

ROOKIE GREEN



A
GREEN LANTERN CORPS
CAMPAIGN

ROOKIE GREEN

A



CAMPAIGN

BY

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VERSION HISTORY

0.2 (XX-09-2011):

- added Version History; Construct Limbs/Body and Construct Theme Qualities; Energy Level; Kilowog, Rookie, Experienced and Veteran Lantern write-ups
- changed character point totals and Drama point total for non-powered characters

0.1 (27-08-2011): version used to start the campaign

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INTRODUCTION

You have the ability to overcome great fear. I am a power ring sent by the Guardians of the Universe. We will travel to Oa. There you will be trained as a member of the Green Lantern Corps.

-- GLC recruitment message

In **ROOKIE GREEN**, the player characters (PCs) are new members of the Green Lantern Corps (GLC); recruited to replenish the organization's ranks after the Sinestro Corps War resulted in the death of 432 Lanterns.

As such, they start the campaign as "White Circles", recruits who have not yet graduated from basic training and do not have the GLC insignia in their uniform. If they succeed in their graduation mission, they are promoted to full Lanterns.

NEW PATHS

In the wake of the war, the Guardians wrote ten new laws in the Book of Oa. The first two allowed the Lanterns to employ deadly force against the Sinestro Corps and any other enemy of the GLC, respectively.

The Guardians also created the Alpha Lanterns, cybernetically-modified Green Lanterns who are bonded with a power battery and function as the Corps internal affairs division.

In **ROOKIE GREEN**, they also decide to increase the ability of the Corps to quickly respond to new threats by implementing Tactical Support Teams or Rangers, as they are popularly known.

RANGERS

Rangers function much like the Honor Guard in that they are a free unit that is assigned specific missions, usually to provide back up to sector Lanterns.

A Ranger squad is the first response a sector Lantern gets when he asks for support. If even the Rangers cannot solve the problem, then the Honor Guard steps in. As of the start of **ROOKIE GREEN**, the Guardians have created six squads.

Instead of being assigned to a sector, the PCs are chosen to integrate the newly created Tactical Support Teams, specifically the fifth Ranger squad.

If the PCs perform well as Rangers, they can eventually be promoted into the Honor Guard, becoming respected members of that elite group of Lanterns that includes Earthmen Guy Gardner and Kyle Rayner.

SYSTEM

ROOKIE GREEN uses Unisupers, a hack of Unisystem that incorporates elements from *DC Heroes* and

Mutants & Masterminds. This file contains only information specific to the campaign. For the full Unisupers engine, check out the PDF.

SUMMARY OF CHAPTERS

Introduction contains these introductory remarks.

Characters details character creation, including character points available; new skills, Qualities and Drawbacks; plus additional Drama point uses and rules.

Power Ring describes the Green Lanterns' weapon.

People lists important non-player characters in the campaign.

Appendix includes Progression Table values for use in **ROOKIE GREEN**.





CHARACTERS

Characters in *ROOKIE GREEN* are built with 70 points, following this distribution:

| | |
|-------------------|---------|
| Attributes | 20* |
| Qualities | 20 |
| Drawbacks | 10 |
| Skill | 25 |
| Drama | 10/20** |

* Green Lanterns actually have 25 points to spend on Attributes. But since they must have a minimum Willpower level of 6, five points are already locked into Willpower 5, which is boosted to 6 with the bonus from the Green Lantern Quality.

Most Lanterns have Willpowers of 6-8. Here are a few examples.

| Lantern | WILL |
|--------------|------|
| Abin Sur | 8 |
| Arisia | 8 |
| Guy Gardner | 7 |
| Hal Jordan | 10 |
| John Stewart | 8 |
| Kilowog | 7 |
| Kyle Rayner | 9 |
| Tomar-Re | 9 |

** Characters that do not use their Quality points to buy Attribute bonuses or racial powers, start the game with 20 Drama points.

NEW QUALITIES AND DRAWBACKS

These Qualities and Drawbacks are *ROOKIE GREEN*-specific -- training packages, alien species, and the like. They've been kept separate from the regular Qualities and Drawbacks simply because they don't apply to every game.

Construct Limbs/Body Variable Quality

Sometimes, a Lantern will lose a limb in the



line of duty or be recruited to the Corps after suffering such a wound. Although many civilizations have advanced prosthetic technology, it is not uncommon for these Lanterns to use their power rings to recreate their lost limbs. Those that have this Quality are so adept at it, they can do so without spending an appreciable amount of energy or concentration. The cost of Construct Limbs/Body depends on the amount of body parts that must be simulated. A Lantern without this Quality can still replicate lost limbs, but he must spend Force Manipulation ranks equal to the Quality's cost.

1 point: a small part (hand, eye, etc.)

2 points: one medium part or a set of small ones (arm, both eyes, etc.)

3 points: a large part (both arms, both legs, one arm and one leg)

4 points: all limbs

5 points: full body

Construct Theme

2-point/level Quality

You have an affinity with a certain theme and it shows in your force constructs. For 2 points, whenever you create a construct that follows that theme, you get extra points of Force Manipulation to use. The amount depends on the scope of your theme. A broad theme gives you one extra point, a narrow one gathers you two points, and a restricted one grants three points. Below, you can find examples of the three:

Broad: animals, vehicles, weapons

Narrow: predators, mecha, melee weapons
Restricted: felines, specific models, blades

Green Lantern

Free (3-point) Quality (PR: Will 5+)

You are a member of the Green Lantern Corps, the peacekeepers of the galaxy, an organization that stretches back in time for billions of years. You have been selected to wield a power ring due to your strong willpower and ability to overcome great fear. Without additional charge or value, Green Lanterns gain +1 to Willpower; +2 skill levels to Power Ring; and a 3-point Obligation to the Corps. This Quality also includes two levels of Resistance to fear effects. Remember that succumbing to fear makes the power ring ineffective against the color yellow.

Green Lantern Rank

1-point/level Quality or Drawback

Your character is one of over seven thousand Lanterns. The value of a Rank ranges from -1 to 5, and costs one point per level (or grants one point at the lowest level). Keep in mind that high Rank also entails numerous duties that may restrict your character's actions even more than very low Rank.

| Rank | Description |
|------|---------------------------------|
| -1 | White Circle |
| 0 | Full Lantern |
| 1 | Drill instructor |
| 2 | Cryptkeeper, Archivist Superior |
| 3 | Illustres (Honor Guard) |
| 4 | Clarissi/Torchbearer |
| 5 | Corps Leader |

Power Ring Focus

2-point Quality

You have an innate talent for one specific non-combat application of the power ring. It can be anything and will usually cover an ability you can activate through the Omni-power ability (p. 7), like healing, reading minds, etc. When using your ring with this purpose, you gain +3 bonus.

Ring Link

1-point/level Quality

The character has a deeper connection to his power ring than the average Lantern. Because of that, he is able to operate it remotely at a greater distance than normal. Every level in this Quality negates one level of distance in the Progress Table for using the ring while away from it.

Inconvenient Form

2-point Drawback

Although alien species are as varied in form as in culture, most share certain basic characteristics. For example, lots of Lanterns are from humanoid species. This Drawback should be taken by those aliens whose physical form is so different it warrants special needs, like not having manipulators or being too big or too small.



SPECIES

The GLC draws recruits from all over the universe. As such, it is unusual, although not impossible, to have two Lanterns from the same

species. The most notable exception is humans, of which there are four in the Corps.

Because of that, it is likely the PCs will come from alien species. However, just because they have exotic appearances, it does not mean that the PCs' species require mechanical differences.

If a player wants bonuses or penalties to Attributes or racial powers, these can be gained by spending Quality points on the appropriate powers. No species can have bonuses to Willpower.

SKILLS

ROOKIE GREEN uses the cinematic skill list with two new skills: Power Ring and Space.

Skill List

Art, Acrobatics, Athletics, Blaster, Brawling, Computers, Crime, Influence, Knowledge, Languages, Medicine, Melee, Notice, Occultism, Piloting, Power Ring, Sciences, Space, Survival, Technology, Wild Card

Power Ring

This is the ability used to control a power ring. DEX + Power Ring is used to fire blasts of energy, but PER + Power Ring is employed when using a force construct to attack. INT + Power Ring allows the user to know technical information about the rings. WILL + Power Ring is used in Lantern Duels (p. XX) and to boost the ring's power.



Unskilled use of a power ring is extremely difficult and tiring. It requires a WILL-3 roll every time and the effective WILL that can be used is equal to successes gained. Plus, every check gives a -1 penalty for all rolls until the character has had time to rest.

Space

This skill represents knowledge about the universe, including geography, navigation, etc. Checks usually involve INT, but PER can be employed to identify differences in phenomena, the correct planet in a system and so forth.

DRAMA POINTS

Standard Drama point uses apply in **ROOKIE GREEN** and there is new one.

Boost Willpower: sometimes, a situation is so dire a Lantern has to squeeze a little more juice out of his ring. By spending a Drama point, the character can roll WILL + Power Ring and add

the successes as ranks to his Force Manipulation for one turn. At the GM's discretion, the boost can be maintained for additional turns by spending a Drama point per extra turn. Optionally, if he does not have Drama points, he can still do it, but every turn spent boosted will inflict a -1 penalty to all rolls that will only go away if the character has time to rest.

Extra Drama points can be acquired through the usual methods, including buying with XP. However, the usual cost in *ROOKIE GREEN* is 2 xp/Drama point, unless the character did not use his Quality points to buy Attribute bonuses or racial powers. In this case, he only pays 1 xp/Drama point.

WILLPOWER CONTESTS

Although conflict between two power ring-wielders can be decided with the normal

combat rules, it is possible to employ a system with a simpler mechanic: the Willpower Contest.

In Willpower Contests, the Force Manipulation doesn't come into play. The proficiency and power of the combatants come from their Willpower and Power Ring skill, while their resistance is measured by their Constitution.

Each turn, the Lanterns (or Sinestro Corps members), roll an opposed WILL + Power Ring check and subtract the net successes from the loser's CON (Hard to Kill works as armor value). When his Constitution reaches zero, the combatant is out of the fight.

If the combat was lethal, the loser can go into negative CON and must make a Survival check with -1 for every point below zero.



POWER RING

The Oan power ring is one of the – if not *the* – most powerful weapons in the universe. It can manipulate the green energy of the willpower manifestation of the emotional spectrum and this ability is only limited by the imagination of the wielder.



POWERS

A Green Lantern power ring has the following abilities.

Artificial Intelligence

Each ring possesses an artificial intelligence (INT 5) that allows it to follow orders from the user and operate independently, even against the will of the wielder (for example, following an order from the Guardians). It is also connected to the Oan database, which has vast amounts of information about the universe, and can relay that data to the Lantern. The GM is the final arbiter on what is available in the database.

Blast

The basic offensive ability of the power ring is the ability to focus the green energy into a powerful laser-like beam of the same rank as its Force Manipulation. Although a powerful

combat application of the power ring, this ability is somewhat crude when compared with the flexibility of the Force Manipulation power. A force construct can be enhanced with such traits as armor-piercing and autofire, increasing or fine-tuning its destructive force. The Blast rank is also limited to the amount of power available, i.e., if there are constructs in operation, Blast is limited to the ranks not being used.

Communication

There is a real-time communication network between power rings and Oa, allowing Lanterns to talk to each other while on the field. Although usually employed in audio mode, the system has holographic capabilities that can create a green 3D simulacrum of

Force Field

A Lantern's first line of defense is the force field produced by his power ring. It has a base rank of 12, but this can be increased in extreme situations by shunting power from Force Manipulation into it at 1:1 rate. So, an average Corps member can reach rank 27 if he diverts all his energy to the force field.

Flight

Inside planetary atmospheres, Lanterns can fly at rank 20. In space, they can activate the transluminal flight mode and travel at rank 50. Although this speed is beyond anything imaginable on Earth, it can be too slow sometimes. When a Lantern needs to cross the universe fast, she can divert points from her Force Manipulation rank to Flight. An average Lantern can reach Flight 65 this way.

Force Manipulation

This is the core ability of the power ring. By exerting his will, a Lantern can shape the green energy stored in the ring and create force constructs with a rank equal to user's WILL x 2.5 (round down). These points can be divided into Attributes and powers for the construct. A

creation with no Toughness (TOU, the CON equivalent), dissipates when it touches something. The table below summarizes the cost rate to implement different features of a construct.

| Feature | Cost |
|-----------------------------------|------|
| Attributes, Powers, Qualities | 1:1 |
| Volume | 1:1 |
| Combat modifiers (autofire, etc.) | 2:1 |

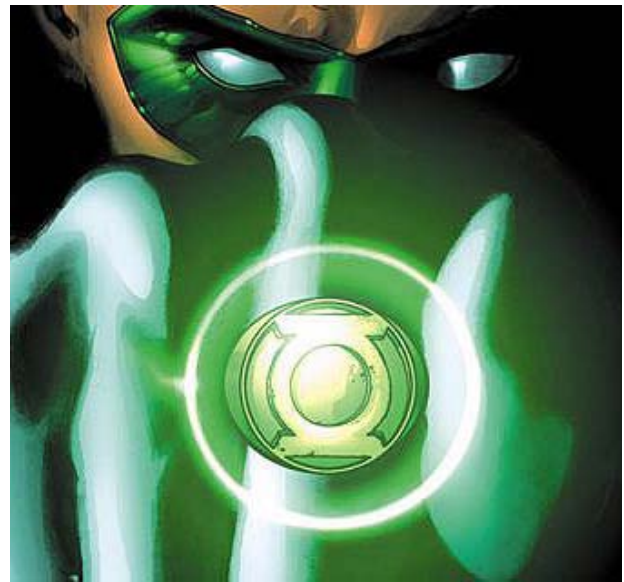
Although virtually anything can be created by the power ring, the complexity of the construct depends on the user's INT. If a Lantern has an appropriate ability, like Science or Technology, the GM may allow her to use its level instead. Note that this limitation only applies to constructs that are intended to work as the template device. An INT 2 Lantern can create a construct in the shape of an electron microscope and use it to batter a foe. The table below lists what can be accomplished at each level of INT.

INT Construct Complexity

- 1- Simple objects with no moving parts (bowling ball, giant hand, etc.)
- 2 More complex objects with moving parts (hinged constructs, whistles, pulleys, etc.)
- 3 Fairly complex objects and vehicles (motorboats, cars, giant electric fans, etc.)
- 4-5 Complex vehicles (jets, simple spacecraft) and very complex objects (television, stereo, etc.)
- 6-7 Extremely complex equipment available on Earth's 20th century (spectro-analyzers, electron microscopes, etc.)
- 8+ Complex equipment beyond 20th-century technology (instant healing machines, teleportation booths, etc.)

Life Support

A power ring can sustain a Lantern indefinitely (as long as it has energy) and protect her from the rigors of outer space and hostile environments (Immunity 10).



Omni-power

A power ring's ability is only limited by its user's imagination. If enough will is applied, it can do anything. For one Drama point, a Lantern can use any power at half (round down) his Force Manipulation rank. Duration of this effect can vary from one use to a scene, at the discretion of the GM. For 3 points, the new power is stunted at 75% of the Force Manipulation rank, and at full rank for 5.

Scan

Power rings have advanced scanning capabilities that can identify energy signatures and life signs, as well as analyze chemical composition. It rolls its INT double, with successes indicating the level of data gathered.

Universal Translator

A Lantern can understand and be understood in all languages thanks to the linguistics database and translation algorithm housed in the artificial intelligence.

ENERGY LEVEL

The charge in a power ring usually lasts for 24 hours of heavy activity. This means that most of the time, the GM can forget about the exact level of energy in the ring. However, now and then, running out of juice is an important plot point in Green Lantern stories.



A simple way to keep tabs on the PCs' ring charge without going crazy is to tick the character every time she uses an energy-intensive ability of the ring. Every tick counts as roughly 10% of the charge. When the character scores the fifty tick, the ring should alert her energy levels are at 50%. At the eight tick, the ring announces that energy levels have fallen below 20% and so on.

Some charge-depleting uses should generate a tick per event while others can do so per one or two hours. For example, flying at full speed should score a tick every two hours. A Willpower boost, on the other hand, should tick only once per event. Here are some suggestions of what could be considered energy-intensive:

- flying at full speed
- boosting force field or flight
- long battle
- Willpower boost
- Willpower contest

REMOTE OPERATION

A power ring can be operated even when not

being worn. Control can be established at up to 100 meters (PR 6) away. However, the farther away the ring is, the less effective it is. For every PR of distance between user and ring, decrease the wielder's WILL by 1 for power rank purposes.

For example, if Kyle Rayner is 10 m away from his power ring, his effective WILL is only 6, meaning his Force Manipulation rank is 15 $([9-3] \times 2.5)$. The Ring Link Quality (p. 4) can substantially increase the maximum range of remote operation.

POWER-DOWN MODE

Sometimes it is useful to dim the light the Lanterns shine, be it in an undercover mission to find pirates or while infiltrating a Spider Guild installation. Since the energy signature from a power ring is strong and easily recognizable by the Corps' enemies, a Lantern may choose to power down his ring in order to avoid detection.

For all intents and purposes, a powered-down ring emits no energy that can be detected by sensors. Its user cannot use any of its abilities while in this mode. But the ring is not really shut down, it is rather in a "hot start" – the Lantern can at any moment invoke any level of energy from the ring. Doing so, however, increases the energy signature and may allow the Lantern's foes to find him.

MULTIPLE RINGS

It is possible to use more than one power ring, but it is difficult. Each additional ring after the first increases the rank of powers by 1. Artificial Intelligence, Communication and Life Support do not gain ranks, but all the other abilities do.

That's the easy part. The tough one is keeping the power rings on your fingers (or tentacles, spines, etc.), since they are programmed to seek a new user or return to Oa. The individual wanting to keep the extra ring must succeed in a WILL + Power Ring check opposed against a doubled INT roll by the power ring.

Net successes represent the number of turns the person can keep the rings before another check is rolled. The user must beat the ring by at least five cumulative successes (like in the Chase rules) in order to keep the extra ring permanently.

WEAKNESSES

A power ring has no weaknesses to speak of, except for its user. Rookie Green Lanterns may not be able to affect anything yellow, but this usually is overcome during basic training.

Fear can also activate the yellow vulnerability. Lanterns that do not have the Nerves of Steel Quality are more exposed to this situation, but even those with the Quality can be overcome by supernatural or superpowered effects that rely on fear.

Finally, moments of self-doubt and substances or effects (mental and sonic attacks, for example) that hamper a Lantern's abilities to concentrate and visualize constructs can significantly lower the effectiveness of the power ring.

POWER BATTERY

A power battery is the power source in which a Lantern recharges its power ring. It is connected to the Central Battery in Oa and can recharge two rings simultaneously. Recharging the ring and reciting the Green Lantern oath take two turns.

A power battery can become invisible if its owner wills it. A power ring can store a battery in an extra-dimensional space that can be accessed anywhere. Summoning or storing the battery back into this space takes one turn.



PEOPLE

There are over 7,200 Lanterns in the Corps alone. Knowing everyone of them, plus all the other sentients whose lives are intertwined with the GLC, is nearly impossible. However, some of those have attained a degree of renown – either positive or negative – that make them household names for everyone in the Corps. This chapter lists them.

GUARDIANS OF THE UNIVERSE

STR 2 **INT** 12
DEX 4 **PER** 12
CON 15 **WIL** 20

Life Points: 50 **Initiative:** 16

Speed: 5 **Drama:** 10

Qualities: Gadgeteer, Hard to Kill 13, Renown (Guardians) 5

Drawbacks: Guilt, Stubborn

Skills: Computers 10, Influence 8, Knowledge 15, Notice 8, Power Ring 15, Science 20, Space 15, Technology 18

Languages: Oan

Powers: Flight 50, Force Manipulation 40, Immunity (age, fear effects, life support), Regeneration 10, Telepathy 5

Maneuver:

Power Ring 35/27/19 WILL/PER/DEX

History: Founders of the Green Lantern Corps, the Guardians of the Universe attempt to bring order to chaos. The Sinestro Corps war forced them to create new laws for the Book of Oa, allowing the Lanterns to use deadly force against their enemies. Now, they try to prevent the Blackest Night prophecy.



HAL JORDAN

STR 4 **INT** 3
DEX 5 **PER** 5
CON 4 **WIL** 10

Life Points: 20 **Initiative:** 13

Speed: 4 **Drama:** 10

Qualities: Ace Pilot, Attractive 2, Fast Reaction 3, Hard to Kill 2, Nerves of Steel, Renown (Greatest Green Lantern) 5

Drawbacks: Guilt, Overconfident, Renown (Parallax) -5

Skills: Athletics 6, Brawling 5, Influence 4, Knowledge 4, Notice 4, Piloting (Jet fighter) 9, Power Ring 9, Space 3

Languages: English

Gear: Green Power Ring [INT 5; Flight 50, Blast 25, Communication, Force Field 12, Force Manipulation 25, Immunity (life support), Omni-Power 12, Scan, Universal Translator]

Maneuvers:

Power Ring 19/14/14 WILL/PER/DEX

History: The first Earthman to become a Green Lantern, Hal Jordan has also been considered the greatest member of the Corps. That is, until his breakdown and possession by the Parallax entity. Reborn and reinstated into the Corps, he tries to be the hero of old and deal with his guilt.



GUY GARDNER

STR 5 **INT** 2
DEX 4 **PER** 4
CON 5 **WIL** 7

Life Points: 20 **Initiative:** 10

Speed: 4 **Drama:** 10

Qualities: Fast Reaction 3, Green Lantern Rank 3, Hard to Kill 3, Nerves of Steel

Drawbacks: Renown (Guy Gardner) -3

Skills: Acrobatics 4, Athletics 6, Brawling 6, Influence (Intimidation) 6, Knowledge 2, Notice 4, Power Ring 8, Space 2

Languages: English

Gear: Green Power Ring [INT 5; Flight 50, Blast 17, Communication, Force Field 12, Force Manipulation 17, Immunity (life support), Omni-Power 8, Scan, Universal Translator]

Maneuvers:

Power Ring 15/12/12 WILL/PER/DEX

History: The second candidate to be the Green Lantern of sector 2814 after Abin Sur died, Gardner was passed over when he went into a coma. After waking up, Gardner was inducted in the Corps during the Crisis and soon gained a reputation for being hot-headed.

Today, he is a respected Lantern, being a member of the Honor Guard, but still a hot head.



JOHN STEWART

STR 4 **INT** 5
DEX 5 **PER** 4
CON 4 **WIL** 8

Life Points: 19 **Initiative:** 12

Speed: 4 **Drama:** 10

Qualities: Fast Reaction 3, Hard to Kill 3, Nerves of Steel, Renown (Hal Jordan) 5

Drawbacks: Guilt

Skills: Acrobatics (Flying) 7, Athletics 6, Brawling 4, Guns 5, Influence (Intimidation) 5, Knowledge 5, Notice 5, Power Ring 8, Repair 8, Space 4

Languages: English

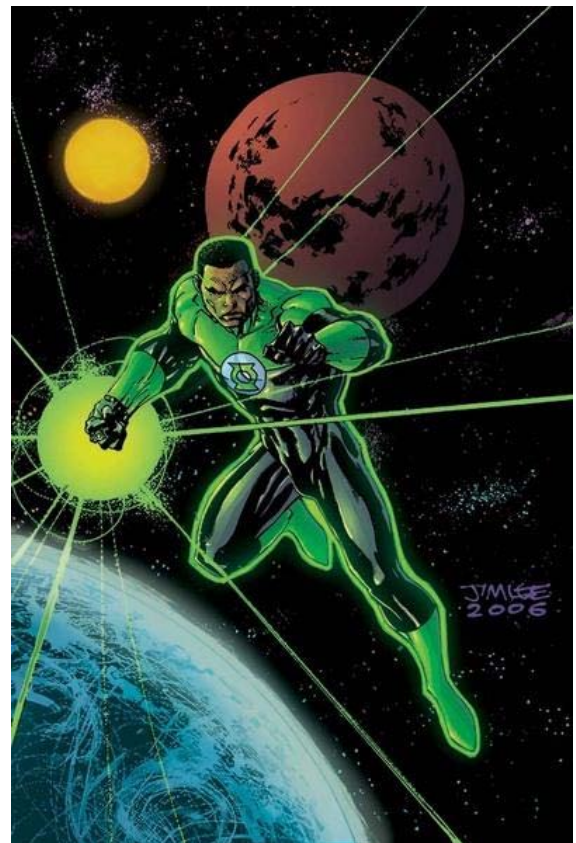
Gear: Green Power Ring [INT 5; Flight 50, Blast 20, Communication, Force Field 12, Force Manipulation 20, Immunity (life support), Omni-Power 10, Scan, Universal Translator]

Maneuvers:

Power Ring 16/12/13 WILL/PER/DEX

History: The second Earthman to become a Green Lantern, Stewart's career is marked by tragedy. His wife, fellow Lantern Katma Tui, was murdered and due to his overconfidence, the planet Xanshi was destroyed.

Despite his guilt, Stewart has become a respected member of the Corps and is now responsible for sector 2814 together with Hal Jordan



KYLE RAYNER

STR 3 **INT** 4
DEX 5 **PER** 5
CON 3 **WIL** 9

Life Points: 15 **Initiative:** 10

Speed: 4 **Drama:** 10

Qualities: Attractive 2, Green Lantern Rank 3, Hard to Kill 3, Nerves of Steel, Renown (Former Torchbearer Jordan) 5

Skills: Art 9, Athletics 4, Brawling 3, Influence 3, Knowledge 4, Notice 5, Power Ring 7, Repair 2, Space 4

Languages: English

Gear: Green Power Ring [INT 5; Flight 50, Blast 22, Communication, Force Field 12, Force Manipulation 22, Immunity (life support), Omni-Power 11, Scan, Universal Translator]

Maneuvers:

Power Ring 16/14/14 WILL/PER/DEX

History: When Hal Jordan destroyed the Corps, the Guardian Ganthet gave the last power ring to Kyle Rayner and bid him keep the light of the Green Lanterns burning.

Rayner accomplishments, which include restarting the Corps, resurrecting the Guardians and hosting the Ion entity, have secured him a place in Corps history. Today, Rayner is part of the Honor Guard.



KILOWOG

STR 9 **INT** 5
DEX 3 **PER** 5
CON 7 **WIL** 7

Life Points: 25 **Initiative:** 8

Speed: 4 **Drama:** 10

Qualities: Green Lantern Rank 1, Gadgeteer, Hard to Kill 2, Nerves of Steel, Renown (Tough drill instructor) 5

Skills: Athletics 5, Brawling 5, Influence (Intimidation) 7, Knowledge 5, Notice 3, Power Ring 7, Technology 8, Science 9, Wild Card: Instruction 6

Languages: Bolovarian

Gear: Green Power Ring [INT 5; Flight 50, Blast 17, Communication, Force Field 12, Force Manipulation 17, Immunity (life support), Omni-Power 8, Scan, Universal Translator]

Maneuvers:

Power Ring 14/10/12 WILL/DEX/PER

History: Last survivor of Bolovax Vik, Kilowog served in the Corps for many years with distinction. He was eventually killed by Jordan and his soul used as the Dark Lantern. Later, Rayner and Ganthet resurrected him and now Kilowog serves the Corps as its drill instructor.



ROOKIE LANTERN

Str 3, Dex 3, Con 3, Int 3, Per 4, Will 6
Combat 6, Brains 7, Init. 7, Power Ring 2

Life Points 12 Speed 3 Drama 1-3

Qual/Draw: Resistance (Fear) 2

Ring: INT 5; Flight 50, Blast 15,
Communication, Force Field 12, Force
Manipulation 15, Immunity (life support),
Omni-Power 7, Scan, Universal Translator

Maneuvers

Ring 8/6/5 WILL/PER/DEX

EXPERIENCED LANTERN

Str 3, Dex 3, Con 3, Int 3, Per 5, Will 7

Combat 7, Brains 8, Init. 9, Power Ring 3-4

Life Points 15 Speed 3 Drama 2-4

Qual/Draw: FR 1, HtK 2, Nerves of Steel

Ring: INT 5; Flight 50, Blast 17,
Communication, Force Field 12, Force
Manipulation 17, Immunity (life support),
Omni-Power 8, Scan, Universal Translator

Maneuvers

Ring 10-11/8-9/6-7 WILL/PER/DEX

VETERAN LANTERN

Str 3, Dex 4, Con 3, Int 4, Per 4, Will 7-8

Combat 8, Brains 9, Init 10, Power Ring 5

Life Points 15-17 Speed 3 Drama 3-5

Qual/Draw: FR 2, HtK 2, Nerves of Steel

Ring: INT 5; Flight 50, Blast 17-20,
Communication, Force Field 12, Force
Manipulation 17-20, Immunity (life support),
Omni-Power 8-10, Scan, Universal Translator

Maneuvers

Ring 12-13/9/9 WILL/PER/DEX



APPENDIX

This Appendix lists several Progression Ranks (PR) useful for the campaign, like planetary masses and cosmic distances.

PLANETARY MASSES

Green Lanterns operate in a cosmic scale, so destructive force that can shatter planets is not out of the question in an adventure. But how much damage does one need to cut a moon in half? Or burn a planet the size of Jupiter? Or even extinguish a star? Note however that the values listed below do not take into consideration AV or other protective traits.

| Mass | PR |
|------------------|-----|
| Empire State | 28 |
| Everest | 43 |
| Moonlet (Deimos) | 41 |
| Moonlet (Phobos) | 46 |
| Moon | 66 |
| Mars | 69 |
| Earth | 72 |
| Jupiter | 79 |
| Sun | 88 |
| Neutron star | 89 |
| Milky Way | 123 |

COSMIC DISTANCES

The universe is vast. Still, the Green Lanterns must patrol it, so it is useful to know how long is the Milky Way or how big is the universe.

| Distance | PR |
|--------------------------------|----|
| Earth (diameter) | 21 |
| Jupiter (diameter) | 24 |
| Earth to Moon | 25 |
| Sun (diameter) | 27 |
| Earth to Sun | 33 |
| Solar system (diameter) | 39 |
| Milky Way (diameter) | 62 |
| Milky Way to Andromeda | 66 |
| Observable universe (diameter) | 79 |

SECTORS

During mostly Green Lantern comic book history, sectors were a huge, but ill-defined volume of space. In the current run of *Green Lantern* and *Green Lantern Corps*, however, it has been established that sectors are wedge-shaped, with their apex resting on Oa. This would give a length – from the edge of the universe to Oa – of 78 PR.

At regular speed, a Lantern would take 1,000 years to reach Oa, but Hal Jordan and Guy Gardner took only 10 hours to go from Oa to Sector 3,601 (supposedly outside the known universe). This is possible by shunting power from Force Manipulation into Flight, as described in page 6. But it does not sound right to have Lanterns hitting the afterburners every time they take a stroll in space.

There are a couple of solutions to this. First, it is reasonable to assume a sector is mostly empty space with a few clusters of important places. Maybe only one millionth of the sector is actually relevant. In this way, the effective size of the sector is 60 PR. A Green Lantern could cross it in five hours, but would still need to shunt power to Flight to get to Oa in reasonable time.

Another way to fix this is to consider that the Guardians got a bit carried away when choosing a name for themselves and the actual jurisdiction of the Corps is just the Milky Way. Now a sector is 61 PR in length. A Lantern can cross it in 10 hours and much less than that with minor flight boosting.

| Sector | PR |
|---------------------------|----|
| Universe-sized | 78 |
| Universe-sized (fraction) | 60 |
| Galaxy-sized | 61 |