

SUPER POWERS CUSTOMS



Reproduction Bio-Card Pack 2

Green Arrow

THE EMERALD ARCHER

Powers:

Green Arrow uses an arsenal of ingenious trick arrows in his war against crime. These weapons, combined with his keen eyes and steady hands, make him feared by criminals everywhere.

Weaknesses:

Green Arrow has no special powers. Without his arrows, he is vulnerable to attack.

Enemies:

The Clock King, The Earthworm

Secret Identity:

Oliver Queen



RED TORNADO

THE AMAZING ANDROID

Powers:

The Red Tornado is a specially designed android with the ability to spin the lower half of his body at tremendous speeds. This allows him both to fly, and to create a powerful cyclonic wind. He can also create these tornado-like blasts with his arms and direct them at his enemies.

Weaknesses:

The Red Tornado's android body is not invulnerable. If a villain can get past his Tornado Blasts, or catch him off guard, the Red Tornado may be defeated.

Enemies:

T.O. Morrow—the Red Tornado's creator—also known as Tomorrow, The Future Man.

Secret Identity:

John Smith



Martian Manhunter™

J'ONN
J'ONZZ

Powers:

The Martian Manhunter has a truly awesome array of powers. Beside being practically invulnerable, he has the power of super-breath, flight, invisibility, super-vision, and super-strength. He also has the ability to walk through walls, as well as the power to transform himself into any creature and acquire that creature's powers and abilities.

Weaknesses:

The Martian Manhunter cannot survive in a vacuum, and cannot use any of his other powers when he is invisible. Most important, however is his vulnerability to fire, which can weaken and eventually destroy him.

Enemies:

Commander Blanx, Mr. V of Vulture

Secret Identities:

On Mars, the Martian Manhunter's real name is J'Onn J'Onzz. On Earth, he sometimes adopts the civilian identity of Detective John Jones



FIRESTORM™ The NUCLEAR MAN™

THE NUCLEAR MAN

Powers:

Firestorm has the ability to alter the atomic structure of all things. He uses this power to fly, cause nuclear blasts, and transform objects into other things.

Weaknesses:

Firestorm is not invulnerable. He loses all his powers when he switches to his civilian identities.

Enemies:

Killer Frost, The Hyena, Multiplex

Secret Identities:

Firestorm is actually TWO people—teenager Robbie Raymond, and Professor Martin Stein. Firestorm was created when their two bodies were atomically fused during an explosion in a nuclear power plant.



Darkseid™

LORD
OF APOKOLIPS™

Powers:

Darkseid's powers are practically unlimited. Along with incredible strength and invulnerability is the bizarre Omega Effect, which he uses either to destroy his opponents or to teleport them to other dimensions.

Weaknesses:

Only incredible power like his own can harm Darkseid. However, he can become weakened after prolonged use of the Omega Effect.

Enemies:

The Heroes of Earth, and the New Gods, including Mister Miracle, Lightray, and Darkseid's own son Orion.

Secret Identity:

none



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STEPPENWOLF™

COMMANDER
OF THE
DOG CAVALRY

Powers:

As one of Darkseid's most trusted agents, Steppenwolf commands the every action of the huge, vicious, canine army known as the Hounds of Hades. In addition, Steppenwolf carries the Electro-Axe, a universally dreaded device that fires deadly Radion Bolts.

Weaknesses:

Steppenwolf is not invulnerable. He must recharge his Electro-Axe periodically. If he fails to do this, he faces defeat by practically any hero.

Enemies:

The Heroes of Earth,
The New Gods

Secret Identity:

none



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KALIBAK™

THE CRUEL
CRUSHER

Powers:

This massive warrior is incredibly powerful and nearly indestructible. A savage fighter, Kalibak wields the deadly Beta-Club, which can fire nerve beams powerful enough to fell an entire army.

Weaknesses:

Despite his size and strength, Kalibak is not too intelligent. He can be bested by an opponent like Superman, who combines his strength with a sense of strategy.

Enemies:

The Heroes of Earth,
The New Gods

Secret Identity:
none



PARADEMON™

AIRBORNE
ARMY OF APOKOLIPS

Powers:

Although the Parademons of Apokolips wear protective armor and can fly, their true strength is in their numbers. There are literally thousands of them, and, when acting together, they can overcome even the most powerful heroes.

Weaknesses:

Individual Parademons are vulnerable. Together, they seldom attack in an organized fashion, hence, they can be defeated.

Enemies:

The Heroes of Earth,
The New Gods

Secret Identity:
none



DeSaad™

THE TINY TYRANT OF TERROR

Powers:

Although DeSaad has no special powers, he is a master at creating devices to torment humans. Among his arsenal are the Fear Machine, which can incite entire cities to panic, Nerve-Beams, which induce instant paralysis, and Vertigo Grenades, which make people lose their sense of balance.

Weaknesses:

For all his torturous abilities, DeSaad is a coward. Thus, he uses Darkseid's other minions to fight battles for him. But when cornered, DeSaad will beg for mercy.

Enemies:

The Heroes of Earth,
The New Gods

Secret Identity:
none



Captain Marvel

THE WORLD'S MIGHTIEST MORTAL

THE WORLD'S MIGHTIEST MORTAL

Powers:

By speaking the magic word "Shazam!" young Billy Batson is transformed into the amazing Captain Marvel. He is endowed with powers derived from the ancient elders: the wisdom of Solomon, the strength of Hercules, the stamina of Atlas, the power of Zeus, the courage of Achilles, and the speed of Mercury.

Weaknesses:

Despite his great abilities, Captain Marvel is not infinitely powerful. Unlike Superman, he is mortal.

Enemies:

Sivana, Mr. Mind, Darkseid and his minions of Apokolips

Secret Identity:
Billy Batson



MR. FREEZE™

THE FROZEN FELON

Powers:

Mr. Freeze is equipped with an ice gun that fires "ice gas" or "freeze rays" that can frost over or encase in ice anything in its line of fire.

Weaknesses:

A severe laboratory accident forced Mr. Freeze to forever require zero-degree temperature in order to survive. For this reason, he wears a special climate-controlled suit.

Enemies:

Batman and Robin; the Heroes of Earth

Secret Identity:

None



MR. FREEZE™

CLARK KENT™

THE DASHING REPORTER

Powers:

As a Pulitzer Prize winning reporter for one of the most highly respected new outlets, the Daily Planet, he receives late-breaking news before the general public which allows him, as Superman, to know where he's needed instantly.

Weaknesses:

To disguise his secret identity he has adopted a mild-mannered personality and appears weak and introverted.

Enemies:

Deadlines. Steve Lombard.

Secret Identity:

Superman

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