Anomaly

Demographics:

Aliases: Justin Stone
Age: 19
Height: 5'9"
Weight: 155
Hair Color: Black and purple
Eye Color: Green
Birthplace: New Megalopolis
Power Source: Meta-factor, chronokinesis
Group Affiliation: None
Occupation: Disruptive criminal
First Appearance: Justice Comics #203

Background:

Place: New Megalopolis
Time: 2077, Timestream Prime

Justin Stone grew up with the amazing ability of chronokinesis, the power to perceive and manipulate the time stream through telepathy. Instead of aspiring to do right with his gift and possibly one day join the Freedom Society, Justin donned the alias Anomaly and rebelled against social norms, his only motivation to become infamous for his misdeeds.

Anomaly clashed against the Justice Society numerous times in New Megalopolis and other nearby locales. With the leadership of the Legacy twins and the time manipulation powers of Stopwatch, Anomaly found himself outclassed time and again. During his final confrontation with the Society, Anomaly was once again bested by the heroes of his time, using his time powers to escape incarceration.

It was then that Anomaly realized that his bid for power in this time was futile. The Freedom Society was too organized and too numerous to contend with on his own. Anomaly decided to travel back to a point in time where the stream was mutable, where lasting changes could be created. Extending his powers to their limits, Anomaly was able to locate a time before the Society was founded. When there was only one Legacy and Stopwatch hadn't been yet born. Ripples were already extending from this point; other time travels were already attempting the same thing he was contemplating. The time stream was already weakened and susceptible to a divergence.

Deciding this was his only hope, Anomaly traveled back to the early 21st century to erase several key individuals from the time stream. This, he hoped, would create an alternative future where he could run rampant without the constant interference of heroes.

Appearance:

Anomaly dresses like an anti-social teenager from the distant future. He wears an aviator looking leather jacket with matching goggles. Underneath he has on spandex like costume. He has purple black spiked hair. He is in his late teens and always has a condescending smirk. He is very powerful and knows it.

Villain Card:

Anomaly, Time Criminal, HP 70

Setup: At the start of the game, put Anomaly's villain character card into play, "Time Criminal" side up.

Game Play: At the end of the villain turn, every hero discards the top two cards of their deck. During the End of the Hero turn if a hero does not have any cards in his deck, he is incapacitated. Flip Anomaly at the start of the villain turn if he ever has three or more Ongoing cards in play.

Advanced: Each hero discards an additional card at the end of the villain turn.

Anomaly, Overconfident Teenager

Game Play: At the end of the villain turn, Anomaly deals X energy damage to each Hero, where X equals the number of cards they have in their hand, to a unmodified maximum of H. Flip Anomaly at the start of the villain turn if he has less than two Ongoing cards in play.

Advanced: Flip Anomaly if he has less than three Ongoing cards, instead.

Villain Deck:

Precognitive Reflexes x2
Ongoing
Each time a hero deals damage to Anomaly, he must discard the top card from his deck.

Erase History x3
One-Shot
Each hero removes all cards in his trash from the game. Cards removed in this fashion are considered out of play for all purposes. Draw another villain card.

Temporal Vortex x4
One-Shot
Anomaly deals each hero target four energy damage. Each hero may discard up to two cards from the top of his deck to decrease the damage his character card received by two for each card discarded.

Accelerate Time x3
Ongoing
Heroes draw an additional card during their draw phase. Each time a hero draws a card, he suffers one fire damage.

Stasis Bubble x2
Ongoing
Place this card next to the Hero character card with the most cards in his hand. That hero must skip his turn while this card is next to his character card. Discard this card at the start of the villain turn.

Chronoblast x4
One-Shot
Anomaly deals the hero target with the most HPs eight energy damage. The target may discard up to four cards from the top of his deck to decrease this damage by two for every card discarded.

Disrupt Timestream x2
Ongoing
At the end of the villain turn, each hero discards one card from his hand and one card from the top of his draw pile.

Chronokinetic Charge x2
Ongoing
Increase all energy damage dealt by Anomaly by two.

Limited Future x2
One-shot
Each hero discards all but one card from their hand.

Time Shortage
Ongoing
Whenever a hero draws a card, he must discard a card from his hand. At the start of a hero turn, that hero may choose to skip his turn to destroy this card.