

SuperSheet		Action Points: 11	Build Points: 85																
<b>Code Name (Affiliations):</b> Aquaman (Justice League, Atlantis)		<b>Powers:</b> Dominate x 1 --Only Versus Animals Enhanced Senses x 2 Hyper Movement --Only Versus Water Extra Forms --Only Versus Aquatic Extra Vitality x 3																	
<b>Strength:</b> 5 PR: 5 DMG: 5	<b>Resolve:</b> 5 MR: 5																		
<b>Agility:</b> 6 [1] PA: 6 [1] PD: 6 [1] Init: 6 [1]	<b>Mind:</b> 5 MA: 5 MD: 5																		
X	X	X	X	X	X	13	12	11	10	9	8	7	6	5	4	3	2	1	KO

SuperSheet		Action Points: 10+3	Build Points: 75																
<b>Code Name (Affiliations):</b> Black Canary (Justice League)		<b>Powers:</b> Force Field x 1 Combat Tactics Extra Movement x 3 Climbing/Instant Stand Melee Attack x 1 Ranged Attack (6D [1], Cone) --No Range																	
<b>Strength:</b> 3 PR: 3 DMG: 4	<b>Resolve:</b> 5 MR: 5																		
<b>Agility:</b> 6 [1] PA: 6 [1] PD: 7 [1] Init: 6 [1]	<b>Mind:</b> 4 MA: 4 MD: 4																		
X	X	X	X	X	X	X	X	X	X	X	8	7	6	5	4	3	2	1	KO

SuperSheet		Action Points: 9+2	Build Points: 85																	
<b>Code Name (Affiliations):</b> Booster Gold (Justice League)		<b>Powers:</b> Force Field x 3 --Dome --Super x 1 Extra Movement x 2 Enhanced Senses x 2 Flight Ranged Attack (4D)																		
<b>Strength:</b> 5 PR: 5 DMG: 5	<b>Resolve:</b> 5 MR: 5																			
<b>Agility:</b> 5 PA: 5 PD: 8 [1] Init: 5	<b>Mind:</b> 4 MA: 4 MD: 4																			
X	X	X	X	X	X	X	X	X	X	10	9	8	7	6	5	4	3	2	1	KO

SuperSheet		Action Points: 13	Build Points: 165																
<b>Code Name (Affiliations):</b> Doctor Fate (Justice Society, Justice League)		<b>Powers:</b> Super-Mind x 1 --Second Sight Invulnerable Omni Power Pool (54) --Full-Slot x 1 --Half-Slot x 4																	
<b>Strength:</b> 3 PR: 3 DMG: 3	<b>Resolve:</b> 10 [3] MR: 10 [3]																		
<b>Agility:</b> 5 PA: 5 PD: 5 Init: 7 [1]	<b>Mind:</b> 7 [1] MA: 7 [1] MD: 7 [1]																		
19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO

SuperSheet		Action Points: 16+8	Build Points: 140																
<b>Code Name (Affiliations):</b> Batman (Justice League)		<b>Powers:</b> Super-Mind x 2 --Lightning Strategist x 3 Extra Movement x 8 Super Leap/Climbing Instant Stand/Monologuer Omni Power Pool (20) --Full-Slot x 1 --Half-Slot x 1 --Powers Stay Swapped Out																	
<b>Strength:</b> 4 PR: 4 DMG: 4	<b>Resolve:</b> 7 [1] MR: 7 [1]																		
<b>Agility:</b> 8 [1] PA: 8 [1] PD: 8 [1] Init: 10 [1]	<b>Mind:</b> 7 [1] MA: 7 [1] MD: 7 [1]																		
X	X	X	X	X	X	13	12	11	10	9	8	7	6	5	4	3	2	1	KO

SuperSheet		Action Points: 10+2	Build Points: 85																
<b>Code Name (Affiliations):</b> Blue Beetle (Justice League, S.T.A.R. Labs)		<b>Powers:</b> Extra Movement x 2 Escape Artist x 1 Climbing/Instant Stand Monologuer Flare Ranged Attack (4D) --Spray/Super KB (KB Only)																	
<b>Strength:</b> 3 PR: 3 DMG: 3	<b>Resolve:</b> 5 MR: 5																		
<b>Agility:</b> 6 [1] PA: 6 [1] PD: 6 [1] Init: 6 [1]	<b>Mind:</b> 4 MA: 4 MD: 4																		
X	X	X	X	X	X	X	X	X	X	X	8	7	6	5	4	3	2	1	KO

SuperSheet		Action Points: 9+3	Build Points: 85															
<b>Code Name (Affiliations):</b> Creeper (Justice League)		<b>Powers:</b> Force Field x 1 Extra Movement x 3 Climbing/Instant Stand Monologuer Healing --Regeneration Only Super Leap --Extra Bounce x 2																
<b>Strength:</b> 4 PR: 4 DMG: 4	<b>Resolve:</b> 6 [1] MR: 6 [1]																	
<b>Agility:</b> 6 [1] PA: 6 [1] PD: 7 [1] Init: 6 [1]	<b>Mind:</b> 3 MA: 3 MD: 3																	
X	X	X	X	X	X	12	11	10	9	8	7	6	5	4	3	2	1	KO

SuperSheet		Action Points: 9+5	Build Points: 100															
<b>Code Name (Affiliations):</b> Doctor Light II (Justice League)		<b>Powers:</b> Enhanced Senses x 5 Extra Movement x 5 Flight/Flare Ranged Attack (10D [3]) --Activation Cost x 2 Force Field x 5 --Super x 2 --Only Versus Light																
<b>Strength:</b> 2 PR: 2 DMG: 2	<b>Resolve:</b> 4 MR: 4																	
<b>Agility:</b> 5 PA: 5 PD: 10 [2] Init: 5	<b>Mind:</b> 4 MA: 4 MD: 4																	
X	X	X	X	X	X	X	X	X	X	X	X	6	5	4	3	2	1	KO



<b>SuperSheet</b>		Action Points: 11+5 Build Points: 85	
<b>Code Name (Affiliations):</b> Elongated Man (Justice League)		<b>Powers:</b> Armor x 2 Enhanced Senses x 4 Elasticity --Parachute --Slingshot x 3 Combat Tactics Extra Movement x 5	
<b>Strength:</b> 3 PR: 5 DMG: 3	<b>Resolve:</b> 5 MR: 5		
<b>Agility:</b> 7 [1] PA: 7 [1] PD: 7 [1] Init: 7 [1]	<b>Mind:</b> 4 MA: 4 MD: 4		
X X X X X X X X X X X X		8 7 6 5 4 3 2 1 KO	

<b>SuperSheet</b>		Action Points: 15+12 Build Points: 130	
<b>Code Name (Affiliations):</b> Flash III (Justice League, Teen Titans)		<b>Powers:</b> Hyper Movement --Carry Objects --Forced Landing --Warp x 1 --No Penetration Extra Movement x 12 Instant Stand/Monologuer Ranged Attack (5D, Spray) --Super KB (KB Only) --Short Range Power	
<b>Strength:</b> 3 PR: 3 DMG: 3	<b>Resolve:</b> 5 MR: 5		
<b>Agility:</b> 11 [3] PA: 11 [3] PD: 11 [3] Init: 11 [3]	<b>Mind:</b> 4 MA: 4 MD: 4		
X X X X X X X X X X X X		8 7 6 5 4 3 2 1 KO	

<b>SuperSheet</b>		Action Points: 15 Build Points: 95	
<b>Code Name (Affiliations):</b> Green Arrow (Justice League)		<b>Powers:</b> Escape Artist x 1 Combat Prowess x 2 --Super x 1 Combat Tactics Climbing/Instant Stand Monologuer Extra Vitality x 1 Ranged Attack (5D) --Scope x 3 --No Knockback	
<b>Strength:</b> 3 PR: 3 DMG: 3	<b>Resolve:</b> 5 MR: 5		
<b>Agility:</b> 8 [1] PA: 10 [2] PD: 8 [1] Init: 8 [1]	<b>Mind:</b> 6 [1] MA: 6 [1] MD: 6 [1]		
X X X X X X X X X X X X		9 8 7 6 5 4 3 2 1 KO	

<b>SuperSheet</b>		Action Points: 21 Build Points: 163	
<b>Code Name (Affiliations):</b> Hal Jordan (Green Lantern Corps, Justice League)		<b>Powers:</b> Ring Control Pool (50) --Omni-Power --Full-Slot x 1 --Half-Slot x 3 --Burnout-1	
<b>Strength:</b> 3 PR: 3 DMG: 3	<b>Resolve:</b> 8 [2] MR: 8 [2]		
<b>Agility:</b> 5 PA: 5 PD: 5	<b>Mind:</b> 12 [4] MA: 12 [4] MD: 12 [4] Init: 12 [4]		
X X X X X 15 14 13 12 11 10		9 8 7 6 5 4 3 2 1 KO	

<b>SuperSheet</b>		Action Points: 9+6 Build Points: 125	
<b>Code Name (Affiliations):</b> Firestorm (Justice League)		<b>Powers:</b> Force Field x 2 --Only Versus Energy Enhanced Senses x 4 Extra Movement x 6 Flight Density Decrease Healing --Regeneration Only Omni Power Pool (21) --Full-Slot x 1	
<b>Strength:</b> 5 PR: 5 DMG: 5	<b>Resolve:</b> 5 MR: 5		
<b>Agility:</b> 5 PA: 5 PD: 7 Init: 5	<b>Mind:</b> 4 MA: 4 MD: 4		
X X X X X X X X X X 10		9 8 7 6 5 4 3 2 1 KO	

<b>SuperSheet</b>		Action Points: 22+12 Build Points: 200	
<b>Code Name (Affiliations):</b> Flash II (Justice League)		<b>Powers:</b> Hyper Movement --Carry Objects --Forced Landing --Warp x 3 Extra Movement x 12 Instant Stand/Monologuer Ranged Attack (8D [2], Spray) --Super KB (KB Only)	
<b>Strength:</b> 3 PR: 3 DMG: 3	<b>Resolve:</b> 6 [1] MR: 6 [1]		
<b>Agility:</b> 15 [5] PA: 15 [5] PD: 15 [5] Init: 15 [5]	<b>Mind:</b> 6 [1] MA: 6 [1] MD: 6 [1]		
X X X X X X X X X 11 10		9 8 7 6 5 4 3 2 1 KO	

<b>SuperSheet</b>		Action Points: 16 Build Points: 120	
<b>Code Name (Affiliations):</b> Guy Gardner (Green Lantern Corps, Justice League)		<b>Powers:</b> Ring Control Pool (35) --Omni-Power --Full-Slot x 1 --Half-Slot x 2 --Burnout-1	
<b>Strength:</b> 3 PR: 3 DMG: 3	<b>Resolve:</b> 6 [1] MR: 6 [1]		
<b>Agility:</b> 5 PA: 5 PD: 5	<b>Mind:</b> 9 [2] MA: 9 [2] MD: 9 [2] Init: 9 [2]		
X X X X X X X X X 11 10		9 8 7 6 5 4 3 2 1 KO	

<b>SuperSheet</b>		Action Points: 11+3 Build Points: 100	
<b>Code Name (Affiliations):</b> Hawkman (All-Star Squadron, Justice Society, Justice League, Thanagar)		<b>Powers:</b> Combat Prowess x 1 Enhanced Senses x 3 Extra Movement x 3 Combat Reflexes Flight Melee Attack x 2 Ranged Attack (4D)	
<b>Strength:</b> 6 [1] PR: 6 [1] DMG: 8 [1]	<b>Resolve:</b> 5 MR: 5		
<b>Agility:</b> 6 [1] PA: 7 [1] PD: 6 [1] Init: 6 [1]	<b>Mind:</b> 5 MA: 5 MD: 5		
X X X X X 15 14 13 12 11 10		9 8 7 6 5 4 3 2 1 KO	



X	X	X	X	X	X	X	X	X	11	10	9	8	7	6	5	4	3	2	1	KO
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<h1>SuperSheet</h1>										<b>Action Points:</b> 14+4 <b>Build Points:</b> 175									
<b>Code Name (Affiliations):</b> <b>Martian Manhunter</b> (Justice League) <b>Strength:</b> 9 [2] <b>Resolve:</b> 6 [1] PR: 11 [2]              MR: 6 [1] DMG: 9 [2]										<b>Powers:</b> Super-Extras --Shockwave/Super Knockback --Second Sight Armor x 2 Extra Movement x 4 Flight/Hyper Movement Enhanced Senses x 2 Invisibility --Costs Vitality x 2 Elasticity/Invulnerable									
<b>Agility:</b> 7 [1] <b>Mind:</b> 6 [1] PA: 7 [1]              MA: 6 [1] PD: 7 [1]              MD: 6 [1] Init: 7 [1]																			
X	X	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO

<h1>SuperSheet</h1>											<b>Action Points:</b> 8 <b>Build Points:</b> 100									
<b>Code Name (Affiliations):</b> Metamorpho (Justice League)											<b>Powers:</b> Molecular Power Pool (22) --Omni-Power --Full-Slot x 1									
<b>Strength:</b> 6 [1] <b>Resolve:</b> 5 PR: 6 [1]              MR: 5 DMG: 6 [1]																				
<b>Agility:</b> 4 <b>Mind:</b> 4 PA: 4                    MA: 4 PD: 4                    MD: 4 Init: 4																				
X	X	X	X	X	X	X	X	X	11	10	9	8	7	6	5	4	3	2	1	KO

<h1>SuperSheet</h1>											Action Points: 14		Build Points: 100							
<b>Code Name (Affiliations):</b> Plastic Man (Justice League)											<b>Powers:</b> Armor x 5 --Super x 2 Lucky Elasticity --Parachute --Slingshot x 3									
<b>Strength: 3</b> PR: 8 [2] DMG: 3											<b>Resolve: 5</b> MR: 5									
<b>Agility: 7 [1]</b> PA: 7 [1] PD: 7 [1] Init: 7 [1]											<b>Mind: 6 [1]</b> MA: 6 [1] MD: 6 [1]									
X	X	X	X	X	X	X	X	X	X	X	X	8	7	6	5	4	3	2	1	KO



19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 KO

<b>SuperSheet</b>		<b>Action Points:</b> 20+7 <b>Build Points:</b> 165
<b>Code Name (Affiliations):</b> Power Girl (Justice League)		<b>Powers:</b> Super-Extras --Shockwave/Super KB Enhanced Senses x 3 Extra Movement x 7 Hyper Movement --Warp x 1 Invulnerable
<b>Strength:</b> 9 [2] PR: 9 [2] DMG: 9 [2]	<b>Resolve:</b> 6 [1] MR: 6 [1]	
<b>Agility:</b> 9 [2] PA: 9 [2] PD: 9 [2] Init: 9 [2]	<b>Mind:</b> 9 [2] MA: 9 [2] MD: 9 [2]	
X X 17 16 15 14 13 12 11 10	9 8 7 6 5 4 3 2 1 KO	

<b>SuperSheet</b>		<b>Action Points:</b> 23+6 <b>Build Points:</b> 263
<b>Code Name (Affiliations):</b> Superman (Justice League, Krypton)		<b>Powers:</b> Super-Extras --Shockwave/Super KB/2nd Sight Enhanced Senses x 3 Extra Movement x 6 Flight/Invulnerable Hyper Movement --Warp x 1 --No Penetration Ranged Attack (8D [2], Spray)
<b>Strength:</b> 12 [4] PR: 12 [4] DMG: 12 [4]	<b>Resolve:</b> 11 [3] MR: 11 [3]	
<b>Agility:</b> 10 [3] PA: 10 [3] PD: 10 [3] Init: 10 [3]	<b>Mind:</b> 10 [3] MA: 10 [3] MD: 10 [3]	
X X X X X X X X X X	29 28 27 26 25 24 23 22 21 20	
19 18 17 16 15 14 13 12 11 10	9 8 7 6 5 4 3 2 1 KO	

<b>SuperSheet</b>		<b>Action Points:</b> 10 <b>Build Points:</b> 135
<b>Code Name (Affiliations):</b> Red Tornado (Justice League)		<b>Powers:</b> Enhanced Senses x 2 Hyper Movement --Forced Landing/No Penetration Flight Invulnerable Ranged Attack (10D [3], Spray) --Super KB (KB Only)
<b>Strength:</b> 6 [1] PR: 6 [1] DMG: 6 [1]	<b>Resolve:</b> 6 [1] MR: 6 [1]	
<b>Agility:</b> 5 PA: 5 PD: 5 Init: 5	<b>Mind:</b> 5 MA: 5 MD: 5	
X X X X X 14 13 12 11 10	9 8 7 6 5 4 3 2 1 KO	

<b>SuperSheet</b>		<b>Action Points:</b> 16+3 <b>Build Points:</b> 150
<b>Code Name (Affiliations):</b> Wonder Woman (Justice League, Themyscira, Olympus)		<b>Powers:</b> Super-Strength x 3 --Shockwave/Super Knockback Armor x 1 Flight Extra Movement x 3 Elasticity (Lasso) --Only While Grabbing Dominate (Lasso) --Only Versus Grabbed+Questions Instant Stand/Monologuer
<b>Strength:</b> 9 [2] PR: 10 [2] DMG: 9 [2]	<b>Resolve:</b> 7 [1] MR: 7 [1]	
<b>Agility:</b> 8 [2] PA: 8 [2] PD: 8 [2] Init: 8 [2]	<b>Mind:</b> 7 [1] MA: 7 [1] MD: 7 [1]	
X 18 17 16 15 14 13 12 11 10	9 8 7 6 5 4 3 2 1 KO	

<b>SuperSheet</b>		<b>Action Points:</b> 8 <b>Build Points:</b> 110
<b>Code Name (Affiliations):</b> Zantania (Justice League)		<b>Powers:</b> Omni Power Pool (35) --Full-Slot x 1 --Half-Slot x 1
<b>Strength:</b> 3 PR: 3 DMG: 3	<b>Resolve:</b> 9 [2] MR: 9 [2]	
<b>Agility:</b> 4 PA: 4 PD: 4 Init: 4	<b>Mind:</b> 4 MA: 4 MD: 4	
X X X 16 15 14 13 12 11 10	9 8 7 6 5 4 3 2 1 KO	



SuperSheet													Action Points: 23+6		Build Points: 261							
Code Name (Affiliations): Cyborg Superman (Superman)													Powers:									
Strength: 12 [4]    Resolve: 10 [3] PR: 12 [4]    MR: 10 [3] DMG: 12 [4]													Super-Extras --Shockwave/Super KB/2nd Sight Enhanced Senses x 3 Extra Movement x 6 Flight/Invulnerable Hyper Movement --Warp x 1 --No Penetration Ranged Attack (8D [2], Spray)									
Agility: 10 [3]    Mind: 10 [3] PA: 10 [3]    MA: 10 [3] PD: 10 [3]    MD: 10 [3] Init: 10 [3]																						
X	X	X	X	X	X	X	X	X	X	X	X	X	X	28	27	26	25	24	23	22	21	20
19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO			

SuperSheet													Action Points: 23+6		Build Points: 243							
Code Name (Affiliations): Kryptonian (Superman)													Powers:									
Strength: 12 [4]    Resolve: 7 [1] PR: 12 [4]    MR: 7 [1] DMG: 12 [4]													Super-Extras --Shockwave/Super KB/2nd Sight Enhanced Senses x 3 Extra Movement x 6 Flight/Invulnerable Hyper Movement --No Penetration --Warp x 1 Ranged Attack (8D [2], Spray)									
Agility: 10 [3]    Mind: 10 [3] PA: 10 [3]    MA: 10 [3] PD: 10 [3]    MD: 10 [3] Init: 10 [3]																						
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	21	20
19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO			

SuperSheet													Action Points: 11+3		Build Points: 135							
Code Name (Affiliations): Man of Steel (Superman)													Powers:									
Strength: 8 [2]    Resolve: 11 [3] PR: 8 [2]    MR: 11 [3] DMG: 10 [2]													Extra Movement x 3 Invulnerable Melee Attack x 2 --Extra Reach x 3 Ranged Attack (7D [1])									
Agility: 4    Mind: 6 [1] PA: 4    MA: 6 [1] PD: 4    MD: 6 [1] Init: 6 [1]																						
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	25	24	23	22	21	20
19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO			

SuperSheet													Action Points: 13+6		Build Points: 193							
Code Name (Affiliations): Superboy (Legion of Superheroes, Superman)													Powers:									
Strength: 11 [3]    Resolve: 6 [1] PR: 11 [3]    MR: 6 [1] DMG: 11 [3]													Super-Extras --Shockwave/Super KB/2nd Sight Enhanced Senses x 3 Extra Movement x 6 Flight/Invulnerable Hyper Movement --Warp x 1 --No Penetration Ranged Attack (8D [2], Spray)									
Agility: 9 [2]    Mind: 4 PA: 9 [2]    MA: 4 PD: 9 [2]    MD: 4 Init: 9 [2]																						
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO			

SuperSheet													Action Points: 23+6		Build Points: 263							
Code Name (Affiliations): Superman (Justice League, Krypton)													Powers:									
Strength: 12 [4]    Resolve: 11 [3] PR: 12 [4]    MR: 11 [3] DMG: 12 [4]													Super-Extras --Shockwave/Super KB/2nd Sight Enhanced Senses x 3 Extra Movement x 6 Flight/Invulnerable Hyper Movement --Warp x 1 --No Penetration Ranged Attack (8D [2], Spray)									
Agility: 10 [3]    Mind: 10 [3] PA: 10 [3]    MA: 10 [3] PD: 10 [3]    MD: 10 [3] Init: 10 [3]																						
X	X	X	X	X	X	X	X	X	X	X	X	X	29	28	27	26	25	24	23	22	21	20
19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO			



<b>SuperSheet</b>		Action Points: 8 Build Points: 85
<b>Code Name (Affiliations):</b> <b>Changeling</b> (Teen Titans)		<b>Powers:</b> Animal Power Pool (30) --Omni-Power --Half-Slot x 5 --Only While Modifying Self Monologuer
<b>Strength:</b> 3 PR: 3 DMG: 3	<b>Resolve:</b> 5 MR: 5	
<b>Agility:</b> 4 PA: 4 PD: 4 Init: 4	<b>Mind:</b> 4 MA: 4 MD: 4	
X X X X X X X X X X X		8 7 6 5 4 3 2 1 KO

<b>SuperSheet</b>		Action Points: 10+3 Build Points: 85
<b>Code Name (Affiliations):</b> <b>Dove</b> (Teen Titans)		<b>Powers:</b> Force Field x 1 Enhanced Senses x 2 Extra Movement x 3 Instant Stand Monologuer Flight Flare --Only While in High Mana
<b>Strength:</b> 3 PR: 3 DMG: 3	<b>Resolve:</b> 6 [1] MR: 6 [1]	
<b>Agility:</b> 6 [1] PA: 6 [1] PD: 7 [1] Init: 6 [1]	<b>Mind:</b> 4 MA: 4 MD: 4	
X X X X X X X X X 11 10		9 8 7 6 5 4 3 2 1 KO

<b>SuperSheet</b>		Action Points: 10+3 Build Points: 85
<b>Code Name (Affiliations):</b> <b>Hawk</b> (Teen Titans)		<b>Powers:</b> Combat Prowess x 1 Escape Artist x 1 Extra Movement x 3 Healing --Regeneration Only
<b>Strength:</b> 6 [1] PR: 6 [1] DMG: 6 [1]	<b>Resolve:</b> 6 [1] MR: 6 [1]	
<b>Agility:</b> 6 [1] PA: 7 [1] PD: 6 [1] Init: 6 [1]	<b>Mind:</b> 4 MA: 4 MD: 4	
X X X X X 14 13 12 11 10		9 8 7 6 5 4 3 2 1 KO

<b>SuperSheet</b>		Action Points: 12+3 Build Points: 110
<b>Code Name (Affiliations):</b> <b>Nightwing</b> (Teen Titans)		<b>Powers:</b> Super Leap Climbing/Instant Stand Extra Movement x 3 Omni Power Pool (14) --Full-Slot x 1 --Powers Stay Swapped Out Ranged Attack (4D)
<b>Strength:</b> 3 PR: 3 DMG: 3	<b>Resolve:</b> 6 [1] MR: 6 [1]	
<b>Agility:</b> 7 [1] PA: 7 [1] PD: 7 [1] Init: 7 [1]	<b>Mind:</b> 5 MA: 5 MD: 5	
X X X X X X X X X 11 10		9 8 7 6 5 4 3 2 1 KO

<b>SuperSheet</b>		Action Points: 8+3 Build Points: 85
<b>Code Name (Affiliations):</b> <b>Cyborg</b> (Teen Titans)		<b>Powers:</b> Armor x 3 --Super x 1 Extra Movement x 3 Enhanced Senses x 3 Monologuer Edge x 1 Climbing/Pushing Super Leap Extra Reach x 3 Ranged Attack (5D)
<b>Strength:</b> 5 PR: 8 [1] DMG: 5	<b>Resolve:</b> 5 MR: 5	
<b>Agility:</b> 4 PA: 4 PD: 4 Init: 4	<b>Mind:</b> 4 MA: 4 MD: 4	
X X X X X X X X X 10		9 8 7 6 5 4 3 2 1 KO

<b>SuperSheet</b>		Action Points: 15+12 Build Points: 130
<b>Code Name (Affiliations):</b> <b>Flash III</b> (Justice League, Teen Titans)		<b>Powers:</b> Hyper Movement --Carry Objects --Forced Landing --Warp x 1 --No Penetration Extra Movement x 12 Instant Stand/Monologuer Ranged Attack (5D,Spray) --Super KB (KB Only) --Short Range Power
<b>Strength:</b> 3 PR: 3 DMG: 3	<b>Resolve:</b> 5 MR: 5	
<b>Agility:</b> 11 [3] PA: 11 [3] PD: 11 [3] Init: 11 [3]	<b>Mind:</b> 4 MA: 4 MD: 4	
X X X X X X X X X X		8 7 6 5 4 3 2 1 KO

<b>SuperSheet</b>		Action Points: 9 Build Points: 73
<b>Code Name (Affiliations):</b> <b>Jericho</b> (Teen Titans)		<b>Powers:</b> Mental Acuity x 3 --Super x 1 Dominate x 3 --Only While Eye Contact
<b>Strength:</b> 3 PR: 3 DMG: 3	<b>Resolve:</b> 5 MR: 5	
<b>Agility:</b> 5 PA: 5 PD: 5 Init: 5	<b>Mind:</b> 4 MA: 7 [1] MD: 4	
X X X X X X X X X X		8 7 6 5 4 3 2 1 KO

<b>SuperSheet</b>		Action Points: 14 Build Points: 145
<b>Code Name (Affiliations):</b> <b>Raven</b> (Teen Titans)		<b>Powers:</b> Healing --Costs Vitality x 1 Healing --Regeneration Only Demonic Control Pool (50) --Darkness (Half) --Hyper Movement (Half) --Mind Attack (Half,5D Max) --Dominate (Half,Fear Only) --Force Field (Half)
<b>Strength:</b> 2 PR: 2 DMG: 2	<b>Resolve:</b> 9 [2] MR: 9 [2]	
<b>Agility:</b> 3 PA: 3 PD: 3 Init: 9 [2]	<b>Mind:</b> 9 [2] MA: 9 [2] MD: 9 [2]	
X X X X X 15 14 13 12 11 10		9 8 7 6 5 4 3 2 1 KO



<b>SuperSheet</b>		Action Points: 11
		Build Points: 85
<b>Code Name (Affiliations):</b> <b>Starfire</b> (Teen Titans, Tamaran)		<b>Powers:</b> Combat Prowess x 1 Flight Ranged Attack (7D [1])
<b>Strength: 4</b> PR: 4 DMG: 4	<b>Resolve: 5</b> MR: 5	
<b>Agility: 6 [1]</b> PA: 7 [1] PD: 6 [1] Init: 6 [1]	<b>Mind: 5</b> MA: 5 MD: 5	
X X X X X X X X X X 9 8 7 6 5 4 3 2 1 KO		

<b>SuperSheet</b>		Action Points: 10
		Build Points: 100
<b>Code Name (Affiliations):</b> <b>Troia</b> (Teen Titans, Wonder Woman)		<b>Powers:</b> Super-Extras --2nd Sight Force Field x 1 --Super/Dome Combat Prowess x 1 Extra Vitality x 2 Monologuer Flare (Agility)
<b>Strength: 7 [1]</b> PR: 7 [1] DMG: 7 [1]	<b>Resolve: 5</b> MR: 5	
<b>Agility: 6 [1]</b> PA: 7 [1] PD: 7 [2] Init: 6 [1]	<b>Mind: 4</b> MA: 4 MD: 4	
X X X X X 14 13 12 11 10 9 8 7 6 5 4 3 2 1 KO		

<b>SuperSheet</b>		Action Points: 15
		Build Points: 100
<b>Code Name (Affiliations):</b> <b>Terminator</b> (Teen Titans)		<b>Powers:</b> Healing --Regeneration Only Edge/Escape Artist x 1 Super Leap/Monologuer Climbing/Instant Stand Melee Attack x 3 --Extra Reach x 3 --Super x 1
<b>Strength: 4</b> PR: 4 DMG: 7 [1]	<b>Resolve: 5</b> MR: 5	
<b>Agility: 8 [1]</b> PA: 8 [1] PD: 8 [1] Init: 8 [1]	<b>Mind: 6 [1]</b> MA: 6 [1] MD: 6 [1]	
X X X X X X X X X X 9 8 7 6 5 4 3 2 1 KO		

<b>SuperSheet</b>		Action Points: 10
		Build Points: 85
<b>Code Name (Affiliations):</b> <b>Wonder Girl</b> (Teen Titans, Wonder Woman)		<b>Powers:</b> Armor x 2 --Super x 1 Combat Prowess x 1 Elasticity (Lasso) --Only While Grabbing Monologuer
<b>Strength: 7 [1]</b> PR: 9 [2] DMG: 7 [1]	<b>Resolve: 5</b> MR: 5	
<b>Agility: 6 [1]</b> PA: 7 [1] PD: 6 [1] Init: 6 [1]	<b>Mind: 4</b> MA: 4 MD: 4	
X X X X X X X 12 11 10 9 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 11
		Build Points: 85
Code Name (Affiliations): Bat Girl (Batman)		Powers:
Strength: 3	Resolve: 5	Force Field x 1
PR: 3	MR: 5	Escape Artist x 1
DMG: 3		Climbing/Instant Stand
		Monologuer
Agility: 6 [1]	Mind: 5	Omni Power Pool (15)
PA: 6 [1]	MA: 5	--Ultra-Slot x 1
PD: 7 [1]	MD: 5	--Powers Stay Swapped Out
Init: 6 [1]		
X X X X X X X X X X X		8 7 6 5 4 3 2 1 KO

SuperSheet		Action Points: 16+8
		Build Points: 140
Code Name (Affiliations): Batman (Justice League)		Powers:
Strength: 4	Resolve: 7 [1]	Super-Mind x 2
PR: 4	MR: 7 [1]	--Lightning Strategist x 3
DMG: 4		Extra Movement x 8
		Super Leap/Climbing
Agility: 8 [1]	Mind: 7 [1]	Instant Stand/Monologuer
PA: 8 [1]	MA: 7 [1]	Omni Power Pool (20)
PD: 8 [1]	MD: 7 [1]	--Full-Slot x 1
		--Half-Slot x 1
		--Powers Stay Swapped Out
	Init: 10 [1]	
X X X X X X X		13 12 11 10 9 8 7 6 5 4 3 2 1 KO

SuperSheet		Action Points: 11+3
		Build Points: 75
Code Name (Affiliations): Robin III (Batman)		Powers:
Strength: 2	Resolve: 5	Escape Artist x 1
PR: 2	MR: 5	Super Leap
DMG: 3		Extra Movement x 3
		Climbing/Instant Stand
Agility: 7 [1]	Mind: 4	Melee Attack x 1
PA: 7 [1]	MA: 4	--Extra Reach x 2
PD: 7 [1]	MD: 4	Ranged Attack (3D)
Init: 7 [1]		
X X X X X X X X X X X		X X 7 6 5 4 3 2 1 KO



<b>SuperSheet</b>															Action Points: 6+2							
															Build Points: 85							
Code Name (Affiliations): Billy Batson (Captain Marvel)															Powers: Escape Artist x 2 Extra Movement x 2							
Strength: 2      Resolve: 15 [5]																						
PR: 2      MR: 15 [5]																						
DMG: 2																						
Agility: 3      Mind: 3																						
PA: 3      MA: 3																						
PD: 3      MD: 3																						
Init: 3																						
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	27	26	25	24	23	22	21	20
19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO			

<b>SuperSheet</b>															Action Points: 18+4							
															Build Points: 180							
Code Name (Affiliations): Captain Marvel (Independent)															Powers: Super-Strength x 3 --Shockwave/Super Knockback Flight --Carry Objects x 1 Hyper Movement Extra Movement x 4 Alternate Form --Alter-Ego Only Invulnerable							
Strength: 10 [3]      Resolve: 6 [1]																						
PR: 10 [3]      MR: 6 [1]																						
DMG: 10 [3]																						
Agility: 11 [3]      Mind: 6 [1]																						
PA: 11 [3]      MA: 6 [1]																						
PD: 11 [3]      MD: 6 [1]																						
Init: 11 [3]																						
X	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO			

<b>SuperSheet</b>															Action Points: 7							
															Build Points: 85							
Code Name (Affiliations): Captain Marvel (Unaffiliated)															Powers: Armor x 3 Energy Control Pool (31) --Extra Movement (Half) --Hypermovement (Full) --Flight (Half) --Invisibility (Half) --Darkness (Full) --Density Decrease (Half) --Ranged Attack (Full,Max 8D [2])							
Strength: 2      Resolve: 2																						
PR: 5      MR: 2																						
DMG: 2																						
Agility: 4      Mind: 3																						
PA: 4      MA: 3																						
PD: 4      MD: 3																						
Init: 4																						
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	4	3	2	1	KO			



<b>SuperSheet</b>		Action Points: 19 Build Points: 130
<b>Code Name (Affiliations):</b> Alan Scott (All-Star Squadron, Justice Society, Infinity Inc., Green Lantern Corps)		<b>Powers:</b> Ring Control Pool (44)  --Omni-Power --Full-Slot x 1 --Half-Slot x 2 --Burnout-1
<b>Strength:</b> 3 PR: 3 DMG: 3	<b>Resolve:</b> 5 MR: 5	
<b>Agility:</b> 5 PA: 5 PD: 5	<b>Mind:</b> 11 [3] MA: 11 [3] MD: 11 [3] Init: 11 [3]	
X X X X X X X X X X X 8 7 6 5 4 3 2 1 KO		

<b>SuperSheet</b>		Action Points: 20 Build Points: 171
<b>Code Name (Affiliations):</b> Controller (Green Lantern Corps)		<b>Powers:</b> Ring Control Pool (50)  --Omni-Power --Full-Slot x 1 --Half-Slot x 3 Invulnerable
<b>Strength:</b> 3 PR: 3 DMG: 3	<b>Resolve:</b> 9 [2] MR: 9 [2]	
<b>Agility:</b> 4 PA: 4 PD: 4	<b>Mind:</b> 12 [4] MA: 12 [4] MD: 12 [4] Init: 12 [4]	
X X X 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 KO		

<b>SuperSheet</b>		Action Points: 16 Build Points: 120
<b>Code Name (Affiliations):</b> Guy Gardner (Green Lantern Corps, Justice League)		<b>Powers:</b> Ring Control Pool (35)  --Omni-Power --Full-Slot x 1 --Half-Slot x 2 --Burnout-1
<b>Strength:</b> 3 PR: 3 DMG: 3	<b>Resolve:</b> 6 [1] MR: 6 [1]	
<b>Agility:</b> 5 PA: 5 PD: 5	<b>Mind:</b> 9 [2] MA: 9 [2] MD: 9 [2] Init: 9 [2]	
X X X X X X X X X 11 10 9 8 7 6 5 4 3 2 1 KO		

<b>SuperSheet</b>		Action Points: 19 Build Points: 150
<b>Code Name (Affiliations):</b> John Stewart (Green Lantern Corps, Justice League)		<b>Powers:</b> Ring Control Pool (46)  --Omni-Power --Full-Slot x 1 --Half-Slot x 2 --Burnout-1
<b>Strength:</b> 3 PR: 3 DMG: 3	<b>Resolve:</b> 8 [2] MR: 8 [2]	
<b>Agility:</b> 5 PA: 5 PD: 5	<b>Mind:</b> 11 [3] MA: 11 [3] MD: 11 [3] Init: 11 [3]	

<b>SuperSheet</b>		Action Points: 20 Build Points: 200
<b>Code Name (Affiliations):</b> Appa Ali Apsa (Green Lantern Corps)		<b>Powers:</b> Ring Control Pool (71)  --Omni-Power --Full-Slot x 1 --Half-Slot x 5 Invulnerable
<b>Strength:</b> 2 PR: 2 DMG: 2	<b>Resolve:</b> 10 [3] MR: 10 [3]	
<b>Agility:</b> 3 PA: 3 PD: 3	<b>Mind:</b> 13 [4] MA: 13 [4] MD: 13 [4] Init: 13 [4]	
X 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 KO		

<b>SuperSheet</b>		Action Points: 20 Build Points: 180
<b>Code Name (Affiliations):</b> Guardians of the Universe (Green Lantern Corps)		<b>Powers:</b> Ring Control Pool (60)  --Omni-Power --Full-Slot x 1 --Half-Slot x 4 Invulnerable Edge x 1
<b>Strength:</b> 2 PR: 2 DMG: 2	<b>Resolve:</b> 9 [2] MR: 9 [2]	
<b>Agility:</b> 3 PA: 3 PD: 3	<b>Mind:</b> 13 [4] MA: 13 [4] MD: 13 [4] Init: 13 [4]	
X X X X 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 KO		

<b>SuperSheet</b>		Action Points: 21 Build Points: 163
<b>Code Name (Affiliations):</b> Hal Jordan (Green Lantern Corps, Justice League)		<b>Powers:</b> Ring Control Pool (50)  --Omni-Power --Full-Slot x 1 --Half-Slot x 3 --Burnout-1
<b>Strength:</b> 3 PR: 3 DMG: 3	<b>Resolve:</b> 8 [2] MR: 8 [2]	
<b>Agility:</b> 5 PA: 5 PD: 5	<b>Mind:</b> 12 [4] MA: 12 [4] MD: 12 [4] Init: 12 [4]	
X X X X 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 KO		

<b>SuperSheet</b>		Action Points: 14 Build Points: 140
<b>Code Name (Affiliations):</b> Kilowog (Green Lantern Corps, Justice League)		<b>Powers:</b> Ring Control Pool (33)  --Omni-Power --Full-Slot x 1 --Half-Slot x 1 --Burnout-1 Invulnerable
<b>Strength:</b> 7 [1] PR: 7 [1] DMG: 7 [1]	<b>Resolve:</b> 8 [2] MR: 8 [2]	
<b>Agility:</b> 3 PA: 3 PD: 3	<b>Mind:</b> 9 [2] MA: 9 [2] MD: 9 [2] Init: 9 [2]	



X	X	X	X	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO	
<b>SuperSheet</b>										Action Points: 13										
										Build Points: 98										
<b>Code Name (Affiliations):</b>										<b>Powers:</b>										
Manhunter (Green Lantern Corps)										Armor x 1										
Strength: 7 [1]										Combat Prowess x 1										
Resolve: 7 [1]										Ranged Attack (5D)										
PR: 8 [1]										--No Range										
MR: 7 [1]										--Only While KO'd										
DMG: 7 [1]										--One-Shot										
Agility: 6 [1]																				
Mind: 6 [1]																				
PA: 7 [1]																				
MA: 6 [1]																				
PD: 6 [1]																				
MD: 6 [1]																				
Init: 6 [1]																				
X	X	X	X	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO

19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO
<b>SuperSheet</b>										Action Points: 18									
										Build Points: 147									
<b>Code Name (Affiliations):</b>										<b>Powers:</b>									
Sinestro (Independent, Green Lantern Corps)										Ring Control Pool (42)									
Strength: 3										--Omni-Power									
Resolve: 8 [2]										--Full-Slot x 1									
PR: 3										--Half-Slot x 2									
MR: 8 [2]										--Burnout-1									
DMG: 3										Monologuer									
Agility: 5										Invulnerable									
Mind: 10 [3]																			
PA: 5																			
MA: 10 [3]																			
PD: 5																			
MD: 10 [3]																			
Init: 10 [3]																			
X	X	X	X	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO



# SuperSheet

Action Points: 20

Build Points: 200

Code Name (Affiliations):

Doomsday (Independent)

Strength: 12 [4]

PR: 14 [5]

DMG: 13 [4]

Resolve: 8 [2]

MR: 8 [2]

Agility: 9 [2]

PA: 9 [2]

PD: 9 [2]

Init: 9 [2]

Mind: 9 [2]

MA: 9 [2]

MD: 9 [2]

Powers:

Super-Extras

--Shockwave/Super Knockback

Armor x 2

--Super x 1

Extra Vitality x 2

Super Leap

--Extra Bounce x 1

Invulnerable

Melee Attack x 1

--Soul Fire

X	X	X	X	X	X	X	X	X	X	X	X	X	X	26	25	24	23	22	21	20
19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO	



# SuperSheet

Action Points: 22+12

Build Points: 287

## Code Name (Affiliations):

Darkseid (Apokolips)

## Powers:

Healing/Invulnerable  
Monologuer  
Hyper Movement  
--Carry Objects x 5  
--Forced Landing/Hyper Attack  
--Speed Burst/Warp x 3  
--Burnout-1  
Extra Movement x 12  
Ranged Attack (13D [4])

Strength: 12 [4]

Resolve: 10 [3]

PR: 12 [4]

MR: 10 [3]

DMG: 12 [4]

Agility: 6 [1]

Mind: 12 [4]

PA: 6 [1]

MA: 12 [4]

PD: 6 [1]

MD: 12 [4]

Init: 12 [4]

X	X	X	X	X	X	X	X	X	X	X	X	28	27	26	25	24	23	22	21	20
19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO	



# SuperSheet

Action Points: 10  
Build Points: 85

## Code Name (Affiliations):

Lex Luthor (Independent)

Strength: 3

PR: 3

DMG: 5

Resolve: 5

MR: 5

Agility: 3

PA: 3

PD: 3

Mind: 6 [1]

MA: 6 [1]

MD: 6 [1]

Init: 6 [1]

## Powers:

Omni Power Pool (20)

--Full-Slot x 1

--Powers Stay Swapped Out

Escape Artist x 1

Monologuer

Invulnerable

Melee Attack x 2

X X X X X X X X X X X X 8 7 6 5 4 3 2 1 KO



# SuperSheet

Action Points: 13+2

Build Points: 125

## Code Name (Affiliations):

**Lobo** (Independent)

## Powers:

Super-Mind x 1

--Second Sight

Armor x 2

--Super x 1

Combat Prowess x 1

Healing

--Regeneration Only

Extra Movement x 2

Monologuer

Invulnerable

**Strength:** 9 [2]

**Resolve:** 7 [1]

PR: 11 [3]

MR: 7 [1]

DMG: 9 [2]

**Agility:** 6 [1]

**Mind:** 6 [1]

PA: 7 [1]

MA: 6 [1]

PD: 6 [1]

MD: 6 [1]

Init: 6 [1]

X	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO
---	----	----	----	----	----	----	----	----	----	---	---	---	---	---	---	---	---	---	----