



SUPERGIRL

Real name: Kara Zor-El

As Superman's cousin, she is the last survivor of Krypton's Argo City. She has a brash and defiant personality that she developed in response to the destruction of Krypton.

As Krypton was being destroyed by Brainiac (who took the city of Kandor prisoner and shrunk it before destroying the planet), Kara's parents, Alura and Zor-El, created a force-field around Argo City and flew it into space, saving their daughter Kara and the rest of the city's populace from destruction. Their freedom was somewhat short-lived however, as Brainiac later found them. Her father sent Kara away in a small space-ship as the attack was happening.

As the pod headed towards Earth where her parents had known her cousin Kal-El would be, Kara's ship became trapped in a large meteor that was encrusted with Kryptonite. She and many Kryptonite meteors crash landed on Earth. Kara landed in Gotham Bay, where her ship was found by Batman. Kara had already swam away by the time Batman got there though, and proceeded to steal his Batboat and drive it into Gotham's docks.

She wandered through Gotham, not understanding the language. She happened upon a group of three men. One offered her his hand and a smile, but when she took his hand she didn't know her own strength and crushed it. One of the other men attacked her in defense of his friend and she defended herself. The third man cowered before her.

TRAINING WITH ARTEMIS

She was hit by a car and accidentally used her heat-vision to destroy a police courier. The police fired their guns at her because they thought her attack was deliberate. Trying to get away, she found herself flying. She went up to a roof and was confronted by Batman; startled, she flew higher and accidentally crashed into a blimp, falling back down and crashing through the skylight of someone's home. Batman found her again and used Kryptonite to render her unconscious.

She woke up later in the Batcave where, very understandably, she lashed out at Batman who'd attacked her before. Kal-El (Superman) was there though and he was able to speak her language and, seeing their family crest on his chest, Kara trusted him. Kal moved her to his Fortress of Solitude for a while where she learned to speak English and learned the Krypto (Superman's dog) didn't like her (at all).

KARA AND HARBINGER'S FRIENDSHIP

Sometime later, Kal brought her on a trip to see Metropolis. In Metropolis park, Kal was attacked and confronted by Wonder Woman, Harbinger, and Artemis. Wonder Woman told him that she was taking Kara and he shouldn't try to stop her.

Kara went with them to Themyscira and trained as an Amazon for many weeks. During the process she made friends, especially with Harbinger, and came to see Themyscira as a home.

This idyllic time of peace unfortunately didn't last. Darkseid learned of Kara's existence and sent an army of cloned Doomsdays to attack Themyscira. Harbinger was tragically killed during the battle and Kara taken prisoner.

Unbeknownst to anyone, during her travels through space, Kara had suffered prolonged Kryptonite poisoning. On Apokolips, Darkseid was able to use that vulnerability to brainwash Kara into believing she was one of the Female Furies and attacking Kal when he, Wonder Woman, Batman, and Big Barda came to rescue her. Kal was forced to use Kryptonite to subdue her.

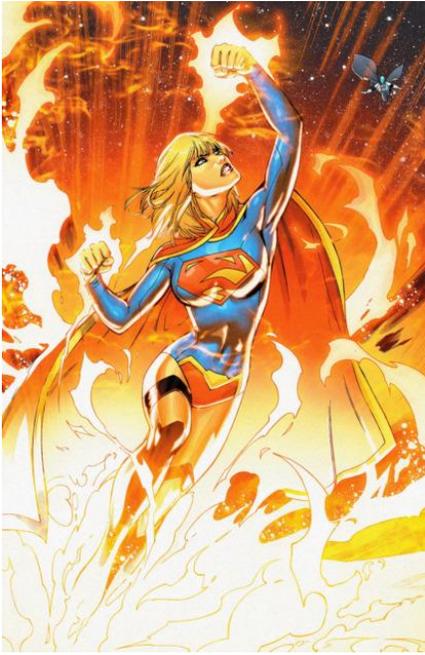
WAKING UP BACK ON THEMYSKIRA

Back on Earth, she woke up on Themyscira, free of Darkseid's control, remembering it as one long nightmare that she hadn't been able to wake from despite how she'd tried.

Soon after, she attends Harbinger's funeral, but feels she can no longer stay on Themyscira in the wake of her friend's death. She decides to go back to the human world with Kal, adopting for the first time the role of Supergirl.

In Smallville, where Kal took her to show her where he grew up, Darkseid attacked again, but they faked Kara's death for him so he would leave her alone. A short while later, Kal introduces her to an assemblage of the Justice League, Justice Society, Outsiders and Teen Titans.

Kryptonian Abilities



Kara is powered by Earth's yellow sun

Flight: Like her Kryptonian cousin, Supergirl has the ability to fly at great speeds, it has been shown that she is able to fly at the speed of light, on one such occasion she has been seen to fly through the moon.

Super Hearing: Supergirl has the ability to detect and interpret dissipating sound waves, this means that she is able to hear even the quietest of sounds from a large distance away, meaning that she can pinpoint a single person in the world just from their voice or heartbeat, this is done by filtering out every other sound in the world. Supergirl can also detect sound waves at a higher or lower frequency than a normal human ear can usually detect, this ranges from sub sonic wavelengths to radio waves.

Healing: Supergirl is not totally invulnerable and has a powerful healing factor.

Heat Vision: Supergirl has the ability to generate intense heat from her eyes, this heat is then focused and projected in the form of beams of radiation, which can be used to melt steel structures or heat up cold coffee, meaning that she can control the temperature of these beams.

Invulnerability: In the New 52 it has been shown that Kryptonians under the yellow sun aren't entirely invulnerable. Although bullets won't harm them, sufficient amount of force and a sufficiently powerful electric shock can. The costume that they wear is actually armor which itself is theoretically invincible.

Super Breath: In the New 52 her Super Breath has only been shown that she can hold her breath for a sufficient amount of time in space.

Super Strength: The exact magnitude of Supergirl's strength is unknown, she was easily able to knock down armored weaponized robots only with minimal strain and when she hits Superman, it actually hurts him and he notes that he's never been hit that hard before. She can lift 100 tons with minimal effort.

Super-Intellect: Supergirl was born into a society hundreds of years ahead of Earth. She lived there for about 15 years and learned much of the technology. Krypton was ruled by the Science Council and it was a huge part of their daily lives. Though in the New 52 it not shown if she still possesses it.

X-Ray Vision: Can see through anything except lead.

Super Speed: As like Superman she can move unbelievably quickly, albeit not as fast as other speedsters, or those that possess the speed force.

Solar Bomb: In the New 52, Kara has recently shown the ability to release the solar energy within her like a bomb, an attack which has proved powerful enough to hurt Wonder Woman. She can use the same ability to a lesser extent in order to raise her body temperature to incredible levels and, more prosaically, to turn herself into a living torch.

ABILITIES

- **Multilingual:** Kara is capable of fluently speaking English and her native Kryptonese.
- **Expert Hand-to-Hand Combatant:** Since joining the D.E.O., Alex has been teaching Kara to better handle herself in battle against opponents with formidable powers of their own, including how to use their own momentum against them. Ultimately, even with her powers temporarily disabled, Kara has become a highly proficient fighter, able to compete against the more experienced Alex and Astra. As the series went, Kara became even better at this, managing to equal Indigo in their fight, also defeating Maxima.

WEAKNESSES

Kara possesses all the typical weaknesses of a super-powered Kryptonian.

- **Green Kryptonite:** Like all Kryptonians, Kara can be weakened by green kryptonite, as it is a radioactive mineral from her home planet Krypton. Green Kryptonite leaves her vulnerable to weapons and anything in general that can kill a normal human. If she is exposed to it for too long, it will kill her.
- **Red Kryptonite:** Like all Kryptonians, if Kara is exposed to red kryptonite, it gradually destroys her inhibitions. Gradually she will be left without morality, rationality, or any cares whatsoever. Left with only malice, pride and wrath, Kara will become malevolent and prone to hostility and aggression, making her a danger to everyone around her.
- **Lead:** Kara can not see through lead, even with her X-ray vision.
- **Red sun energy:** The energy from a red sun is known to be the Kryptonian's natural sun and therefore, exposure to it will strip them of their powers, rendering them equivalent to an ordinary human on Earth.
- **Extreme energy:** Extreme amounts of energy, such as Livewire's electricity, can be enough to kill Kara.
- **Solar energy depletion:** Using her powers to its maximum for an extended period can significantly drain her solar energy to the point where Kara loses all of her powers and is rendered more human like for at least a day. This renders her as weak as a human, allowing Kara to get injured and killed as easy as killing a human.
- **Magic:** Like all Kryptonians, Kara can be affected by most forms of magic like any ordinary human. This is because her powers are derived from her natural physiology, not from the supernatural.
- **Super hearing:** Though considered a strength, Kara's hearing does have its disadvantages. Since her hearing is more sensitive than a normal human, higher pitch noises (sonic screams, etc.) can disorient her and cause pain in her ears, leaving her vulnerable in a fight.

EQUIPMENT

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- **Supergirl suit:** Kara wears a suit as her super-heroine alter-ego, Supergirl, to hide her identity from her enemies, when she goes out fighting crime. It was designed by Winn Schott, it is also unknown what materials it is made from.
 - **Lead lined glasses:** As a teenager Kara was given a pair of lead lined glasses to help her control her visual powers.