

SUPER POWERS CUSTOMS



Reproduction Bio-Card Pack 1

SUPERMAN™

THE MAN OF STEEL

Powers:

Super-strength, super-vision (x-ray vision, telescopic vision, heat vision, microscopic vision), invulnerability, flight, super-speed, super-breath, super-senses, super-voice, super-intellect.

Weaknesses:

Green Kryptonite can kill Superman, Red "K" affects him in bizarre ways, Gold "K" takes away his powers. Superman's invulnerability does not protect him against magic. Superman loses his powers in a solar system with a red sun.

Enemies:

Lex Luthor, Brainiac, Mr. Mxyzptlk, Metallo, Bizarro, Terra-Man, The Parasite, Toyman, The Prankster.

Secret Identity:

Clark Kent



LEX LUTHOR™

THE SINISTER SCIENTIST

Powers:

Possesses Warsuit, a battle outfit designed by an ancient super-scientific alien civilization, and modified with Luthor's own genius. Luthor is capable of designing incredible weaponry for use against Superman.

Weaknesses:

Mortal. Has a fanatical hatred for Superman. Obsessed with revenge.

Enemies:

Superman.

Secret Identity:

Lex Luthor



BRAINIAC™

THE LIVING COMPUTER

Powers:

Brilliant computer mind. Evil genius whose schemes are capable of destroying whole civilizations. "Interfaces" with his ship—becomes a part of it—to power it.

Weaknesses:

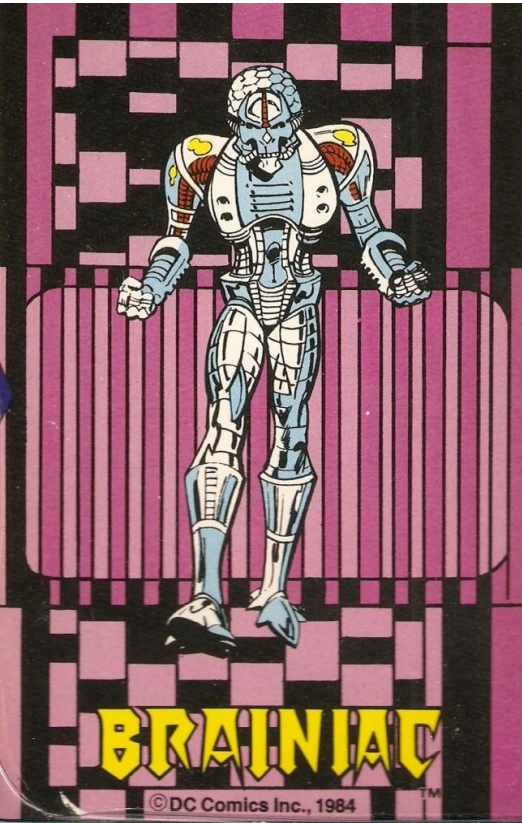
An insane fear and hatred of Superman and of the being he calls the "Master Programmer."

Enemies:

Superman.

Secret Identity:

None



THE CAPED CRUSADER

Powers:

Accomplished acrobat, a keen detective's mind, ace criminologist, martial arts expert.

Has utility belt with scientific crime-fighting equipment.

Weaknesses:

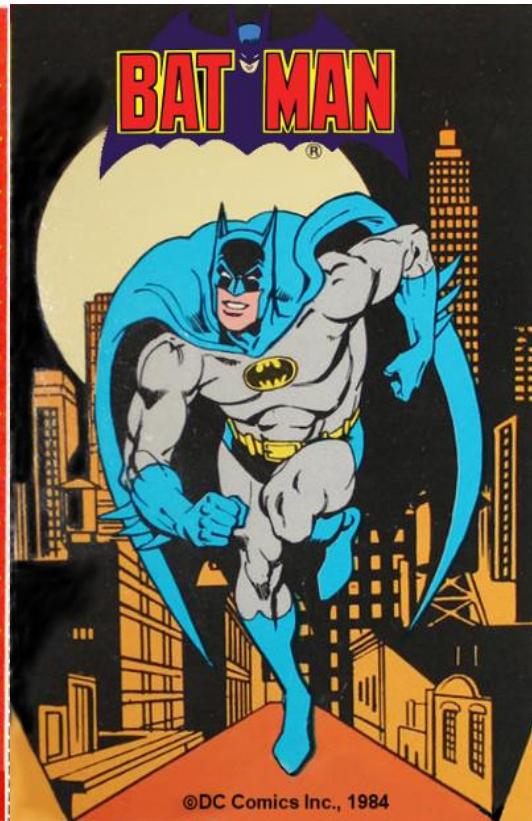
Mortal.

Enemies:

Joker, Penguin, Riddler, Catwoman, The Scarecrow, Two-Face.

Secret Identity:

Bruce Wayne





THE TEEN WONDER

Powers:

Accomplished gymnast, martial arts skills, detective skills. Has utility belt with crime-fighting equipment.

Weaknesses:

Mortal.

Enemies:

Joker, Penguin, Riddler, Catwoman, the Scarecrow, Two-Face.

Secret Identity:

Dick Grayson



THE CLOWN PRINCE OF CRIME

Powers:

None, save a twisted criminal mind that engineers brilliant crimes and chillingly cunning murders.

Weaknesses:

Mortal. Is completely insane. Is almost compelled to commit crimes.

Enemies:

Batman and Robin.

Secret Identity:

Unknown





THE MASTER OF FOWL PLAY

Powers:

The ability to train birds to commit crimes, and an arsenal of umbrella weapons.

Weaknesses:

Mortal. Is outrageously vain and immodest, and these qualities can be turned against him.

Enemies:

Batman and Robin.

Secret Identity:

Oswald Chesterfield Cobblepot



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THE EMERALD GLADIATOR

Powers:

Power ring that can create, temporarily, any object he desires with his willpower. The ring also is used as an offensive weapon. The ring protects him from mortal harm as well: he cannot be killed. The ring enables him to fly and survive in space, or even at the bottom of the ocean.

Weaknesses:

The ring is powerless against the color yellow. The ring must be recharged every 24 hours at his power battery.

Enemies:

Sinestro, Black Hand, Sonar, Hector Hammond, Dr. Polaris, Myrwhyden, Evil Star, Star Sapphire, the Weaponers of Qward, Goldface.

Secret Identity:

Hal Jordan



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WONDER WOMAN™



THE AMAZING
AMAZON

Powers:

Glides on air currents, superhuman strength, extraordinarily acute senses, uses her tiara as a weapon or boomerang, has magic lasso that forces those bound with it to obey her commands. Can bounce bullets off her bracelets.

Weaknesses:

Mortal. Can be bound with her own lasso. If her bracelets are bound by a man she loses her powers.

Enemies:

The Duke of Deception, The Angle Man, The Cheetah, Dr. Psycho, Mars.

Secret Identities:

Princess Diana, Diana Prince



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The FLASH™

THE SCARLET SPEEDSTER

Powers:

Flash is the fastest man alive. Can run at super-speed. Can vibrate his body so quickly as to be immaterial, so that bullets pass through him, or can go through walls. Can also move so fast he becomes invisible. Can run on water.

Weakness:

Mortal.

Enemies:

Heat Wave, Captain Cold, Pied Piper, Captain Boomerang, Grodd, Abra, Kadabra, Mirror Master, Trickster, Golden Glider, Weather Wizard, Dr. Alchemy.

Secret Identity:

Barry Allen



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AQUAMAN™

KING OF THE SEVEN SEAS

Powers:

Can remain underwater indefinitely, can swim tremendous distances, can communicate telepathically with sea creatures and have them obey him.

Weaknesses:

Mortal. To survive, he must make contact with water at least once every 24 hours.

Enemies:

The Black Manta, The Fisherman, The Scavenger, the Ocean Master.

Secret Identity:

Arthur Curry



HAWKMAN™

THE WINGED WONDER

Powers:

Wings enable him to fly, belt enables him to defy gravity. Uses weapons of the past from the museum he curates, matched with futuristic weapons and criminology from his home planet. Thanagar.

Weaknesses:

Mortal.

Enemies:

Shadow Thief, I.Q., Matter Master, Byth.

Secret Identity:

Carter Hall, Katar Hol



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