

POWER GIRL

Kara Zor-L is the last survivor of a Krypton from an alternate reality no longer in existence. When her reality ceased to exist in the terrible Crisis on Infinite Earths, she, Psycho-Pirate, her cousin Kal-L (the Superman of that reality's Earth), and Kal-L's wife Lois were the only survivors. Kara assimilated as best she could to the new reality, but the fluctuating nature of her existence and her inability to remember her true origins made that difficult. More than once she hoped she had discovered her ancestry—another survivor of New Earth's Krypton, or an Atlantean from pre-cataclysmic times—and was devastated to learn she was wrong. She joined the JSA during one of its reformations, instinctively feeling a sense of belonging without realizing it was an echo of her membership in the same team and personal connections with many of its members in her original reality.

Eventually, thanks to the cruel intervention of Psycho-Pirate, Kara discovered her true origins. During recent events she finally reconnected with Kal-L, who was freed from the pocket dimension that had isolated him and others since the end of the original Crisis. She regained her memories of a family life with him and Lois, only to lose him soon after when he died helping his counterpart bring down the rampaging Superboy-Prime.

Kara continued to soldier on with the JSA until a philosophical disagreement in the group led her and others to splinter off into the JSA All-Stars. After the group had a violent parting of the ways with Magog, Kara accepted the mantle of leadership for the All-Stars.

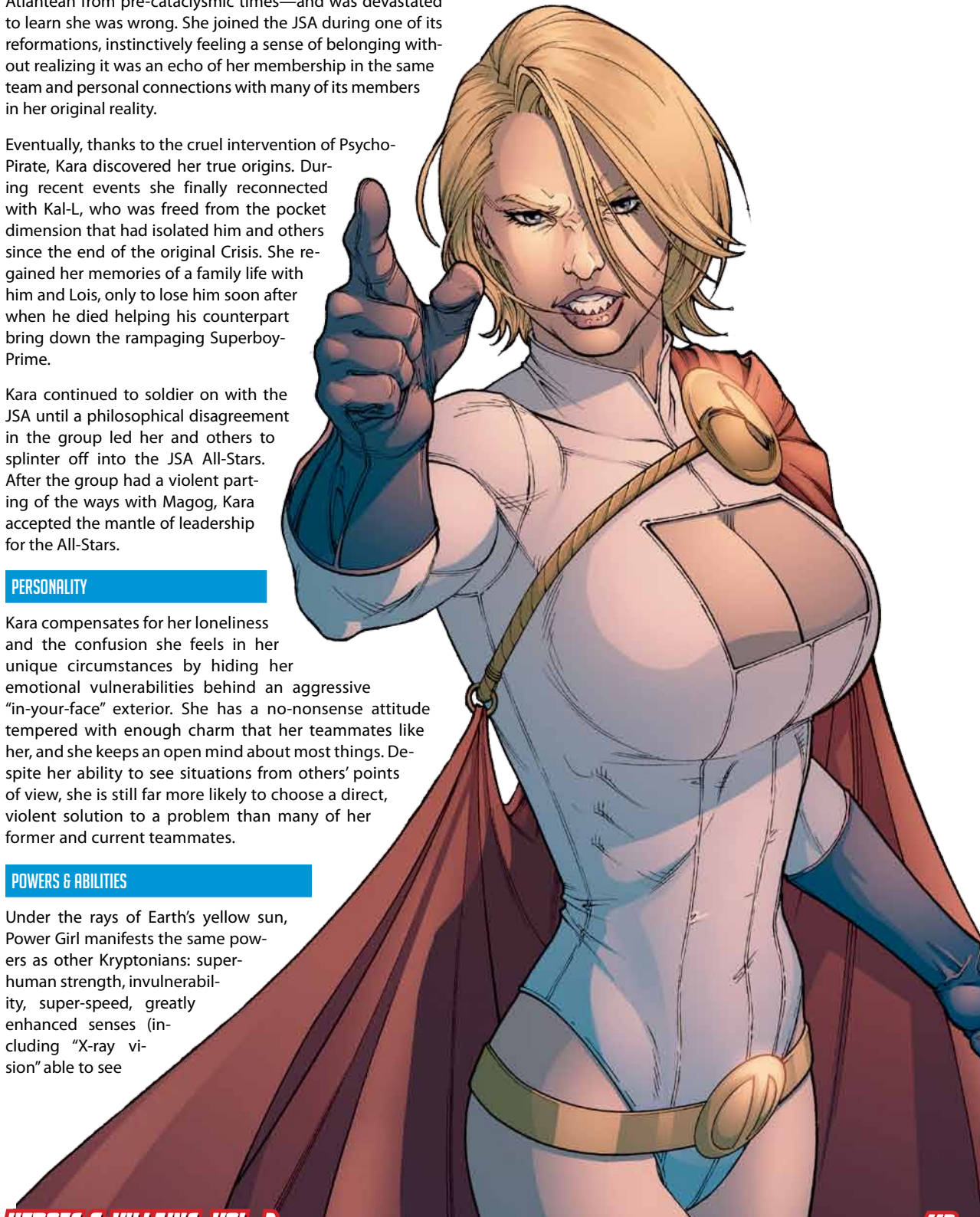
PERSONALITY

Kara compensates for her loneliness and the confusion she feels in her unique circumstances by hiding her emotional vulnerabilities behind an aggressive "in-your-face" exterior. She has a no-nonsense attitude tempered with enough charm that her teammates like her, and she keeps an open mind about most things. Despite her ability to see situations from others' points of view, she is still far more likely to choose a direct, violent solution to a problem than many of her former and current teammates.

POWERS & ABILITIES

Under the rays of Earth's yellow sun, Power Girl manifests the same powers as other Kryptonians: super-human strength, invulnerability, super-speed, greatly enhanced senses (including "X-ray vision" able to see

REAL NAME: KAREN STARR (AKA KARA ZOR-L)
OCCUPATION: CHIEF EXECUTIVE OF STARR ENTERPRISES
BASE: JSA ALL-STARS' HEADQUARTERS AT THE TYLER RANCH



POWER GIRL

PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
17	13	3	2	6	2	2	2

POWERS

Flight: Array (30 points)

- Flight 15 (64,000 MPH) • 30 points
- Speed 15 (64,000 MPH) • 1 point
- Movement 1 (Space Travel 1) • 1 point

Heat Vision: Ranged Damage 15 (heat) • 30 points

Invulnerability: Protection 4; Impervious Toughness 17; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • 26 points

Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment (except lead)) • 15 points

Super-Speed: Quickness 8 • 8 points

Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str 21; 50,000 tons) • 4 points

ADVANTAGES

Attractive, Close Attack 3, Connected, Fascinate 2 (Deception and Persuasion), Interpose, Power Attack,

SKILLS

Athletics 2 (+19), Deception 4 (+6), Expertise: Business 6 (+8), Insight 6 (+8), Intimidation 6 (+8), Perception 6 (+8), Persuasion 4 (+6), Ranged Combat: Heat Vision 7 (+9), Technology 7 (+9)

through solid objects) and powerful heat vision able to heat up, ignite, or melt objects. She is similarly vulnerable to the same things as other Kryptonians, including different varieties of kryptonite, magic, and the loss of the solar energy that provides her powers. Power Girl's powers have developed during her time on Earth, going from being able to leap great distances to truly able to fly, for example.

In her secret identity as Karen Starr, Power Girl is both a capable businesswoman and a skilled computer programmer and technician, something many—seeing only her aggressive public persona—do not know about her.

ALLIES

Superman and the JSA prominent are prominent allies, though her experiences have won her the confidence of a number of other heroes such as Oracle and Wonder Woman. For reasons assumed to involve his relationship with a person he claims was her mother, the Atlantean sorcerer Arion also holds Kara in fond regard.

KRYPTONITE

Every surviving Kryptonian's greatest weakness is the radioactive remains of their home planet of Krypton, known as "kryptonite." It comes in a number of forms. Green kryptonite is by far the most common. Its radiation saps the Strength and powers of Kryptonians, leaving them impaired, disabled, and eventually debilitated in Strength and power effects. Long-term exposure (usually a matter of minutes, less for a large-enough amount) imposes the dying condition and may lead to death. Kryptonite radiation has little effect on humans unless they are exposed to it over a long period of time, in which case radiation sickness or cancer can result. As has been shown with Power Girl and Superboy-Prime, this vulnerability is also dependent on the origin of the kryptonite, as only remnants from that person's own planet Krypton will negatively affect them.

OFFENSE

Initiative +3

Heat Vision +9

Ranged, Damage 15

Unarmed +9

Close, Damage 17

DEFENSE

Dodge

9

Fortitude

16

Parry

9

Toughness

17

Will

10

POWER POINTS

Abilities

94

Skills

24

Powers

115

Defenses

20

Advantages

9

TOTAL

262

COMPLICATIONS

Demeaning Perception: Power Girl is not afraid to flaunt her female attributes, which sometimes causes unwanted distraction and allows others to make ill-informed judgments of her character.

Power Loss: Power Girl loses her powers and her **Str** and **Sta** are reduced to 1 and 2 respectively under a red sun, like that of Krypton, and other effects that drain or interfere with the energies of the yellow sun can deprive her of her powers.

Secret Identity: Karen Starr

Stranger in a Strange Land: Power Girl is the last survivor of her home planet and of her universe. She truly has no one else from either home, only counterparts of those with whom she was once connected.

Temper: Power Girl is notorious for her temper.

Vulnerability: Power Girl is vulnerable to magic. Her Toughness is not Impervious against magical attacks.

Weakness: Kryptonite (see sidebar). As the survivor of an alternate Earth's Krypton, standard (New Earth) kryptonite doesn't affect Power Girl, only the remnants of her original universe's kryptonite.

ENEMIES

Kara identifies strongly with multiple incarnations of the JSA (and now the JSA All-Stars) to the point that most of her enemies are actually team enemies. Ultra-Humanite has caused her personal grief, as has Psycho-Pirate. She harbors intensely violent feelings toward Superboy-Prime because her cousin died by his hand.