

SHADOW THIEF



Carl Sands was an American growing up in Japan when he developed an interest in ninjutsu techniques. He applied himself to learning various skills and martial arts over the years, and when he had achieved a sufficient mastery he embarked on an unremarkable career as a burglar and industrial spy. This mediocrity ended when Thanagarian criminal Byth hired Sands for a job and gave him the alien Dimensiometer to aid Sands in its commission. As the Shadow Thief, Sands became a world-class criminal and saboteur, and never looked back.

PERSONALITY

A thief with no concern for the welfare of anyone he doesn't see in the mirror in the morning, Sands is reserved, generally antisocial, and intensely private.

POWERS & ABILITIES

Shadow Thief uses a Dimensiometer, a piece of Thanagarian technology that enables its wearer to become a living shadow. When in this form, Sands is very difficult to harm, can pass through most physical barriers and completely disappear into shadows and darkness. He has also mastered the art of interacting with the physical world while remaining mostly insubstantial. He has on occasion benefited from

REAL NAME: CARL SANDS
OCCUPATION: THIEF AND SABOTEUR
BASE: MOBILE

SHADOW THIEF

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	5	5	5	2	2	1

POWERS

Shadow Form: Affects Corporeal on Strength 2; Concealment 4 (All Visual, Limited to Darkness and Shadows); Strength-based Damage 3, Affects Corporeal; Enhanced Defenses 8 (Dodge 4, Parry 4); Enhanced Advantages 3 (Hide in Plain Sight, Instant Up, Move-by Action, Skill Mastery 2 (Sleight of Hand, Stealth)); Immunity 10 (Life Support); Insubstantial 4 (Shadow Form); Movement 3 (Slithering, Wall-crawling 2); Removable, -12 pts • 49 points

ADVANTAGES

Accurate Attack, Agile Feint, Chokehold, Close Attack 6, Defensive Roll 3, Evasion, Grabbing Finesse, *Hide in Plain Sight*, Improved Hold, Improved Initiative, Improved Trip, *Instant Up*, *Move-by Action*, *Skill Mastery 2 (Sleight of Hand, Stealth)*

SKILLS

Acrobatics 8 (+13), Athletics 8 (+10), Deception 8 (+9), Expertise: Thief 10 (+12), Insight 6 (+8), Perception 6 (+8), Sleight of Hand 10 (+15), Stealth 10 (+15), Technology 4 (+6)

OFFENSE

Initiative +9

Unarmed+11

Close, Damage 5

DEFENSE

Dodge	11	Fortitude	7
Parry	11	Toughness	6/3*
Will	7	*Without Defensive Roll.	

POWER POINTS

Abilities	50	Skills	35
Powers	49	Defenses	13
Advantages	18	TOTAL	165

COMPLICATIONS

Delusional: Sands' long-term exposure to the energies of the Dimensiometer has affected his mind and weakened his grasp on reality, to the extent that he sometimes engages in long conversations with the inanimate Dimensiometer itself.

temporary power boosts from patrons like Neron and Starbreaker.

ALLIES

Sands really doesn't play well with others and only has allies, such as the Injustice League, when absolutely necessary for his plans or bank account. Powerful patrons like Starbreaker, whose offers appeal to his greed or ambition, are another matter entirely.

ENEMIES

Hawkman and Hawkwoman are the most prominent, but his involvement in the death of Firestorm and humiliation at Manhunter's (Kate Spencer) hands has probably added her and the resurrected Firestorm to the list.