin of the universe, thereby breaking their ultimate taboo. It was that intervention that revealed the Green Lantern named Vidar to be unworthy. The Guardians also continue to occasionally recruit Green Lanterns from UP planets, as there is known to be a Xudorian Lantern from a sector adjacent to Earth's 2814, and a Durlan Green Lantern as well.

• The Controllers

As the Guardians have withdrawn from Earth and from the UP, so have their fellow immortals, the Control-

lers. However, the acts of the renegade Controller who threatened Earth first brought these immortals into contact with the Legionnaires, and since then their paths have repeatedly crossed. Although it is not commonly known, the Controller who claimed to be the Time Trapper was in fact an impersonator.

It is unknown what the current state of relations between the Guardians and Controllers is in the 30th century. The Controllers evidently do not perform a law enforcement function within the UP's space, and they are not generally well-thought of by those who know of them, due to their extremist policies in fighting evil.

• Thanagar

Having a long and proud history, the Hawk police of Thanagar have been incorporated within the SP as the local operating body. At the same time, Thanagar has become the site of the galaxy's occasional police conventions and a substantial museum of police procedure.

• Prisons

The consistent policy of the UP has been that where psycho-therapeutic rehabilitation is possible, it should be attempted. In certain instances this has resulted in criminals being released with their criminal tendencies intact. In other situations it has destroyed the mental capabilities of potentially useful citizens.

When therapy is considered unlikely to succeed or the sheer power of the criminal is such that the risk is considered insupportable, the UP regularly opts for imprisonment. As this is not done in the case of casual or petty criminals, the nature of prisons is particularly harsh and inhumane, sacrificing kindness for security.

The current primary prison world of the UP, resulting from the destruction of Takron-Galtos during the CRISIS ON INFINITE EARTHS, is Labyrinth, a former mining colony whose interior is combed with tunnels in which the prisoners reside. New technology surrounds the entire world with a force shield, powered by one of the binary stars in the system, and hopefully will keep prisoners on the world.

CHRONICLER'S NOTES

Accuracies and Inconsistencies

All Legion chroniclers have labored under the need to make 30th century technology and society comprehensible to 20th century readers. As a result, the literal facts that have been revealed to us have been interpreted by each chronicler in a fashion deemed suitable for the audience at the time.

As 20th century technology and society has changed over the almost three decades since the LSH was first published in our time, so have the chronicles.

In the case of technology, this is the explanation for the shift the Legionnaires made from rocket-like backpacks (in their earliest chronicled adventures), to flying belts of uncertain nature, and finally to flight rings. In reality, only two motive devices were used, a precursor to the flight ring and then Brainiac 5's version.

Similarly, there has been no radical change in the technology used by Legionnaires for protection in space or for transportation between worlds.

In the case of dating the stories themselves, chroniclers chose at an early point to consistently date the stories one thousand years after their publication date. This is not accurate dating, as the Legion has been in existence less than fourteen years, not thirty. The order in which the early stories were published is also not necessarily the order in which they occurred.

In certain instances, it is also theorized that chroniclers have deliberately told false tales to entertain their audience, or to speculate on potential events (such as the so-called *Adult Legion* stories). This, as well as errors by this chronicler and others, is the explanation of certain inconsistencies.

Finally, it has always been the firm belief of this chronicler that only those facts revealed in the stories of the Legion published by DC are absolute enough to require consideration. While certain facts included in this Sourcebook are obviously ones that the series' present

chronicler either theorizes or is comfortable with, they should be considered subject to change or re-interpretation until such time as they are actively included in the chronicles themselves.

With respect to those inaccuracies, inconsistencies, and errors that may have crept into this Sourcebook, or chronicles of the Legion put into script form by this writer, the responsibility is totally my own.



Paul Levitz

Science Fiction Background

The universe of the 30th century was initially designed by four men whose science fiction background was extraordinary and primarily centered in the golden age of science fiction: Otto Binder (the writer of the first Legion story), Mort Weisinger (their editor for the first twelve years of the publication), Jerry Siegel and Edmond Hamilton (the first two writers of the Legion's own series). Although the characterizations of Legionnaires were later enriched, and reference points to the best of modern comics writing theory were later added by Jim Shooter, the logic of the series remains centered in its original SF conception.

As a result, GMs should consider allowing players the option of introducing elements from that same period of SF or characters and situations from classic works of the period. In many cases this will provide for compatible gameplay and a depth of reality that is difficult to achieve. This is not recommended in the case of many more recent works of science fiction because the social and philosophic bases of the works have diverged so far from the earlier ones.

DESIGNER'S NOTES

I've been a fan of the Legion for about eight years and a module designer for a little over a year (for

another company), so I suppose I'd be a natural for writing this Sourcebook, but there was still no one more surprised than I when I found out I'd actually be doing it. As a Legion fan, I wanted to cover as much as possible in the 96 pages allowed. Therefore the reader will find not only such well-known personages as the Fatal Five, Mordru, the Dark Circle, and R.J. Brande, but also lesser luminaries like Immune, Sden, Elastic Lad, and Antonio Stefanacci. Any reader should find characters of any and all power levels available to them.

Needless to say, 90% of the material found within had to do with assigning values to attributes and powers which, in many cases, had never been determined in any Legion book. Is Sun Boy powerful enough to affect Mon-El? Is Ultra Boy as strong as Superboy? After a lot of work and a lot of decision-making, I put down what you're holding in your hand. I hope that it meets everyone's expectations.

DC HEROES is one of the best hero role-playing games out on the market but it doesn't cover everything (I haven't seen a game yet that does). I've had to create several new powers and adapt a couple of others rather, shall we say liberally? I hope that everybody's satisfied with how Chemical King, Wildfire, Tyroc, the White Witch, and Quislet came out.

This second Legion Sourcebook which will deal with the Legion HQ, UP history, etc., compliments of Messrs. Hunt and Myers, should be out fairly soon and you should find everything in there that isn't in here. After that, Mayfair intends to keep a steady stream of Legion modules coming your way, with several written by me.

A final note: Any comments, suggestions, etc., please send to Mayfair. We want to hear from you, especially if there's something we've missed. If there is, we'll try to get it in future supplements or modules.



Steve Crow

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GM REFERENCE



BLOK

DEX:	4	STR:	30	BODY:	35
INT:	5	WILL:	5	MIND:	8
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	45		

POWERS:

Density Increase: 10
Energy Absorption: 30
Invulnerability: 34
Iron Will: 10, Sealed Systems: 15
Telepathy: 10

LIMITATIONS:

Power Limitation: Telepathy only works on other silicon-based life forms.
Minor Miscellaneous Limitation: 5 APs of Density Increase permanently on.
DEX and BODY already adjusted above.

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Alien



BOUNCING BOY *alias Chuck Taine— Reserve*

DEX:	10	STR:	3	BODY:	5
INT:	5	WILL:	5	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	18	HERO POINTS:	30		

POWERS:

Jumping: 10, Shape Change: 2

SKILLS:

Acrobatics: 10, Charisma/Persuasion: 5, Scholar/Training: 5, Vehicles: 5

LIMITATIONS:

Power Limitation: Shape Change only allows Chuck to "inflate" himself, with the 2 points going to BODY.
Acrobatics: Can only be used with Jumping.

MOTIVATION: Thrill of Adventure

WEALTH: Affluent

JOB: Legion Instructor

RACE: Human



BRAINIAC *5 alias Quert Dax*

DEX:	5	STR:	3	BODY:	4
INT:	25	WILL:	15	MIND:	20
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	34 (39)	HERO POINTS:	50		

POWERS:

Recall: 25

SKILLS:

(*Linked) Detective: 12, Gadgetry*: 25, Martial Artist*: 5, Medicine*: 25, Military Science/Cartography and Electronic Countermeasures*: 25, Scholar*: 25 (Astronomy, Computer Science, History, Mathematics, Psychology, and Sociology, Training), Scientist*: 25, Spy/Coding and Photo Interpretation*: 25, Vehicles*: 5

EQUIPMENT:

Force Field Belt (DEX: 0, STR: 0, BODY: 5, Uses: 4, Duration: 16), Force Field: 40, Force Shield: 25, Sealed System: 16

CONNECTIONS:

Coluan Scientific Council (high-level), Metropolis University (high-level)

MOTIVATION: Responsibility of Power

WEALTH: Multimillionaire

JOB: Legionnaire/Inventor

RACE: Normal Humanoid



CHAMELEON BOY *alias Rweep Dingle*

DEX:	7	STR:	4	BODY:	6
INT:	9	WILL:	7	MIND:	6
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	20 (24)	HERO POINTS:	60		

POWERS:

Dispersal: 4, Omni-Arm: 13, Shape Change: 10

SKILLS:

Artist/Actor: 5, Detective: 10, Martial Artist: 4, Spy: 10

LIMITATIONS:

Loses all powers when exposed to Cancelite.

VULNERABILITIES:

"Hard" radiation (20 AP+), Rare Miscellaneous Loss—Permanent.
Range: 1. Affects all powers.

MOTIVATION: Upholding the Good

WEALTH: Multimillionaire

JOB: Legionnaire

RACE: Strange Humanoid



CHEMICAL KING *alias Cando Artik— Demons*

DEX:	5	STR:	4	BODY:	4
INT:	7	WILL:	7	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	16 (20)	HERO POINTS:	55		

POWERS:

Bio-Energy Blast: 8, Cell Rot: 55, Energy Absorption: 17, Neutralize: 20

SKILLS:

Martial Artist: 4, Vehicles: 3

LIMITATIONS:

Cell Rot does not affect human flesh
Cell Rot has AV of 15
Cell Rot and Neutralize have ranges of 6 APs

MOTIVATION: Unwanted Powers

WEALTH: Affluent

JOB: Legionnaire

RACE: Human



COLOSSAL BOY *alias Gim Allen*

DEX:	8	STR:	(6) 30	BODY:	20
INT:	6	WILL:	7	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	19	HERO POINTS:	70		

POWERS:

Growth: 15

SKILLS:

Detective/Law and Police Procedures: 6, Vehicles: 8

LIMITATIONS:

STR can never be higher than 2x the APs of Growth but can never be lower than 6

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Human



COSMIC BOY *alias Rokk Krinn— Reserve*

DEX: 6	STR: 4	BODY: 5
INT: 8	WILL: 6	MIND: 6
INFL: 4	AURA: 3	SPIRIT: 4
INITIATIVE: 18 (23) HERO POINTS: 80		

POWERS:

Flight: 8, Magnetic Control: 17

SKILLS:

Charisma: 4, Martial Artist: 5, Scholar (History-Earth & 20th century): 6, Vehicles: 5

VULNERABILITIES:

Loss Vulnerability: all Powers are reduced to 2 in the presence of 110 degrees+ temperatures

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Reserve Legionnaire

RACE: Human



DAWNSTAR

DEX: 15	STR: 4	BODY: 6
INT: 5	WILL: 7	MIND: 7
INFL: 6	AURA: 5	SPIRIT: 7
INITIATIVE: 26 (30) HERO POINTS: 65		

POWERS:

Flight: 46, Life Sense: 34
Sealed Systems: 20

SKILLS:

Detective: 5, Martial Artist: 4

LIMITATIONS:

Flight is provided by 10' wings, DEX is only 5 when in cramped surroundings. Any attacks against her wings have no modifier applied.

BODY of wings is 5; when current body of wings is below 0 APs, no flight.

Life Sense acts as a Minor Power

Limitation (need to roll a 5 or more on 2D10), anytime she attempts to use it.

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human



DREAM GIRL *alias M r a N a l*

DEX: 7	STR: 3	BODY: 4
INT: 7	WILL: 10	MIND: 10
INFL: 8	AURA: 6	SPIRIT: 6
INITIATIVE: 22 (29) HERO POINTS: 60		

POWERS:

Precognition: 24

SKILLS:

(*linked)

Gadgetry*: 7, Martial Artist*: 7, Medicine*: 7, Occultist*: 8, Scientist*: 7

LIMITATIONS:

Dream Girl has all deliberate precognitive attempts shifted five columns which are added to the OV. Non-specified attempts (those given at the GM's discretion based on upcoming events of which the player is unaware) take no penalties. To compensate for this disadvantage, Dream Girl does not have to be touching a precog subject to determine their future.

CONNECTIONS: Naltorian Council of Seers (high-level)

MOTIVATION: Upholding the Good

WEALTH: Multimillionaire

JOB: Legionnaire

RACE: Human



DUO DAMSEL *alias Luornu Durgo Taine —Reserv*

DEX: 5	STR: 4	BODY: 4
INT: 5	WILL: 4	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 4
INITIATIVE: 13 (16) HERO POINTS: 30		

POWERS:

(As Triplicate Girl) Split: 3
(As Duo Damsel) Split: 2

SKILLS:

Martial Artist: 3, Vehicles: 4

MOTIVATION: Thrill of Adventure

WEALTH: Affluent

JOB: Legion Instructor

RACE: Humanoid



ELEMENT LAD *alias Jan Arrah*

DEX: 6	STR: 3	BODY: 5
INT: 9	WILL: 6	MIND: 5
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 19 HERO POINTS: 70		

POWERS:

Transmutation: 19

SKILLS:

Vehicles/Space: 5

CONNECTION: Science Police (high-level)

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Humanoid



FERRO AD *alias Andrew Nolan— Deceased*

DEX: 8	STR: 4/25*	BODY: 5/15*
INT: 5	WILL: 6	MIND: 4
INFL: 4	AURA: 4	SPIRIT: 3
INITIATIVE: 17 HERO POINTS: 45		

POWERS:

Sealed Systems: 12, Skin Armor: 25

LIMITATIONS:

All powers, plus *increased STR and BODY, only apply when Ferro Lad is in his armored form.

MOTIVATION: Unwanted Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human (disfigured)

**INVISIBLE KID** *alias Lyle Norg—Deceased*

DEX: 5 STR: 4 BODY: 5
 INT: 10 WILL: 6 MIND: 6
 INFL: 4 AURA: 3 SPIRIT: 5
 INITIATIVE: 19 (24) HERO POINTS: 55

POWERS:

Invisibility: 15

SKILLS:

Martial Artist: 5, Scholar/Academic
 Study (Chemistry): 14, Scientist: 12,
 Vehicles: 4

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

**INVISIBLE KID II** *alias Jacques Foccart*

DEX: 5 STR: 4 BODY: 4
 INT: 5 WILL: 5 MIND: 4
 INFL: 5 AURA: 4 SPIRIT: 5
 INITIATIVE: 15 HERO POINTS: 45

POWERS:

Invisibility: 13

SKILLS:

Detective: 5

LIMITATIONS:

Major Fear Limitation: Fear of entering
 Killing Combat

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

**KARATE KID** *alias Val Armory—Deceased*

DEX: 11 STR: 5 BODY: 6
 INT: 5 WILL: 10 MIND: 7
 INFL: 4 AURA: 4 SPIRIT: 5
 INITIATIVE: 20 (40) HERO POINTS: 90

POWERS:

Iron Will: 7, Jumping: 1

SKILLS:

Acrobatics: 4, Artist/Painting and
 Sculpting: 4, Martial Artist: 20
 Thief/Escapist: 8, Vehicles: 6
 Weaponry: 13

LIMITATIONS:

Skill Limitation: Escape Artist: Skill
 can only be used to shatter personal
 bindings such as handcuffs, chains, etc.

MOTIVATION: Thrill of Adventure

WEALTH: Multimillionaire

JOB: Legionnaire

RACE: Human

**LIGHTNING LAD** *alias Garth Ranzz—Reservist*

DEX: 7 STR: 4 BODY: 5
 INT: 6 WILL: 5 MIND: 6
 INFL: 3 AURA: 3 SPIRIT: 4
 INITIATIVE: 16 HERO POINTS: 50

POWERS:

Energy Absorption: 12, Lightning: 20

SKILLS:

Gadgetry: 3, Medicine: 4, Science: 4

LIMITATIONS:

Energy Absorption only works against
 electrical attacks

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Reserve Legionnaire

RACE: Human

**LIGHTNING LASS** *alias Ayla Ranzz*

DEX: 6 STR: 3 BODY: 5
 INT: 6 WILL: 6 MIND: 5
 INFL: 4 AURA: 4 SPIRIT: 4
 INITIATIVE: 16 (19) HERO POINTS: 60

POWERS:

(As Lightning Lass) Energy
 Absorption: 11, Lightning: 19
 (As Lightning Lass) Gravity Decrease: 19

SKILLS:

Martial Artist: 3, Vehicles: 4

LIMITATIONS:

Energy Absorption only works on
 electrical attacks.

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

**MAGNETIC KID** *alias Pol Krinn*

DEX: 5 STR: 4 BODY: 5
 INT: 5 WILL: 5 MIND: 5
 INFL: 4 AURA: 3 SPIRIT: 4
 INITIATIVE: 14 (17) HERO POINTS: 40

POWERS:

Magnetic Control: 12

SKILLS:

Martial Artist: 3, Vehicles: 3

VULNERABILITIES:

Loss Vulnerability: all Powers reduced
 to 2 in the presence of 90 degree +
 temperatures.

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

**MATTER-EATER LAD** *alias Tenzil Kem*

DEX: 5 STR: 4 BODY: 5
 INT: 6 WILL: 5 MIND: 5
 INFL: 4 AURA: 3 SPIRIT: 4
 INITIATIVE: 15 HERO POINTS: 40

POWERS:

Acid: 35

SKILLS:

Charisma/Persuasion: 4

LIMITATIONS:

Matter-Eater Lad's Acid is his digestive
 juices, has no range, and uses his DEX
 as AV. Acid power is useless against
 magnozite.

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Politician/ Legion Reservist

RACE: Human

**MON-EL** *alias Lar Gand*

DEX: 25 STR: 48 BODY: 37
 INT: 12 WILL: 22 MIND: 15
 INFL: 10 AURA: 8 SPIRIT: 4
 INITIATIVE: 47 HERO POINTS: 120

POWERS:

Directional Hearing: 10
 Extended Hearing: 10, Flight: 44
 Heat Vision: 28, Invulnerability: 46
 Microscopic Vision: 15, Recall: 25
 Sealed Systems: 20, Super Breath: 18
 Super Hearing: 10, Superspeed: 23
 Systemic Antidote: 20
 Telescopic Vision: 15
 Thermal Vision: 15, X-Ray Vision: 20

SKILLS:

Gadgetry: 9, Medicine: 9, Scientist: 10

EQUIPMENT:

Super Uniform:
 (DEX: 0, STR: 0, BODY: 20)
 Uses: 4, Duration: 26, Skin Armor: 10

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Normal Humanoid



PHANTOM GIRL *alias Tanya Wazzo*

DEX: 7	STR: 3	BODY: 4
INT: 6	WILL: 5	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 4
INITIATIVE: 17 (20) HERO POINTS: 65		

POWERS:

Dispersal: 35

SKILLS:

Martial Artist: 3, Vehicles: 4

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Humanoid



POLAR BOY *alias Brek Bannin*

DEX: 6	STR: 4	BODY: 5
INT: 7	WILL: 5	MIND: 4
INFL: 3	AURA: 4	SPIRIT: 3
INITIATIVE: 16 HERO POINTS: 55		

POWERS:

Flame Immunity: 16, Ice Production: 13

SKILLS:

Charisma/Interrogation and Persuasion: 5, Vehicles: 5

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Human



QUISLET

DEX: 12	STR: 0	BODY: 1
INT: 5	WILL: 3	MIND: 10
INFL: 3	AURA: 2	SPIRIT: 4
INITIATIVE: 20 HERO POINTS: 65		

POWERS:

Animate Objects: 9
 Earth (Metal) Animation: 6:

EQUIPMENT:

Exploration Vehicle
 (DEX: 0, STR: 2, BODY: 11)
 Uses: 1, Duration: 26, Flight: 5
 Sealed Systems: 26, Thermal Vision: 5

LIMITATIONS:

Quislet's powers have a range of 0 APs. Only one object or area of earth or metal can be animated at one time. When animating earth, the resulting creature does not have to have any points assigned to its Mystical attributes. Quislet himself supplies the Mental and Mystical attributes. He can be attacked mentally while animating something. After 3 APs (32 seconds, or eight Action phases), or immediately after Quislet leaves the object he was animating, the object or quantity of earth will disintegrate. Only Quislet's exploration vessel is immune to this effect.

VULNERABILITIES:

Quislet cannot survive outside of his exploration vessel for any period of time greater than 0 AP *unless* he is "possessing" a solid object.

MOTIVATION: Thrill of Adventure

WEALTH: Inapplicable

JOB: Legionnaire

RACE: Alien



SATURN GIRL *alias Inara Arden Ranz— Reserve*

DEX: 6	STR: 3	BODY: 4
INT: 14	WILL: 20	MIND: 19
INFL: 3	AURA: 3	SPIRIT: 4
INITIATIVE: 23 (29) HERO POINTS: 30		

POWERS:

Absorption Field: 6, Hypnotism: 17,
 Iron Will: 5, Mind Blast: 7, Mind
 Probe: 15, Telepathy: 20

SKILLS:

(*Linked) Martial Artist*: 6,
 Scientist*: 14, Vehicles*: 6

LIMITATIONS:

Miscellaneous Power Limitation: Hypnotism, Mind Blast and Mind Probe only have a maximum range of 4 APs.

Miscellaneous Power Limitation: If Mind Blast is used, must make an Action Check with BODY as Acting Value and levels of Mind Blast used as Opposing Value. A failure means unconsciousness until a Recovery Check is made.

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Reserve Legionnaire

RACE: Human



SENSOR GIRL *alias Princess Projectra*

DEX: 6	STR: 4	BODY: 4
INT: 6	WILL: 9	MIND: 5
INFL: 10	AURA: 8	SPIRIT: 8
INITIATIVE: 22 (26) HERO POINTS: 75		

POWERS:

Mystic Link: Directional Hearing: 12,
 Extended Hearing: 12, Full Vision: 12,
 Illusions: 16, Microscopic Vision: 12,
 Passive Sonar: 12, Super Hearing: 12,
 Telescopic Vision: 12, Thermal Vision: 12,
 Truesight: 12, X-Ray Vision: 12

SKILLS:

Charisma/Intimidation: 6, Martial Artist: 4, Occultist/ Identify Object: 7

LIMITATIONS:

She must disguise her illusions so they don't appear as illusions.

CONNECTIONS: Orikalls of Orlando (high-level)

MOTIVATION: Responsibility of Power

WEALTH: Affluent (currently)

JOB: Legionnaire

RACE: Human



SHADOW LASS *alias Tasmia Muller*

DEX: 7	STR: 3	BODY: 5
INT: 5	WILL: 6	MIND: 6
INFL: 5	AURA: 4	SPIRIT: 3
INITIATIVE: 17 (23) HERO POINTS: 75		

POWERS:

Darkness: 17, Energy Absorption: 17,
Thermal Vision: 3

SKILLS:

Martial Artist: 6

LIMITATIONS:

Energy Absorption can only be used in conjunction with Darkness, and will only absorb heat/radiation-based attacks.

Wrist Bracers will only protect against armed hand-to-hand attacks.

EQUIPMENT: Wrist Bracers

(DEX: 0, STR: 0, BODY: 4)

Uses: 6, Duration: 10, Force Shield: 4

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

**SHRINKING VIOLET**

alias Silu Digby

DEX: 7	STR: 4	BODY: 5
INT: 7	WILL: 6	MIND: 5
INFL: 3	AURA: 4	SPIRIT: 4
INITIATIVE: 17 (22) HERO POINTS: 60		

POWERS:

Shrinking: 30

SKILLS:

Martial Artist: 5, Vehicles: 4

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Humanoid

**STAR BOY**

alias Thum Kattr

DEX: 5	STR: 4	BODY: 5
INT: 6	WILL: 3	MIND: 3
INFL: 3	AURA: 2	SPIRIT: 3
INITIATIVE: 14 HERO POINTS: 55		

POWERS:

Energy Absorption: 6

Gravity Increase: 24

SKILLS:

Vehicles: 4

LIMITATIONS:

Energy Absorption only works on Starbolt attacks. Gravity Increase does no damage to an opponent.

MOTIVATION: Unwanted Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

**SUN BOY**

alias Dirk Morgna

DEX: 5	STR: 4	BODY: 5
INT: 7	WILL: 6	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 15 HERO POINTS: 75		

POWERS:

Energy Absorption: 8

Flame Immunity: 14

Flame Projection: 15, Flash: 15

LIMITATIONS:

Energy Absorption only works on flame/heat-based attacks. Minor Fear of Darkness

MOTIVATION: Thrill of Adventure

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

**SUPERBOY**

alias Kal-el/Clark Kent—Reserve

DEX: 24	STR: 47	BODY: 35
INT: 10	WILL: 16	MIND: 13
INFL: 7	AURA: 7	SPIRIT: 4
INITIATIVE: 41 HERO POINTS: 180		

POWERS:

Directional Hearing: 10,
Extended Hearing: 10, Flight: 44,
Heat Vision: 28, Invulnerability: 43,
Microscopic Vision: 15, Recall: 26
Sealed Systems: 20, Super Breath: 20
Super Hearing: 10, Superspeed: 24
Super Ventriiloquism: 15, Systemic
Antidote: 20, Telescopic Vision: 15
Thermal Vision: 15, X-Ray Vision: 20

SKILLS:

Charisma/Persuasion: 12, Gadgetry: 7,
Scientist: 12, Scholar: 8 (All human
languages, History)

EQUIPMENT:

Super Uniform:

(DEX: 0, STR: 0, BODY: 25)

Uses: 4, Duration: 26, Skin Armor: 10

LIMITATIONS:

Loses all powers under red sun
radiation.

VULNERABILITIES:

(All of Superboy's loss Vulnerabilities affect his Attributes and powers.)
Green Kryptonite: Rare Fatal and Loss;
Range: 3 APs
Red Kryptonite: Rare Miscellaneous—
bizarre change; Range: 3 APs
Gold Kryptonite: Rare Miscellaneous
Loss—permanent; Range: 3 APs
Magic: Miscellaneous—all Abilities
against magic (Mystical Power or
objects) are at 4. APs
Miscellaneous Loss—Gravity attacks
subtract their RAPs from all of
Superboy's Abilities, but his Abilities
cannot be reduced below zero.

CONNECTIONS: (in 30th century) None

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: (in 30th century) Legionnaire

RACE: Normal Humanoid

NOTE: The information given here is only intended to cover Superboy's career as a Legionnaire. Information regarding his life in the 20th century will be found in future material.

**SUPERGIRL**

alias Kara Zor-el—Deceased

DEX: 26	STR: 48	BODY: 36
INT: 13	WILL: 19	MIND: 13
INFL: 10	AURA: 8	SPIRIT: 4
INITIATIVE: 49 HERO POINTS: 150		

POWERS:

Directional Hearing: 10, Extended
Hearing: 10, Flight: 45, Heat Vision: 28,
Invulnerability: 45, Microscopic Vision:
15, Recall: 28, Sealed Systems: 20, Solar
Sustenance: 50, Super Breath: 20,
Super Hearing: 10, Superspeed: 24,
Super Ventriiloquism: 15, Systemic
Antidote: 15, Telescopic Vision: 15,
Thermal Vision: 15, X-Ray Vision: 20

SKILLS:

Artist/Actor: 7, Charisma/Persuasion:
18, Detective: 7, Scholar: 10 (All human
languages, Literature, Psychology,
History, Scientist: 10

EQUIPMENT:

Super Uniform (DEX: 0, STR: 0, BODY:
20, Uses: 4, Duration: 26), Skin Armor:
10

LIMITATIONS:

Lose all powers under red sun
radiation.

VULNERABILITIES:

(All of Supergirl's loss Vulnerabilities affect her Attributes, Powers, and Skills.)

Green Kryptonite: Rare Fatal and

Loss Vulnerabilities, Range: 3 APs
 Gold Kryptonite: Rare Miscellaneous
 Loss—permanent; Range: 3APs
 Red Kryptonite: Rare Miscellaneous—
 bizarre changes; Range: 3 APs
 Magic: Miscellaneous—all Abilities
 against magic (Mystical Powers or
 objects) are at 4 APs
 Miscellaneous Loss—Gravity Attacks
 subtract their RAPs from all of
 Supergirl's Abilities, but her Abilities
 cannot be reduced below zero.

CONNECTIONS: (in 30th century) None

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: (in 30th century) Legionnaire

RACE: Normal Humanoid

Note: the information given here is only
 intended to cover Supergirl's career as a
 Legionnaire. Information regarding her
 life in the 20th century will be found in
 future material.



TELLUS *alias Ganglius*

DEX: 4	STR: 6	BODY: 8
INT: 10	WILL: 9	MIND: 10
INFL: 3	AURA: 3	SPIRIT: 4
INITIATIVE: 17 HERO POINTS: 45		

POWERS:

Mind Probe: 11, Telekinesis: 7
 Telepathy: 21, Water Freedom: 5

SKILLS:

Vehicles: 4

EQUIPMENT: Life Support Device

(DEX: 0, STR: 0, BODY: 12)

Uses: 1, Duration: 20, Sealed
 Systems: 20

VULNERABILITIES: Fatal Vulnerability:

Tellus breathes an atmosphere that is
 poisonous to humans and takes dam-
 age from breathing a normal oxygen/-
 nitrogen atmosphere. (For game me-
 chanics see Staying Underwater, PM,
 pg. 25.)

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Alien



TIMBER WOLF *alias Brin Londo*

DEX: 15	STR: 34	BODY: 20
INT: 4	WILL: 6	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 23 (31) HERO POINTS: 75		

POWERS:

Danger Sense: 18, Running: 6

SKILLS:

Acrobatics: 12
 Charisma/Interrogation and
 Intimidation: 5
 Martial Artist/Attack Advantage and
 Taking a Blow: 8
 Military Science/Tracking: 9
 Thief/Stealth: 9

MOTIVATION: Unwanted Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human



TYROC *alias Troy Stewart—Reserve/Retired*

DEX: 5	STR: 4	BODY: 5
INT: 5	WILL: 6	MIND: 5
INFL: 5	AURA: 4	SPIRIT: 4
INITIATIVE: 15 HERO POINTS: 50		

POWERS:

Flight: 8, Force Manipulation: 20,
 Teleportation: 18

LIMITATIONS:

Force Manipulation will not work in a
 vacuum or in any other medium that
 cannot transmit sound or where Tyroc
 cannot breathe. His *yells* are his way of
 using Force Manipulation and have no
 effect if transmitted through a medium
 other than air (radio, water, etc.)
 Teleportation cannot be used to tele-
 port an unwilling object: Force Manip-
 ulation may be used in such a manner,
 however.
 Each use of Force Manipulation or Tel-
 eportation reduces the time that Mar-
 zal remains in a universe by four
 months (21 APs of time).

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire/Champion of Marzal

RACE: Human



ULTRA BOY *alias Jo Nah*

DEX: 12	STR: 5/44*	BODY: 5/15*
INT: 5	WILL: 6	MIND: 5
INFL: 3	AURA: 4	SPIRIT: 3
INITIATIVE: 20 HERO POINTS: 80		

POWERS:

Flight: 40, Heat (Flash) Vision: 38,
 Microscopic Vision: 24, Sealed Systems:
 20, Skin Armor: 35, Super Breath: 20,
 Superspeed: 25, Systemic Antidote: 20,
 Telescopic Vision: 15, X-Ray (Penetra)
 Vision: 20

Note: X-Ray Vision is limited by being
 unable to see through energy fields
 and/or barriers.

SKILLS:

Gadgetry: 3, Medicine: 4, Science: 4

LIMITATIONS:

Can only use one of the above-listed
 powers at a time, with the exception of
 * increased BODY, Sealed Systems,
 Skin Armor and Systemic Antidote,
 which are combined and treated as
 one power. * Increased STR also is
 treated as one power. Skin Armor does
 not work against radiation-based
 attacks.

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human



WHITE WITCH *alias Myra*

DEX: 5	STR: 2	BODY: 3
INT: 9	WILL: 7	MIND: 6
INFL: 12	AURA: 15	SPIRIT: 12
INITIATIVE: 26 HERO POINTS: 50		

POWERS:

(Standard) Iron Will: 6, Magical Sense:
 3

POWERS:

(Special, See Below) Mystic Link:
 Air Control: 7, Animal Control (all
 classes): 6, Animal Transformation: 6,
 Aura of Fear: 5, Comprehend
 Languages: 11, Damage Transference:
 7, Darkness: 9, Empathy: 4, Eye of the
 Cat: 6, Flame Control: 3, Flame

Immunity: 5, Flame Project: 5, Flash: 9, Flight: 6, Fog: 10, Hypersensitive Touch: 4, Hypnotism: 7, Illusion: 6, Invisibility: 5, Joined: 7, Life Sense: 11, Magic Blast: 6, Magic Shield: 4, Mimic: 8, Mystic Shield: 4, Object Awareness: 16, Postcognition: 15, Precognition: 13, Sealed Systems: 10, Shrinking: 8, Spirit Travel: 6, Suspension: 6, Systemic Antidote: 5, Teleportation: 13, True Sight: 12, Weather Control: 9

SKILLS:

Occultism: 9, Scholar: 10
(Mysticism/Magic)

LIMITATIONS:

See Below

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

Note: The White Witch obtains her special powers through study and preparation. As a result of this, she can only

have up to four special powers, and can only use each one once before having to relearn it. Relearning four powers takes 12 APs of time (one Power takes 1 hour).



WILDFIRE *alias Drake the roughs*

DEX: 14	STR: 35	BODY: 35
INT: 6	WILL: 4	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 23	HERO POINTS: 95	

POWERS:

Dispersal: 15, Flight: 45, Sealed Systems: 30, Starbolt: 44

EQUIPMENT:

Containment Suit (DEX: 0, STR: 35,

BODY: 16, Uses: 1, Duration: 20), Suit provides manipulatory appendages. There is a chance that the Force Manipulation (12 APs) and Energy Absorption (35 APs) will function. This should be handled in the following manner:

Treat this as a Common Power Limitation (you need to roll an 8 or more on 2D10).

NOTE: Common is a new degree of Limitation.

LIMITATIONS:

Wildfire is permanently Dispersed and can only gain arms, hands, and speaking capability by placing himself in a Containment Suit.

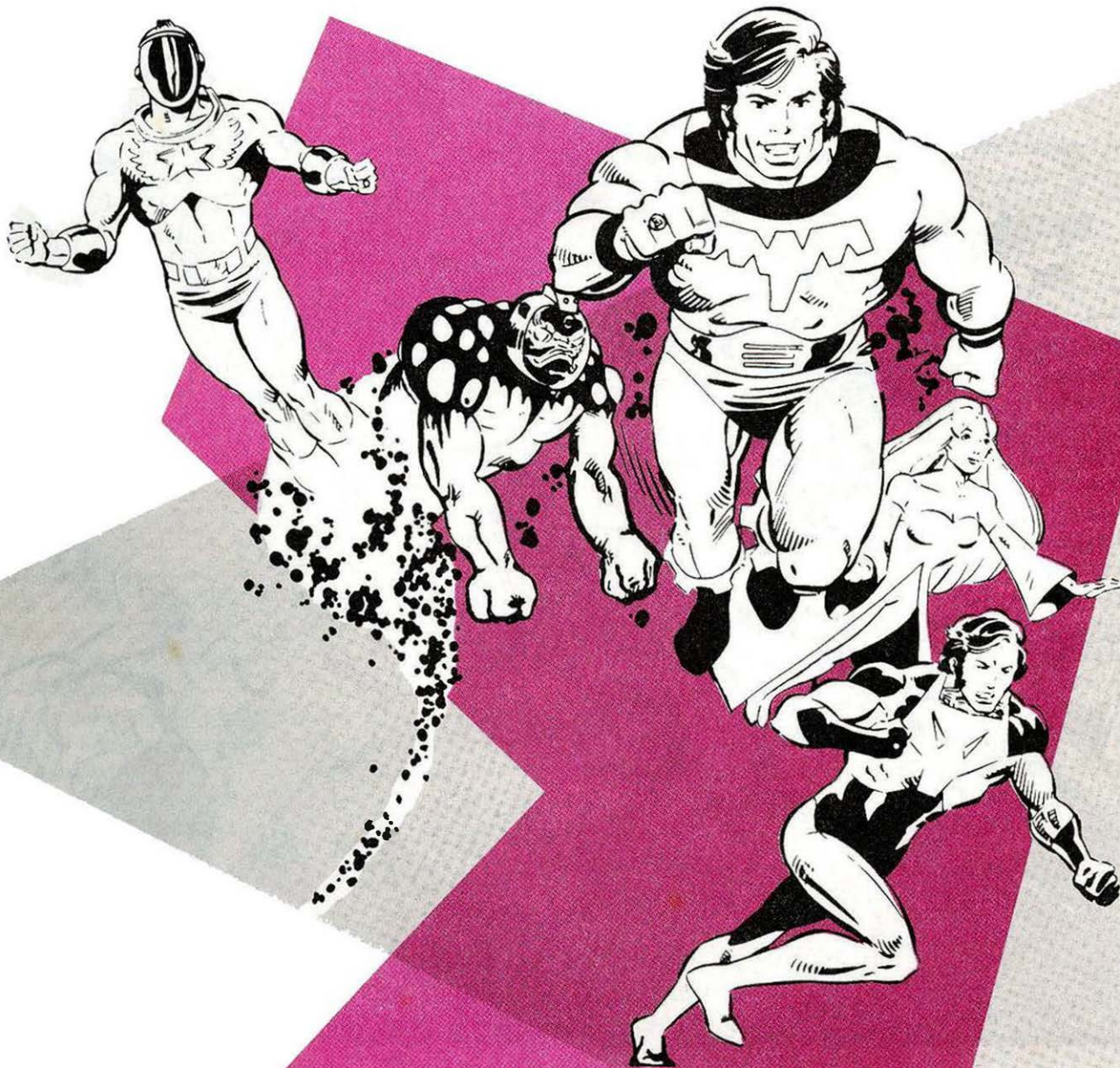
Using Starbolt at more than 34 APs will destroy his current Containment Suit.

MOTIVATION: Unwanted Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Formerly Human, now Artificial Life





How to Use This Book

This book is divided into four sections: GM's Introduction, Characters, Encounters, and Places. In any of these sections, text in *italics* is to be read to the players.

Gamemaster's Introduction

The Gamemaster's Introduction provides the Gamemaster with the background needed to run the adventure.

Characters

This section contains information about the major characters, both Player and Non-Player, involved in the adventure. Heroes and villains which appear in the Gamemaster's Manual only give Hero Points and information; the basic abilities are the same as given in the Gamemaster's Manual. In addition, the information which can be obtained from each Non-Player character appears here.

Encounters

The DC Heroes Role Playing system is based on encounters. That is, the players go from situation to situation instead of location to location, as in other Role Playing games. Each encounter is broken up into at least three sections: Setup, Players Information, and GM Information. When necessary there will also be Troubleshooting, Rules sections, and/or Sidebars to help the GM run the game.

Places

Descriptions and maps pertaining to the encounters are in this section. Brief descriptions including game statistics are provided.

A Note on the Module Difficulty Rating System

Each module which Mayfair will publish will have a estimate on the power of characters. This estimate will be in form stating **For 5-7 Characters Generated using 1000-2000 Hero Points.**

To determine whether your characters will be powerful enough to use the module, add up the number of Hero Points needed to generate the Attributes, Powers, and Skills of the character, including those Powers and Attributes in special equipment that are unable to be pur-

chased. The Batman Option and Link Costs are ignored. Add the banked Hero Points and the amount of Hero Points spent for equipment and labs.

Compare the Hero Point levels to the bracket amounts given. If the average character in your team falls within the bracket, the module will likely be a good challenge for them. Having several characters one or even two brackets below the stated bracket will be all right if there are a couple characters above the bracket.

Brackets	Typical Groups or Characters
250-500	Beginning Level Characters
500-1000	The New Teen Titans without Raven and Kid Flash
1000-2000	The New Teen Titans with Raven and Kid Flash
2000-4000	Justice League without Superman
4000-8000	Justice League with Superman
8000-16000	Wonder Woman
16000+	Superman

ABBREVIATIONS

AP	Attribute Point
AURA	Aura Attribute
AV	Acting Value
BODY	Body Attribute
DEX	Dexterity Attribute
EV	Effect Value
GM	Gamemaster
INFL	Influence Attribute
INT	Intelligence Attribute
MIND	Mind Attribute
NA	Not Applicable
NPC	Non-Player Character
OV	Opposing Value
RAP	Result Attribute Point
RV	Resistance Value
SPIRIT	Spirit Attribute
STR	Strength Attribute
WILL	Willpower Attribute

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