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X-Men, Dragon Age, and Religion: Representations of Religion and the Religious in Comic Books, Video Games, and Their Related Media

Lyndsey E. Shelton
Georgia Southern University

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X-Men, Dragon Age, and Religion:
**Representations of Religion and the Religious in Comic Books, Video Games,
and Their Related Media**

An Honors Thesis submitted in partial fulfillment of the requirements for Honors in
International Studies.

By
Lyndsey Erin Shelton

Under the mentorship of Dr. Darin H. Van Tassell

ABSTRACT

It is a widely accepted notion that a child can only be called stupid for so long before they believe it, can only be treated in a particular way for so long before that is the only way that they know. Why is that notion never applied to how we treat, address, and present religion and the religious to children and young adults? In recent years, questions have been continuously brought up about how we portray violence, sexuality, gender, race, and many other issues in popular media directed towards young people, particularly video games. These issues rarely include religion, despite a significant shift in how young people, specifically millennials, relate to religion.

This paper examines how religion and religious characters are presented in comic books and video games. These two mediums are particularly important for young people as video games are an ever growing form of entertainment and comic books, though they have been a part of popular culture for decades, have seen a resurgence in popularity in recent years. Specific cases of religion in video games, including the creation of religions specifically for the game, the addressing of real world religions in games, and the use of religious terminology in the game are examined. This paper also examines the number of comic book characters that are associated with various religions, how they are portrayed in comics, and how this numbers are changing.

Thesis Mentor: _____
Dr. Darin H. Van Tassell

Honors Director: _____
Dr. Steven Engel

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Georgia Southern University

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Introduction

Media are made and defined by the times in which they are created. The form of media does not matter. Books, movies, television shows, music, magazines, and advertisements will inevitably be changed by and reflected back to the current state of the world in which they are created. Popular opinions, public interest and sentiment, the goals and direction of governments and influential people, and issues that are in the forefront of people's minds all lay claim to the formation of the media we consume. But media is not only a reflection of the world, it is a tool that teaches and influences as well. The bottom line is what we see, hear, and read matters. People do not always agree with this sentiment, or see the importance and weight of it, but if media did not influence people, why would we see a difference between Disney's *Frozen* and *The Wolf of Wall Street*? Why separate books like *Curious George* and *50 Shades of Gray*? Why put warnings on music when it is considered explicit and separate musicians such as Lil Wayne from One Direction? All of these divisions keep media from influencing groups that do not wish to be bothered by or are ill-prepared for the influence.

Knowing media plays such an important role in affecting people, there have historically been pushes for the equal and fair representation of various groups within media. Whether it is race, gender, or sexuality, all of these groups have demanded better representation, at times very vocally, and have slowly been given more and more presence.¹ People understand that it is important to see all types of people in all types of situations and positions. Efforts to see women in both leading and supporting roles, to see people of color as both good guys and the bad guys, to see gay and lesbian characters in

¹ Greenburg, Bradley S., Dana Mastro, and Jefferey E. Bran, "Minorities and the Mass Media: Television into the 21st Century", in *Media Effects: Advances in Theory and Research* (Mahwah: Lawrence Erlbaum Associates Publishers, 2002).

both serious and comedic roles have been made.² No change in representation is ever met with complete openness. Simply look back at famous firsts in media history like when Nichelle Nichols was cast in one of the first African American, female roles seen on television in *Star Trek*, or all the many, many controversies that came with *Glee*, despite it not necessarily being television firsts, such as the portrayal of same sex relationships, and same sex kisses and affection.³

One group that has not been overly vocal about its representation, however, is the religious community. In a time where religion is talked about more openly in the public sphere and is known as a less taboo topic by adherents, little attention is paid to how religion is presented to people through media. This is a particularly significant topic to look at as studies have found that the number of “millennials” people born after 1980 and coming into adulthood in the early 2000s, are converting to other religions more often than any generation in the past. Pew Studies have found that 38% of millennials leave the religion they were raised in to switch religions or become religiously unaffiliated. The group of religiously unaffiliated millennials is perhaps the most interesting trend as research has found that as many as one out of every four millennials claim to have no religious affiliation at all, with numbers only rising.⁴ There are many suggested reasons for this trend of religious change and abandonment; the coming of the information age, the ever shrinking and fading borders of the world due to trade,

² Mahtani, Minelle. “Representing Minorities: Canadian Media and Minority Identities,” *Metropolis Canada*, (November 2001).

³ Spiegel, Lee. “Nichelle Nichols on Having First Major Black Female TV Role and That First Interracial Kiss on ‘Star Trek’,” *Huffington Post*, (February 2012).

Fisher, Luchina. “‘Glee’ Sparks Controversy with ‘First Time’ Episode,” (November 2011), <http://abcnews.go.com/blogs/entertainment>.

⁴ Lipka, Michael. *Millennials increasingly are driving growth of ‘nones’*. Polling and Analysis, Pew Research Center, 2015.

‘Nones’ on the Rise. Polling and Analysis, Pew Research Study, 2012.

Religion Among the Millennials. Polling and Analysis, Pew Research Center, 2010

telecommunications, and the ease of travel, the ties between religion and politics, and the oversaturation of religious blaming and involvement seen in major issues around the world.⁵

In light of this trend, it would be beneficial to look at how religion is represented in the media we consume. In particular, we should examine video games and comic books. The examination of the influence both of these mediums have on people is not uncommon. However, few people have looked at the influence these media have on people in cultural, and more specifically, religious aspects.

A History of Concerns: Literature Review

Many studies have been done on how violence in video games and comic books affect players and readers. The presentation of mature content is always a hot topic, and discussions of the representation of groups, particularly women, are ever present and often highly contentious. The concern over the effects of these media on young people was so large that Senate hearings were held over comic books in 1954 and over video games in 1993.⁶ Yet few have looked at how video games or comic books present religion and the religious. Every time a young person acts out in violence or decides that consuming illegal substances is fun or cool, the question of their media consumption is raised. If people are so concerned about the influence that video games have on young people, then perhaps we should examine the influence they have on other aspects of their lives.

⁵ Campbell, David, interview by David Masci. *Q&A: A look at what's driving the changes seen in our Religious Landscape Study* (May 27, 2015).

⁶ *Juvenile Delinquency (Comic Books) Hearings Before the Subcommittee to Investigate Juvenile Delinquency*. Washington D.C., April and June 1954.
Video Game Violence. Washington D.C., December 9, 1993.

Video games over the past few decades have continuously raised concerns. The public has raised questions over and over again about the content of video games and the possible affects it has on players, specifically young children. The largest concerns have usually been about violence as there have been correlations found between playing violent video games and violent behavior.⁷ These concerns have only been reinforced by the publishing of certain games that seem to encourage or provide simulation of the exact type of violent scenarios that people fear will take place.⁸ Researchers continue to look into the relationship between violence and video games with more reports and articles being published every year. The most common opinion among researchers now is that there are only correlations between violent behavior and violent video game consumption and not causation.⁹ Despite this distinction, the fear of the effects violent video games have still caused a Senate investigation and hearing in 1993, from which the led to the creation of a rating system for video games in an effort to keep younger players from playing games with more extreme content.¹⁰

Recent years have seen an increase in attention paid to other issues in video games however. Research has looked into the psychological basis of being a video

⁷ Beresin, Eugene. "Violent Video Games and Movies Causing Violent Behavior." In *Inside Out , Outside In*, by Eugene Beresin. 2012.

Fournis, Gaël, and Nidal Nabhan Abou. "Violence, Crime, and Violent Video Games: Is There a Correlation?" *Psychiatric Times*, 2014: 1-4.

⁸ Rhen, Brad. "'School Shooter' Web Video Game Raises Concerns." *Education Week*, 2011: 1-17.

⁹ Ferguson, Christopher. "The school shooting/violent video game link: causal relationship or moral panic?" *Journal of Investigative Psychology & Offender Profiling*, 2008: 25-37.

Peckham, Matt. "Researcher Says Linking Video Games to Gun Violence Is a 'Classic Illusory Correlation'." *Time*, 2013: 1.

Pozios, Vasilis K., Praveen R. Kambam, and H. Eric Bender. "Does Media Violence Lead to the Real Thing." *The New York Times*, August 23, 2013.

¹⁰ "Different structures - similar outcomes An exploration of video game rating systems in the US and Europe." *International Communication Association*. Phoenix: ENTERTAINMENT Software Rating Board, 2012. 1-34.

Video Game Violence 1993

gamer. Certain psychological and behavioral traits have been found to be common in most video game players.¹¹ Video games that involve moral choices, or choices that could cause a player to feel guilty in retrospect, have been examined and research has found that these types of games tend to increase the moral sensitivity of those playing.¹² The effects video games have on people in a social aspect have also been examined. Certain games require a level of cooperation, and the affected these types of games have on people while playing have been examined.¹³ The relationship between video games and romance have also been scrutinized as modern video games can include romantic plot lines and it is not completely uncommon for video game players to find romantic partners and even spouses through their shared interest in video games.¹⁴ People have even put research into the use of video games in classrooms as primary and supplementary learning tools, claiming video games require a level of engagement not always achieved in classrooms and can be used to bring up and discuss topics that may not always be common in lectures or textbooks.¹⁵ And people are beginning to recognize that there are other problems that should be of concern to players beyond the use of violence, such as the trends of sexism and racism found in video games.¹⁶

¹¹ Culig, Benjmain, and Izvor Rukavina. "Psychosocial and Sociocultural Determinants of Typology of Video Gamers." *4th Annual Conference for Videogame Cultures and the Future of Interactive Entertainment*. Oxford, 2012.

¹² Grizzard, Matthew, and et al. "Being Bad in a Video Game Can Make Us More Morally Sensitive." *Cyberpsychology, Behavior & Social Networking*, 2014: 499-504

¹³ Noah, Adam J., and et al. "Changes in Sympathetic Tone During Cooperative Game Play." *Social Behavior & Personality: An International Journal*, 2015: 1123-1134.

¹⁴ Enevoid, Jessica, Esther MacCallum-Stewart, and et al. *Game Love: Essays on Play and Affection*. Jefferson: MacFarland & Company, Inc., Publishers, 2015.

¹⁵ Arena, Dylan. "Video Games as Tillers of Soil." *Theory Into Practice*, 2015: 94-100.

Ostenson, Jonathan. "Exploring the Boundaries of Narrative: Video Games in the English Classroom." *English Journal*, 2013: 71-78.

¹⁶ *Game Over: Gender, Race & Violence in Video Games*. Directed by Nina B. Huntemann. 2000. Summers, Alicia, and Monica K. Miller. "From Damsels in Distress to Sexy Superheroes: How the Portrayal of Sexism in Video Game Magazines Has Changes in the Last Twenty Years." *Feminist Media Studies*, 2014: 1028-1040.

Even with all of these changes in focus, there has been little attention given to religion in relation to video games. Though video games are mentioned from time to time when talking about changes in religion or in religion's standing in modern times, it is most often lumped in with other forms of media, like television and movies, or it is considered in regards to technological advances in general. Most detailed examinations of religion and video games tend to examine how players use the epic stories found in video games as replacement for the epic stories found in religion.¹⁷ There is little to no research that examines how video games deal with religion or handle religious ideas.

Comic books have had a similar history to video games in regards to their relationship to the public. As Jeff Greenfield so eloquently put it, "Before video games, comic books were society's great 'menace'."¹⁸ Much like video games, the content of comic books has been the cause of much debate throughout the history of the medium. Comic books have been accused of being overly violent and influencing young people towards violence as well.¹⁹ Perhaps the most famous struggle comic books had to deal with was in the early 1950s. During this time a psychiatrist named Fredric Wertham decided comic books were dangerous for children to read. He wrote often about his opinions in various journals and published a book titled *Seduction of the Innocent*.²⁰

¹⁷ Geraci, Robert M. *Virtually Sacred: Myth and Meaning in World of Warcraft and Second Life*. New York: Oxford University Press, 2014.

¹⁸ Greenfield, Jeff. *Before Videogames, Comic Books Were Society's Great 'Menace'*. September 19, 2013. <http://www.thedailybeast.com/articles/2013/09/19/before-video-games-comic-books-were-society-s-great-menace.html>.

¹⁹ Kirsh, Steven J., and Paul V. Olczak. "Rating Comic Book Violence: Contributions of Gender and Trait Hostility." *Social Behavior & Personality: An International Journal*, 2001: 833-836.

Stevens, J. Richard. *Captain America, Masculinity, and Violence: The Evolution of a National Icon*. Syracuse: Syracuse University Press, 2015.

Tan, Alex S., and Kermit Joseph Scruggs. "Does Exposure to Comic Book Violence Lead to Aggression in Children?" *Journalism Quarterly*, 1980: 579-583.

²⁰ Wertham, Fredric. *Seduction of the Innocent*. New York: Rinehart, 1954.

Wertham, Fredric. "The Curse of the Comic Books: The Value Patterns and Effects of Comic Books." *Religious Education*, 1954: 394-406.

Though his writings were largely concerned with comics falling under the crime and horror genres, no comic escaped his scrutiny. He even famously claimed that the Batman comics portrayed a homosexual fantasy in the relationship between Batman and Robin. The public was so taken by his writings that a Senate hearing was held to discuss inappropriate materials in comic books and what should be done about it.²¹ It was from this hearing that the Comics Code Authority was formed, an agency that would control the content and storylines of comics for years afterward.²²

Violence is far from the only concern people have in regards to comic books. Discussions of racism, sexism, and overly politicized plot lines have long surrounded comic books.²³ Comic books have the benefit of having been around much longer than video games however, and they have yet to fully fade from popular culture, giving them the recognition of being intrinsically tied to society at the time of their creation.²⁴ This can work both in favor of and against comic books. They change according to popular opinion and reflect current moods and concerns, making them easy to sell and connect with. But this can also lead to a darker side of the medium, where comic books are actively used as propaganda and as tools to influence the public.²⁵

Serious scholarship on comic books is still a largely empty field. As Scott McCloud states, "At one point or another virtually all the great media have received

²¹ Juvenile Delinquency (Comic Books) Hearings Before the Subcommittee to Investigate Juvenile Delinquency 1954.

²² Nyberg, Amy Kiste. *Comics Code History: The Seal of Approval*. n.d. <http://cblfd.org/comics-code-history-the-seal-of-approval/>.

²³ Dockterman, Eliana. "Everyone's a Superhero." *Time*, September 14, 2015: 76-80.

Fawaz, Ramzi. "Where no X-Man Has Gone Before! Mutant Superheroes and the Cultural Politics of Popular Fantasy in Postwar America." *American Literature*, 2011.

Young, Thomas. "Are Comic Book Super-heroes Sexist?" *Sociology and Social Research: An International Journal*, 1991: 218.

²⁴ Gustines, George Gene. "The Superhero as Society's Mirror, From World War II to Iraq." *The New York Times*, July 14, 2007.

²⁵ Strömberg, Fredrik. *Comic Art Propaganda*. New York: St. Martin's Press, 2010.

critical examination, in and of themselves. But for comics, this attention has been rare.”²⁶ Aside from a few specific, highly acclaimed comic books and graphic novels like *The Complete Maus* by Art Spiegelman, *Persepolis* by Marjane Satrapi, and *Palestine* by Joe Sacco, comics are generally looked down upon and seen as lesser in an academic stand point. Alex S. Ramagnoli and Gian S. Pagnucci state that, “Comic books are looked down upon, banned from schools, ignored by academics, and critiqued as juvenile.”²⁷ This fact is baffling. Comic books have been around for a very long time and are clearly not going anywhere as they have survived many down turns and are constantly reinventing themselves. Their influence is widely known and seen by the sheer amount of merchandise bearing the name, image, or symbol of one superhero or another and the fact that even people who do not read comics or watch movies based off comics recognize characters and know the basic storylines around them.²⁸

The scholarship on religion in regards to comic books is much larger than the scholarship of religion in connection with video games however. Like video games, much of the scholarship deals with the epic story lines in comics compared to the epic storylines found in the religious mythos of established, real-world religions. However, there has been much break down of individual stories and characters as well. In western literature, it is widely accepted that many stories will connect back to the Bible in one way or another, as it is seen as one of the core and seminal pieces of western literature. The storied contained in comic books are no different. The backgrounds and story lines of many characters and groups can have parallels drawn to biblical stories. Religious

²⁶ McCloud, Scott. *Understanding Comics: The Invisible Art*. New York: HarperPerennial, 1994.

²⁷ Romagnoli, Alex S., and Gian S. Pagnucci. *Enter the Superheroes: American Values, Culture, and the Canon of Superhero Literature*. Plymouth: The Scarecrow Press, Inc., 2013.

²⁸ Oropeza, B.J. *The Gospel According to Superheroes: Religion and Popular Culture*. New York: Peter Lang, 2005.

symbols and themes are often seen in comic books, and certain characters are even compared to religious figures. For instance Superman is considered a secular messiah by some.²⁹ Despite the amount of research in this field, little has been done in regards to how comic books handle religion as an institution and how real-world religions are dealt with and portrayed. My research into religion in comic books looks to examine this relationship.

Tracing the History of Video Games

Perhaps one of the most popular forms of media in the world, and one that is unique to the millennial generation, is video games. Though video games can be traced back as far as the 1950s, it was not until the late 1970s and into the 1980s that video games became available for the population at large to experience, generally in the form of arcade games. In 1985, with the release of the Nintendo Entertainment System (NES) the video game industry truly began to take off as people could now bring video games into their home with more ease and for a much more affordable price than before.³⁰ Ever since the release of the NES the video game industry has been growing and evolving, the technology has been expanding, allowing for the telling of longer, more complex stories with larger worlds and more fully developed and thought-out characters. Popular video games have evolved from the linear, 8-bit gameplay of the original *Super Mario Bros.* that came with the NES system and can be beat in less than an hour of gameplay, to the expansive decision based games that are found in *Mass Effect*, *Dragon Age*, and *Assassin's Creed*. Most of these modern games focus on immersing players in the world

²⁹ Oropeza 2005.

³⁰ Kudler, Amanda. "Timeline: Video Games." *Infoplease*. 2007.

<http://www.infoplease.com/spot/gamestimeline1.html> (accessed April 10, 2015).

of the game, allowing players the autonomy to bend and mold the world and characters in it however they see fit, often presenting players with 80 hours or more of gameplay focused on story alone.³¹

Video games are soaring in popularity. The industry brings in billions of dollars every year, with \$21 billion generated in the United States in 2013 and \$93 billion generated worldwide, and the demographics of video games are shifting to encompass all socioeconomic groups.³² The largest consumers of video games remain the millennials. The popularity of video games among millennials is the reason that the influence games have on this generation is so important.

Video games have the unique ability to create a world and story in a way that many other forms of media are unable to do. Though movies and TV shows can have fantastic stories and amazing worlds, many of them are still based in the real world or linked back to it in one way or another. That connection can be: having a human protagonist or villain, being set in some real world city, mentioning real world issues, like specific wars, or showing glimpses of important people like the President of the United States or the Pope. Books do not necessarily need this same basis, but most often they encourage readers to place themselves in the role of the main character, bringing in sense of humanity to the story, and the most popular books still tend to focus on humans and

³¹ NPR. *Modern Video Games Go Beyond 'Jumping On Blocks'*. June 28, 2014.

Burgun, Keith. *Game Design Theory: A New Philosophy for Understanding Games*. Boca Raton: A K Peters/CRC Press, 2012.

³² Entertainment Software Association. *Games: Improving The Economy*. December 14, 2014.

Lofgren, Krista. *2015 Video Game Statistics & Trends: Who's Playing What & Why?* March 3, 2015. <http://www.bigfishgames.com/blog/2015-global-video-game-stats-whos-playing-what-and-why/> (accessed April 10, 2015).

the world we live in, even if it may be embellished by fantasy.³³ Video games care little for these conventions. Games can put you in the role of alien species or of creatures completely foreign to the imagination, and many games make no effort to link themselves to the real world in any way.

Yet many games still include religion, religious practitioners, and discussion of these religions, no matter if they are the traditional religions we know and recognize, or are religions created for the game. In worlds that are completely made up and already enormously expansive, religion is included over and over again. Why include religion if there is no real need to? What makes that an essential part of world creation for the writers of these games? And more importantly, are the portrayals of religion and the religious in these games influencing the people who play them and how?

Video games are in popular culture indefinitely it would now seem. They are an evolving and improving science and art form, because video games are indeed art on some level.³⁴ They are created by writers, graphic artists, and musicians who labor for extended periods of time to tell and explore a story that they feel deeply about. The artists that produce video games have as much right as any other artist to tell the stories and show the images that they want to show and feel need to be shown. Discussion of religion is put forth by artists in all forms. Though the discussions may not be specifically targeted at religion, but are instead using the symbolism of religion to critique culture, these discussions have been around for almost as long as religion has been. It is actually

³³ A person only has to look at a list of the 100 best books or the 100 best movies to see the truth of these statements. Looking through these lists, there are exceedingly few books or movies that deal with non-human characters or take place somewhere other than Earth .

³⁴ Burgun 2012.

important, if not essential, to have the debates that are spurred from them in order to better religion and society.

The difference in critiques posed in video games as opposed to critiques in other forms of media, is the interactivity of the game. The players are forced to participate, and sometimes enact the critique, and usually this participation is from the view and in line with the beliefs of the creators or writers of the video game or specific storyline. This not only removes the option to take a step back and observe the discussion, but the ability of a player to choose what they believe about a certain situation.³⁵ This key difference is what I believe makes the games that critique religion the most influential, and perhaps the most harmful to the relationship of millennials with religion.

Research Methods: Video Games

The first section of this paper seeks to examine the ways in which video games portray religion, the religious, and terms that relate to religion such as personal attributes like faith, devotion, and spirit, and classes or roles such as monks, faith healers, and paladins, all of which have played and continue to play part in the institution or authority of religion. There are a number of games that include these factors that can be examined, however I have created three parameters to limit the games that I will discuss. First, the games I examine are made after 2000 and are considered modern. The computing ability of recent games have significantly increased the ability of game designers to tell bigger and more detailed stories and put much more time, thought, and development into storylines and secondary aspects of video games that can be used to create and discuss

³⁵ Geraci 2014, 7.

religion. Second, the games I examine must have reached some level of popularity. Popular and widely played games are more likely to influence more players and have a larger affect. And third, I only chose games that I have personally played, as a form of participant observation that gives me a better understanding of the game and the story it is telling. The first game that I will look at is *The Binding of Isaac*, a popular ‘Indie’ or independently developed game which is now sold on the widely used Steam gaming platform for PC gaming. The next games are part of the *Dragon Age* series by Bioware released for Playstation, Xbox, and PC. The last game is *Dark Souls*, available for Playstation, Xbox, and PC. With each game and series I focus on, I will be looking at different aspect of religion in relation to video games.

Case 1: *The Binding of Isaac*

The Indie game, *The Binding of Isaac*, was developed in 2011 and has gained a cult following in the years since its release. This game is a 2-D, top down, rogue-like, dungeon crawl game, similar to early games such as *The Legend of Zelda*.³⁶ Its popularity was solid enough that it spurred a remake in 2014, titled *The Binding of Isaac: Rebirth*, which introduced more bosses and levels and managed to sell over 2 million copies in the first three days after its release.³⁷ In the game the player controls the title character, Isaac, as well as unlockable characters uncovered as they play. As the title may imply, *The Binding of Isaac* is loosely based on the biblical story of the same name. In the game,

³⁶ The term top-down means that the players play the game as if staring down from the ceiling at the action going on below. Rogue-like is a type of game where the player must start over from the very beginning if their character should die.

³⁷ Bosses are characters at the end of every level or at the end of every few levels. These characters are much stronger and more difficult to beat than normal enemies in the game. These characters are usually significant to the plot of the game and must be defeated in order to advance.

Isaac lives in a house with his mother, who spends her time watching Christian television programming. One day she hears a ‘voice from above’ that tells her Isaac is corrupted by sin and she has to remove it from him, so she takes his clothes, games, toys, and drawings, but life continues as normal after. Then she hears the voice again, prompting her to lock Isaac in his room to separate him from the evils of the world. When she hears the voice a third time, it asks

her to kill Isaac, leading her to grab a knife from the kitchen and head towards Isaac’s room. Isaac, however, manages to escape through a hole and into the basement;



Image 1: The promotional image for *The Binding of Isaac*.

this is where the game picks up. Isaac is left to battle through the basement and survive a nightmarish assortment of enemies. Like the story of the game, many of the enemies and unlockable characters and items encountered are religiously based. Most of the unlockable characters that one can play as are based on biblical characters such as Magdalene, based on Mary Magdalene, Cain, based on the son of Adam and Eve, and Judas, based on Judas Iscariot. Bosses in the game are also largely based on biblical figures, ranging from Satan, to the Lamb referenced in Revelations, to the Four Horsemen of the Apocalypse.³⁸

This game is one the few that take on, challenge, and discuss actual, real-world religions and religious figures. The trend for deliberate advocacy for or against religion,

³⁸ McMillen, Edmund, and Florian Himsl. "The Binding of Isaac." Steam, 2011.

is small, but powerful.³⁹ Games in this category are either wildly popular, or are complete failures like *Catechumen* published by N'Lightning Software Development, a developer that is now out of business, who focused solely on creating games advocating Christianity and praising conversion.⁴⁰ The developer of *The Binding of Isaac*, Edmund McMillen, has done numerous interviews discussing the themes he tried to bring into the story and why the story was written the way it was. The game was an exploration of his own relationship with religion in the context of coming from a house divided between Catholics and born again Christians with very different interpretations of religion, the Bible, morality, and sin.⁴¹ He states that two major topics that he tried to inject into the



Image 2: Lucifer as he appears in *The Binding of Isaac*.

game are how people can view the same religion, the same stories and verses in such different ways, and the negative affects religion can have on children.⁴² The topics addressed and the blunt way that they are shown has sparked much discussion among players about the symbology and its

implications. Players have also debated whether the game is actually a discussion of who was tested in the story's biblical namesake, Abraham or Isaac, and the use of body horror and abuse in religion and in the religious overtone of this game.⁴³ Though it is important

³⁹ Geraci 2014, 4.

⁴⁰ "Catechumen," N'Lightning Software Development, 2000.

⁴¹ Grayson, Nathan. "The Binding of Edmund McMillen," *EuroGamer*, June 6, 2012.

⁴² McMillen, Edmund. "Postmortem: McMillen and Himsl's *The Binding of Isaac*," *Gamasutra*, November 2012.

⁴³ Auerbach, David. *The Binding of Isaac and the Binding of Symbols*. Web. July 17, 2012.

to look at these themes and discuss them, placing them in a video game, a medium that specifically targets young people and children, may be significantly influencing their beliefs and relationships with religion. People of this age group are at the stage in their lives where they are beginning to question themselves and their places in society, and they are absorbing these themes and commentaries with little or no guidance or discussion.

Case 2: *Dragon Age*

Whereas *The Binding of Isaac* focuses on real world religion and religious stories, the *Dragon Age* series focuses on religions specifically created for the world these video games take place in. The *Dragon Age* series is a widely popular and ongoing series with its most recent installment released in November 2014. The series consists of three games, *Dragon Age: Origins*, *Dragon Age 2*, and *Dragon Age: Inquisition*. All three games take place in a world called Thedas which consists of many countries and is inhabited by four distinct races. Each country and race have a variety of subcultures and ethnicities that find ties to one another via membership in one of four religions present in Thedas. These religions all play a major role in the world, from



Image 3: *Dragon Age 2* cover art

Kuchera, Ben. "The Binding of Isaac takes on religion in a randomly generated Zelda-styled Roguelike." *ARS Technica*. September 29, 2011.

Lee, Patrick. "The Binding Of Isaac uses body horror to tell a story of abuse and empowerment." *AV Club*. March 11, 2015.

political beliefs, to cultural norms, to common linguistic terms and phrases. Each religion is more or less associated with a specific race, molding how each culture is seen by



Figure 4: The races of Thedas. From left to right: the Qunari, Humans, Elves, and Dwarves

outsiders. The list of the religions from least influential in the series to the most is as follows: the religion of the dwarves, the religion of the elves, or ‘Dalish’ religion, the Qun,

which is the religion of the Qunari, and the religion of the humans, commonly referred to as the Chantry, or as Andrastianism, which consists of two major sects, thus leading to arguments about the exact number of religions in the series.⁴⁴ On top of these ‘current’ religions, there are many references to older religions that died out, but played large roles in the mythos of some of the ‘current’ religions.⁴⁵

Paragon Worship

The dwarvish religion is based almost solely on the worship of ancestors, referred to as Paragons. These Paragons were dwarves that created something of great use or beauty, or performed some great act worthy of remembering. These accomplishments usually related to the bettering or protecting of dwarven lives. In return, the dwarf was raised to Paragon status, and they, along with their whole family and all of their

⁴⁴ Later in this paper I will discuss some of the details of the divide of Andrastianism as they are important to the characteristics of this religion. However I will be counting these two sects as one religion for the purposes of this paper.

⁴⁵ *Dragon Age Wiki*. n.d. http://dragonage.wikia.com/wiki/Dragon_Age_Wiki.

descendants are raised to the top tier of dwarven society, which is defined by a strict caste system. Paragons are regarded with the utmost respect and hold more sway during their life time than even the king. This religion can be seen as similar to native beliefs and religions found in parts of Asia and Africa, such as ancestor veneration practices that are common in Vietnam and the relationship the people of Madagascar have with their *razana* (ancestors).⁴⁶



Image 5: A statue of a Dwarven Paragon as seen in *Dragon Age Origins*.

The Dalish Religion

Slightly larger and more discussed is the religion of the Dalish, or elves. In the



Image 6: A mosaic of the Dalish goddess Mythal as seen in *Dragon Age Inquisition*.

Dragon Age series, the elves were once a great and dominant empire in the world, before their collapse and ultimate fall to the humans.

The Dalish religion establishes a pantheon of five gods and four goddesses, often referred to as ‘the Creators’. These gods are each associated with specific traits and ‘gifts’ and are led equally by the god Elgar’nan, god of vengeance and fatherhood, and by the goddess Mythal, goddess of motherhood and justice. These gods are given incredibly complex stories of love, betrayal, honor, war, and favor, much like the stories of Greco-Roman religious

traditions. This religion is often associated with Native American religion due to the nature of its gods and stories, as well as the culture and history of the elves.⁴⁷

⁴⁶ *Dragon Age Wiki*. n.d.

The Qun

The third religion, and the second most influential, is the Qun. The best comparison to the Qun in the real world is Confucianism. These two systems are similar in many ways as they can be seen as more of a social, and to some extent ethical, philosophies than religions, but they both have definite religious aspects. The Qun describes and controls every aspect of adherents' lives, from what they can and cannot do in private, their roles in society, whom they can have children with and when, to how they should handle and present themselves with both strangers and loved ones. The Qunari are largely seen as radicals by adherents of other religions.⁴⁸ Due to this, one of the major tensions in the world of Thedas is between followers of the Qun, and followers of the other dominant religion, the Chantry, a fact that is explored in a section of *Dragon Age 2*.⁴⁹



Image 7: The Arishok, one of the leaders of the Qunari as seen in a promotional trailer for *Dragon Age 2*.

The Chantry

The Chantry, or Andrastianism, is probably the most interesting to look at as it is by far the most influential in the game and has numerous aspects that can be related back to one religion in the real world, Christianity. The structure of the Chantry is much like that of the Catholic Church. There is a figure referred to as the Divine Mother that serves

⁴⁷ *Dragon Age Wiki*. n.d.

⁴⁸ Qunari is a word used for both the race which founded the Qun and the adherents of the religion, regardless of race, much like the term Jewish is used for both people seen as being of Jewish descent, and for people that have converted to Judaism, but may not have been descended from any Jewish line.

⁴⁹ *Dragon Age Wiki*. n.d.



Image 8: Concept art depicting the uniforms for the Chantry's clergy at various levels

in a role similar to the Pope, the Divine Mother is chosen in much the same way that a Pope is chosen, and there is a hierarchy to the Chantry with mothers, sisters, and lay-sisters, comparable to catholic bishops, priests, and deacons. Much of the mythos in Andrastianism is similar to Christianity as well. There is one, all-powerful god who is often depicted as a kind, father figure. This god is referred to as 'the Maker', and he is said to sit on a golden throne

in a golden city, and if one is good and worthy, they will go to the golden city and remain by the Maker's side after they die.⁵⁰

The origins of the religion, like Christianity, refer to a single figure, who ends up a martyr for her faith. According to the story, the Maker chose a human woman, who was utterly pure and devout, to be his bride and to spread his



Image 9: A triptych depicting Andraste as seen in *Dragon Age Inquisition*.

religion. Her name was Andraste, hence Andrastianism. This one woman defied the culture of the time, the dominant religion, and the society that founded and supported this religion, the Tevinter Imperium. Andraste ultimately started a war, known as an Exalted

⁵⁰ *Dragon Age Wiki*, n.d.

March, on the heart of this old religion. She gained followers, uplifted the lower and slave classes, and showed them all ‘the way of the Maker.’ Ultimately, Andraste was betrayed by her human husband, Maferath, who felt she was extending herself beyond her means against an enemy that could not be truly beaten, and who had, according to some stories, become jealous of her devotion and love of the Maker. Maferath turned Andraste over to the Imperium, who burned her alive as a testament to their continued power.⁵¹

The comparison between Andrastianism and Christianity does not end there though. The history of the Chantry after Andraste’s death continues to reflect similarities to Christianity. The Chantry took root and grew out of the heart of the Imperium after her death, it is even said that the first convert to Andrastianism, was the



Image10: The interior of a Chantry temple, as seen in *Dragon Age 2*.

very man that ordered her execution. At the time the Imperium was ruled by mages, and being a mage was the most important thing one could have and was the one thing that guaranteed that a person could rise in society.⁵² The Chant of Light, the holy scripture of the Chantry which was said to have been created by Andraste sometime before her death, has a verse in it stating that ‘mages should not rule over man.’ This statement from the most basic viewpoint simply means that a society like the Imperium should not happen under Andrastianism. However, the Chantry took this to the extreme in countries they

⁵¹ *Dragon Age Wiki*. n.d.

⁵² Mages in the world of *Dragon Age* are people who are born with the ability to use magic. All races except the dwarves have mages, and the ability to use magic isn’t necessarily passed down genetically.

now controlled. They established ‘Circles of Magi’. Circles of Magi are places built to contain mages. As soon as mages show magical skill, they are taken from their families and placed in a Circle. Once there, mages are forbidden from ever seeing or speaking with family again, they are not allowed to marry, have sex, or have children to prevent any further spread of magical blood, and they can only leave the Circle with express consent and generally with an accompanying Templar, a warrior who has been trained to hunt and kill mages and whom believe it is their holy duty to do so. The push for such a solution to the “mage problem” eventually found its way to the Imperium, where the notion met with strong opposition. This led to a divide in the Chantry and to the creation of the Imperial Chantry. The new Imperial Chantry ignored the verse in the Chant of Light that led to the creation of the Circles and changed certain other customs and ideals, such as removing the matriarchal hierarchy of the original Chantry and putting a patriarchal hierarchy with a Divine Father, fathers, brothers, and lay-brothers into place and claiming that Andraste was in reality a powerful mage, thus why she had been capable of all of the seemingly miraculous acts she had performed in her life. These changes allowed them to continue with the society and social structure they had before while maintaining the claim of Andrastianism in order to avoid another Exalted March from the original Chantry. This divide is modelled after the East-West Schism in the Catholic Church.⁵³

The *Dragon Age* video games introduce a player to these religions and this history in a unique way. The first game, *Dragon Age: Origins*, introduces all of the religions from the perspective of an outsider. The religions are primarily represented by characters that travel with the player throughout the game, and by missions that the player must

⁵³ *Dragon Age Wiki*. n.d.

embark upon. Though there are options to say one believes in one religion or another according to the race chosen when creating the player's character, there is no real option to support any religion, solidly claim a religion, or appear as anything more than an outsider, observing adherents for the first time.⁵⁴ This is both because the game has little to do with religion directly and to keep the player from laying too much of a stake in any particular religion before they are introduced to the religious storylines of the next two games.

The next game, *Dragon Age 2*, begins to explore the interplay between religions with greater detail. The game allows the player to show more support to the Chantry or to the Qun, and gives a player insight into the inner workings and beliefs of three of the four religions of Thedas. One third of the game alone explores the history of the strained relationships between the Chantry and the Qun as well as current manifestations of this tension. The player is given glimpses of the struggles adherents to both faiths must face, the reasoning behind conversion and continued defense of each faith, and the views and opinions of religious leaders. The player is also granted the ability to discuss and debate the strengths, weaknesses, and philosophy of both religions with adherents and malcontents.⁵⁵

Finally, the third game, *Dragon Age: Inquisition*, throws the player right into the middle of religious turmoil in the Chantry. By this point in the timeline of the games, mages have revolted against Chantry control and are in all-out war against the Templars, who have also left the Chantry in order to be given more freedom in their response to the mages. Within the first few minutes of the game, the Divine Mother is killed, the sanctity

⁵⁴ "Dragon Age: Origins," Bioware, 2009.

⁵⁵ "Dragon Age 2," Bioware, 2011.

of the Maker's golden city is called into question, and players are introduced to several of the highest ranking members of the Chantry, as well as being asked to help head the new Inquisition in order to establish

peace and seek out answers for the Divine Mother's death. Eventually the player is given the ability to head the Inquisition alone,

pronouncing its main goal to be either for the glory of the Maker,



Image 11: An ending card shown in *Dragon Age Inquisition* if a particular character is appointed the next

or for a variety of other personal and political motives. Even if the player's character is born and raised in a religion other than Andrastianism, they play a part in deciding the Chantry's new policies and beliefs, as well as who the new Divine will be, going so far as to allow the player the ability to convince the Chantry to accept a mage as the Divine Mother.⁵⁶

This game continues to introduce more depth and complexity to all the religions, revealing more stories, rituals, beliefs, superstitions, and adherents. It also continues to showcase criticism of all the religions. The Chantry is blamed for the war between the mages and the Templars, the Dalish religion is blamed for the decline and downfall of the elven empire, the Imperial Chantry is showcased for its oppressive and at times regressive tendencies, and the Qun is blamed for much death and bloodshed.⁵⁷ Though there are opportunities to show support of all the religions, or to appear ambivalent to religion, the choices available tend to be negative and the way religion is brought up and

⁵⁶ "Dragon Age: Inquisition," Bioware, 2014.

⁵⁷ Dragon Age: Inquisition 2014.

discussed in *Dragon Age: Inquisition* and *Dragon Age 2* is overwhelmingly negative. The only aspect of the series that is positive towards religion and representation is the sheer variety of religions presented in a single game series. It is rare for there to be so many religions showcased in one world, let alone so many original religions. Though the Qun and the Imperial Chantry are often shown as bad or evil religions, the other religions are actually seen in a much better light, rather than one religion being the dominant and ‘best’ religion. This view allows the player to feel as if they have more access to the minority religions and makes it easier for them to play characters that adhere to these religions without much backlash from those of other faiths in the game.

Considering that this game series has been overwhelmingly popular and continues to be so, with the latest installment winning hundreds of awards in the months since its release, one cannot doubt the number of young people that have seen, played, and discussed it. This series is only one in a vast number of games and series that take, view, and discuss religion as a whole in such lights. When you look at games that have religions created for them, they often criticize religion more than anything else. They take the stance of the *Dragon Age* series in that religion is seen as the source of problems in the world, or they include a few religious characters in a cast of primarily non-religious characters, and these characters are presented as jokes or as so devout as to be illogical and problematic. It is even common to have religion presented as an old and worn out thing that people have discovered to be wrong and useless and have moved on from.

Case 3: *Dark Souls*

The final interplay between religion and video games that I will look at is the use of religious aspects and traits in video games. Many video games contain terminology have heavy religious connotation. Though the labels may not be important in and of themselves, and the religious aspects related to them may be incidental to the story at best, they do provide a way of self-identity in the game.⁵⁸ In certain styles of video games there is a ‘stat’ or ‘attribute’ system for the player’s characters. These systems are leveled up and expanded upon to allow the characters to grow and become stronger as the game progresses. Common attributes are strength, speed, endurance, agility, and other such traits. There are a select number of attributes used in some games, not all, that have a religious connotation to them. These attributes are generally listed as faith, devotion, and spirit. If a game includes one of these attributes, it usually only picks one, not multiple. These attributes would not be overly concerning in and of themselves, if it was not for the attributes that they are cast against, usually listed as intelligence or cunning. Attribute systems commonly require a process of careful choice and give and take, only so many attributes can be raised at a time, so the player chooses according to what is seen as most useful at the time or for the particular character. Strength usually allows for better weapons, armor, and attacks, speed allows for more attacks and less chance of getting hit or your attacks being blocked, etc. When choosing attributes to



Image 12: The cover art for *Dark Souls*.

⁵⁸ Geraci 2014, 4-5.

progress, usually the religious attributes are put in direct contrast to the intelligence attributes when deciding if it is beneficial to increase one, with it rarely logical or useful to increase both. Though this can be done, it makes it hard, if not impossible to progress easily through the game, if a player is able to progress at all.

To examine these phenomena, I turned to the video game *Dark Souls*. Though this game is not considered overly popular, it is infamous amongst the gaming community. *Dark Souls* is regarded as one of the hardest games ever created and is usually played not for the pleasure of the game, the sheer amount of frustration involved in progressing usually making that impossible, but for the ‘honor’ that comes with being able to say that you were a good enough gamer to beat it. In fact, beating this game and being able to beat it in certain time frames or within certain parameters can make a player be recognized by not only a capable, but skilled gamer by other gamers. The game focuses largely on building and improving the player’s character to be able to fight and beat a variety of enemies. This involves experimentation with the attribute system in the game. *Dark Souls* uses the attributes of faith and intelligence in combination with the more traditional attributes of strength, speed, and a few others. Intelligence allows the character to use magic, the higher the intelligence ranking, the more powerful the magic, and it allows for the use of certain items, equipment, and weapons. Faith on the other hand, allows for the character to perform miracles, wear and power up talismans, and unlock the use of certain equipment as well. Though this difference does not appear to be overly significant in and of itself, it becomes more apparent when you examine the abilities, or magic and miracles, each attribute unlocks as well as in what situations those abilities are most useful. The magic associated with the intelligence attribute is usually of an offensive

nature, such as spells that produce lightning or fire for use as weapons, or allows the user to affect the enemy or caster in some way, such as lowering the speed of an enemy, or raising one's own speed for a short time. Miracles in *Dark Souls* tend to be focused on restoring health, restoring stamina, which is needed to perform attacks, and to strengthen weapons and armors.⁵⁹



Image 4: The attributes screen in game as seen in *Dark Souls*.

Though these all seem to be equally useful skills, the game tends to make intelligence abilities more useful as a solo player, and faith abilities more useful to a player playing with others. Aside from the dichotomy of choosing intelligence or faith, but not both, there are implications to making intelligence more related to solo players and faith more related to team players, a trend that is seen in games with related attributes. This perpetuates stereotypes about faith and intelligence and the relationship between the two. Though this just seems to be a fastidious break down of the use of two

⁵⁹ "Dark Souls," From Software, 2011.

terms, I reassert my point from the beginning of the paper: what we see, hear, and read matters. When intelligence is juxtaposed against faith, when one is presented as useful for one person and the other key to group play, and these assumptions are shown over and over in similar fashions, it becomes internalized, it begins to affect perception, even in small, usually unnoticeable ways.

Video Games in Every Day Life

Research has shown that video gamers experience an inverse correlation with religiosity.⁶⁰ The presence and place of video games in a gamer's life can be brought into question when considering this fact. Geraci describes games as "authentic fakes" and states that video games provide "many of their users with the products of traditional religious institutions: communities, ethical systems, sources of meaning and purposive action, and feelings of transcendence."⁶¹ Beyond the institutional provisions video games can offer, there is a connection to the stories they tell, even beyond the religious side of the story. People like and search for stories that carry meaning. The stories involved with religion have that, as do the stories in video games. When you look at the Bible as simply a story, it can be seen as an epic fantasy drenched with the themes of good and evil and morality, not all that different from the fantasies of authors like C.S. Lewis and J.R.R. Tolkien.⁶² Video games have similar stories and the gamer is not simply being told what is right and wrong what feels bad and what feels good, but they are experiencing it. The heavy critique of religion followed by offering of stories that can fill the void of religion can lead to a turning away from traditional religion.

⁶⁰ Culig and Rukavina 2012.

⁶¹ Geraci 2014, 13-14.

⁶² Geraci 2014, 28-30.

One can see the influence some of the games I have mentioned above have had over gamers with relative ease. There is a blog called *Dragon Age Confessions*. This blog allows people to anonymously submit thoughts, feelings, opinions, and critiques about and inspired by the *Dragon Age* series. Searching through the four years of posts, it is not hard to find dozens of posts about the religions in the series and how they have affected the players and discussions over these ‘confessions’. One that has received the most positive feedback from others and has seemed to be a part of a shared sentiment in the *Dragon Age* community reads:

“I’m a practicing Christian and I adore the Chantry. In real life I’ve taken to referring to God as ‘the Maker’ virtually at all times- I think the term is so much more beautiful and personal. *Dragon Age* has had a surprisingly strong influence on my faith.”⁶³

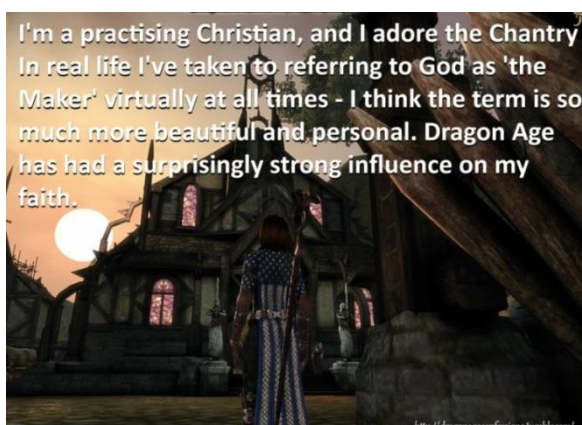


Image 13: Image of the confession mentioned above as seen on the *Dragon Age Confessions* blog.

adversarial tone to religion reads:

“I get all warm and fuzzy inside when I undermine Chantry control in Inquisition. This is like a dream come true.”⁶⁴

This particular post has garnered much attention and argument. Some agree with the sentiment expressed, others disagree, but feel no need to comment on the issue, and yet

⁶³ *Dragon Age Confessions*. 2015. <http://dragonageconfessions.tumblr.com/>.

⁶⁴ *Dragon Age Confessions*. 2015.

This goes to show how religious terms used in video games can be absorbed by the players. I know of several people who have adopted the term ‘Maker’ in their day to day life as opposed to ‘God’ due to the *Dragon Age* series. Another confession that has a much more

others feel personally offended and attacked by this. Again, this is an example of not only a critique of religion in a game, but a gamer using the opportunity to actively oppose a religion in game. A third confession further shows how people are drawing connections between religion in game and in the real world and how they react to those connections.

It reads:

“I find the attraction that some people seem to feel for the Qun and/or the Chantry deeply frightening because these two ideologies ring too many horrendous real-world bells in my mind.”⁶⁵

This post has garnered much discussion amongst fans of the series about the implications of feeling connected to these religions, what type of person feels these connections, and if there is a justification for this as it is made clear throughout the trilogy that both religions have severe problems.

Hot Topics and Comic Books

One of the forms of media with the most tightly knit and vocally opinionated communities is the comic book community. Comic books and graphic novels in the western world are perhaps the medium that reflects the times they are produced in better than any other medium. Certain characters are made in response to certain events, such as the blond haired, blue eyed Captain America as a special type of offense to Nazis, conflicts and debates that are currently going on are incorporated into storylines, such as when the attacks on September 11, 2001 were incorporated in *The Amazing Spider-man*, and changing views over what is right and wrong change how characters act and react, such as the infamous moment that Superman renounces his US Citizenship in protest of

⁶⁵ *Dragon Age Confessions*. 2015.

the foreign policy of the United States.⁶⁶ There have been national and international uproars in just the last few years over changes in race, gender, disability, and sexuality in well-known comic book characters. Even people who had never and probably will never read a comic book had opinions on there being a female Thor and an African American Captain America.⁶⁷ Even storylines dealing with touchy topics, such as drugs and abuse, have sparked huge debates and discussions in the past.^{68,69}

Along with racial, gender, and sexual diversity in comic books religious diversity has slowly been gaining ground. Often the religion of characters within comic books is not considered important or essential to the story, which it usually is not, but when you have stories focused on good and evil, life and death, or why people suffer, religious questions inevitably surface.

Writers have usually just tossed in the character's religion as minor details to satisfy curiosity and give an easy explanation for why a character acts the way they do. The only time religion was really focused on was when they created a character whose religion



Image 14: Spiderman and other heroes help in the rescue efforts at Ground Zero after 9/11 as seen in *Amazing Spider-man*

⁶⁶ Ginocchio, Mark. *10 Controversial Comic Book Moments From the Past 20 Years*. July 12, 2014. <http://comicbook.com/blog/2014/07/12/10-controversial-comic-book-moments-from-the-past-20-years/>.

Straczynski, J. Michael. "#36." *Amazing Spider-Man Volume 2*, 2001.

⁶⁷ Dockterman 2015.

⁶⁸ Nyberg n.d.

⁶⁹ These discussions were largely spurred on by the Comic Codes Authority. After years of controlling the plot lines of comic books, writers began to test their limits in regards to the Comic Codes Authority. This unprecedented move is a large part of the debate and discussion in these instances.

play significant part in the history of the character and the world or if the character is meant to be a bad stereotype of a religion. We see examples in Magneto being Jewish as a way of putting him through the Holocaust and explaining his mentality and in the

Dacoits, who worship the goddess of destruction, Kali, and the goddess of war, Durga,



Image 15: A member of the Dacoits as depicted by Marvel.

thus making them inherently violent and prone to bloodshed.⁷⁰

And these stereotypical representations have largely been pointed toward religions other than Christianity and Judaism throughout the history of American comic books.

Research Methods: Comic Books

For my analysis of religious representation and handling in comic books I chose to approach it from the standpoint of raw numbers. In this way I will attempt see if there were trends in the numbers that could suggest the general view of religion and the religious. To accomplish this analysis I created a database. This database included several information points, some that I found relevant for the project and others that could be relevant for further research into this topic. Each character is listed by name and alias if they have one, the year they were first published, their status as a hero, villain, or side character, and the company that publishes this character. I also include a religious category for each character, list if they have changed religions at any point in their storyline, and if their religion is considered to be defining or incidental characteristic. The sheer number of characters to have appeared in comic books required that I place

⁷⁰ Claremont, Chris. *Uncanny X-Men Vol. 1*. no. 275. April 1991.
Moench, Doug. *What if? Vol. 1*. no. 16. 1979 August.

constraints on which characters I included in the creation of this database. I only included characters published in English in American comic books as these were the easiest to find and examine. All of the characters had to be created for comic books or a comic book series, not created after or for a movie or cartoon. The character must be named and not one of the seemingly endless list of nameless, ever present bystanders and henchmen. The characters had to be sentient or humanoid, not animal unless the animal was given a consciousness and thought process laid out in the comic books. And the characters had to have appeared at least 100 times in comic books and related media. Characters with this many appearances are likely to have a wider influence on readers and to be more remembered. There are some popular, newer character that fall below this threshold of appearances that could be viewed as influential, yet I would contend that this influence is merely because they are current characters, and not an influence that would likely have lasting impact.⁷¹

A Breakdown of the Numbers

Ultimately 842 characters met the parameters for this research and were included in my database.⁷² Of these 842 characters, 54 of them held an Alien religion, 28 were proclaimed Atheist or Agnostic, 18 were Buddhist, 176 were Christian, 75 held Ancient, Classical, or Native belief systems, 31 were Deities, 2 were Hindu, 29 were Jewish, 3 were Muslim, 58 ascribed to a variety of other, smaller religions, and 368 had no religion attached to them.⁷³

⁷¹ I began this process with the aid of a preexisting database at www.ComicBookReligion.com.

⁷² See Appendix

⁷³ A few of these groups require further explanation. The Classical/Native group consists of various 'Pagan' religions, such as Wicca, ancient religions, such as Greek and Roman polytheism, and native and regional

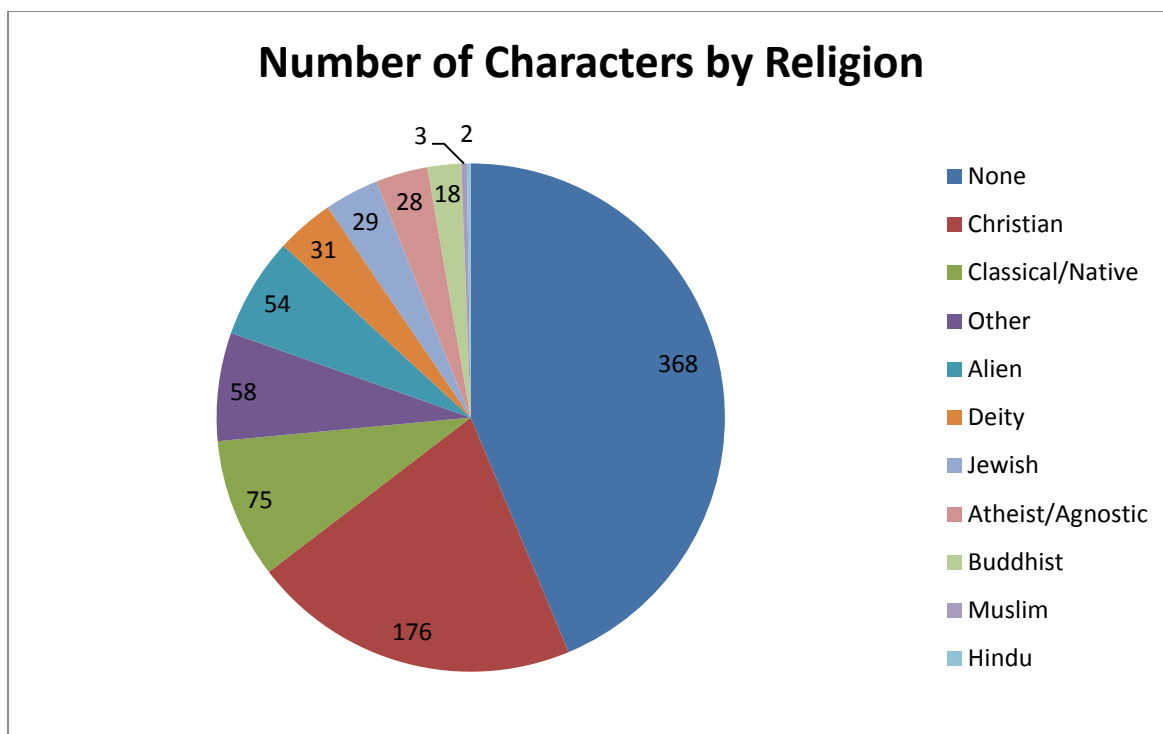


Figure 1: The number of characters divided by religious category.

As a group, characters with alien religions have an average of 280 appearances per character. Atheist and agnostic characters have an average of 1,914 appearances per character. Buddhist characters have an average of 220 appearances per character. Christian characters have an average of 861 appearances per character. Characters with classical or native belief systems have an average of 505 appearances per character. Deities have an average of 421 appearances. Hindus have an average of 189 appearances per character. Jewish characters have an average of 706 appearances. Muslims have an average of 143 appearance per character. Characters that adhere to other religions have an

religions, such as various Native American belief systems and African religions. The Deities group includes figures that are considered deities, such as Thor and Loki, and thus cannot be comfortably considered to be practicing any particular religion. The category of Other ultimately ended up being a catch-all group for numerous small religions that may not be widely recognized by the public such as Taoism and Shinto.

average of 368 appearances, and characters with no affiliation have an average of 219 appearances.

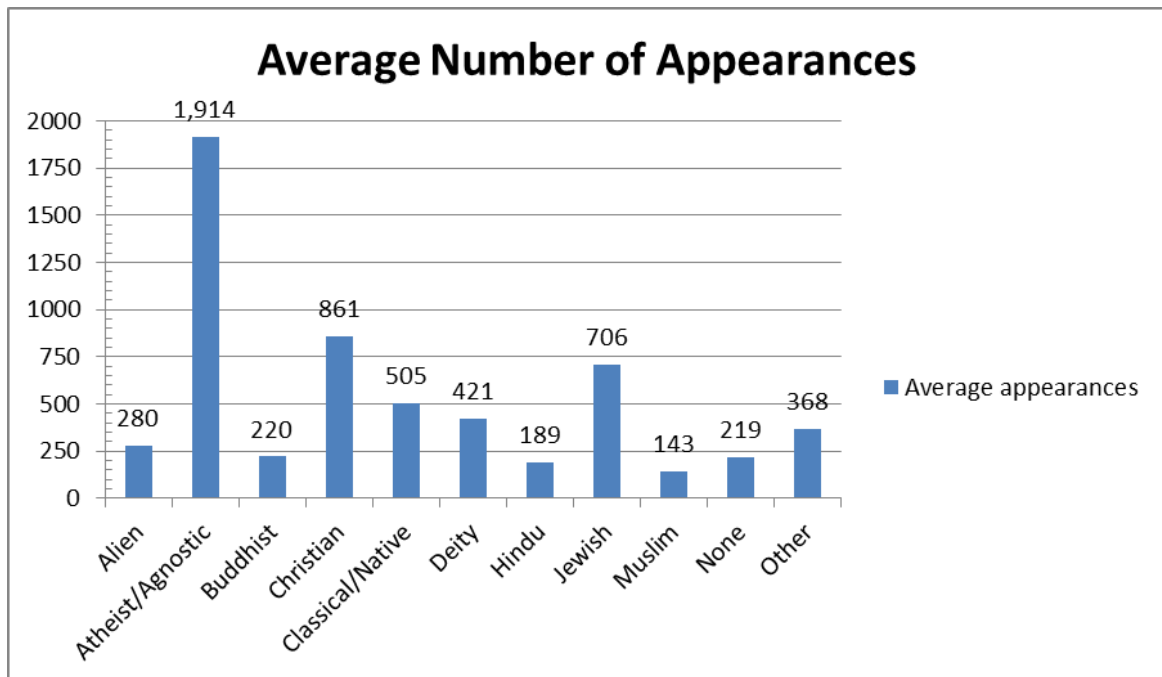
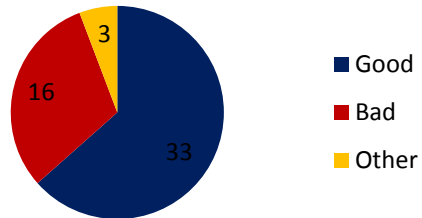


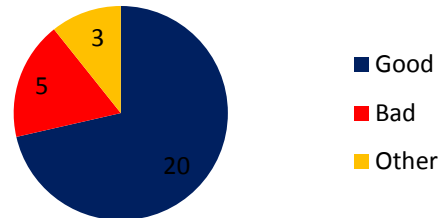
Figure 2: The average number of appearances per character according to religious group.

Looking at the divide of good, bad, and side characters, there are 33 good characters, 16 bad, and 5 side characters with alien religions. There are 20 good characters, 5 bad, and 3 side characters who are atheistic or agnostic. Buddhist characters include 14 good characters, 2 bad, and 2 side characters. There are 123 good characters, 18 bad, and 35 side characters who are Christian. Adherents to classical and native traditions include 58 good characters, 10 bad, and 7 side characters. Deities include 8 good characters, 15 bad, and 7 side characters. There is 1 bad character and 1 side character who are Hindu. Of the 29 Jewish characters 24 are good, 3 are bad, and 2 are side characters. Muslim characters include 2 good and 1 side characters. Adherents to other religions include 37 good characters, 13 bad, and 8 side characters. The remainder of the characters include 214 good characters, 106 bad, and 48 side characters.

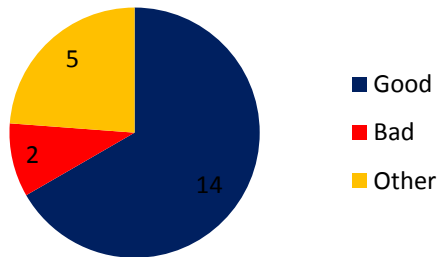
**Category of Character:
Alien Religions**



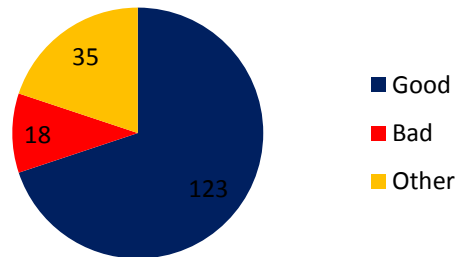
**Category of Character:
Atheist/Agnostic**



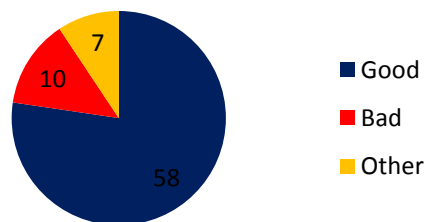
**Category of Character:
Buddhist**



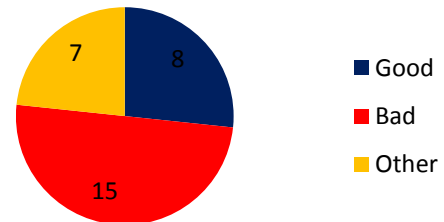
**Category of Character:
Christian**



**Category of Character:
Classical/Native**



**Category of Character:
Deity**



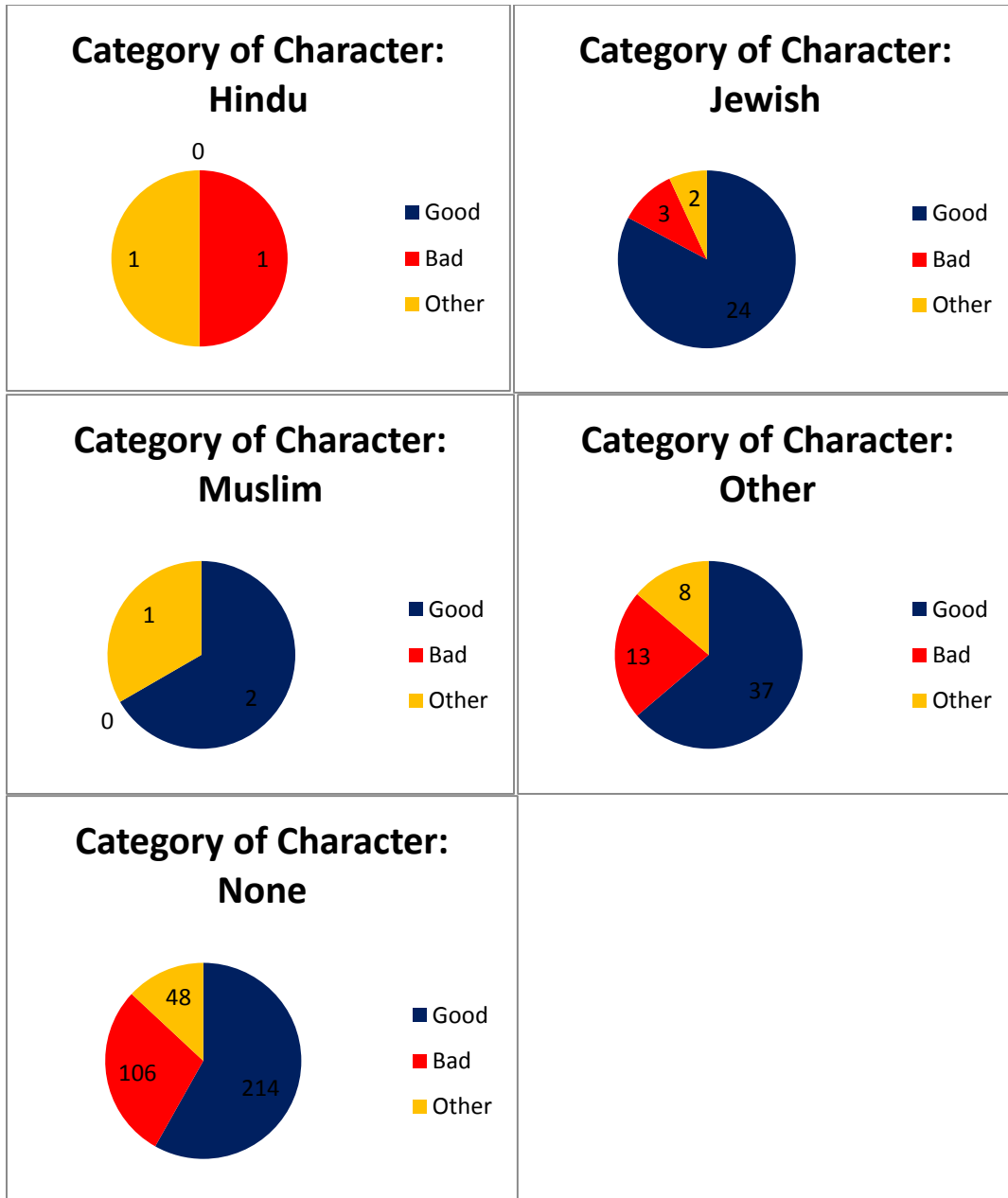


Figure 3-13: The breakdown of good, bad, and side (other) characters divided by religious category.

Analysis

From these numbers a few trends can be seen. Aside from the group of characters that has no listed religious affiliation, Christians hold the largest numbers with 176 characters. Hindus and Muslims hold the smallest numbers with 2 and 3 characters

respectively. These numbers are rather interesting considering the over 75 year history of comic books in the United States.⁷⁴ With as long as comic books have been published, it would be assumed that at least a handful more Muslims and Hindus would have been included in comics. Another intriguing number is that of Jewish characters, only 29 in total. Considering the fact that the comic book industry was largely founded and controlled by Jewish writers and artists in the early years, one would think that a larger percentage of characters would be Jewish.⁷⁵ Though it is argued that even if the characters that were created were Christian, the stories were Jewish in nature.⁷⁶ When examining the average number of appearances per religious group, the atheist and agnostic characters are by far the largest with an average of 1,914 appearances per character. This can be explained by several factors. First, this group's numbers are bolstered by two characters, Batman and Wolverine, both Atheists, whom appear far more often than others in their group. If remove their number of appearances, the average is lowered to 1,226, which is still far more than other groups, but not as large a difference. Atheistic and agnostic beliefs are also used fairly often to create characters or story lines surrounding moral struggles and ambiguity, a very common and popular topic in comics since the 1980s. On the other end of the spectrum are Muslim characters with an average of 143 appearances per character, just slightly above the standard of 100 appearances set by this paper. Of course this average is artificially low due to lack of characters in this category.

⁷⁴ The American comic book industry is usually traced back to 1938 with the first appearance of Superman.

⁷⁵ Arie, Kaplan, Pekar Harvey, and Waldman J.T. *From Krakow to Krypton : Jews and Comic Books*. Philadelphia: Jewish Publication Society, 2008.

⁷⁶ Oropeza 2005.

Originally, I had hoped to analyze the number of good characters and bad characters in each group. A large part of a person's relationship and view of their religion is how they conceptualize their religion. If a person views one particular religion as being good or bad, they will react to it differently. Even if a medium is not stating that a particular religion is good or bad outright, having a majority of characters belonging to a religion portrayed as being good or bad will slowly affect the relationship adherents of that religion have with it. It all goes back to the old idea of calling a child stupid so often they begin to believe it. Implying that a child is evil or related to evil due to his or her religion will have negative effects. The number of characters that were ultimately included in my final database did not allow for proper comparisons however. It does little to state that half of Hindu characters are bad, when the number of Hindu characters included in these results is two. I have included the raw numbers and graphs in Figures 3-13, however.

Narrowing the Focus

Despite these numbers and generalizations, it is important to note some of the changes comic books are experiencing, especially when considering characters that did not quite make the cut for my database. The trend of stereotyping and casting certain religions in a bad light is changing in American comic books. As the world is recognizing the importance of understanding the religion and beliefs of others, comic book writers are incorporating, real, complex, religious characters with depth, logic, and emotions. Writers have made a point of showing them with both flaws and strengths, making them people and not mockeries. These efforts at representation have been met with some resistance

and worries from more conservative groups, but is overwhelmingly opening up the discussion of religion to people who have never paid much attention to it before.⁷⁷ In just the last few years, there has been a steady increase of very well thought out, good characters from various religions. These characters are connected to their religion, but not



Image 15: Kiran Singh, a.k.a. Solstice as seen in *Teen Titans Vol. 3 #89*.

hampered by it, and they are well liked and well thought of by other characters. Just in the last few years, Marvel and DC have unveiled a long procession of new characters. Marvel revealed Rina Patel, a.k.a. Timeslip, and Neal Shaara, a.k.a. Thunderbird, as a part of their Hindu lineup, while DC added the likes of Kiran Singh, a.k.a. Solstice, and Roshanna Chatterji, a.k.a. Tremor.⁷⁸ James Madrox, or Multiple Man, and Anthony Druid, also known as Doctor

Druid, are adding to their list of Buddhist characters for Marvel and DC has added

⁷⁷ Khouri, Andy. *Racists Totally Freak Out Over Muslim 'Batman of Paris'*. December 28, 2010. <http://comicsalliance.com/racists-batman-muslim-paris/>.

⁷⁸ Chase, Bobbie. *Movement Vol. 1*. no. 1. July 2013.
 Claremont, Chris. *X-Men Vol. 2*. no. 100. May 2000.
 Krul, J.T. *Teen Titans Vol. 3*. no. 89. January 2011.
 Skolnick, Evan. *New Warriors Vol. 1*. no. 59. May 1995.

characters like the second Green Arrow, Connor Hawke, and the former assassin Onyx Adams.⁷⁹ Perhaps some of the most notable and most controversial changes have come from the addition of Muslim characters. DC created a new Green Lantern named Simon Baz, who is an Arab-American living in Detroit and a hero touted as the ‘Batman of Paris’ named Bilal Asselah, known as Nightrunner.⁸⁰ Marvel’s ventures into new Muslim characters are probably more well-known and popular. They gave the position of Ms. Marvel to Kamala Khan, a Muslim American teenager dealing with all the struggles of a first generation American.⁸¹ They also created an all new mutant, Sooraya Qadir, a.k.a. Dust. She is unique as she wears a full niqab at all times and has even had discussions and arguments about wearing it with other characters, allowing Marvel to give her depth and educate their readers at the same time.⁸²



Image 16: Sooraya Qadir, a.k.a. Dust, as seen in *New X-Men*.

Even beyond adding new characters to lesser or poorly represented religions, comic book writers are trying to change how the already well represented Christian and Jewish characters approach religion. Traditionally Christians in comic books have either

⁷⁹ David, Peter. *X-Factor Vol. 3*. no. 32. August 2008.

Dixon, Chuck. *Connor Hawke: Dragon's Blood Vol. 1*. no. 1. January 2007.

Grayson, Devin. *Nightwing Vol. 2*. no. 97. November 2004.

Lente, Fred Van. *Chaos War: Dead Avengers Vol. 1*. no. 2. December 2010.

⁸⁰ *CBS News*. "Muslim Superhero, Simon Baz, Joining Green Lantern Lineup." September 4, 2012.

Hine, David. *Detective Comics Annual Vol. 1*. no. 12. February 2011.

Johns, Geoff. *Green Lantern Vol. 5*. no. 20. July 2013.

⁸¹ Ewing, Al. *All-New Marvel NOW! Point One Vol. 1*. no. 1. January 2014.

⁸² Morrison, Grant. *New X-Men Vol. 1*. no. 133. December 2002.

ignored their religion until it could be used as a plot device or use it in a way that perpetuates bad stereotypes. This is best seen in the context of Marvel's humans versus mutants plots, where characters like William Stryker use their religion as a way to ostracize mutants and seek their destruction. Recently Marvel created Idie Okonkwo, or Oya, a devout Nigerian girl who has to struggle with her beliefs as she discovers her powers. And ultimately she reconciles her beliefs and her new life in a way that truly casts a new light on the struggles a religious person could have and does not cast her in a bad light in the slightest.⁸³

A Note on International Comics



Image 17: The cover for the first issue of *The 99*.

Comics do not just offer representations of religion for people outside these cultures to view, but they offer ways for people within these religions to find a way of relating to their own beliefs and heritage. Beyond just the traditional American comic book companies like DC and Marvel and their associated publications, there are other companies and series that are designed specifically for people from certain backgrounds and religions. Teshkeel Comics' original titles

focus on catering to the Muslim community and include a cast of characters that is predominantly Muslim. Their most popular work is *The 99*, a series written by Dr. Naif Al-Mutawa and features a team of young superheroes from all over the world with powers based upon universal values. Dr. Al-Mutawa wrote this series for

⁸³ Fraction, Matt. *Uncanny X-Men Vol. 1*. no. 528. September 2010.

the explicit purpose of trying to reconnect Muslims with their religion, show that Muslim values can be held by and agreed upon by non-Muslims, and change how the world views

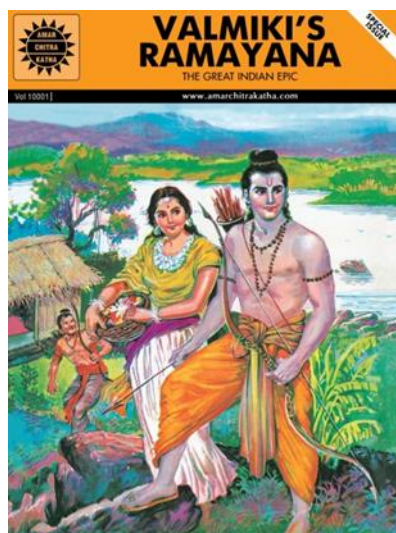


Image 18: Cover for *Valmiki's Ramayana*, one of the Amar Chitra Katha series.

Islam.⁸⁴ Diamond Comics and Raj Comics offer comics with Hindu characters and comics depicting important stories from Hinduism, and a multitude of others. Perhaps the most well-known comics for Hindus are *Amar Chitra Katha*. These comics, literally meaning “immortal illustrated story,” depict stories of Hindu deities, important myths, and lives of important figures in Hinduism’s history, giving children around the world easy ways to see, learn, and connect with

their religion.⁸⁵ Even Christianity has a hold on depictions of their religion with numerous version of the Bible reprinted in comic form.⁸⁶ These groups recognize that comics are an easy way for people to begin learning about and connecting to the world, and they are giving children the opportunity to examine their own culture and beliefs in ways they have not always had access to.

⁸⁴ Al-Mutawa, Naif. "Naif Al-Mutawa at AJC Live: Courageous Voices from the Muslim World." AJCGlobal, May 13, 2014.

Al-Mutawa, Naif. "Naif Al-Mutawa: Superheroes inspired by Islam." TED, July 20, 2010

⁸⁵ Hawley, John Stratton. "The Saints Subdues: Domestic Virtue and National Integration in Amar Chitra Katha." In *Media and the Transformation of Religion in South Asia*, by Lawrence A. Babb and Susan S. Wadley, 107-134. Philadelphia: University of Pennsylvania Press, 1995.

Pritchett, Frances W. "The World of Amar Chitra Katha." In *Media and the Transformation of Religion in South Asia*, by Lawrence A. Babb and Susan S. Wadley, 76-106. Philadelphia: University of Pennsylvania Press, 1995.

⁸⁶ Anderson, Jeff, and Mike Maddox, . *The Lion Graphic Bible: The Whole Story From Genesis to Revelations*. Lion Hudson, 2004.

Mauss, Doug, ed. *The Action Bible*. Colorado Springs: David C. Cook Distribution Canada, 2010. Strömberg 2010.

Ultimately...

Comic books have had a history of being disproportioned, misrepresenting religion, and often shine a poor light on the religious characters. Those tendencies have held since comic books were first published and have continued on today. Video games, though much more recent, seems to be following this trend as well. Despite criticism and resistance, things are changing in the comic book industry in regards to how religion is addressed and portrayed. Given enough time, I believe video games will have a similar shift in representation. If comic book writers and video game creators continue to push for change and ignore the opposition, perhaps one day video games and comic books will give equal and fair representation to all kinds of people and truly be something that children can safely find role models in.

This research does not claim that video games or comic books are the sole cause of the tendency of millennials to distance themselves from and criticize religion. World events and trends, politics, the rise and fall of leaders, changes in the economy, and shifting moral values are all on the vast list of things that could have affected the opinions of millennials. Though I have stated that these mediums affect and influence people, this research does not and cannot state if comic books or video games were influencing people before their views began to shift. Media changes to reflect the times it is created in, comic books and video games included. It becomes a question much like the chicken or the egg, were these media more critical before people were, or did they see the trend and simply follow it.

Future Research

There are many possibilities for future research into this field. As video games are rarely examined in academia, any further research would be beneficial. For more specific research, examining the views of people on religion before and after playing a game that is critical towards religion would be a good next step. Also asking people to play a game that is highly critical of religion via religious symbols and characters, but not to religion as an institution, and seeing if they pick up on the critiques and tone of the game would be an angle to approach this research from.

For comic books, expanding the database to include characters regardless of number of appearances would give a much broader base to pull numbers from and possibly more evenly divided groups to make comparisons against one another would be a good further step. Analyzing the religiosity of each individual character could be a way of examining just how important religion is overall. Performing regression analysis on the data would also be beneficial in seeing if these numbers are significant. A method of surveying individuals before and after reading comics to judge the level of influence these comics have would be beneficial. The pre-survey could include questions about the individual's beliefs, and knowledge of the beliefs of specific characters. After reading a comic or comics involving highly religious characters or religious storylines, the same survey could be given again to determine if there are any changes. With these ideas and many more, it is clear that there are many approaches for studying religion in these mediums.

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Appendix

Character Name and Alias	Hero, Villain, or Other	Publishing Company	Year of First Appearance	Religious Category	Change of Religion?	Defining or Incidental Characteristic	Number of Appearances
Martian Manhunter (J'onn J'onzz)	Hero	DC	1955	Alien	No	Defining	2,228
Supergirl (Kara Zor-El)	Hero	DC	1959	Alien	No	Incidental	1,041
Starfire (Koriand'r)	Hero	DC	1980	Alien	No	Defining	841
Silver Surfer (Norrin Radd)	Hero	Marvel	1966	Alien	No	Defining	826
Power Girl (Kara Zor-l)	Hero	DC	1976	Alien	No	Incidental	576
Raven (Rachel Roth)	Hero	DC	1980	Alien	No	Defining	494
Chameleon Boy (Reep Daggles)	Hero	DC	1960	Alien	No	Defining	492
Darkseid (Uxas)	Villain	DC	1970	Alien	No	Defining	406
Element Lad (Jan Arrah)	Hero	DC	1963	Alien	No	Defining	335
Moondragon (Heather Douglas)	Hero	Marvel	1973	Alien	No	Defining	335
Shadow Lass (Tasmia Mallor)	Hero	DC	1968	Alien	No	Defining	319
Apocalypse (En Sabah Nur)	Villain	Marvel	1986	Alien	No	Defining	316
Thanos	Villain	Marvel	1973	Alien	No	Defining	306
Mister Miracle (Scott Free)	Hero	DC	1971	Alien	Yes	Defining	305
Lobo	Hero	DC	1983	Alien	No	Defining	294
Big Barda (Barda Free)	Hero	DC	1971	Alien	Yes	Defining	255
Jor-El	Other	DC	1945	Alien	No	Defining	251
Orion	Hero	DC	1971	Alien	no	Incidental	237

Sersi	Hero	Marvel	1976	Alien	No	Defining	229
Super-Skrull (K'lrt)	Villian	Marvel	1963	Alien	no	Incidental	226
Starfox (Eros)	Hero	dc	1973	Alien	no	Defining	207
Longshot	Hero	Marvel	1985	Alien	No	Defining	204
Sensor Girl (Queen Projectra of Orando)	Hero	DC	1966	Alien	No	Defining	203
Broo	Other	Marvel	2011	Alien	No	Defining	189
Desaad	Villian	DC	1971	Alien	no	Defining	185
Shatterstar (Gaveedra-Seven)	Hero	Marvel	1995	Alien	No	Incidental	173
Lilandra Neramani	Other	Marvel	1976	Alien	No	Defining	170
Ronan the Accuser (Ronan)	Villian	Marvel	1967	Alien	No	Defining	170
Metron	Hero	DC	1971	Alien	No	Defining	169
Lazerfist (Lyja)	Hero	Marvel	1991	Alien	no	Defining	167
Lara	Other	DC	1939	Alien	No	Defining	166
Hawkwoman (Shayera Thal)	Hero	dc	1961	Alien	No	Incidental	161
Mantis (Mandy Celestine)	Hero	Marvel	1973	Alien	No	Defining	161
Photon (Genis-Vell)	Hero	Marvel	1993	Alien	No	Incidental	158
Lightray (Sollis)	Hero	DC	1971	Alien	No	Defining	146
Captain Marvel (Mar-Vell)	Hero	Marvel	1967	Alien	No	Defining	142
Maximus (Maximus Boltagon)	Villian	Marvel	1966	Alien	No	Defining	136
Highfather (Izaya)	Hero	DC	1971	Alien	No	Defining	131
Shalla Bal	Other	Marvel	1972	Alien	No	Defining	131
Maxima	Villian	DC	1989	Alien	No	Incidental	121
Supreme Intelligence	Villian	Marvel	1967	Alien	No	Incidental	120
General Zod	Villian	dc	1961	Alien	No	Incidental	119
Deathbird (Cal'syee	Villian	Marvel	1977	Alien	No	Defining	118

Neramani)							
Granny Goodness (Goodness)	Villian	DC	1971	Alien	No	Defining	117
Katma Tui	Hero	DC	1964	Alien	No	Incidental	116
Makkari	Hero	Marvel	1940	Alien	No	Defining	111
Despero	Villian	dc	1960	Alien	No	Defining	108
Firelord (Pyreus Kril)	Hero	Marvel	1974	Alien	No	Defining	107
Ikaris	Hero	Marvel	1976	Alien	No	Defining	103
Kalibak	Villian	DC	1971	Alien	No	Defining	102
Bug	Hero	Marvel	1979	Alien	No	Incidental	100
Captain Marvel (Noh-Varr)	Hero	Marvel	2000	Alien	No	Defining	100
Doomsday	Villian	DC	1992	Alien	No	Incidental	100
The Beyonder	Villian	Marvel	1984	Alien	No	Incidental	100
Batman (Bruce Wayne)	Hero	DC	1939	Atheist/Agnostic	Yes	Defining	11,112
Wolverinne (Logan)	Hero	Marvel	1974	Atheist/Agnostic	yes	Defining	10,615
Iron Man (Tony Stark)	Hero	Marvel	1963	Atheist/Agnostic	No	Incidental	5,673
The Beast (Hank Mccoy)	Hero	Marvel	1963	Atheist/Agnostic	Yes	Defining	5,233
Mr. Fantastic (Reed Richards)	Hero	Marvel	1961	Atheist/Agnostic	No	Defining	4,661
Colossus (Peter Rasputin)	Hero	Marvel	1975	Atheist/Agnostic	yes	Incidental	4,122
Green Arrow (Oliver Queen)	Hero	DC	1941	Atheist/Agnostic	No	Defining	2,507
Giant-Man (Hank Pym)	Hero	Marvel	1962	Atheist/Agnostic	No	Incidental	1,543
Lex Luthor	Villian	dc	1940	Atheist/Agnostic	yes	Defining	1,508
The Wasp (Janet Van Dyne)	Hero	Marvel	1963	Atheist/Agnostic	Yes	Incidental	1,339
The Watcher (Uatu)	Other	Marvel	1963	Atheist/Agnostic	No	Defining	582
Sgt. Rock (Frank Rock)	Hero	DC	1959	Atheist/Agnostic	No	Incidental	412
Metamorpho (Rex Mason)	Hero	DC	1964	Atheist/Agnostic	No	Incidental	392
Booster Gold	Hero	DC	1986	Atheist/Agnostic	No	Defining	375

(Michael Jon Carter)							
Red Hulk (Thunderbolt Ross)	Villian	Marvel	1962	Atheist/Agnostic	Yes	Incidental	349
Jane Foster	Other	Marvel	1962	Atheist/Agnostic	No	Incidental	341
Spawn (Al Simmons)	Hero	Other	1992	Atheist/Agnostic	No	Defining	341
Blackhawk (Janos Prohaska)	Hero	Other	1941	Atheist/Agnostic	Yes	Incidental	328
Quasar (Wendell Vaughn)	Hero	Marvel	1978	Atheist/Agnostic	No	Defining	317
The Savage Dragon (Kurr)	Hero	Other	1976	Atheist/Agnostic	No	Defining	307
Mr. Terrific (Micheal Holt)	Hero	DC	1997	Atheist/Agnostic	No	Defining	289
Captain Marvel Jr. (Freddy Freeman)	Hero	Other	1941	Atheist/Agnostic	No	Defining	265
Batgirl (Cassandra Cain)	Hero	DC	1999	Atheist/Agnostic	No	Incidental	222
Starman (Ted Knight)	Hero	dc	1941	Atheist/Agnostic	No	Incidental	219
The Abomination (Emil Blonsky)	Villian	Marvel	1967	Atheist/Agnostic	No	Defining	180
Ra's Al Ghul	Villian	DC	1971	Atheist/Agnostic	No	Incidental	151
Howard Stark	Other	Marvel	1970	Atheist/Agnostic	No	Defining	105
Solomon Grundy (Cyrus Gold)	Villian	DC	1944	Atheist/Agnostic	No	Incidental	102
Iron Fist (Danny Rand)	Hero	Marvel	1974	Buddhist	No	Defining	672
Impulse (Bart Allen)	Hero	DC	1994	Buddhist	No	Defining	483
Wong	Other	Marvel	1963	Buddhist	No	Defining	333
Multiple Man (Jamie Madrox)	Hero	Marvel	1975	Buddhist	Yes	Incidental	257
Moonstone (Karla Sofen)	Villian	Marvel	1975	Buddhist	No	Incidental	235

Katana (Tatsu Yamashiro)	Hero	DC	1983	Buddhist	No	Defining	223
Radioactive Man (Dr. Chen Lu)	Villian	Marvel	1963	Buddhist	No	Incidental	187
Gamora	Hero	Marvel	1975	Buddhist	No	Defining	171
Gomez Addams	Other	Other	1938	Buddhist	no	Defining	167
Max Mercury (Max Crandall)	Hero	Other	1940	Buddhist	No	Defining	162
The Question (Vic Sage)	Hero	DC	1967	Buddhist	No	Defining	162
Doctor Druid (Anthony Ludgate)	Hero	Marvel	1961	Buddhist	Yes	Defining	151
The Shadow (Kent Allard)	Hero	Other	1931	Buddhist	No	Defining	147
Doctor Light (Kimiyo Hoshi)	Hero	DC	1985	Buddhist	No	Defining	134
Swift (Shen Li-men)	Hero	Other	1995	Buddhist	No	Defining	131
Gargoyle (Isaac Christians)	Hero	Marvel	1981	Buddhist	No	Defining	125
Shi (Ana Ishikawa)	Hero	Other	1993	buddhist	yes	Defining	109
Green Arrow (Connor Hawke)	Hero	dc	1994	buddhist	No	Defining	104
Superman (Clark Kent)	Hero	DC	1938	Christian	No	Defining	13,409
Spiderman (Peter Parker)	Hero	Marvel	1962	Christian	No	Incidental	10,664
Cyclops (Scott Summers)	Hero	Marvel	1963	Christian	No	Incidental	8,371
Captain America (Steve Rogers)	Hero	Marvel	1941	Christian	No	Incidental	5,992
The Hulk (Bruce Banner)	Hero	Marvel	1962	Christian	No	Incidental	4,551
Nightwing (Dick Grayson)	Hero	DC	1940	Christian	Yes	Incidental	4,498
Human Torch (Johnny Storn)	Hero	Marvel	1961	Christian	No	Incidental	4,393
Nightcrawler (Kurt Wagner)	Hero	Marvel	1975	Christian	yes	Defining	4,345

Invisible Woman (Susan Storm Richards)	Hero	Marvel	1961	Christian	No	Defining	4,069
Lois Lane	Other	Dc	1938	Christian	no	Incidental	3,859
Rogue (Anna Marie)	Hero	Marvel	1981	Christian	No	Defining	3,526
White Queen (Emma Frost)	Villian	Marvel	1980	Christian	No	Incidental	3,409
Alfred Pennyworth	Other	DC	1943	Christian	No	Incidental	3,048
Commissioner Gordon	Other	DC	1939	Christian	No	Incidental	2,797
Phoenix (Jean Grey)	Hero	Marvel	1963	Christian	No	Incidental	1,905
Jimmy Olsen	Other	DC	1938	Christian	No	Incidental	1,896
The Punisher (Frank Castle)	Hero	Marvel	1974	Christian	No	Defining	1,893
Mary Jane Watson	Other	Marvel	1966	Christian	No	Incidental	1,827
The Flash (Barry Allen)	Hero	dc	1956	Christian	No	Incidental	1,826
Daredevil (Matt Murdock)	Hero	Marvel	1964	Christian	No	Defining	1,801
Black Widow (Natasha Romanova)	Hero	Marvel	1964	Christian	No	Incidental	1,789
Angel (Waren Worthington III)	Hero	Marvel	1963	Christian	No	Incidental	1,741
Perry White	Other	dc	1940	Christian	No	Defining	1,574
Hawkeye (Clint Barton)	Hero	Marvel	1964	Christian	No	Incidental	1,515
Black Canary (Dinah Lance)	Hero	DC	1969	Christian	No	Incidental	1,406
Aunt May	Other	Marvel	1962	Christian	No	Defining	1,368
Banshee (Sean Cassidy)	Hero	Marvel	1967	Christian	No	Defining	1,340
Deadpool (Wade Wilson)	Villian	Marvel	1991	Christian	yes	Incidental	1,256
Lana Lang	Other	DC	1950	Christian	No	Incidental	1,026
Devil/Satan	Villian	Both	1941	Christian	No	Defining	1,024
Gambit (Remy)	Hero	Marvel	1990	Christian	No	Defining	954

LeBeau)							
She-Hulk (Jennifer Walters)	Hero	Marvel	1980	Christian	No	Incidental	952
Luke Cage	Hero	Marvel	1972	Christian	No	Incidental	951
Flash (Wally West)	Hero	DC	1959	Christian	No	Incidental	915
Catwoman (Selina Kyle)	Villian	DC	1940	Christian	No	Incidental	911
Cannonball (Sam Gunthrie)	Hero	Marvel	1982	Christian	No	Defining	831
King Arthur	Hero	Marvel	1955	Christian	Yes	Defining	831
Martha Kent	Other	DC	1939	Christian	No	Defining	827
Jonathan Kent	Other	DC	1939	Christian	No	Defining	816
Captain Marvel (Carol Danvers)	Hero	Marvel	1968	Christian	No	Incidental	784
Psylocke (Betsy Braddock)	Hero	Marvel	1976	Christian	No	Incidental	772
Green Lantern (Alan Scott)	Hero	DC	1940	Christian	No	Defining	768
The Flash (Jay Garrick)	Hero	DC	1940	Christian	No	Defining	687
Cyborg (Vic Stone)	Hero	DC	1980	Christian	No	Incidental	670
Edwin Jarvis	Other	Marvel	1964	Christian	No	Incidental	669
Franklin Richards	Hero	Marvel	1968	Christian	No	Incidental	650
Plastic Man (Eel O'Brian)	Hero	DC	1941	Christian	No	Incidental	636
Green Lantern (Kyle Rayner)	Hero	DC	1994	Christian	No	Incidental	629
The Kingpin (Wilson Fisk)	Villian	Marvel	1967	Christian	No	Incidental	619
Saturn Girl (Imra Ardeen)	Hero	DC	1958	Christian	No	Incidental	616
Harry Osborn	Other	Marvel	1965	Christian	No	Incidental	607
Havok (Alex Summers)	Hero	Marvel	1969	Christian	No	Incidental	592
Wolfsbane (Rahne Sinclair)	Hero	Marvel	1982	Christian	No	Defining	575
Sunspot	Hero	Marvel	1982	Christian	No	Incidental	574

(Roberto Dacosta)							
Firestorm (Ronnie Raymond)	Hero	DC	1978	Christian	No	Incidental	573
Jubilee (Jubilation Lee)	Hero	Marvel	1989	Christian	No	Incidental	570
Green Lantern (John Stewart)	Hero	DC	1971	Christian	No	Incidental	560
Gwen Stacy	Other	Marvel	1965	Christian	No	Incidental	560
Dum Dum Dugan	Other	Marvel	1963	Christian	No	Incidental	555
Superboy (Conner Kent)	Hero	DC	1993	Christian	No	Incidental	535
Green Lantern (Guy Gardner)	Hero	Dc	1968	Christian	no	Incidental	534
Falcon (Sam Wilson)	Hero	Marvel	1969	Christian	No	Defining	531
Huntress (Helena Rosa Bertinelli)	Hero	DC	1989	Christian	No	Defining	520
Sherlock Holmes	Hero	Other	1976	Christian	No	Incidental	510
Robin Hood	Hero	Other	1964	Christian	No	Defining	491
Foggy Nelson	Other	Marvel	1964	Christian	No	Incidental	488
Red She-Hulk (Betty Ross)	Other	Marvel	1962	Christian	No	Defining	463
Zorro (Don Diego de la Vega)	Hero	Other	1992	Christian	No	Defining	461
Doctor Mid-Nite (Piete Cross)	Hero	DC	1999	Christian	No	Defining	459
Guinevere	Other	Other	1936	Christian	Yes	Defining	453
Black Knight (Dane Whitmen)	Hero	Marvel	1967	Christian	No	Defining	430
Liz Allen	Other	Marvel	1962	Christian	No	Incidental	429
Constantine (John Constantine)	Hero	Other	1985	Christian	No	Defining	427
Steve Trevor	Other	DC	1942	Christian	No	Incidental	425
The Lone Ranger (Dan	Hero	Other	1933	Christian	No	Incidental	424

Reid)							
Venom (Eddie Brock)	Villian	Marvel	1988	Christian	No	Defining	416
Winter Soldier (Bucky Barnes)	Hero	Marvel	1941	Christian	No	Incidental	395
War Machine (Jim Rhodes)	Hero	Marvel	1979	Christian	No	Incidental	389
Juggernaut (Cain Marko)	Villian	Marvel	1965	Christian	No	Incidental	387
Black Cat (Felicia Hardy)	Hero	Marvel	1979	Christian	No	Incidental	374
Lancelot	Hero	Other	1936	Christian	Yes	Defining	369
Captain Britain (Brian Braddock)	Hero	Marvel	1976	Christian	No	Incidental	365
Speedball (Robbie Baldwin)	Hero	Marvel	1988	Christian	No	Incidental	359
Marvel Girl (Rachel Grey)	Hero	Marvel	1981	Christian	No	Defining	358
Black Lightning (Jefferson Pierce)	Hero	DC	1977	Christian	No	Defining	353
Firestar (Angelica Jones)	Hero	Marvel	1981	Christian	No	Incidental	338
U.S. Agent (John Walker)	Hero	Marvel	1986	Christian	No	Defining	333
Elektra (Elektra Natchios)	Hero	Marvel	1981	Christian	no	Incidental	331
Rescue (Pepper Potts)	Other	Marvel	1963	Christian	No	Incidental	324
Steel (John Henry Irons)	Hero	DC	1993	Christian	No	Defining	321
The Lizard (Dr. Curt Conners)	Villian	Marvel	1963	Christian	No	Incidental	318
Domino (Neena Thurman)	Hero	Marvel	1992	Christian	Yes	Defining	314
Mary Marvel (Mary Batson)	Hero	DC	1942	Christian	Yes	Incidental	309
Ghost Rider (Johnny Blaze)	Hero	Marvel	1982	Christian	No	Defining	306
Oya (Idie)	Hero	Marvel	2010	Christian	No	Defining	304

Okonkwo)							
Fire (Beatriz DaCosta)	Hero	DC	1979	Christian	No	Incidental	297
Northstar (Jean-Paul Beaubier)	Hero	Marvel	1979	Christian	Yes	Defining	284
The Red Hood (Jason Todd)	Hero	dc	1983	Christian	No	Incidental	276
Jade (Jennie-Lynn Hayden)	Hero	DC	1983	Christian	No	Defining	267
The Question (Renee Montoya)	Hero	DC	1992	Christian	No	Defining	265
Agent 13 (Sharon Carter)	Other	Marvel	1966	Christian	No	Defining	262
Karma (Xi'an Coy Manh)	Hero	Marvel	1980	Christian	No	Defining	260
Captain Atom (Nathaniel Christopher Adam)	Hero	DC	1987	Christian	No	Incidental	259
Vindicator (Heather Hudson)	Hero	Marvel	1980	Christian	No	Defining	249
Bullseye (benjamin Poindexter)	Villian	Marvel	1976	Christian	No	Incidental	243
Indiana Jones (Dr. Henry Walton Jones, Jr.)	Hero	Marvel	1981	Christian	No	Defining	243
Husk (Paige Guthrie)	Hero	Marvel	1986	Christian	No	Incidental	242
Ward Cleaver	Other	Other	1957	Christian	No	Defining	236
Strong Guy (Guido Carosella)	Hero	Marvel	1985	Christian	No	Incidental	233
Lucy Lane	Other	DC	1959	Christian	No	Incidental	226
Ray (Ray Terrill)	Other	Other	1992	Christian	No	Defining	222
Dagger (Tandy Bowen)	Hero	Marvel	1982	Christian	No	Defining	219
Cloak (Tyrone Johnson)	Hero	Marvel	1982	Christian	No	Incidental	216
Geo-Force	Hero	dc	1983	Christian	No	Incidental	214

(Prince Brion Markov)							
Star Sapphire (Carol Ferns)	Other	DC	1959	Christian	No	Incidental	214
Witchblade (Sara Pezzini)	Hero	Other	1999	Christian	No	Defining	213
Amanda Waller	Other	DC	1986	Christian	No	Incidental	211
Aurora (Jeanne-Marie Beaubier)	Hero	Marvel	1979	Christian	No	Defining	211
Azrael (Jean-Paul Valley)	Hero	DC	1983	Christian	No	Defining	210
Son of Satan (Daimon Hellstrom)	Hero	Marvel	1973	Christian	No	Defining	207
Scarlet Spider (Ben Reilly)	Hero	Marvel	1975	Christian	No	Incidental	202
Happy Hogan	Other	Marvel	1963	Christian	No	Incidental	201
Spider-Girl (May Parker)	Hero	Marvel	1998	Christian	No	Incidental	201
Chamber (Jonothn Starsmore)	Hero	Marvel	1994	Christian	No	Incidental	196
Iris West Allen	Other	dc	1956	Christian	No	Incidental	194
Pyro (St. John Allerdyce)	Villian	Marvel	1981	Christian	Yes	Incidental	194
Zero-G (Alex Power)	Hero	Marvel	1984	Christian	No	Incidental	192
Bizarro (Kent Clark)	Villian	DC	1958	Christian	No	Incidental	191
Thunderstrike (Eric Masterson)	Hero	Marvel	1988	Christian	No	Incidental	191
The Darkness (Jackie Estacado)	Hero	Other	1996	Christian	No	Incidental	190
Freefall (Roxy Spaulding)	Hero	Other	1993	Christian	Yes	Defining	186
Lightspeed (Julie Power)	Hero	Marvel	1984	Christian	No	Incidental	177
Obsidian (Todd Rice)	Hero	DC	1983	Christian	no	Defining	176
Mr. Freeze (Victor Fries)	Villian	DC	1959	Christian	No	Incidental	175

Energizer (Katie Power)	Hero	Marvel	1984	Christian	No	Incidental	170
Blue Devil (Dan Cassidy)	Hero	DC	1938	Christian	No	Defining	169
Ghost Rider (Daniel Ketch)	Hero	Marvel	1990	Christian	No	Incidental	169
Silver Sable (Silver Sablinova)	Hero	Marvel	1985	Christian	No	Incidental	169
Roadblock (Marvin F. Hinton)	Hero	Other	1984	Christian	No	Defining	166
Siryng (Theresa Cassidy)	Hero	Marvel	1981	Christian	No	Defining	162
Mass Master (Jack Power)	Hero	Marvel	1984	Christian	No	Incidental	160
Rage (Elvin Daryl Haliday)	Hero	Marvel	1990	Christian	No	Defining	157
Avalanche (Dominic Szilard Janos Petros)	Villian	Marvel	1981	Christian	Yes	Incidental	156
Nightshade (Eve Eden)	Hero	Other	1966	Christian	No	Defining	156
Colonel Glenn Talbot	Other	Marvel	1964	Christian	No	Incidental	152
Rick Grimes	Hero	Other	2003	Christian	No	Defining	151
Elasti-Girl (Rita Farr)	Hero	DC	1963	Christian	No	Incidental	149
Nexus (Horatio Hellpop)	Hero	Other	1981	Christian	No	Defining	147
Carl Grimes	Other	Other	2003	Christian	No	Defining	143
Blue Beetle (Jaime Reyes)	Hero	DC	2006	Christian	No	Incidental	141
Cat Grant	Other	DC	1987	Christian	Yes	Defining	140
Tom Sawyer	Hero	Other	1976	Christian	No	Defining	140
Skin (Angola Espinosa)	Hero	Marvel	1997	Christian	No	Defining	137
Typhoid Mary (Mary Alice Walker)	Villian	Marvel	1988	Christian	No	Defining	136
Marlo Chandler	Other	Marvel	1988	Christian	No	Incidental	135
Trickster (James Jesse)	Villian	DC	1959	Christian	Yes	Incidental	129

Pilot of the Future (Dan Dare)	Hero	Other	1950	Christian	No	Defining	127
Dr. James Power	Other	Marvel	1990	Christian	No	Incidental	126
Gabriel Jones	Hero	Marvel	1963	Christian	No	incidental	125
Hellboy (Anung Un Rama)	Hero	Other	1993	Christian	no	Defining	123
Living Lightening (Miguel Santos)	Hero	Marvel	1990	Christian	No	Defining	118
Kid Devil (Eddie Bloomberg)	Hero	DC	1984	Christian	No	Incidental	117
Darkstar (Laynia Patrovna)	Hero	Marvel	1976	Christian	No	Defining	116
Jasper Sitwell	Other	Marvel	1966	Christian	No	Incidental	114
Cypher (Doug Ramsey)	Hero	Marvel	1984	Christian	No	Incidental	113
Valeria Richards	Hero	Marvel	1999	Christian	No	Incidental	113
Dr. Arcane (Anton Arcane)	Villian	DC	1972	Christian	yes	Defining	112
Ivanhoe (Wilfred of Ivanhoe)	Hero	Other	1935	Christian	No	Defining	111
Maggie Greene	Other	Other	2004	Christian	No	Defining	111
Deathlok (Michael Collins)	Hero	Marvel	1990	Christian	yes	incidental	110
Skids (Sally Blevins)	Villian	Marvel	1986	Christian	yes	Defining	109
Count Vertigo (Werner Vertigo)	Villian	dc	1978	Christian	No	Defining	105
Howard the Duck (Howard T. Duck)	Hero	Marvel	1973	Christian	No	Incidental	105
The Spectre (Crispus Allen)	Hero	DC	2000	Christian	No	Defining	103
Broncho Bill	Hero	Other	1928	Christian	No	Incidental	101
Supreme	Hero	Other	1992	Christian	No	Incidental	101

(Ethan Crane)							
Storm (Ororo Munroe)	Hero	Marvel	1975	Classical/Native	No	Defining	5,068
Wonder Woman (Diana)	Hero	DC	1941	Classical/Native	No	Defining	4,659
Aquaman (Arthur Curry)	Hero	DC	1941	Classical/Native	No	Defining	2,384
The Sub-Mariner (Namor)	Hero	Marvel	1939	Classical/Native	No	Defining	1,864
Scarlet Witch (Wanda Maximoff)	Hero	Marvel	1964	Classical/Native	No	Defining	1,624
Hawkman (Carter Hall/Katar Hol)	Hero	DC	1940	Classical/Native	No	Defining	1,270
Doctor Doom (Victor Von Doom)	Villian	Marvel	1962	Classical/Native	Yes	Defining	1,176
Hercules	Hero	Both	1941	Classical/Native	No	Defining	1,029
Quicksilver (Pietro Maximoff)	Villian	Marvel	1964	Classical/Native	No	Incidental	944
Conan the Barbarian	Hero	Other	1932	Classical/Native	No	Defining	898
Black Panther (T'Challa)	Hero	Marvel	1966	Classical/Native	No	Defining	786
Captain Marvel (Billy Batson)	Hero	DC	1940	Classical/Native	Yes	Defining	756
Donna Troy	Hero	DC	1965	Classical/Native	No	Defining	739
Red Arrow (Roy Harper Jr.)	Hero	DC	1941	Classical/Native	No	Defining	668
Lightening Lad (Garth Ranzz)	Hero	DC	1958	Classical/Native	No	Defining	536
Tempest (Garth)	Hero	DC	1960	Classical/Native	No	Defining	519
Mirage (Danielle Moonstar)	Hero	Marvel	1982	Classical/Native	No	Defining	470
Zatanna (Zatanna Zatara)	Hero	DC	1964	Classical/Native	No	Defining	435
Tomahawk	Hero	DC	1947	Classical/Native	Yes	Defining	426

(Tom Hawk)							
Wonder Girl (Cassie Sandsmark)	Hero	DC	1996	Classical/Native	No	Defining	424
Moon Knight (Marc Spector)	Hero	Marvel	1975	Classical/Native	Yes	Defining	423
Sif	Other	Marvel	1964	Classical/Native	no	Defining	421
Tonto	Hero	Other	1933	Classical/Native	no	Defining	420
Merlin	Other	Both	1936	Classical/Native	No	Defining	406
Forge (Jonathon Silvercloud)	Hero	Marvel	1984	Classical/Native	No	Defining	394
Tex (Tex Willer)	Hero	Other	1948	Classical/Native	No	Defining	392
Fandral the Dashing	Hero	Marvel	1965	Classical/Native	No	Defining	391
Volstagg the Enormous	Hero	Marvel	1965	Classical/Native	No	Defining	358
Hogun the Grim	Hero	Marvel	1965	Classical/Native	No	Defining	357
Hawkgirl (Kendra Shiera Saunders)	Hero	DC	1999	Classical/Native	No	Incidental	345
Warpath (James Proudstar)	Hero	Marvel	1984	Classical/Native	No	Defining	340
Namorita (Nita Prentiss)	Hero	Marvel	1972	Classical/Native	No	Defining	305
Absorbing Man (Crusher Creel)	Villian	Marvel	1964	Classical/Native	Yes	Incidental	270
Magma (Amara Aquilla)	Hero	Marvel	1983	Classical/Native	No	Defining	269
Vixen (Mari Jiwe McCabe)	Hero	DC	1981	Classical/Native	No	Defining	254
Turok (Tal'set)	Hero	Other	1954	Classical/Native	No	Defining	237
Meggan	Hero	Marvel	1983	Classical/Native	no	Defining	225
Red Sonja (Sonja)	Hero	Other	1934	Classical/Native	No	Defining	225
Black Adam (Teth-Adam)	Villian	DC	1945	Classical/Native	No	Defining	200
Ice (Tora Olafsdotter)	Hero	DC	1988	Classical/Native	No	Incidental	193
Shaman (Michael Twoyoungmen)	Hero	Marvel	1979	Classical/Native	No	Defining	187

Mera	Hero	DC	1963	Classical/Native	no	Defining	176
Jonah Hex	Hero	dc	1972	Classical/Native	No	Defining	172
Slaine (Slaine mac Roth)	Hero	Other	1983	Classical/Native	no	Defining	168
Groo the Wanderer	Hero	Other	1982	Classical/Native	No	Incidental	165
Rainmaker (Sarah Rainmaker)	Hero	Other	1998	Classical/Native	No	Defining	165
X-O Manowar (Aric Dacia)	Hero	Other	1992	Classical/Native	No	Defining	165
Namora (Aquaria Nautica Neptunia)	Hero	Marvel	1947	Classical/Native	No	Defining	163
Dawnstar	Hero	dc	1978	Classical/Native	No	Defining	157
Morgan Le Fay	Villian	Marvel	1955	Classical/Native	No	Defining	157
Andar	Hero	Other	1954	Classical/Native	No	Defining	153
Lori Lemaris	Other	DC	1959	Classical/Native	No	Defining	153
Lady Dorma	Other	Marvel	1939	Classical/Native	No	Defining	150
Circe	Villian	DC	1949	Classical/Native	No	Defining	148
King Kull	Villian	Other	1971	Classical/Native	No	Defining	140
Kamilla	Hero	Marvel	1964	Classical/Native	No	Defining	136
Gypsy (Cindy Reynolds)	Hero	dc	1984	Classical/Native	No	Defining	135
Hawkeye (Natty Bumppo)	Hero	Other	1941	Classical/Native	No	Defining	133
Blok	Hero	DC	1979	Classical/Native	No	Defining	132
Beta Ray Bill	Hero	Marvel	1983	Classical/Native	No	Defining	128
Artemis (Artemis of Bana-Mighdall)	Hero	dc	1994	Classical/Native	No	Defining	125
Ripclaw (Robert Bearclaw)	Hero	Other	1992	Classical/Native	No	Defining	121
Voodoo (Priscilla Kitaen)	Hero	Other	1992	Classical/Native	No	Defining	119
Amanda Sefton	Hero	Marvel	1976	Classical/Native	No	Defining	117
Dr. Leslie Thompkins	Other	DC	1976	Classical/Native	No	Incidental	115
Pieface	Other	DC	1960	Classical/Native	No	Defining	115

(Thomas Kalmaku)							
Wyatt Wingfoot	Other	Marvel	1966	Classical/Native	No	Defining	112
Attuma	Villian	Marvel	1964	Classical/Native	No	Defining	110
The Executioner (Skurge)	Villian	Marvel	1964	Classical/Native	No	Defining	110
Omen (Lilith Clay-Jupiter)	Hero	DC	1970	Classical/Native	no	Defining	108
Fury (Lyta Trevor-Hall)	Hero	DC	1983	Classical/Native	No	Defining	107
Scalphunter (John Greycrow)	Villian	Marvel	1986	Classical/Native	No	Defining	106
Power Princess (Princess Zarda)	Hero	Marvel	1982	Classical/Native	No	Defining	104
Pow-Wow Smith (Ohiyesa Smith)	Hero	DC	1949	Classical/Native	No	Defining	102
Strata	Hero	DC	1989	Classical/Native	No	Defining	102
Thor (Donald Blake)	Hero	Marvel	1962	Deity	No	Defining	4,362
Dracula (Vlad Tepes)	Villian	Marvel	1964	Deity	Yes	Defining	1,363
Loki	Villian	Marvel	1949	Deity	No	Defining	696
Death	Other	Marvel	1973	Deity	No	Defining	587
Galactus (Galan)	Villian	Marvel	1966	Deity	No	Defining	537
Ares	Villian	Both	1942	Deity	No	Defining	440
Mephisto	Villian	Marvel	1968	Deity	No	Defining	381
Balder	Hero	Marvel	1962	Deity	No	Defining	375
Wonder Woman (Queen Hippolyta)	Hero	both	1941	Deity	No	Defining	362
Heimdall	Hero	Marvel	1962	Deity	No	Defining	330
Valkyrie (Brunnhilde)	Hero	Marvel	1970	Deity	No	Defining	325
Odin	Other	Marvel	1962	Deity	No	Defining	307
Zeus	Other	Both	1941	Deity	no	Defining	283
Enchantress (Amora)	Villian	Marvel	1964	Deity	No	Defining	264
Sentry (Bob)	Villian	Marvel	2000	Deity	No	Defining	260

Reynolds)							
Venus (Aphrodite)	Other	Both	1942	Deity	No	Defining	205
The Stranger	Villian	Marvel	1965	Deity	No	Defining	188
Dormammu	Villian	Marvel	1964	Deity	No	Defining	170
Hela	Villian	Marvel	1964	Deity	No	Defining	169
Thunderbolt (Yz)	Hero	dc	1940	Deity	No	Defining	160
Pluto (Hades)	Villian	Marvel	1966	Deity	No	Defining	148
The Sandman (Dream)	Other	DC	1989	Deity	No	Defining	143
Phoenix	Villian	Marvel	1976	Deity	No	Defining	129
Lucifer	Villian	DC	1962	Deity	No	Defining	128
Snowbird (Narya)	Hero	Marvel	1979	Deity	No	Defining	115
Vizier	Other	Marvel	1970	Deity	No	Defining	111
Brother Voodoo (Jericho Drumm)	Hero	Marvel	1973	Deity	No	Defining	110
Neptune (Poseidon)	Other	both	1940	Deity	No	Defining	106
Tyr	Villian	Marvel	1962	Deity	No	Defining	106
Chronos (David Clinton)	Villian	DC	1962	Deity	No	Defining	102
Destiny	Other	DC	1972	Deity	No	Defining	102
Deadman (Boston Brand)	Villian	dc	1967	Hindu	No	Defining	258
Ram Singh	Other	Other	1933	hindu	No	Defining	120
The Thing (Ben Grimm)	Hero	Marvel	1961	Jewish	No	Defining	5,017
Kitty Pryde	Hero	Marvel	1980	Jewish	No	Defining	3,128
Green Lantern (Hal Jordan)	Hero	DC	1959	Jewish	No	Incidental	2,529
Iceman (Bobby Drake)	Hero	Marvel	1963	Jewish	No	Incidental	1,752
The Atom (Ray Palmer)	Hero	DC	1961	Jewish	No	Incidental	1,086
Magneto (Erik Magnus Lehnsherr)	Villian	Marvel	1963	Jewish	No	Defining	916
Robin (Tim Drake)	Hero	DC	1989	Jewish	No	Incidental	695

Polaris (Lorna Dane)	Hero	Marvel	1968	Jewish	No	Incidental	464
Ultra Boy (Jo Nah)	Hero	DC	1962	Jewish	No	Incidental	426
Colossal Boy (Gim Allon)	Hero	DC	1960	Jewish	No	Incidental	345
The Phantom Stranger	Hero	DC	1952	Jewish	No	Incidental	340
Sasquatch (Dr. Walter Langkowski)	Hero	Marvel	1979	Jewish	No	Incidental	327
Firestorm (Martin Stein)	Hero	DC	1978	Jewish	No	Incidental	305
Doc Samson (Dr. Leonard Samson)	Hero	Marvel	1971	Jewish	No	Defining	304
Justice (Vance Astrovik)	Hero	Marvel	1975	Jewish	No	Defining	291
The Two-Gun Kid (Matthew Liebowitz)	Hero	Marvel	1962	Jewish	no	Incidental	286
Morgan Edge	Other	dc	1970	Jewish	No	Incidental	257
The Sandman (Wesley Dodds)	Hero	DC	1939	Jewish	No	Incidental	255
Willow (Willow Rosenberg)	Hero	Other	1997	Jewish	No	Defining	241
Songbird (Melissa Joan Gold)	Villian	Marvel	1979	Jewish	No	Defining	229
Atom Smasher (Albert Rothstein)	Hero	DC	1983	Jewish	No	Defining	223
Harley Quinn (Dr. Harleen Quinzel)	Villian	dc	1992	Jewish	no	Defining	206
Oberon	Other	dc	1971	Jewish	No	Incidental	169
Vance Astro (Vance Astrovik)	Hero	Marvel	1969	Jewish	No	Incidental	133
Batwoman (Kathy Kane)	Hero	DC	1956	Jewish	No	Defining	123
Prime (Kevin Green)	Hero	Other	1993	Jewish	No	Defining	116

Microchip (Linus Lieberman)	Hero	Marvel	1987	Jewish	no	Defining	112
Wiccan (Billy Kaplan)	Hero	Marvel	2005	Jewish	No	Defining	106
Mothman (Arthur)	Hero	Other	1989	Jewish	No	Defining	102
M (Monet St. Croit)	Hero	Marvel	1994	Muslim	No	Defining	205
G.W. Bridge	Other	Marvel	1991	muslim	no	Defining	123
Dust (Sooraya Qadir)	Hero	Marvel	2002	muslim	No	Defining	102
Judge Dredd (Joseph Dredd)	Hero	Other	1977	None/NA	No	Defining	1,946
Nick Fury	Hero	Marvel	1963	None/NA	No	Incidental	1,898
J. Jonah Jameson	Other	Marvel	1963	None/NA	No	Defining	1,719
The Joker	Villian	DC	1940	None/NA	no	Defining	1,679
Vision	Hero	Marvel	1968	None/NA	Yes	Defining	1,393
SpiderMan (Otto Octavius)	Villian	Marvel	1963	none/NA	No	Incidental	1,006
The Phantom (Kit Walker)	Hero	Other	1936	None/NA	No	Incidental	984
Oracle (Barbra Gordon)	Hero	DC	1967	None/NA	No	Incidental	921
Akim (Jim Rank)	Hero	Other	1950	None/NA	No	Incidental	888
Robbie Robertson	Other	Marvel	1967	None/NA	No	Incidental	739
Venom (Flash Thompson)	Other	Marvel	1962	None/NA	No	Incidental	718
Hellcat (Patsy Walker)	Hero	Marvel	1944	none/NA	No	Incidental	639
Brainiac 5 (Querl Dox)	Hero	DC	1961	none/NA	No	Incidental	610
Sabretooth (Victor Creed)	Villian	Marvel	1977	none/NA	Yes	Defining	610
A-Bomb (Rick Jones)	Other	Marvel	1962	None/NA	No	Incidental	572
Brainiac (Vril Dox)	Villian	DC	1958	None/NA	No	Incidental	553
Bishop (Lucas Bishop)	Villian	Marvel	1991	None/NA	No	Defining	548
Cosmic Boy	Hero	DC	1958	None/NA	No	Incidental	541

(Rokk Krinn)							
Comandante Mark	Hero	Other	1966	None/NA	No	Incidental	514
Captain 7 (Carlos)	Hero	Other	1954	None/NA	No	Incidental	500
Human Torch (Jim Hammond)	Hero	Other	1939	None/NA	No	Incidental	497
Astro Boy (Astro)	Hero	Other	1952	none/NA	no	Incidental	479
Sabu	Hero	Other	1971	none/NA	No	Incidental	468
Ultron	Villian	Marvel	1968	none/NA	No	Incidental	459
Blue Beetle (Ted Kord)	Hero	Other	1966	none/NA	No	Incidental	457
Mystique (Raven Darkhome)	Villian	Marvel	1978	none/NA	No	Defining	451
Dazzler (Alison Blaire)	Hero	Marvel	1980	none/NA	No	Defining	447
Mon-El (Lar Gand)	Hero	DC	1961	none/NA	No	Incidental	446
Nova (Richard Rider)	Hero	Marvel	1976	None/NA	No	Incidental	427
Wildcat (Ted Grant)	Hero	DC	1942	None/NA	No	Incidental	423
Norman Osborn	Villian	Marvel	1964	None/NA	No	Incidental	417
Alicia Masters	Other	Marvel	1962	None/NA	No	Incidental	416
Phantom Girl (Tinya Wazzo)	Hero	DC	1961	None/NA	No	Incidental	415
Poison Ivy (Pamela Lillian Isley)	Villian	DC	1966	None/NA	No	Defining	414
Blob (Fred J. Dukes)	Villian	Marvel	1964	None/NA	No	Defining	403
Penguin (Oswald Chesterfield Cobblepot)	Villian	DC	1941	None/NA	No	Incidental	403
Sandman (Flint Marko)	Villian	Marvel	1963	none/NA	No	Incidental	388
Deathstroke the Terminator (Slade Wilson)	Villian	DC	1980	none/NA	No	Incidental	376

Sun Boy (Dirk Morgna)	Hero	DC	1961	none/NA	No	Incidental	368
Shrinking Violet	Hero	DC	1961	none/NA	No	Incidental	363
Nighthawk (Kyle Richmond)	Hero	Marvel	1969	none/NA	No	Incidental	361
Triplicate Girl (Luornu Durgo)	Hero	DC	1961	None/NA	No	Incidental	354
Starman (Thom Kallor)	Hero	DC	1961	None/NA	No	Incidental	343
Coldsteel (Josef Stalin)	Villian	Marvel	1941	None/NA	No	Defining	342
Vulture (Adrian Toomes)	Villian	Marvel	1963	None/NA	No	Incidental	342
Millie the Model (Millie Collins)	Other	Marvel	1945	None/NA	No	Incidental	327
Ka-Zar (Kevin Plunder)	Hero	Marvel	1965	none/NA	No	Incidental	315
The Scorpion (Mac Gargan)	Villian	Marvel	1964	none/NA	No	Incidental	315
Boom Boom (Tabitha Smith)	Hero	Marvel	1985	none/NA	No	Incidental	314
Toro (Thomas Raymond)	Hero	Marvel	1940	none/NA	No	Incidental	311
Toad (Mortimer Toynbee)	Villian	Marvel	1964	none/NA	No	Defining	310
The Spirit (Denny Colt)	Hero	Other	1940	None/NA	No	Incidental	306
Rhino (Aleksei Mikhailovich)	Villian	Marvel	1966	None/NA	No	Incidental	305
The Riddler (Edward Nygma)	Villian	dc	1948	None/NA	No	Incidental	302
Red Skull (Johann Schmidt)	Villian	Marvel	1941	None/NA	No	Defining	298
Mole Man (Harvey Elder)	Villian	Marvel	1961	None/NA	No	Incidental	297
Him (Adam Warlock)	Hero	Marvel	1967	None/NA	No	Incidental	294

Mockingbird (Bobbi Morse)	Hero	Marvel	1971	None/NA	No	Incidental	293
Grifter (Cole Cash)	Hero	Other	1992	None/NA	No	Incidental	278
Electro (Max Dillon)	Villian	Marvel	1964	None/NA	No	Incidental	274
Kang (Nathaniel Richards)	Villian	Marvel	1964	None/NA	No	Incidental	274
Werewolf By Night (Jack Russell)	Hero	Marvel	1972	None/NA	No	Incidental	273
Stargirl (Courtney Whitmore)	Hero	DC	1999	None/NA	No	Incidental	272
Congo Bill	Hero	DC	1940	none/NA	No	Incidental	269
Scarecrow (Jonathan Crane)	Villian	DC	1941	none/NA	No	Defining	267
The Rawhide Kid (Johnny Bart)	Hero	Marvel	1955	none/NA	No	Incidental	266
Karate Kid (Val Armorr)	Hero	DC	1966	none/NA	No	Incidental	264
Johnny Quick (Johnny Chambers)	Hero	DC	1941	none/NA	No	Incidental	263
Sheena, Queen of the Jungle	Hero	Other	1937	none/NA	No	Incidental	262
Harvey Bullock	Other	dc	1974	None/NA	No	Incidental	259
Sandman (Sandy Hawkins)	Hero	DC	1941	None/NA	No	Incidental	258
Photon (Monica Rambeau)	Hero	Marvel	1982	None/NA	No	Incidental	256
Mister Sinister (Nathaniel Essex)	Villian	Marvel	1987	None/NA	No	Defining	255
Bouncing Boy (Chuck Taine)	Hero	DC	1961	None/NA	No	Incidental	254
Darna (Narda)	Hero	Other	1950	None/NA	No	Incidental	254
Valerie Cooper	Other	Marvel	1983	None/NA	No	Incidental	253
Guardian (Jim Harper)	Hero	DC	1942	None/NA	No	Incidental	247

Wildfire (Drake Burroughs)	Hero	DC	1973	None/NA	No	Incidental	246
Dream Girl (Nura Nal)	hero	DC	1964	None/NA	No	Incidental	243
Moira Mactaggert	Other	Marvel	1975	None/NA	No	Incidental	243
Sage (Tessa Hartley)	Hero	Marvel	1980	None/NA	No	Incidental	238
Star-Spangled Kid (Sylvester Pemberton, Jr.)	Hero	DC	1941	None/NA	No	Incidental	236
Etta Candy	Other	DC	1942	none/NA	No	Incidental	233
J.E.B. Stuart	Hero	DC	1961	none/NA	No	Incidental	231
Man-Wolf (John Jameson)	Other	Marvel	1963	none/NA	No	Incidental	231
Henry Peter Gyrich	Other	Marvel	1977	none/NA	No	Incidental	230
Kid Colt (Blaine Colt)	Hero	Marvel	1948	none/NA	No	Incidental	229
Blade (Eric Brooks)	Hero	Marvel	1973	none/NA	No	Defining	228
Morbius, The Living Vampire (Michael Morbius)	Hero	Marvel	1971	none/NA	No	Incidental	226
Pete Ross	Other	DC	1961	None/NA	No	Incidental	225
Karen Page	Other	Marvel	1964	None/NA	No	Incidental	223
Robotman (Dr. Robert Crane)	Hero	DC	1942	None/NA	No	Incidental	223
Clea	Hero	Marvel	1964	None/NA	No	Defining	222
Doll Man (Darrell Dane)	Hero	Other	1939	None/NA	No	Incidental	219
Arachne (Julia Carpenter)	Hero	Marvel	1984	None/NA	No	Incidental	218
Drax The Destroyer (Arthur Douglas)	Hero	Marvel	1973	None/NA	No	Incidental	217
Deadshot (Floyd Lawton)	Villian	DC	1950	None/NA	No	Incidental	213
Rictor (Julio Esteban)	Hero	Marvel	1987	None/NA	No	Defining	211

Richter)							
Robotman (Cliff Steele)	Hero	DC	1963	None/NA	No	Incidental	211
Speedy (Mia Dearden)	Hero	dc	2001	None/NA	no	Incidental	207
Anna Watson	Other	Marvel	1964	None/NA	No	Incidental	206
Atom (Al Pratt)	Hero	DC	1940	None/NA	No	Incidental	203
Finnigan Sinister	Other	Other	1995	None/NA	No	Defining	203
Killer Croc (Waylon Jones)	Villian	DC	1983	none/NA	No	Incidental	202
Wizard (Bently Wittman)	Villian	Marvel	1962	none/NA	No	Incidental	202
Doc Savage (Clark Savage, Jr.)	Hero	Other	1933	none/NA	No	Incidental	201
Gorilla Grodd	Villian	DC	1959	none/NA	No	Incidental	199
Mister Mxyzptik	Villian	DC	1944	none/NA	No	Incidental	199
Atlas (Erik Josten)	Villian	Marvel	1965	none/NA	No	Incidental	197
Night Thrasher (Dwayne Taylor)	Hero	Marvel	1989	none/NA	No	Incidental	197
Timber Wolf (Brin Londo)	Hero	dc	1964	None/NA	No	Incidental	197
Maria Hill	Other	Marvel	2005	None/NA	No	Incidental	196
Grunge (Percival Edmund Chang)	Hero	Other	1993	None/NA	No	Incidental	195
Indivisible Kid (Lyle Norg)	Hero	DC	1960	None/NA	No	Incidental	194
Spartan (Yohn Kohi)	Hero	Other	1992	None/NA	No	Incidental	194
The Vigilante (Greg Saunders)	Hero	dc	1941	None/NA	No	Incidental	194
Liberty Belle (Jesse Chambers)	Hero	DC	1992	None/NA	No	Incidental	193
Zealot (Lady Zannah)	Hero	Other	1992	None/NA	No	Incidental	193
Misty Knight	Hero	Marvel	1972	None/NA	No	Incidental	192

Fairchild (Caitlin Fairchild)	Hero	Other	1993	None/NA	No	Incidental	191
Caliban	Villian	Marvel	1981	None/NA	No	Incidental	190
Nikolai Dante	Hero	Other	1997	None/NA	No	Incidental	190
The Mandarin (Khan)	Villian	Marvel	1964	None/NA	No	Incidental	190
Wrecker (Dirk Garthwaite)	Villian	Marvel	1968	None/NA	No	Incidental	190
X-23 (Laura Kinney)	Hero	Marvel	2003	None/NA	No	Incidental	190
Sinestro (Thaal Sinestro)	Villian	DC	1961	None/NA	No	Incidental	189
Cadbury (Herbert Cadbury)	Other	Other	1962	None/NA	No	Incidental	188
Captain Cold (Leonard Snart)	Villian	DC	1957	None/NA	No	Incidental	188
Vandal Savage (Vandar Adg)	Villian	DC	1943	None/NA	No	Incidental	187
Talia (Talia al Ghul)	Villian	DC	1971	None/NA	No	Incidental	185
The Creeper (Jack Ryder)	Hero	DC	1968	None/NA	No	Incidental	184
Puppet Master (Phillip Masters)	Villian	Marvel	1962	none/NA	No	Incidental	183
Morph (Kevin Sydney)	Hero	Marvel	2001	none/NA	No	Incidental	182
Jericho (Joseph Wilson)	Hero	DC	1986	none/NA	No	Incidental	181
Darkhawk (Chris Powell)	Hero	Marvel	1991	none/NA	No	Incidental	180
Shining Knight (Sir Justin)	Hero	DC	1941	none/NA	No	Incidental	180
Olaf Friedriksen	Hero	Other	1941	none/NA	No	Incidental	178
Magnus, Robot Fighter (Magnus)	Hero	Other	1963	none/NA	No	Incidental	177
Flash Gordon	Hero	Other	1934	none/NA	No	Incidental	176
Man-Thing (Ted Sallis)	Hero	Marvel	1971	none/NA	No	Incidental	176
The Chief (Dr. Niles Caulder)	Hero	DC	1963	none/NA	No	Incidental	176

Trapster (Peter Petruski)	Villian	Marvel	1963	None/NA	no	Incidental	176
Hyperion (Mark Milton)	Hero	Marvel	1971	None/NA	No	Incidental	175
Phantom Lady (Sandra Knight)	Hero	Other	1941	None/NA	No	Incidental	175
Machine Man (Aaron Stack)	Hero	Marvel	1977	None/NA	No	Incidental	174
Diamondback (Rachel Leighton)	Villian	Marvel	1985	None/NA	No	Incidental	173
Madelyne Pryor	Hero	Marvel	1983	None/NA	No	Incidental	173
Wild Child (Kyle Gibney)	Villian	Marvel	1983	None/NA	No	Incidental	172
Burnout (Bobby Lane)	Hero	Other	1993	None/NA	No	Incidental	171
Warlord (Travis Morgan)	Hero	dc	1975	None/NA	No	Incidental	171
Doc Magnus (Will Magnus)	Hero	DC	1962	None/NA	No	Incidental	169
Mimic (Calvin Rankin)	Villian	Marvel	1966	None/NA	No	Incidental	169
The Leader (Samuel Sterns)	Villian	Marvel	1964	None/NA	No	Incidental	167
Gladiator (Kallark)	Hero	Marvel	1977	None/NA	No	Incidental	166
Midnighter (Lucas Trent)	Hero	Other	1998	none/NA	No	Incidental	166
Ravager (Rose Wilson)	Hero	DC	1992	none/NA	No	Incidental	166
Terra (Tara Markov)	Villian	DC	1982	none/NA	Yes	Incidental	165
Spoiler (Stephanie Brown)	Hero	DC	1992	none/NA	No	Incidental	164
Maxwell Lord	Other	DC	1987	none/NA	No	Incidental	163
Doctor Sivana	Villian	Other	1940	none/NA	No	Defining	162
Mercury	Hero	dc	1962	none/NA	No	Incidental	160
Emil Hamilton	Other	dc	1987	none/NA	No	Incidental	159
Platinum	Hero	dc	1962	none/NA	No	Incidental	158

(Sharon Magnus)							
Shanna the She-Devil (Shanna O'Hara Plunder)	Hero	Marvel	1972	none/NA	No	Incidental	158
Shocker (Herman Schultz)	Villian	Marvel	1967	none/NA	No	Incidental	157
Abby Arcane	Other	DC	1973	none/NA	No	Incidental	156
Slam Bradley	Hero	DC	1937	none/NA	No	Incidental	156
Stepford Cuckoo (Mindee Cuckoo)	Hero	Marvel	2001	none/NA	No	Incidental	156
Tommy Tomorrow	Hero	DC	1947	none/NA	No	Incidental	155
X-Man (Nate Grey)	Hero	Marvel	1998	none/NA	No	Incidental	155
Negative Man (Larry Trainor)	Hero	DC	1963	none/NA	No	Incidental	154
Viper (Ophelia Sarkissian)	Villian	Marvel	1969	None/NA	No	Defining	153
MACH-IV (Abner Jenkins)	Villian	Marvel	1964	none/NA	No	Incidental	152
Stepford Cuckoo (Phoebe Cuckoo)	Hero	Marvel	2001	none/NA	No	Incidental	152
Cheetah (Dr. Barbara Minerva)	Villian	DC	1987	none/NA	no	Incidental	151
Klaw (Ulysses Klaw)	Villian	Marvel	1966	none/NA	No	Incidental	151
Surge (Nori Ashida)	Hero	Marvel	2004	none/NA	No	Incidental	151
Thunderball (Eliot Franklin)	Villian	Marvel	1974	none/NA	no	Incidental	151
Miser Majestic (Lord Majestros)	Hero	Other	1994	none/NA	No	Incidental	150
Topkick (John Lynch)	Hero	Other	1992	none/NA	No	Incidental	149
Bane	Villian	DC	1993	None/NA	No	Incidental	148

Damage (Grant Emerson)	Hero	DC	1994	none/NA	No	Incidental	148
Static (Virgil Hawkins)	Hero	DC	1993	none/NA	No	Incidental	148
Stepford Cuckoo (Celeste Cuckoo)	Hero	Marvel	2001	none/NA	No	Incidental	148
Contessa Valentina	Other	Marvel	1967	None/NA	no	Incidental	146
Gold (Mike Magnus)	Hero	DC	1962	None/NA	no	Incidental	146
Madame Masque (Whitney Frost)	Villian	Marvel	1968	None/NA	No	Incidental	146
Rocky Davis	Hero	DC	1957	None/NA	no	Incidental	146
Apollo	Hero	Other	1998	None/NA	No	Incidental	145
Glory Grant	Other	Marvel	1975	none/NA	No	Defining	145
Iron	Hero	dc	1962	None/NA	No	Incidental	145
Ventriloquist and Scarface (Arnold Wesker)	Villian	dc	1988	None/NA	No	Incidental	145
Chameleon (Dmitri Smerdyakov)	Villian	Marvel	1963	none/NA	No	Defining	144
Hawk (Hank Hall)	Hero	dc	1966	None/NA	No	Incidental	144
Jack of Hearts (Jonathan Hart)	Hero	Marvel	1978	None/NA	No	Incidental	144
Julia Kendall	Hero	Other	1998	None/NA	No	Incidental	144
Sea Tiger	Hero	Other	1994	None/NA	No	Incidental	144
Tin (Thomad Tinkham)	Hero	dc	1962	None/NA	No	Incidental	144
Captain Comet (Adam Blake)	Hero	dc	1951	None/NA	No	Incidental	143
Mister Hyde (Calvin Zabo)	Villian	Marvel	1963	None/NA	No	Incidental	143
Roy Raymond	Other	DC	1949	None/NA	No	Incidental	143
Snapper Carr	Hero	dc	1960	None/NA	No	incidental	143
Stripesy (Pat Dugan)	Hero	DC	1941	None/NA	No	Incidental	143
Citizen V	Villian	Marvel	1973	None/NA	No	Incidental	142

(Helmut Zemo)							
Jocasta	Hero	Marvel	1977	None/NA	No	Incidental	142
Liberty Belle (Libby Lawrence)	Hero	dc	1942	None/NA	No	Incidental	142
Bronze Tiger (Ben Turner)	Villian	DC	1975	None/NA	no	Incidental	140
Gunner ("Gunner" MacKay)	Hero	DC	1959	None/NA	no	Incidental	140
Jack Hawksmoor (John Cooper Hawksmoor)	Hero	Other	2000	None/NA	No	Incidental	140
Mastermind (Jason Wyngarde)	Villian	Marvel	1964	none/NA	No	Defining	140
Nocturne (T.J. Wagner)	Hero	Marvel	2000	none/NA	No	Incidental	140
Sarge (Clay)	Hero	DC	1959	none/NA	No	Incidental	140
Doctor Spectrum (Joe Ledger)	Hero	Marvel	1971	none/NA	No	Incidental	139
Jewel (Jessica jones)	Hero	Marvel	2001	none/NA	No	Incidental	139
Matter-Eater Lad (Tenzil Kem)	Hero	DC	1962	none/NA	No	Incidental	139
Michone	Hero	Other	2005	none/NA	No	Incidental	139
Polar Boy (Brek Bannin)	Hero	DC	1963	none/NA	No	Incidental	139
Spider-Man 2099 (Miguel O'Hara)	Hero	Marvel	1993	none/NA	No	Incidental	139
Twitch Williams	Other	Other	1992	none/NA	No	Incidental	139
Lady Deathstrike (Yuriko Oyama)	Villian	Marvel	1983	none/NA	No	Incidental	138
Piledriver (Brian Calusky)	Villian	Marvel	1974	none/NA	No	Incidental	137
Stature (Cassie Lang)	Hero	Marvel	1979	none/NA	No	Incidental	137

Void (Adrianna Tereshkova)	Hero	Other	1992	none/NA	No	Incidental	137
Paladin	Hero	Marvel	1978	none/NA	No	Incidental	136
Techno (Norbert Ebersol)	Villian	Marvel	1966	none/NA	No	Incidental	136
Annihilus	Villian	Marvel	1968	none/NA	No	Defining	135
Carnage (Cletus Kasady)	Villian	Marvel	1991	none/NA	No	Incidental	135
Miss Victory (Joan Wayne)	Hero	Other	1941	none/NA	No	Incidental	135
The Owl (Leland Owlsley)	Villian	Marvel	1964	none/NA	No	Incidental	135
Tombstone (Lonnie Lincoln)	Villian	Marvel	1988	none/NA	No	Incidental	135
Glenn Rhee	Other	Other	2003	none/NA	No	Incidental	134
Leech (Simon Lee)	Hero	Marvel	1984	none/NA	No	Incidental	134
Man-Bat (Kirk Lanston)	Villian	DC	1970	none/NA	No	Incidental	134
Sophia Peletier	Other	Other	2003	none/NA	No	Incidental	134
Backlash (Marc Slayton)	Hero	DC	1993	none/NA	No	Incidental	133
Armor (Hisako Ichiki)	Hero	Marvel	2004	none/NA	No	Incidental	132
Vivki Vale	Other	DC	1948	none/NA	No	Incidental	132
Warblade (Reno Bryce)	Hero	Other	1992	none/NA	No	Incidental	132
Guardian (James MacDonald Hudson)	Hero	Marvel	1978	none/NA	No	Incidental	131
Hawkeye (Kate Bishop)	Hero	Marvel	2005	none/NA	No	Incidental	131
Nomad (Jack Monroe)	Hero	Marvel	1972	none/NA	No	Incidental	131
Nova (Frankie Raye)	Hero	Marvel	1975	none/NA	No	Incidental	131
Shazam (Jebediah of Canaan)	Hero	Other	1940	none/NA	No	Incidental	131

Ace Morgan	Hero	DC	1957	none/NA	No	Incidental	130
Baron Strucker (Wolfgang von Strucker)	Villian	Marvel	1964	none/NA	No	Defining	130
Boomerang (Fred Myers)	Villian	Marvel	1966	none/NA	no	Incidental	130
Batroc the Leaper (Georges Batroc)	Villian	Marvel	1966	none/NA	No	Incidental	129
Engineer (Angie Spica)	Hero	Other	1999	none/NA	No	Incidental	129
Synch (Everett Thomas)	Hero	Marvel	1994	None/NA	No	Incidental	129
The Angel (Thomas Halloway)	Hero	Marvel	1939	none/NA	No	Incidental	129
Deathblow (Michael Cray)	Hero	Other	1993	none/NA	No	Incidental	128
Red Ryan	Hero	DC	1957	none/NA	No	Incidental	128
Swordsman (Andreas von Strucker)	Villian	Marvel	1985	none/NA	No	Defining	128
Taskmaster	Villian	Marvel	1980	None/NA	No	Incidental	128
Crimson Avenger (Lee Travis)	Hero	DC	1938	None/NA	No	Incidental	127
Destiny (Irene Adler)	Villian	Marvel	1981	None/NA	no	Defining	127
Doctor Light (Arthur Light)	Villian	DC	1962	None/NA	no	Incidental	127
Jean Loring	Other	DC	1961	None/NA	no	Incidental	127
Spitfire (Jacqueline Falsworth)	Hero	Marvel	1976	None/NA	No	Incidental	127
Griffin (Johnny Horton)	Villian	Marvel	1972	none/NA	No	Incidental	126
Mad Hatter (Jervis Tetch)	Villian	dc	1948	None/NA	No	Incidental	126
Parasite (Rudy Jones)	Villian	dc	1987	none/NA	No	Incidental	126
Prof Haley	Hero	dc	1957	None/NA	No	Incidental	126
Sarah Essen	Other	dc	1987	None/NA	No	Incidental	126
Argent (Toni)	Hero	dc	1996	None/NA	No	Incidental	125

Monetti)							
Battalion (Jackson King)	Hero	Other	1993	None/NA	No	Incidental	125
Bulldozer (Henry Camp)	Villian	Marvel	1974	None/NA	No	Incidental	125
Metallo (John Corben)	Villian	dc	1959	None/NA	No	Defining	125
White Witch (Mysa Nal)	Hero	DC	1966	None/NA	No	Incidental	125
Charlie-27	Hero	Marvel	1969	None/NA	No	Incidental	124
Constrictor (Frank Payne)	Villian	Marvel	1977	None/NA	No	Incidental	124
Crimson Fox (Vivian d'Aramis and Constance d'Aramis)	Hero	DC	1989	None/NA	No	Incidental	124
Doctor Occult (Richard Occult)	Hero	dc	1935	None/NA	No	Incidental	124
Kato (Ikano Kato)	Hero	Other	1940	None/NA	No	Incidental	124
Rip Hunter (Ripley Hunter)	Hero	dc	1959	None/NA	No	Incidental	124
Stingray (Walter Newell)	Hero	Marvel	1967	None/NA	No	Incidental	124
Sue Dibny	Other	DC	1961	None/NA	No	Defining	124
Hulkling (Teddy Altman)	Hero	Marvel	2005	None/NA	No	Incidental	123
Inspector William Henderson	Other	DC	1940	None/NA	no	Incidental	123
Reptil (Humberto Lopez)	Hero	Marvel	2009	none/NA	No	Incidental	123
The Tick	Hero	Other	1993	none/NA	No	Incidental	123
Black King (Sebastian Shaw)	Villian	Marvel	1980	none/NA	No	Incidental	122
Huntress (Helena Wayne)	Hero	DC	1977	none/NA	No	Incidental	122
Baron Zemo	Villian	Marvel	1964	none/NA	No	Defining	121

(Dr. Heinrich Zemo)							
Don Winslow	Hero	Other	1934	none/NA	No	Incidental	121
Mercury (Cessily Kincaid)	Hero	Marvel	2003	none/NA	No	Incidental	121
Superpatriot (John Quincy Armstrong)	Hero	Other	1992	none/NA	No	Incidental	121
Bloodshot (Angelo Mortalli)	Hero	Other	1992	none/NA	No	Incidental	120
Maxine Baker	Other	dc	1988	none/NA	No	Incidental	119
Mirror Master (Evan McCulloch)	Villian	dc	1989	none/NA	No	Incidental	119
Alanna Strange	Other	DC	1958	none/NA	No	Incidental	118
Black Jack Tarr (Jack Tarr)	Other	Marvel	1974	none/NA	No	Incidental	118
Elixir (Josh Foley)	Hero	Marvel	2003	none/NA	No	Defining	118
Goliath (Bill Foster)	Hero	Marvel	1966	none/NA	No	Incidental	118
Rocket Red (Dimitri Pushkin)	Hero	dc	1987	none/NA	No	Incidental	118
The Floronic Man (Jason Woodrue)	Villian	dc	1962	none/NA	No	Defining	118
Clive Reston	Other	Marvel	1975	none/NA	No	Incidental	117
Eternal Warrior (Gilad Anni-Padda)	Hero	Other	1992	none/NA	No	Incidental	117
Uncle Fester (Fester Addams)	Other	Other	1938	none/NA	No	Incidental	117
Vanessa Fisk	Other	Marvel	1969	none/NA	No	Incidental	117
Clay Quarterman	Other	Marvel	1967	none/NA	No	Incidental	116
Dark Beast (Henry McCoy)	Villian	Marvel	1995	none/NA	No	Defining	116
Human Bomb (Roy Lincoln)	Hero	Other	1941	none/NA	No	Incidental	116

Joe Chill	Villian	DC	1939	none/NA	No	Incidental	116
Lady Blackhawk (Zinda Blake)	Hero	DC	1959	none/NA	No	Incidental	116
Mysterio (Quentin Beck)	Villian	Marvel	1964	none/NA	No	Incidental	116
She-Cat (Jessica Hunt)	Hero	Other	1984	none/NA	No	Incidental	116
Weather Wizard (Mark Mardon)	Villian	DC	1959	none/NA	No	Incidental	116
She-Thing (Sharon Ventura)	Hero	Marvel	1985	none/NA	No	Incidental	115
Spiral (Rita Wayword)	Villian	Marvel	1985	none/NA	No	Incidental	115
Terrax the Tamer (Tyros)	Villian	Marvel	1979	none/NA	No	Incidental	115
Black Terror (Bob Benton)	Hero	Other	1941	none/NA	no	Incidental	114
Dolphin	Hero	DC	1968	none/NA	No	Incidental	114
Manhunter (Dan Richards)	Hero	Other	1942	none/NA	No	Incidental	114
Mighty Man (Ann Stevens)	Hero	Other	1992	none/NA	No	Incidental	114
Patriot (Eli Bradley)	Hero	Marvel	2005	None/NA	No	Incidental	114
Starhawk (Stakar Vaughn)	Hero	Marvel	1975	none/NA	No	Incidental	114
Unknown Soldier	Hero	DC	1970	none/NA	No	Incidental	114
Corsair (Christopher Summers)	Hero	Marvel	1977	none/NA	No	Incidental	113
Firehawk (Lorraine Reilly)	Hero	DC	1982	none/NA	No	Incidental	113
Whirlwind (Davis Cannon)	Villian	Marvel	1963	None/NA	No	Incidental	113
Daredevil (Bart Hill)	Hero	Other	1940	None/NA	No	Incidental	112
Steve Lombard	Other	DC	1973	None/NA	no	Incidental	112
Tiger Shark (Todd Arliss)	Villian	Marvel	1968	None/NA	No	Incidental	112

Dane (Jackson Michael Dane)	Hero	Other	1992	None/NA	No	Incidental	111
Fuji (Toshiro Misawa)	Hero	Other	1993	none/NA	No	Incidental	111
Pied Piper (Hartley Rathaway)	Other	dc	1959	None/NA	No	Defining	111
Stryfe (Nathan Summers (clone))	Villian	Marvel	1990	None/NA	No	Defining	111
Badrock (Thomas John McCall)	Hero	Other	1992	None/NA	No	Incidental	110
Blink (Clarice Ferguson)	Hero	Marvel	1995	None/NA	No	Incidental	110
Killer Frost (Dr. Louise Lincoln)	Villian	DC	1984	None/NA	No	Incidental	110
Night Man (Johnny Domino)	Hero	Other	1993	None/NA	No	Incidental	110
Toyman (Winslow Schott)	Villian	DC	1943	None/NA	No	Incidental	110
Manhunter (Mark Shaw)	Villian	DC	1975	None/NA	No	Incidental	109
Airboy (Davy Nelson)	Hero	Other	1942	None/NA	No	Incidental	108
Martinex (Martinex T'Naga)	Hero	Marvel	1969	None/NA	no	Incidental	108
The Mad Thinker (Dr. Jse Santini)	Villian	Marvel	1963	None/NA	no	Incidental	108
Turk (Turk Barrett)	Other	Marvel	1970	None/NA	No	Incidental	108
Whizzer (Bob Frank)	Hero	Marvel	1946	none/NA	No	Incidental	108
Arisa	Hero	DC	1981	none/NA	No	Defining	106
Golden Goblin (Phil Urich)	Hero	Marvel	1995	none/NA	No	Incidental	106
Prodigy (David Alleyne)	Hero	Marvel	2003	none/NA	No	Incidental	106
Ringmaster (Maynard)	Villian	Marvel	1962	none/NA	No	Incidental	106

Tiboldt)							
Doiby Dickles	Hero	dc	1941	none/NA	No	Incidental	105
Fahrenheit (Lauren Pennington)	Hero	Other	1993	none/NA	No	Incidental	105
Hobgoblin (Roderick Kingsley)	Hero	Marvel	1980	none/NA	No	Incidental	105
Mento (Steve Dayton)	Hero	dc	1964	none/NA	No	Incidental	105
Savant (Kenesha)	Hero	Other	1995	none/NA	No	Incidental	105
Big Man (Fredrick Foswell)	Villian	Marvel	1964	none/NA	No	Incidental	104
Cyblade (Dominique Thibut)	Hero	Other	1992	none/NA	No	Incidental	104
Feral (Maria Callasantos)	Villian	Marvel	1991	none/NA	No	Incidental	104
Terra II ("Tara Markov")	Hero	dc	1991	none/NA	No	Incidental	104
The Shade (Richard Swift)	Other	dc	1942	none/NA	No	Incidental	104
Tinkerer (Phineas T. Mason)	Villian	Marvel	1963	none/NA	No	Incidental	104
Johnny Cloud	Hero	DC	1960	none/NA	No	Incidental	103
Exodus (Bennet du Paris)	Villian	Marvel	1993	none/NA	yes	Defining	102
H.E.R.B.I.E.	Hero	Marvel	1978	none/NA	No	Incidental	102
Marla Madison	Other	Marvel	1976	none/NA	No	Incidental	102
Max Modell	Other	Marvel	2011	none/NA	No	Incidental	102
Jimmy Woo	Hero	Marvel	1956	none/NA	No	Incidental	101
Leiko Wu	Other	Marvel	1975	none/NA	No	Incidental	101
Lucius Fox	Other	DC	1979	none/NA	No	Incidental	101
Marrow (Sarah Rushman)	Villian	Marvel	1994	none/NA	No	Defining	101
Beak (Barnell Bohusk)	Hero	Marvel	2001	none/NA	no	Defining	100
Blonde Phantom (Louise Grant	Hero	Marvel	1946	none/NA	No	Incidental	100

Mason)							
Frenchie (Jean-Paul DuChamp)	Other	Marvel	1975	None/NA	No	Defining	100
Sauron (Karl Lykos)	Villian	Marvel	1969	none/NA	No	Incidental	100
Titania (Skeeter MacPherran)	Villian	Marvel	1984	none/NA	No	Incidental	100
Professor X (Charles Xavier)	Hero	Marvel	1963	Other	No	Defining	4,999
Doctor Strange (Dr. Stephen Strange)	Hero	Marvel	1963	Other	No	Defining	1,687
Wonder Man (Simon Williams)	Hero	Marvel	1964	Other	No	Incidental	788
Beast Boy (Garfield Logan)	Hero	DC	1965	Other	No	Incidental	733
Cable (Nathan Christopher Summers)	Hero	Marvel	1986	Other	No	Defining	666
Betty Brant	Other	Marvel	1963	Other	No	Incidental	612
Crystal (Crystalia Amaquelin Maximoff)	Hero	Marvel	1965	other	No	Defining	531
Elongated Man (Ralph Dibny)	Hero	DC	1960	Other	No	Defining	522
Black Bolt (Blackagar Boltagon)	Hero	Marvel	1965	Other	No	Defining	505
Magik (Illyana Rasputin)	Hero	Marvel	1975	Other	No	Defining	450
Swamp Thing (Alec Holland)	Hero	DC	1972	other	No	Defining	435
Medusa (Medusalith Boltagon)	Hero	Marvel	1965	Other	No	Defining	416
Red Tornado (John Smith)	Hero	DC	1968	Other	No	Defining	367
Spider-Woman (Jessica Drew)	Hero	Marvel	1977	Other	No	Incidental	353

Demon (Jason Blood/Etrigan)	Hero	DC	1972	other	No	Defining	342
Adam Strange	Hero	DC	1958	Other	No	Incidental	339
Gorgon	Hero	Marvel	1965	Other	No	Defining	317
Shang-Chi	Hero	Marvel	1973	Other	no	Defining	313
Tigra (Greer Grant)	Hero	Marvel	1972	Other	No	Defining	310
Karnak	Hero	Marvel	1965	Other	No	Defining	299
Vampirella	Other	Other	1969	Other	No	Defining	299
Triton	Hero	Marvel	1965	Other	No	Defining	278
Johnny Thunder (John Thunder)	Hero	dc	1940	Other	No	Defining	261
Sunfire (Shiro Yoshida)	Villian	Marvel	1970	Other	No	Incidental	259
Chili Storm	Other	Marvel	1947	Other	No	Defining	255
Zatara (John Zatara)	Hero	DC	1938	Other	No	Defining	244
Warlock	Hero	Marvel	1984	Other	No	Defining	241
Two-Face (Harvey Dent)	Villian	DC	1942	Other	No	Defining	240
Puck (Eugene Judd)	Hero	Marvel	1992	Other	No	Incidental	209
M.O.D.O.K. (George Tarleton)	Villian	Marvel	1967	Other	No	Defining	199
Kilowog	Hero	dc	1986	Other	No	Defining	194
Chop-Chop (Liu Huang)	Hero	Other	1941	Other	No	Defining	189
Animal Man (Buddy Baker)	Hero	DC	1965	Other	No	Defining	187
Pig-Iron (Peter Porkchops)	Hero	dc	1947	Other	No	Incidental	170
Morticia Addams	Other	Other	1938	Other	No	Defining	169
Callisto	Villian	Marvel	1983	Other	No	Defining	164
The Hood (Parker Robbins)	Villian	Marvel	2002	Other	No	Defining	159
Tim Hunter	Hero	DC	1990	Other	No	Defining	153
Agatha Harkness	Other	Marvel	1970	Other	No	Defining	152
Nightmare	Villian	Marvel	1963	Other	No	Incidental	149

Fu Manchu	Villian	Marvel	1973	Other	No	Defining	148
Hop Harrigan	Hero	dc	1939	Other	No	Incidental	144
Vril Dox	Hero	dc	1964	Other	No	Incidental	143
Colleen Wing	Hero	Marvel	1974	Other	No	Defining	137
Black Mask (Roman Sionis)	Villian	DC	1985	Other	No	Defining	131
Halo (Gabrielle Doe)	Hero	DC	1983	Other	Yes	Incidental	130
Silver Samurai (Kenuichio Harada)	Villian	Marvel	1974	Other	No	Incidental	126
Madame Xanadu	Hero	DC	1978	Other	No	Defining	122
Pip the Troll (Pip Gofern)	Other	Marvel	1975	Other	No	Defining	121
Ant-Man (Scott Lang)	Villian	Marvel	1979	Other	No	Defining	120
Doctor Fate (Kent Nelson)	Hero	DC	1940	Other	No	Defining	114
Luna	Other	Marvel	1982	Other	No	Defining	114
High Evolutionary (Herbert Edgar Wyndham)	Villian	Marvel	1966	Other	No	Defining	108
Victoria Hand	Other	Marvel	2009	Other	No	Defining	108
Baron Mordo (Karl Amadeus Mordo)	Villian	Marvel	1963	Other	No	Defining	106
3-D Man (Delroy Garrett Jr.)	Hero	Marvel	1998	Other	No	Defining	101
Enchantress (June Moone)	Villian	DC	1966	Other	No	Defining	101
Spectre (Jim Corrigan)	Hero	DC	1940	Other	No	Defining	101