CHAPTER 11: HEROES & VILLAINS

The following chapter profiles some of the best-known heroes and villains of the DC Universe. Each character is presented with a complete set of game traits for use in your own DC Adventures games.

THE BRAVE & THE BOLD

Players can take the roles of heroes provided in this chapter, or you can use them as supporting characters, guest-stars, or fill-in characters for new players, giving them a chance to get a feel for how the game plays using a familiar hero. You can also use them as examples for creating your own heroes. Want someone as strong as Superman or as skilled as Batman? Just look over their descriptions in this chapter when coming up with your own design!

The characters in this chapter have lengthy publication histories, some of them for nearly as long as DC Comics has been in business. Describing them in complete detail could take an entire book this size... for each character! Therefore, we've tried to present "iconic" versions, summarizing the major elements of their backgrounds and personalities, and touching upon noteworthy variations where possible.

Similarly, the DC Adventures game information for each character reflects an "iconic" version. There's no room to go into every single version of the character that ever existed. If you have a strong opinion or a favorite version of a hero, by all means, use the tools in this book to develop your own! Here are a few things to keep in mind regarding the characters' game traits:

- Each rank covers a *range* of measures, as given on the **Measures Table**. So some characters' traits are deliberately broad in terms of exactly how much, how fast, and so forth. When in doubt, assume the character's normal capability is the upper limit for the assigned rank.

- The extra effort rules—particularly power stunts—were taken into account when creating these characters. Thus, various things they may have done with their powers only occasionally in the comics are not listed here. You should feel free to improvise them for game play using the power stunt guidelines.

- Some of the resources used by heroes, particularly team resources like the Justice League's various headquarters, vehicles, and related equipment, are not accounted for in the heroes' game information. You can assume the current members of a team contribute a small number of power points towards the team's shared resources.

Please note, the characters on the following pages, like the Archetypes presented in the **Secret Origins** chapter, include some Advantages in *italicized* print. Those advantages are from an **Enhanced Advantage** effect listed in their powers.

THE VILE & THE VILLAINOUS

This chapter also details fourteen of the most sinister villains of the DC Universe. You can use these villains as adversaries of the heroes in your own DC Adventures games, challenging the players to thwart their latest schemes. You can also use them as models and benchmarks for coming up with your own villains using the material in the rest of this book.

Each villain's description includes notes on game traits and important things to know when using the villain in play. Some of the peripheral resources available to the villains are not listed among their game traits; there's little point in figuring the exact power point cost for Darkseid to have all the gods of Apokolips as his minions, for example, to say nothing of exactly how many Parademons are at his beck and call, or how many points he can put into technology. The answer for all of these is "as many as he needs." The same is largely true of things like Lex Luthor's many inventions or the equipment available on-board Brainiac's ship. As with only occasionally seen heroic powers, these things are left largely as plot devices in the Gamemaster's hands.

WHY IS BATMAN POWER LEVEL 12?

You might immediately think that DC's "trinity" of Batman, Superman, and Wonder Woman should all be power level 20, the very top of the scale, right? After all, they *are* the world's greatest heroes. So why are they "only" power levels 12, 15, and 15 (respectively), and why is Batman, of all people, a *lower* power level than the other two?

A lot of it is in understanding what power level is and what it's used for. All power level does is provide a guideline for players to follow in creating and improving their DC Adventures heroes, and it gives an idea of the kind of capabilities, particularly combat capabilities, you can expect from a character. On the other hand, look at the power point totals for the "trinity": Batman is 283, Superman and Wonder Woman are 289! They're all within a few points of each other, and all at values close to the starting points recommended for power level *19!*

Thus, many of the characters in the following chapters have much broader and "deeper" capabilities than their mere power level may indicate. For all his amazing abilities, Batman *is* still a mortal, without superhuman powers. It's impressive that his power level is as close as it is to two of the mightiest beings on Earth!

AQUAMAN

REAL NAME: ARTHUR CURRY; ORIN (ATLANTEAN NAME) **OCCUPATION:** KING OF ATLANTIS **BASE:** ATLANTIS
AFFILIATION: JUSTICE LEAGUE OF AMERICA **HEIGHT:** 6 FT. 1 IN. **WEIGHT:** 215 LBS. **EYES:** PALE BLUE **HAIR:** BLOND

The King of the Seven Seas came from seemingly humble beginnings. The son of Queen Atlanna and the demigod spirit of Atlan, Orin was rejected by his own people, the Atlanteans, who feared that his blond hair and ability to communicate with sea creatures marked him with the curse of Kordax, an ancient Atlantean monster. Orin was abandoned, left to do die on Mercy Reef, until a dolphin named Porm saved him. Orin lived as a feral child with his dolphin family until the day he was found by Arthur Curry, a lighthouse keeper. Arthur took the boy into his home and taught him to speak.

Orin took his adoptive father's name, Arthur Curry, and traveled north. He fell in love with an Inuit woman, Kako. Unknown to Arthur, he fathered a child with Kako, but he was kidnapped by Atlantean soldiers before the baby was born.

In the lost city of Poseidonis, part of the sunken continent of Atlantis, Arthur learned his mother was of royal blood and befriended Vulko, a fellow prisoner who helped him escape captivity. Upon reaching the surface, he stumbled upon the Flash (Barry Allen) battling the Prankster. Impressed by Arthur's power, the Flash invited him to come to the United States.
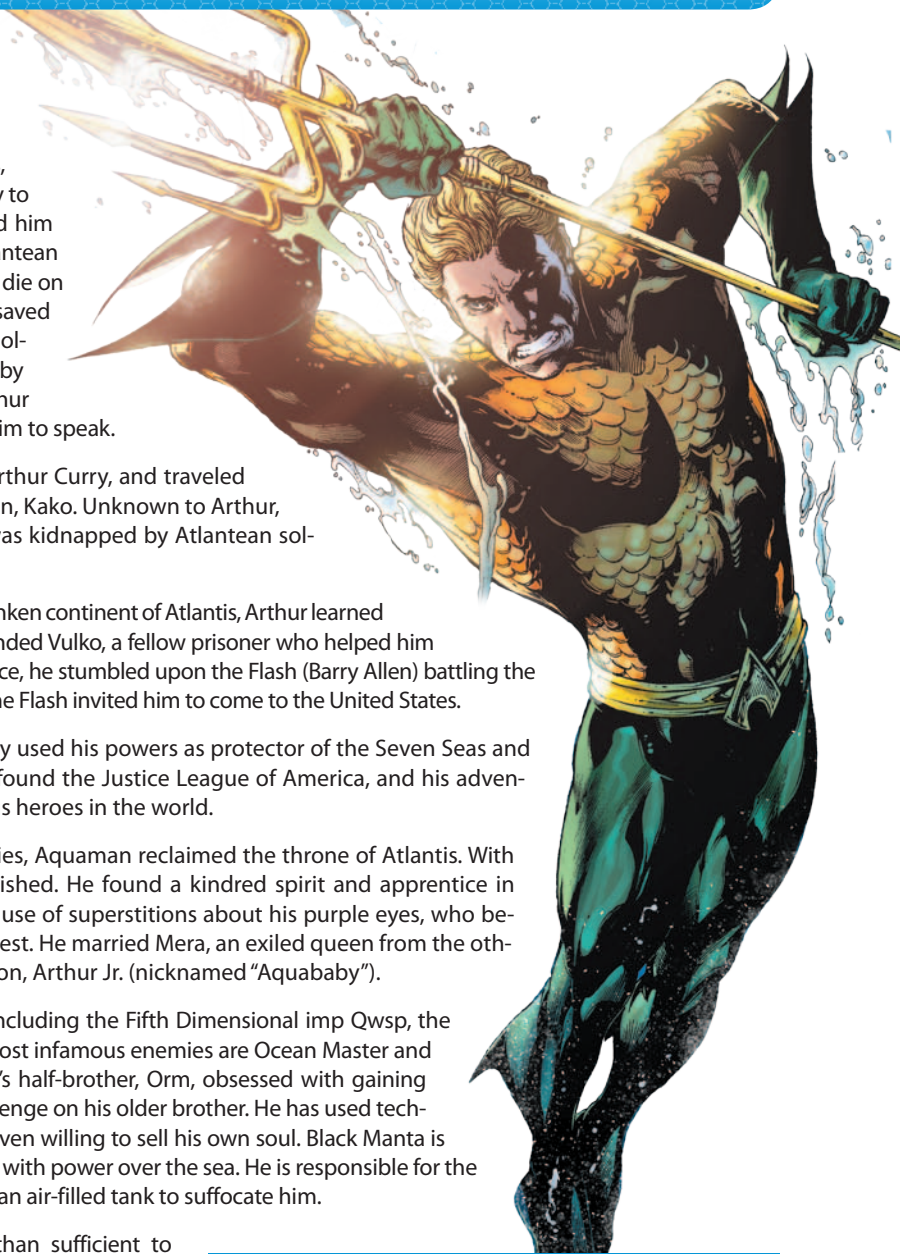
Taking the name Aquaman, Arthur Curry used his powers as protector of the Seven Seas and friend to the surface world. He helped found the Justice League of America, and his adventures made him among the most famous heroes in the world.

Now confident in his identity and abilities, Aquaman reclaimed the throne of Atlantis. With Vulko as his regent, the kingdom flourished. He found a kindred spirit and apprentice in Garth, an Atlantean sent into exile because of superstitions about his purple eyes, who became known as Aqualad and later Tempest. He married Mera, an exiled queen from the otherworldly Xebel, and the couple had a son, Arthur Jr. (nicknamed "Aquababy").

Aquaman has faced a number of foes, including the Fifth Dimensional imp Qwsp, the Fisherman, and the Scavenger, but his most infamous enemies are Ocean Master and Black Manta. Ocean Master is Aquaman's half-brother, Orm, obsessed with gaining control over the oceans and exacting revenge on his older brother. He has used technology and magic to achieve his goals, even willing to sell his own soul. Black Manta is a high-tech modern-day pirate obsessed with power over the sea. He is responsible for the death of Arthur Jr., having placed him in an air-filled tank to suffocate him.

Aquaman's marine telepathy is more than sufficient to summon a great whale or giant squid, or a large number of lesser sea-creatures to his aid. The GM may want to handle a large school of fish like a single giant-sized creature with a rank or two of Insubstantial to reflect their dispersed mass. The Sea King has been known to perform various power stunts with his telepathy, particularly affecting the "primordial" level of more evolved brains, like those of humans, with a Perception Ranged Affliction or Damage effect.

Note that Aquaman is slightly below his power level limits in some areas (particularly offense), but his Favored Environment advantage tends to make up the difference when he is fighting underwater.

THE WARRIOR KING

For a time, Aquaman lost his left hand when he was deprived of his telepathic powers and attacked by a school of piranha. He replaced it with a cybernetic harpoon designed at S.T.A.R. Labs, with a retractable cable launcher. He also adopted a fiercer, more war-like appearance and attitude, wearing armor and letting his hair and beard grow out. This Aquaman was prouder and more belligerent, even towards his friends.

Harpoon Hand: Strike 2, Strength-based, Elongation 4 (cable, Limited to Harpoon) • *4 points*

AQUAMAN   PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
10	8	4	2	11	2	3	3

POWERS

Aquatic: Immunity 3 (Cold, Drowning, Pressure), Movement 1 (Environmental Adaptation – Aquatic), Senses 1 (Low-Light Vision) • *6 points*

Marine Telepathy: Array (57 points)

- Summon Marine Life 8 (120 points), Horde, Mental Link, Multiple Minions 2 (4 minions), Variable General Type (Marine Life), Limited to in or near water • *57 points*
- Comprehend Animals 2, Mental Communication 4, Limited to Marine Life • *1 point*

Swimming: Swimming 10 (500 MPH) • *10 points*

ADVANTAGES

All-out Attack, Animal Empathy, Benefit 3 (King of Atlantis), Defensive Roll 3, Favored Environment (Aquatic), Improved Initiative, Languages (Atlantean), Power Attack, Precise Attack (Close; Concealment)

SKILLS

Acrobatics 4 (+8), Athletics 4 (+13), Close Combat: Unarmed 2 (+13), Expertise: Atlantean Lore 7 (+9), Insight 6 (+9), Intimidation 6 (+9), Perception 5 (+8), Ranged Combat: Throwing 6 (+8), Stealth 4 (+8), Technology 3 (+5), Vehicles 3 (+5)

OFFENSE

INITIATIVE +8

Unarmed +13	Close, Damage 10

DEFENSE

DODGE	11	**FORTITUDE**	11
PARRY	11	**TOUGHNESS**	11/8*
WILL	11	*Without Defensive Roll bonus.	

POWER POINTS

ABILITIES	86	**SKILLS**	25
POWERS	74	**DEFENSES**	18
ADVANTAGES	13	**TOTAL**	216

COMPLICATIONS

Relationships: Aquaman has a wife, Mera, and ties with his former ward, Tempest, and his friends in Atlantis.

Responsibility: As King of Atlantis, Aquaman must often attend to the needs of his people and his duty to the Seven Seas.

Temper: Aquaman is known for his fierce, warrior temper when tested.

Weakness: Aquaman dehydrates when away from water for an extended time, becoming impaired, disabled, and finally incapacitated before his condition becomes dying. Immersion in water immediately removes all accumulated conditions.

THE WATER-BEARER

The Lady of the Lake later replaced Aquaman's missing hand with a mystical construct of water with various magical powers, naming him "the Water-Bearer of the Secret Sea."

HAND OF THE WATER-BEARER: MAGICAL ARRAY • *24 POINTS*

Dehydration: Affliction 12 (Resisted by Fortitude; Impaired, Disabled, Incapacitated), Cumulative • *24 points*

- **Communication:** Senses 1 (Communication Link with the Lady of the Lake) • *1 point*
- **Hand Weapons:** Strength-based Damage 2 (changing the shape and density of the hand into weapons) • *1 point*
- **Healing Touch:** Healing 12 • *1 point*
- **Mystic Portals:** Dimensional Travel 2 (mystic dimensions), Portal • *1 point*
- **Nullify Magic:** Nullify Magic 12 (all effects at once) • *1 point*
- **Scalding Blast:** Ranged Damage 12 (blast of scalding water) • *1 point*

The Hand obviously has potential for a great number of other magical and water-related power stunts, with the Gamemaster's permission.