The Superhero Interview – Ten Questions to Success!

What motives you?
Motivation is what gives life to those flat statistics on your character sheet. Without knowing what prompts your character to take certain actions instead of others, you’ll find it unnecessarily challenging to make that character come to life. For example, if you were aware of a convicted murderer drowning, would you attempt to rescue them? This is the kind of situation you could come up against. Listed below are several common motivations, perhaps one of them fits your character.

- **Upholding the Good** – strongly defends their belief in compassion, justice, truthfulness, and has a resolute faith in society’s laws (Superman)
- **Responsibility of Power** – believes that with great power comes great responsibility; that they are an example to others and should act accordingly (Green Lantern)
- **Seeking Justice** – completely dedicated to a quest; does willingly subvert society’s laws to seek out criminals, matching deed for deed, violence with violence (Batman)
- **Thrill of Adventure** – takes extreme chances in combat and enjoys every minute of it; sometimes considered flippant or reckless, but still follows a strict code of behavior (Superboy)
- **Unwanted Power** – this hero in no way desires abnormal powers and abilities; a reluctant hero who often joins a team, seeking acceptance or freedom from their perceived strangeness (Cyborg)
- **Responsibility of Legacy** – feels a sense of obligation to carry on an individuals legacy; some individuals may become heroes to atone for an evil legacy they have inherited; sometimes taking on the responsibility reluctantly, sometimes enthusiastically (Flash, formerly Kid Flash)
- **Financial Gain or Notoriety** – actions determined by selfish ambition; still follows a heroic pattern of behavior, but ultimate goal is wealth or popularity (Booster Gold)

How would you describe yourself?
Do you have a secret identity or is your real name public knowledge? What kind of personality do you have? Are you: introverted or extroverted, pessimistic or optimistic, fun loving or serious, liberal or conservative, courageous or fearful, humble or haughty, patient or impulsive, and so on. Do you have different personalities in public versus private, as a superhero versus in your secret identity? Do you have any notable characteristics or visible manifestations of your personality? For example: unique speaking style, uncommon hobbies, mannerisms, habits, or physical features.

Where are you from?
What is your hometown? What country are you from? Is it the United States? If so, which city and state? Was it a small town or a bustling metropolis? What kind of neighborhood did you grow up in? When was the last time you went back to your old stomping grounds? The DC Universe contains many cities and locations that do not exist in the real world. After these ten questions, there is a listing of some of the more famous locations unique to the DC Universe. Perhaps you are from a real world location, one of DC’s original geographical sites, or a city of your own creation.

What was it like growing up?
Who raised you? Was it your immediate family, a relative, or someone else? Do you remember your childhood? Was it pleasant or abusive? Are the individuals who raised you still alive? What is your relationship with them? Were you wealthy growing up or living on the brink of poverty? What is your financial status now? What kind of educational background do you have? Did you drop out of high
school, learn through a home schooling program, earn a doctorate from an Ivy League school, or grow up on the streets and attend the school of hard knocks?

**What kind of work experience do you have?**
What was your first job? What was your most favorite and least favorite job? Were you ever a fry cook at the local fast food restaurant? Did you ever sell Superhero Insurance to businesses in the downtown area? Were you ever in the military? If so, what experiences did you have and are you still active? Have you ever been part of a super team before? Do you have a criminal background? If so, is that public knowledge?

**What kind of skills and abilities do you possess that would benefit our organization?**
How did you get your powers? Were you born with them? Did they naturally develop with age or did you have to develop them? Did you benefit from some scientific wonder that granted you your abilities? If so, was it accidental or intentional? Are your abilities derived from some technological device? Did magic or mysticism play a hand in your developing abilities? Did you learn these abilities from someone else? If so, what is your current relationship with your mentor? What happened the first time your powers manifested themselves and how long ago was that? Has there ever been an incident when you were ashamed of the way you used your power? Has anyone ever overreacted to your abilities? If so, was it overenthusiastic interest or an expression or horror and disgust?

**Have you had an experience that changed your life?**
Was there an upsetting death in your family or falling out with your relatives? Have you or someone you cared about suffered a tragic accident? Have you ever witnessed or been part of a memorable experience with other superheroes? What about supervillains? Have you ever been in love? Are you currently involved romantically? Has anyone ever broken your heart? Do you have any unpleasant break-ups in your past and does someone from a previous relationship hold a grudge against you?

**Do you keep up with current events?**
Are there any Metahumans that you idolize? Do you have any favorite superheroes or celebrities? Where were you the day Superman died defending Metropolis from the monster called Doomsday (approximately four years ago)? Where were you when Coast City was destroyed and seven million people lost their lives (approximately three and a half years ago)? Did you vote for Lex Luthor for President of the United States? Where were you on September 11, 2001?

**What would your friends say about you? What would your enemies say?**
What would your friends and family say about you when asked? What would your professional colleagues and teammates say? What about your enemies, what would their opinion be? What kind of friends, allies, and contacts do you have? Are they trustworthy? Are they influential in the community? Do you have an organized crime informant?

**Where do you see yourself in five years?**
What are your goals? How will you achieve them? Will you still be a hero in five years? Will you be retired from the superhero lifestyle? Will you still be with your current superhero team? Are you ambitious enough to become the chairperson of the JLA someday? Will you go out in a blaze of glory? Will you be married, have kids, and a house with a picket fence?
**Geographic locations unique to the DC Universe (circa December 2001)**

**Atlantis (Poseidonis & Tritonis), Atlantic Ocean** – the world’s oldest culture. Atlantis’s influence extends to all corners of the deep, though it’s principal cities and seat of power lie beneath the Atlantic Ocean. It’s monarch, Aquaman, divides his time between royal duties and JLA adventures. It has been an era of strife and hostility for the underwater nation. They have suffered numerous invasions, war with surface world countries, and now an even greater tragedy. The conclusion of “Our Worlds at War” left the cities of Poseidonis and Tritonis missing. A spell cast by Atlantean resident Tempest went terribly awry and now the kingdom, her subjects, and their king have vanished. Where Atlantis resided, a great chasm remains in the ocean. This hole strangely holds back great walls of water from filling the empty space.

Usual protectors: Aquaman, Tempest (formerly Aqualad), Mera, Dolphin

**Bludhaven, New Jersey** – Gotham’s sister city is a lawless town famous for widespread corruption and as a stronghold for organized crime.

Usual protector: Nightwing

**Central City, Missouri** – twin city to Keystone, it became a thriving metropolitan area thanks to the major rail lines passing through town. It’s well known for it’s innovative architecture and strange super villains that flocked to Central City just to test their mettle against the Flash.

Usual protector: Flash (second – deceased)

**Coast City, California** – near San Francisco, Coast City was known as a major center of international trade, industrial electronics, finance and as one of the busiest seaports on the west coast. Three and half years ago, the alien conqueror Mongul and the evil Cyborg Superman utterly destroyed Coast City, killing over seven million people in mere moments. Engine City was constructed in its place; its purpose was to be the first step in transforming Earth into the new Warworld. A resurrected Superman and allies defeated the villains and dismantled Engine City. Where Coast City once stood, now lays a desolate desert; the only structure being an eternal flame memorial to the citizens of this fallen city.

Usual protector: Green Lantern (Hal Jordan – deceased – now the second Spectre)

**Fawcett City, unnamed state** – a throwback to a simpler age. Much of the architecture and culture of Fawcett City seems to have stood still since the 1940’s.

Usual protectors: Captain Marvel, Mary Marvel, Captain Marvel Jr.

**Gateway City, unnamed state** – a city known for its towering beauty and temperate climate. Built on the shore of a vast ocean inlet, it has served as more than a gateway to the interior of the western United States, it has become a renowned as a place where travelers come to find a new direction for their lives.

Usual protectors: formerly Wonder Woman (daughter of WWII-era Wonder Woman)

**Gorilla City, Africa** – home to a race of superintelligent gorillas with a highly advanced civilization. They have devised technology that far surpasses the accomplishments of human society, including a protective force field that renders the city invisible to physical and electronic detection. The existence of Gorilla City is not known to general public.

**Gotham City, New Jersey** – this venerable city has undergone a series of recent disasters, including a plague, earthquake, and culminating in the recent “No Man’s Land” era in which the city was cut off and left for dead. Many of Batman’s greatest foes now look to resume operations as the city rejoins the nation and is rebuilt by Lexcorp.

Usual protectors: Batman, Robin, Batgirl (second), Huntress, Azrael, Oracle, Hitman
Happy Harbor, Rhode Island – a quaint little harbor town that wouldn’t even earn a mention if it weren’t for its superhero history. The JLA’s first headquarters, the Secret Sanctuary cave, is located here. Over the years this cave has housed the JLA, the Doom Patrol, the JLI, and most recently Young Justice.
Usual protectors: Snapper Carr, Hourman (android from 853rd century – created by original Hourman’s company)

Hub City, Illinois – a sprawling urban jungle with a reputation for corruption that exceeds even Blüdhaven. The rest of the American populace generally looks down upon the chiefly ethnic inhabitants.
Usual protector: The Question

Ivy Town, Connecticut – sister to Calvin City and famous for Ivy University (an Ivy League school). Ivy U is considered second only to MIT in the category of scientific and technological institutions.
Usual protectors: Atom (second) and any hero he may be tutoring in power use

Keystone City, Kansas – Central’s sister city is well known for it’s aircraft manufacturing, railways, and other heavy industry. The Fiddler, the Thinker and the Shade once used a high-technology fiddle to send Keystone to another dimension and to remove knowledge of the city from the memories of the world. The original and second Flash freed Keystone after two decades of being displaced.
Usual protectors: Flash (formerly Kid Flash), Flash (original)

Leesburg, Virginia – a sleepy small town that seems to be home for many lost souls. Seemingly a pleasant, peaceful Northeastern town, it harbors many a dark secret, including a great amount of mystical activity that seems to draw people there.
Usual protectors: Supergirl, Comet

Manchester, Alabama – an unassuming small Southern town with an unusually high amount of supervillain activity
Usual protectors: Impulse, Max Mercury

Metropolis, Delaware - population: 10,920,000 – the City of Tomorrow was recently “upgraded” by techno-villain Brainiac 13. The bold new skyline retains many mysteries and Lexcorp is copyrighting them as quickly as possible.
Usual protectors: Superman, Steel, S.T.R.I.P.E. (formerly Stripsey), and Gangbuster

New York City, New York – unchanged from the real world New York, but worth noting due to the numerous active superheroes.
Usual protectors: Justice Society of America, The Titans, Green Lantern and Jade, Wonder Woman, Black Canary, Blue Beetle, Warrior and patrons of the bar “Warriors”, Power Girl, Firestorm and Firehawk

Opal City, unnamed state – This eastern city is well known for its culture, intellectual community, and its gleaming spires
Usual protectors: Starman (son of original Starman - retired), Black Condor (second), Elongated Man, Shade (reformed villain)

Paradise Island – Themyscira, Bermuda Triangle
Isolated for centuries, the Amazons of Themyscira worship Gaea and preach the word of peace.
Usual protectors: Wonder Woman (both), Artemis

Star City, California – one of the great cities of the west coast, it’s well known for the museums, architecture, and the Star City Symphonic Orchestra.
Usual protectors: Green Arrow (original)
Teams and organizations of the DC Universe (circa December 2001)

**Justice League of America**
**Members:** Superman; Batman; Wonder Woman (daughter of WWI-era Wonder Woman); Martian Manhunter; Flash (formerly Kid Flash); Green Lantern (Kyle Rayner); Plastic Man; Atom (second)
**Inactive members:** Aquaman (currently missing); Orion; Big Barda; Huntress; Oracle (formerly original Batgirl); Steel; Aztek; Green Arrow (son of original Green Arrow); Hourman (android from 853rd century – created by original Hourman’s company); Tomorrow Woman (deceased); Zauriel
**Located:** JLA Watchtower – The Moon
**Note:** The premiere Super-hero team

**Justice Society of America**
**Members:** Sand (formerly Sandy the Golden Boy – sidekick to original Sandman); Sentinel (original Green Lantern); Flash (original); Wildcat (original); Black Canary (JLA founding member & daughter of original Black Canary); Hawkman (original); Hawkgirl (reincarnation of original); Doctor Fate (formerly Silver Scarab of Infinity Inc. - son of original Hawkman & Hawkgirl); Atom Smasher (formerly Nuklon of Infinity Inc.); Mr. Terrific (new); Doctor Mid-Nite (new); Star-Spangled Kid (step-daughter of Stripsy); J.J. Thunder; Black Adam
**Inactive members:** Starman (son of original Starman - retired); Hourman (android from 853rd century – created by original Hourman’s company); Wonder Woman (Hippolyta – mother of current Wonder Woman - deceased)
**Located:** JSA Museum and Memorial – New York City
**Note:** While an active and popular team during WWII, the reputation of this new incarnation is second only to the JLA.

**The Titans**
**Members:** Nightwing (formerly original Robin); Troia (formerly original Wonder Girl – sister of Wonder Woman and daughter of Hippolyta); Arsenal (formerly Speedy – adopted son of original Green Arrow); Tempest (formerly Aqualad); Jesse Quick (daughter of Johnny Quick & Liberty Belle); Argent
**Inactive members:** Flash (formerly Kid Flash); Damage (son of original Atom); Cyborg; Starfire
**Located:** Titans Tower – New York City

**The Titans L.A.**
**Members:** Beast Boy (formerly Changeling); Cyborg; Flamebird; Bushido
**Located:** Los Angeles

**Young Justice**
**Members:** Snapper Carr; Wonder Girl (new); Superboy; Secret; Slo-bo (teenage version of Lobo); Empress
**Inactive members:** Robin (third); Impulse; Red Tornado; Arrowette (daughter of original Arrowette)
**Located:** Hamilton Lodge & Resort – Catskills Mountains; formerly the JLA Secret Sanctuary cave – Happy Harbor

**Birds of Prey**
**Members:** Oracle (formerly original Batgirl); Black Canary (JLA founding member & daughter of original Black Canary)
**Past Allies:** Blue Beetle (second); Power Girl; Huntress; Militia
**Located:** Oracle – Gotham City; Black Canary – New York, but operates globally
**Note:** Existence is not known to general public
**Sentinels of Magic**  
**Members:** Doctor Occult; Zatanna (daughter of Zatara); Deadman; Bloodwynd; Tempest (formerly Aqualad); Ragman; Madame Xanadu; Enchantress  
**Inactive members:** Faust (son of Felix Faust); Blue Devil (deceased); Sentinel (original Green Lantern); Phantom Stranger; Doctor Fate (formerly Silver Scarab of Infinity Inc. - son of original Hawkman & Hawkgirl); The Spectre (formerly Green Lantern Hal Jordan)  
**Note:** Not really a team, more a group of individuals that band together during times of crisis

**Doom Patrol**  
**Members:** Cliff Steele (second Robotman); Fever; Kid Slick; Freak; Fast Forward

**The Power Company**  
**Members:** Josiah Power; Striker Z; Witchfire; Skyrocket; Bork; Manhunter (new); Sapphire  
**Located:** San Francisco

**Office of Metahuman Affairs**  
Government agency made up of several branches  
- **Department of Extranormal Operations**  
  - Taskforce Delta  
    - Suicide Squad (Covert Operations)  
    - Knightwatch (High-power combat response and security)  
    - The Orphanage (Education and training of exceptional youth)  
    - WABE (Analysis and containment of exotic nonhuman terrestrial life)  
- **National Metahuman Research Foundation**  
  - Project Cadmus (Meta-gentics)  
  - S.T.A.R. Labs (Exceptional technologies)  
  - Institute for Metahuman Studies (Social effects of Metahuman phenomenon)

**Members:** Amanda Waller (Secretary of Metahuman Affairs); DEO Director Bones (formerly Mr. Bones of Helix); Agent Cameron Chase (DEO); Sgt. Rock (Suicide Squad)