

SPECTRE

The origins of the Spectre entity are open to dispute, with some believing it to be one of the archangels performing the duties for which it was created, while others hold that it is a fallen angel that repented and accepted the role as the Lord's instrument of wrath as penance. It is known that Eclipso preceded the Spectre in the role before being stripped from the office for corrupting its mandate, and that the entity has been joined with a number of mortal hosts over the eons in order to maintain perspective for its pursuit.

Immediately prior to WWII Jim Corrigan, a murdered policeman with a black-and-white moral code became host to the entity, and during this partnership the Spectre allied with the JSA for many adventures over the decades. After many years, Corrigan finally came to peace with his fate and his soul moved on, leaving the Spectre temporarily without a host. Hal Jordan took up the mantle and for a while transformed the role to Spirit of Redemption rather than Vengeance. This created problems with the fundamental nature of the entity, and when Jordan also moved on, he left the Spectre entity susceptible to manipulation by an Eclipso-possessed Jean Loring, resulting in a brutal campaign of terror directed at users of magic on Earth and many associated realms. Finally provoked into destroying the Lord of Order known as Nabu the Wise, an act of such magnitude it could not be ignored by The Presence, the entity again was forcibly bound to a recently murdered policeman, Crispus Allen of the Gotham City Police Department. Allen is slowly learning to cope with his new existence and responsibilities, as well as coming to grips with his full powers.

PERSONALITY

As the Angel of Vengeance, the Spectre's core personality is elemental, an unforgiving force of nature absolutely relentless in its pursuit of its brutal duty to punish the guilty. When combined with a host, Spectre is more a gestalt, subsuming many of the host's own personality traits in tandem with its own and exaggerating others (such as Corrigan's anger and sense of righteousness or Jordan's sometimes reckless certainty).

POWERS & ABILITIES

The primary statistics here represent the Spectre at the upper end of what can reasonably be expressed with actual numbers, and even they are flexible, as the Spectre can stunt pretty much anything from his array and has, ranging from Growth (capping bonuses at his PL) and hefty Move Object effects, to monstrous Nullify effects and even Healing effects over large areas. This represents the fact that most of what we consider reality is merely clay in the Spectre's hands, to reshape at will. An eternal being, the Spectre is practically indestructible against any mundane threat and most arcane ones. His senses border on the omniscient and his physical form is infinitely mutable. His signature ability, however, is the transformation of the guilty and their surroundings into instruments of justice running the gamut from animate scissors to transforming targets into candles and "lighting" them.

ALLIES

The Spectre's allies include the Hosts of Heaven, various good-aligned mystics, and his former teammates in the JSA.

REAL NAME: UNKNOWN, THOUGH IMPLIED TO BE "RAGUEL" OR POSSIBLY "AZTAR"
OCCUPATION: THE SPIRIT OF THE LORD'S VENGEANCE, THE WRATH OF GOD, SEVENTH OF THE SEVEN MOST HIGH
BASE: MOBILE

During Corrigan's term as host, he also worked with the Batman to great effect on several occasions.

ENEMIES

Few enemies last long against the power of the Spectre, though Eclipso has continued to cause him problems.



THE SPECTRE

PL18

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
16	20	8	8	10	9	20	16

POWERS

Divine Perception: Senses 42 (Analytical on all Sight and Awareness effects, Awareness 3 (Cosmic, Divine, Magical; Extended 5 on all Awareness effects), Counters All Concealment on Sight and Hearing, Counters Illusion on Sight and Hearing, Analytical Detect Guilt, Postcognition (Limited to the commission of crimes, sins, etc.), Tracking) • 40 points

Otherworldly Being: Comprehend 11 (Animals (Speak To, Understand), Languages (Read, Speak, Understand, Understood), Objects, Plants, Spirits (Communicate, Medium)); Immortality 16, Limited—Not if killed with magic; Morph 4 (Any Form), Continuous; Movement 6 (Dimensional Travel 3, Space Travel 3) • 74 points

Reality Manipulation: Array (135 points)

- **Microcosm:** Illusion 15 (All senses), Area 3, Selective; Dynamic • 135 points
- **Conjure from Thin Air:** Continuous Perception Ranged Create 18, Innate, Precise, Dynamic • 2 point
- **Cruelly Ironic Justice:** Cumulative Perception Ranged Affliction 18 (Resisted by Will; Dazed, Stunned, Transformed), Precise, Subtle, Variable Descriptor 2 (Magical), Dynamic • 2 points
- **Inescapable Punishment:** Perception Ranged Damage 18, Variable Descriptor 2 (Magical), Dynamic • 2 point
- **Nowhere To Hide:** Remote Sensing 25 (All Visual and Auditory), Simultaneous, Dimensional 3, Subtle, Dynamic • 2 point
- **Reality Is As I Will It To Be:** Perception Ranged Continuous Transform 16 (Anything to Anything, 25 tons), Dynamic • 2 point
- **World Walking:** Teleport 20 (4,000 miles), Accurate, Attack (plus self), Easy, Extended (1 million miles), Increased Mass 20 (25,000 tons), Subtle 2 (World subtly shifts around a passenger before they realize it), Dynamic • 2 point

Spectre: Concealment 10 (Limited to non-magical senses); Impervious Toughness 20; Immunity 110 (all Toughness and Fortitude effects; Limited to non-magical effects, Limited to half-strength on Toughness effects); Insubstantial 4 (Continuous; Precise, Subtle 2) • 95 points

HOSTS

For Jim Corrigan and Crispus Allen, use the Supporting Cast archetype for Police Officer with small modification—Corrigan has **Pre** 2, Intimidation 6 (+8) and Will 4; Allen has **Int** 2, **Awe** 2, and Investigation 6 (+8).

ADVANTAGES

Benefit 6 (Status: Wrath of God Incarnate), Daze (Intimidation), Extraordinary Effort, Fascinate (Intimidation), Fearless, Seize Initiative, Skill Mastery (Intimidation)

SKILLS

Expertise: Heaven and The Presence 16 (+25), Expertise: Supernatural World 16 (+25), Intimidation 12 (+28)

OFFENSE

Initiative +8

Unarmed +10	Close, Damage 16
Reality Manipulation —	Perception Ranged, Damage 18 or other effects

DEFENSE

Dodge	12	Fortitude	Immune
Parry	12	Toughness	20
Will	20		

POWER POINTS

Abilities	214	Skills	22
Powers	356	Defenses	6
Advantages	12	TOTAL	610

COMPLICATIONS

Instrument of the Lord's Will: The Spectre is bound to the role it plays and cannot set aside its duty regardless of what its hosts may want or need. A primal entity, it has little personal direction apart from its mandate and answers unswervingly to its "boss" known as The Presence.

Wrath is More Than A Word: The Spectre is not actually an instrument of justice, but rather of a divine and decidedly Old Testament vengeance—compassion and forgiveness play little part in its actions.

PUNISHED FOR HIS FAILURES

During the times when the Spectre has been "demoted," such as the period following his successive failures to defeat the Anti-Monitor and the Great Evil Beast, he operates at PL 12, with the following modifications: drop abilities to **Str** 10, **Sta** 12, **Int** 8, **Awe** 12, and **Pre** 8. Halve the ranks on his array powers, drop the Space and Time Travel effects altogether, and pull in the rest of his numbers until they meet his adjusted caps.

WRATH OF GOD INCARNATE

There have been times in the career of the Spectre when he has achieved a level of power second only to The Presence that created him. Those heady times have generally been right before hubris combined with failures in action or judgment caused him to be punished by The Presence and knocked back down to a level that allows him to be more easily defeated. During those heights of ability, the Spectre is the very definition of a PLX or plot device character rather than a character with enumerated stats. He has whatever numbers the Gamemaster chooses to use at that level, assuming the Gamemaster chooses to use numbers at all—after all, why bother working out the Strength trait necessary to hold open black holes, the Move Object rank needed to juggle stars, or the Transform rank used in turning an entire layer of Hell into a pretty meadow with dancing unicorns when you can simply describe it as happening.