

DC UNIVERSE ROLEPLAYING GAME™

HERO NAME: Operative 4182

REAL NAME: Unknown

ALIAS: Jay Hall

OCCUPATION: DEO Operative

BASE OF OPERATIONS: DEO Headquarters, New York

GENDER: M

MARITAL STATUS: Single

HEIGHT: 6'0"

WEIGHT: 179 lbs.

EYE COLOR: Brown

HAIR COLOR: Brown

RACE: Human

TECH LEVEL: Modern (1)

ADVANTAGES: Acute Sense of Direction -2D, Attractive Appearance -2D, Charismatic -3D, Contact (DEO) -6D, Courage -2D, Leadership Ability -2D, Mechanical Aptitude -2D, Observant -2D

DISADVANTAGES: Amnesia +3D(?), Extremely Competitive +2D

SPEED: 30

PDV: 4 (6 while using hardsuit or Flying power)

UNARMED BDV: 4D (5D with Uppercut)

P/L BONUS: +3

HERO POINTS: 5

VILLAIN POINTS: 0

CHARACTER POINTS: 40

BODY POINTS: 37

MIND POINTS: 92 (based on willpower)

REFLEXES 3D: Brawling 8D (Uppercut +2D), Dodge 8D, Driving 7D (Trucks +1D), Piloting 11D (DEO hardsuit +1D, self +1D), Sneak 5D

COORDINATION 3D: Marksmanship 10D

BACKGROUND: During the weeks immediately before and after the temporal crisis known as Zero Hour, reports came in about a man coming to the aid of various people with an endless variety of super powers. At first, the DEO

PHYSIQUE 3D: Lifting 6D,
Resistance 6D

KNOWLEDGE 2D: Navigation 8D,
Scholar 4D (America +1D), Security
5D

PERCEPTION 3D: Engineering
(aircraft, hardsuit) 4D, Hide 5D,
Know-How 6D (most powers +1D each,
Hardsuit +1D, Manipulation
Constructs +3D), Repair 4D (hardsuit
+1D), Search 6D, Streetwise 5D

PRESENCE 5D: Charm 7D, Command
8D, Interrogation 7D, Intimidation
8D, Persuasion 9D, Willpower 14D

EQUIPMENT: DEO stun pistol (BDV
5Dx4; all Body Points lost to the stun
pistol return after one hour, and this
damage is never considered to be
Traumatic Damage), DEO hardsuit
(see the *Directive on Superpowers*)

POWERS: Reality Manipulation (power
simulation) 10D (limitation:
Uncontrollable -2D [Jay's powers
change randomly. Whenever a critical
failure is rolled while using one of
4182's powers, the Narrator may
{but is not required to} change 4182's
power suite. The player or Narrator
rolls 10D; each success becomes one
power "slot". Jay can't have more

suspected that the H.E.R.O. Dial
had resurfaced, but the
benefactor's appearance almost
never changed—he bore an
uncanny resemblance to a well-
known actor. Finding him was
difficult, as he wandered
constantly. Bringing him in was
easy, however—he wanted the
DEO's help as much as they
wanted to talk to him.

He has no idea who he is.

When he was found, the only
clue to his identity was the badly
torn jumpsuit he was wearing, and
the remnants of the name tag,
which had the letters J-H-I left
on it. An operative with a
fondness for the Justice Society
promptly dubbed him "Jay Hall",
and the mystery man latched on
to it quickly. (He had quickly tired
of jokes about him being the
"New man" in the Department.)
Since then, he has become one of
the agency's best operatives,
utterly dedicated and virtually
fearless. He still looks for clues
about his past, but he has taken
to his new life with gusto, and his
exuberant personality prods him
to look to the future rather than

power slots than dice in the power under any circumstances. Any power other than a Manipulation power takes up one slot, as do specializations of Manipulation powers. A full Manipulation power uses three slots. The power never grants 4182 the Magic Manipulation or Reality Manipulation powers, or any specializations thereof. Jay can, however, force a power change by making a willpower roll of Legendary difficulty. He can also determine the power in one slot by making a willpower roll of Legendary difficulty. However, the powers change in one round, and they are unavailable to Jay for that time, so if he wants to force a change and determine one slot's power, or control what power manifests in more than one slot, he must take a multi-action penalty to all attempted willpower rolls. All powers have a die code equal to the Reality Manipulation {power simulation} die code.))

the past.

His attitude would change radically if he knew that the DEO had a few ideas of their own about who he is...

PERSONALITY: "Jay" is an incredibly charismatic, outgoing man. He is friendly with just about anyone (and has quickly become *the* ladies' man in the agency), unless they are truly unpleasant. Jay takes great pleasure in exploding the stereotype of the dour, humorless government agent in a black suit, displaying a ready wit and an irreverent attitude. He's the first to get down to business when things need to be done, however, and for all that he teases his more "by-the-book" colleagues, he's reluctant to bend the rules himself without good cause. Though he has mellowed since his first few reckless weeks with the DEO, he's still driven to be the best, and never gives up on a target. The only person ever to escape him is Tommy "Hitman" Monaghan, and many in the underworld quake with fear when they hear the number "4182". For

some reason, he has become enamored with his operation number, and while he prefers to be called Jay when talking to friends and "Agent Hall" with superiors, he signs all of his documents "Operative 4182". Perhaps his biggest flaw as an agent is a virtually genetic inability to tell a lie—his one undercover operation was a disaster. Fortunately, this problem doesn't extend to simple combat deceptions.

STRATEGY AND TACTICS: 4182, whoever he was before, is now incredibly gifted at improvisation. His ever-changing abilities mean that he has to be prepared to try and take advantage of any power from Clinging to Energy Manipulation. He's also an excellent team player, working with other agents to use his powers du jour in a manner that will most benefit the mission. Though somewhat headstrong at first, "Jay" is now a patient and clever operative who will wait for hours, days or even weeks for the right moment to strike, as long as innocents aren't in danger. To

portray 4182 during his early days with the DEO, add Impulsiveness +1D to his Disadvantages.

NOTE: The DEO's primary theories regarding 4182's origin are: He's a Fifth Dimensional imp either slumming or crippled by Zero Hour; he's a temporal anomaly, a reflection of a hero from their own timeline; or he's an escaped android replica (most likely created by Professor Ivo).

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