

ACKNOWLEDGEMENTS



THE HEROES AND VILLAINS FOUND WITHIN WERE THE PRODUCTS OF THE FANS' IMAGINATIONS, AND ENTERED INTO ICONS CANON. THE DESIGNS ARE PROOF THAT THE FANS OF SUPERS GAMING ARE ALWAYS READY TO PROVIDE COLORFUL HEROES AND VILLAINS AT A MOMENT'S NOTICE. THANKS TO ALL OF THE CONTRIBUTORS, WITHOUT YOU GUYS AND GALS, THIS WOULD BE A BOOK FULL OF BLANK CHARACTER SHEETS!

WHAT WOULD ANY RELEASE BE WITHOUT AT LEAST A LITTLE ERRATA?

ALCHEMIST* - RUNE B REINAAS

TECHNOMAGE* - OLAV WIKAN / RUNE B REINAAS

MAYET* - MAGNHILL S ODINSDOTTIR / JONNY BERG

GUARDIAN* - FRANK-THOMAS STORMO / RUNE B REINAAS

CREDITS FOR CHARACTERS HERE GO TO:

G-FORCE - SIGURD L BERG

EPHEMERA - RUNE B REINAAS

SEQUENCE - RUNE B REINAAS

SHEPHERD - TORGRIM HUSVIK / RUNE B REINAAS

PRAHALA DASA & SUN WUKONG - CURT MEYER

SINCERELY



DAN HOUSER
LINE ARTIST, ICONS

* - FOUND IN THE MAIN BOOK.

ACKNOWLEDGEMENTS

EPHEMERA

Real Name: Unknown
Origin: None Specified

PROWESS 4
COORDINATION 7
STRENGTH 3
INTELLECT 7
AWARENESS 7
WILLPOWER 6

STAMINA 9
DETERMINATION 0

SPECIALTIES

Leadership
Occult
Stealth
Computers Expert
Science Expert (Genetics)
Languages Expert

POWERS

Transmutation Device 7 (Must touch object)
Interface Device 6
Elemental Control Device 5 (Gravity) - (gravity control)
Teleportation Device 5
Mind Control 8
Telepathy 4
Telekinesis 7

- Attacking (Telekinetic Blast)
- Defending (Force Field)

QUALITIES

- Motivation : Preventing my dark future from coming to pass
- Epithet : Ghost of a doomed future
- Catchphrase : Sadly, time has run out -for you!



CHALLENGES

- Enemy : The Defenders of Tomorrow
- Personal : Has sacrificed humanity for power
- Social : No longer quite human
- Weakness : There still is some remains of the hero you once were, deep down

THE SECRET ORIGIN OF...

EPHEMERA

A police state hunting and destroying people with superhuman powers is the world Ephemera came from, a future Ephemera now is dedicated to preventing from ever coming to pass. Her friends tried to reason with them, Ephemera used her abilities to defend herself without violence. But it ended in bloodshed. Ephemera is a menace that has travelled back from our near future, she was probably once a hero, and her young self may even be out there in our time, doing good deeds. The being that now calls itself Ephmera is no hero though, and she will let nothing stand in the way from preventing her future coming to pass.

GM Advice:

Ephemera can easily be used in any campaign by replacing her “device” powers with powers from your players heroes, indicating that she has stolen those powers from a future version of the hero. This will surely lead the heroes to start investigating who this strange figure is, and how she seems to be able to use many of their powers.

Adventure ideas:

- *Known supervillains suddenly start to appear with new and futuristic technology (see Sequence), and strange goals, and the heroes will have to investigate. Several villains have been given technology from Ephemeras future in exchange for doing her bidding.*
- *One of the heroes is being accused of having destroyed a ground-breaking science facility. Nobody saw the attacker, but the powers that were used matches those of the hero. An investigation shows that the scientist are working on a way to suppress the powers of superhumans, but that they are years away from any breakthrough. The real story is that Ephemera, using powers stolen from a future version of the hero destroyed the facility, due to the fact that this technology will be used in her future to imprison and destroy superhumans.*

G-FORCE

Real Name: Alexander Adams

Origin: None Specified

PROWESS 6
COORDINATION 5
STRENGTH 4
INTELLECT 3
AWARENESS 4
WILLPOWER 5

STAMINA 9
DETERMINATION 4

SPECIALTIES

Athletics Expert
Mechanics
Mental Resistance Expert

POWERS

Elemental Control 7 (Gravity)
• Attacking (Blasts of pure gravitational force)
• Defending (Gravity shields)
Telekinesis 6
Moving

QUALITIES

• Motivation : Desperately wants to prove himself as a hero
• Catchphrase : "G-g-g-g-g-G Foorce!!!"

CHALLENGES

• Bad Luck
• Personal : Always seems to screw things up



THE SECRET ORIGIN OF...

G-FORCE

How did this happen?

One day, he's just a loser that no one wants to have anything to do with, and the next he's a superhero?

Son of a low-life criminal as a father, heading for a life as a gang member and drugdealer, Alexander seemed destined to go down the same path as his father. Alexander knew that he had to find some way out, or he'd end up dead or in jail before he'd turned 18.

But something deep down inside him could never be corrupted by the troubles and stigmas that followed him during his childhood.

Maybe that was what the alien gem that gave him his powers saw in him that fateful day he stumbled across it?

He never saw where it came from, but one fateful night he stumbled across it. It floated in mid-air, a few feet of the ground, but when he reached out to touch it, his mind went blank. When he woke up he felt different. Powerful. Free!

The gem gave him amazing powers!

He could control gravitational fields and fly through the air. Even move objects without touching them!

Finally, he knew that he could be someone. Someone who matters, and someone who could make a difference. A difference for the better!

PRAHLADA DASA

Real Name: Paul Robinson

Origin: Birthright

PROWESS 5
COORDINATION 7
STRENGTH 8
INTELLECT 4
AWARENESS 5
WILLPOWER 5

STAMINA 13

DETERMINATION 1

SPECIALTIES

Art Expert (Drawing)

Military

Medicine Expert

POWERS

Illusion 5 (Images)

Transformation 6 (Do not gain physical properties)

Supersenses 7 (Enhanced)

Growth 3

Life Drain 6 - must consume recently slain flesh of a sentient being's body to use

QUALITIES

• **Motivation** : Strive to retain humanity: the hero emulates his namesake Prahlada Maharaja by praying to Krishna that the curse of his demon blood might be used for good.

CHALLENGES

• **Weakness** : Prowess, Coordination and Strength decrease to 3, and all Powers are reduced by 3, in daylight



• **Weakness** : Bloodlust--If Prahlada consumes any animal protein other than cow's milk, he must make a successful difficulty 8 Willpower Test or become frenzied, with full stats, until he consumes the flesh of a sentient being.

• **Personal**: Guilt over girlfriend's death.

THE SECRET ORIGIN OF...

PRAHALA DASA

Genealogy is funny, unless one of your ancestors was of the fabled raksasha race, as Paul Robinson discovered. Having completed an art degree on the GI Bill after serving as an army reserve medic, Robinson had high hopes of making it in the comic book industry. To celebrate his new degree and his twenty-fifth birthday, his girlfriend Uma treated him to a moonlight steak dinner on a secluded beach.

Paul had no memory of her death, only blood on his face and hands and the metallic taste of blood. Frantic, he left the scene and ducked into the nearest open building, an unassuming storefront. Inside, a lone man in saffron recited verses about a young demon boy whose devotion to God brought about divine justice in the form of a man-lion. Moved, Paul collapsed before the monk. He would spend six months there, learning how to curb the new-found bloodlust, and taking on a new identity. He has taken the name of the demon boy, Prahlada and hopes to someday atone for Uma's death.

GM's Note: *An alternate way of writing up the "daylight" weakness could be to set the normal levels of Prowess, Coordination and Strength to 3 and to give him Ability Boost in each of those that can only be used at night or turned on automatically in a state of Bloodlust.*

SEQUENCE

Real Name: Annie Wilson

Origin: None Specified

PROWESS 5
COORDINATION 4
STRENGTH 3
INTELLECT 3
AWARENESS 3
WILLPOWER 3

STAMINA 6
DETERMINATION * - Villain

SPECIALTIES

Martial Arts
Stealth

POWERS

Duplication Device 10 - The Sequencer
Ability Boost 7 (Strength)
Invulnerability 4

QUALITIES

- Motivation : Gain the respect of your supervillain peers
- Connections : Ephmera's henchwoman
- Catchphrase : Trouble Times Ten!

CHALLENGES

- Personal : Short Tempered!
- Social : "You once were that failure Anvil, were you not?"
- Enemy : The Defenders of Tomorrow



THE SECRET ORIGIN OF...

SEQUENCE

As the supervillainess Anvil, Sequence was a failure, and your name soon became a real joke in the villain community. Sure she could lift a car, or deflect a few bullets, but when the heroes are able to throw aircraft carriers and brush off tank shells that really does not cut it. Over the years her resentment and hatred grew. Resentment towards the villains, who mocked her and denied her a rightful place among them, and hatred towards the superheroes who defeated and incarcerated her time and time again. So when a strange being calling itself Ephemera approached and offered her a device that would help her defeat your enemies you eagerly jumped at the opportunity.

She really doesn't understand how this so-called "Sequencer" works, but it allows her to summon copies of herself from different timestreams, and put them to work. Sure the heroes could defeat one of her, but what about five, or even ten!

Suddenly, she was a force to be reckoned with, and as Sequence she will make those who did not respect her pay for every mocking word!

GM tips:

You could easily substitute the failed supervillain Anvil for a low-powered villain from your own campaign. Preferably someone your heroes has fought and defeated with little effort earlier. Now imagine that villain times ten, and with a real grudge towards the heroes. This could easily lead the heroes to start investigating where this new power comes from, and thus coming into conflict with Ephemera.

Adventure Ideas:

The heroes receive conflicting messages about the villain Anvil hitting several different targets at the same time (a bank, jeweller, armoured transport aso). This is of course due to the new-found power from the duplication-device. When the duplicates starts to disappear from the heroes hands they might understand that all these robberies could be masking the real target. A high-security weapons development lab!

SHEPHERD

Real Name: Matthew Harris Alden

Origin: None Specified

PROWESS 5
COORDINATION 6
STRENGTH 4
INTELLECT 5
AWARENESS 4
WILLPOWER 6

STAMINA 10

DETERMINATION 1

SPECIALTIES

Acrobatics
Martial Arts Expert
Weapons Expert (Staff)
Mental Resistance
Intimidation
Stealth

POWERS

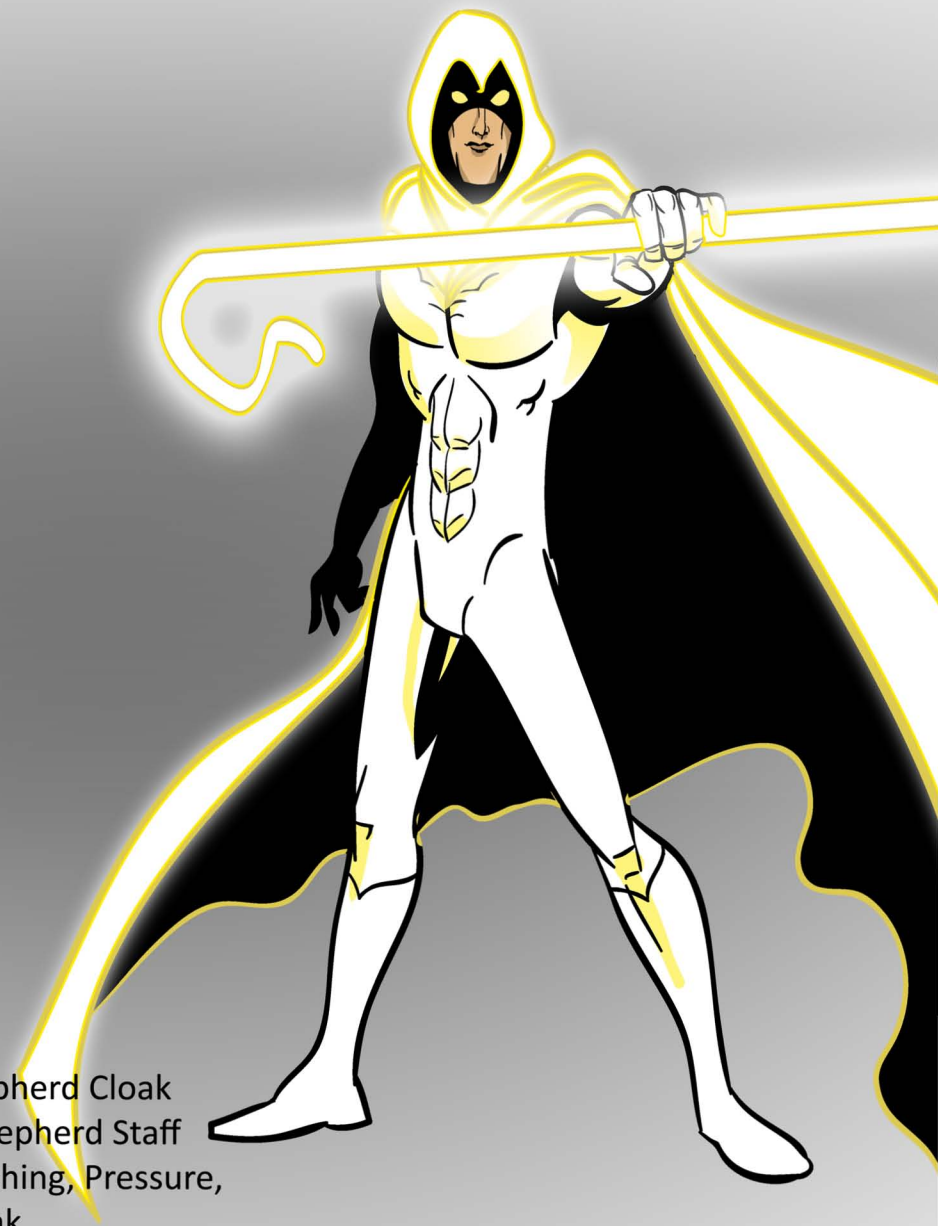
Teleportation Device 6 - The Shepherd Cloak
Strike Device 6 (Bashing) - The Shepherd Staff
Life Support Device 4 (Cold, Breathing, Pressure, Vacuum) - The Shepherds Cloak
Invulnerability Device 4 - The Shepherds Cloak

QUALITIES

- Connections : Defenders of Tomorrow
- Identity : Matthew Harris Alden, On and off History Student
- Catchphrase : Evil shall be opposed, be it banal and human or twisted and hellish!
- Motivation : Prove worthy of these great powers to the betterment of all

CHALLENGES

- Personal : (Personal Code) Altruistic
- Personal : Crisis of Faith



THE SECRET ORIGIN OF...

Shepherd

Matthew Harris Alden was raised religiously, to become a youth pastor in a small Christian fellowship in his hometown of Missoula, Montana. Disappointing experiences with real life nearly killed his faith, and set him on a journey of self-discovery in modern America. The Shepherd's Cloak manifested for him, enabling him to save himself and a couple of friends after a high-risk winter sport expedition went very wrong.

Convinced that the Cloak and Staff and the powers they bestow on him are miraculous in nature, Matthew still struggles with questions of faith, morality, worthiness and interventionism. Considering his gifts to be meant for the good of all, he tries to humbly serve the public to the best of his ability, but gaining such powers has not stilled his inner turmoil. If he was given great powers as a means to aid a troubled world, why then do so many others seem to possess similar and even greater powers to serve their own greed, vanity and cruelty first and foremost?

The Shepherd rarely gets preachy, but beware getting in his way when something or someone threatens his flock! He wields the Shepherd's Staff like divine vengeance, come hell or high water.

SUN-WUKONG

Real Name: Sun Wukong - The Monkey King

Origin: Unearthly

PROWESS 8
COORDINATION 10
STRENGTH 10
INTELLECT 3
AWARENESS 4
WILLPOWER 3

STAMINA 13
DETERMINATION 1

SPECIALTIES

Martial Arts Master
Occult
Weapons Expert (Bludgeons)

POWERS

Invulnerability 9
Transformation 7
Growth 6
Shrinking 7
Duplication 5 - Monkey plucks hairs from his head, which become duplicates
Immortality 5
Flight 8 - cloud riding
Extra Body Parts 5 (Tail (Fast Attack))
Strike Device 7 (Bashing) - cudgel

QUALITIES

- Motivation : Service to his master
- Motivation : Appease the Gods
- Connections : The Goddess Guan Yin

CHALLENGES

- Social : "Monkey" Behavior, e.g. "uncouth" manners and sense of humor; often brash, with no regard for property.
- Personal : Egotistical



THE SECRET ORIGIN OF...

SUN WUKONG

Sun Wukong was once charged by the Goddess of Compassion Guan Yin to accompany the immortal priest Sanzo to retrieve the Scriptures of the Western Heaven on behalf of the Jade Emperor. Well, that was incalculable millenniums ago, and the gods have had enough of Monkey's mischief once again. Monkey has been banished from the Jade Emperor's court and must wander the Earth plane in search of yet another master from whom to learn virtue and the Way.

ICONS MINI-ADVENTURE



ENTER: GALACTICRON

Introduction

The PCs receive a phone call from Bureau of Super-human Affairs

The BSA officer gives the PCs the following briefing.

We received intel from an informant in the meta-human underworld that a superhuman criminal with radiation control powers, Lady Omega, has become unhinged. She apparently told her associates she wants to go out in a blaze of glory that will punish the entire planet for her troubles. We're not sure of the exact details of her scheme, but within hours of receiving the tip we picked up reports of a superhuman attacker matching her description storming the Project Aquarius Large Radio Satellite Array in rural New Mexico.

She has repelled any local police or National Guard troops and our spy satellites have been detecting a very unusual high tachyon radiation energy signature from Aquarius. Whatever she's doing, it can't be good and it's beyond the scope of normal authorities to handle.

We'd like you to lead our strike force into Project Aquarius and stop Lady Omega.

The Setting

Project Aquarius is located in the rural desert of New Mexico. The observatory consists of 27 independent antennas, each of which has a dish diameter of 25 meters and weighs 209 tons. The antennas are arrayed along the three arms of a Y-shape (each of which measures 13 miles long).

Getting to Aquarius

The PCs arrive at Project Aquarius either with their own transportation or BSA provides them with vehicle that gets them there quickly. A BSA commando team is on site and ready to back up the PCs at a moment's notice. (Use the Soldier stats from ICONS to represent the BSA operatives)

ACTION SCENE ONE: ARRIVAL

As the PCs arrive, they hear a cluster of Project Aquarius scientists calling for help from the base of one of the radio dishes. They are under attack by a cluster of Lady Omega's robotic minions. (Use the Robot stats from ICONS for the minions. Suggestion is one enemy per PC.)

After the PCs rescue the scientists, one of them tells the PCs

We hid in the control center after she took over. We saw how she reconfigured the array. Our best theory is that she's trying to contact someone extra-planetary or trying to engineer a point to point wormhole. The energy readings we were able to see were building towards a critical overload. Whatever it is, you've only got a few minutes to stop it!



ACTION SCENE TWO: STORMING THE CONTROL CENTER

Lady Omega and several of her robotic minions have barricaded themselves in Project Aquarius' control center.

The PCs have 7 pages (or a number determined by the GM) to overpower Lady Omega and use the control center computer station to reverse the process she has started.

The exact purpose of Lady Omega's plot is left up to the GM.

Some possibilities are listed below.

GALACTICTRON!

As a massive shimmering form begins to take shape in the New Mexico desert, Omega cackles and gloats to the PCs that she has used the Aquarius Array to construct a massive teleportation beam to wrench Galactictron, the Eater of Worlds, from his journey of destruction across the cosmos. He will be disoriented when he arrives at the array and it will take him a few moments to regain his senses and begin the process of constructing the machine he needs to consume the Earth. The PCs will have to come up with a plan quickly to subvert his plans. *(See the sidebar Against the World-Eater)*

SPACE LOCUSTS!

Omega glares at the PCs. "Fools, I have summoned the Locusts of the Galaxy and they will pick this doomed world clean!" She has opened a portal into the home planet of the Lakmar Empire, a conquest-driven locust-like species that conquers worlds and strips them bare of their resources as their empire spreads across the heavens. A Lakmar strike force emerges from the portal and begins establishing a beach-head for a larger invasion force. There will be 3 Lakmar per PC. Some engage the heroes while others begin tearing apart the Aquarius lab to establish static defenses for their beachhead. *(At the GM's discretion, 3 more Lakmar arrive every page or every few pages. Consider using the minion option for the Lakmar shock troops.)*

A Lakmar Commander will hang back towards the portal and psychically direct the shock troops (who have limited self-direction and low Willpower.) A successful Awareness test will be needed to notice the Commander and ascertain his purpose. Defeating the Commander will sow disarray with the Lakmar and they will retreat through the portal one page after his defeat.

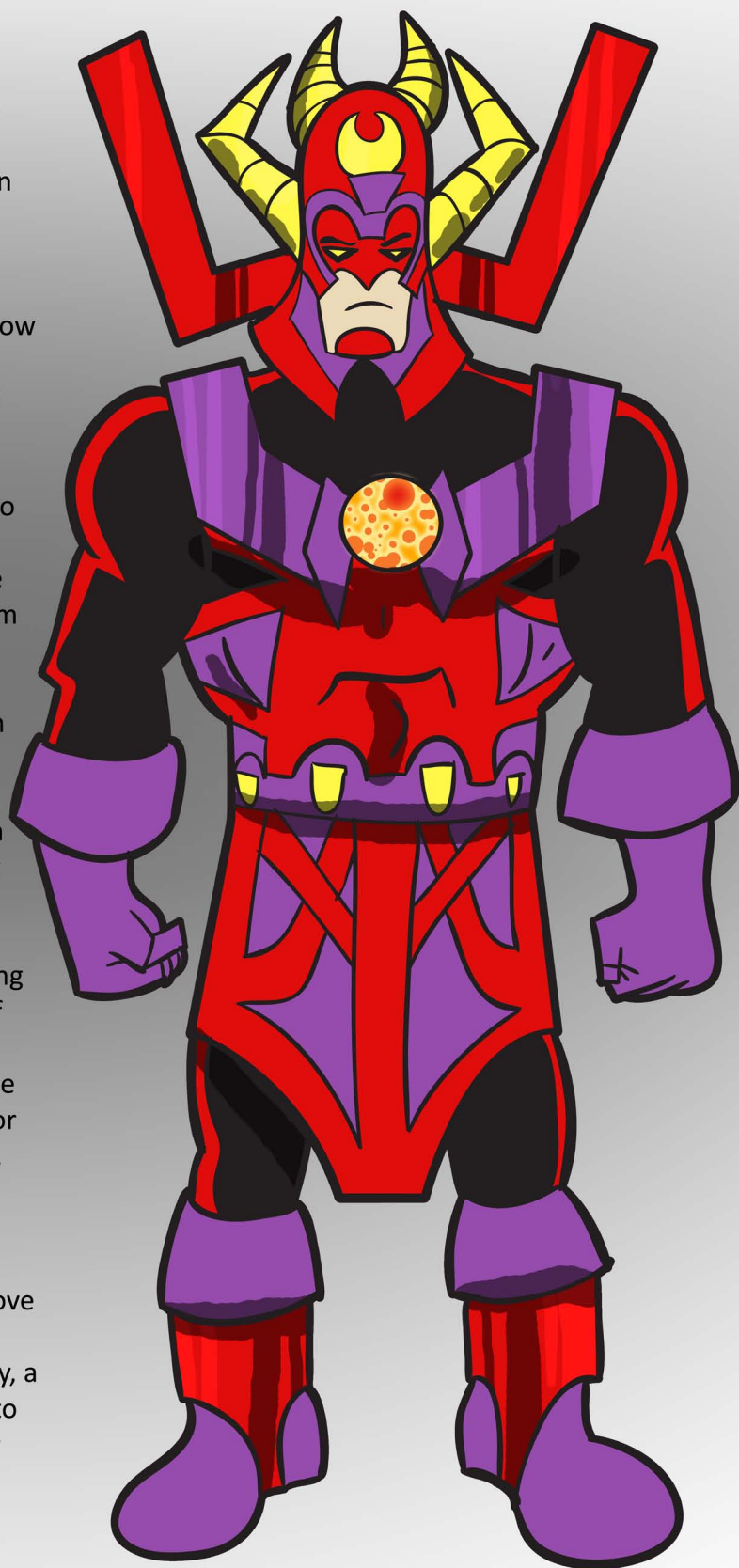
AGAINST THE WORLD EATER!

Galactictron uses his telekinesis powers to tear apart the lab and begins using the scrap metal and computer components to assemble his Matter to Energy Conversion Machine that enables him to consume planets.

The GM can treat Galactictron as a plot device character (emphasizing the futility of combating him directly and how he treats the characters attacks as beneath his notice). Alternately, the GM can explain that Galactictron is weak following his forcible summoning from across the galaxy. Normally his stats would be off the charts and he'd be a plot device character, however for the time it takes him to construct his machine, he is still weakened and will have the stats presented in the NPC section. This gives PCs the options of trying to defeat Galactictron in combat, (as slim as their chances of success there may be.)

If the PCs can keep him from assembling his, Galactictron will grow overly fatigued, give up and exit through the portal, perhaps after swearing to return one day at full strength and punish Earth for thwarting him. The PCs can keep him from assembling his machine by either keeping the machine from being installed (perhaps by doing a resisted check against his Telekinesis power) or by destroying the machine as he constructs (he's constructing it out of the steel in the building (which has a Strength of 8). He will use his Blast attack to attempt to defend his machine. Each page that he's engaged in combat is a page that he's not building his machine. After 10 such pages (or whatever the GM determines is an appropriate number), he will retreat through the portal.

Galactictron is not an emotionless monster. A passionate bit of roleplaying could sway him to stay his hand and move on to another target (perhaps Mercury or Venus – or a distant planet on the other side of the portal.) Alternately, a Willpower test (with a difficulty of 8) could be sufficient to persuade him that it would be right to spare Earth rather than playing along with Lady Omega's mad revenge scheme.



FIXING THINGS (OPTIONAL)

There are myriad solutions to these challenges. One idea to keep in mind if your PCs get stuck for options is to have one of the Aquarius scientists whisper to them

If you can hold off the attack for a few minutes – we can reverse the polarity of Omega’s wormhole – this should result in another that came through the portal being shunted immediately back to its starting point in the universe.”

Any hero with science or tech skills could assist. It will be a +2 challenge requiring a Major Success.

Conclusion

After the PCs thwart Lady Omega’s plan, she attempts to flee the scene (if the PCs have not already defeated her.)

If the PCs are victorious, they’ll be hailed as heroes by the remaining Aquarius staff and the national media.

If the PCs are defeated, Project Aquarius scientists manage to pull them outside the control center. They recover shortly thereafter (with half their Stamina recovered). Consider using the option presented in the Fixing Things sidebar at this point.



LAKMAR SHOCK TROOPER

Origin: Uearthly

PROWESS 4
COORDINATION 8
STRENGTH 6
INTELLECT 5
AWARENESS 3
WILLPOWER 1

STAMINA 7
DETERMINATION * - Villain

SPECIALTIES
Acrobatics
Martial Arts

POWERS
Affliction 5 - Poisonous Bite
Mental Blast 5 - Fury of the Hive Mind
Extra Body Parts 3 (Wings (Flight))
Burrowing 5

QUALITIES

- Insectoid Storm-trooper
- Motivation : Devour each new planet to provide resources for the ever-going horde

CHALLENGES

- Weakness : Raised from birth in Hive Mind means that individuals have low Willpower
- Social : Appearance: Hideous humanoid insect



LAKMAR INVASION COMMANDER

Origin: Unearthly

PROWESS 4
COORDINATION 8
STRENGTH 6
INTELLECT 5
AWARENESS 3
WILLPOWER 8

STAMINA 14
DETERMINATION * - Villain

SPECIALTIES

Acrobatics
Martial Arts

POWERS

Affliction 5 - Poisonous Bite
Mental Blast 8 - Fury of the Hive Mind
Mind Control 8 – (Limited to other Lakmar)
Extra Body Parts 3 (Wings (Flight))
Burrowing 5

QUALITIES

- Insectoid Storm-trooper Commander
- Motivation : Devour each new planet to provide resources for the ever-going horde

CHALLENGES

- Social : Appearance: Hideous humanoid insect



GALACTICRON

Origin: Unearthly

PROWESS 7
COORDINATION 5
STRENGTH 10
INTELLECT 8
AWARENESS 10
WILLPOWER 9

STAMINA 19
DETERMINATION * - Villain

SPECIALTIES

Science Master (Physics)
Science Master (Astronomy)
Electronics Master

POWERS

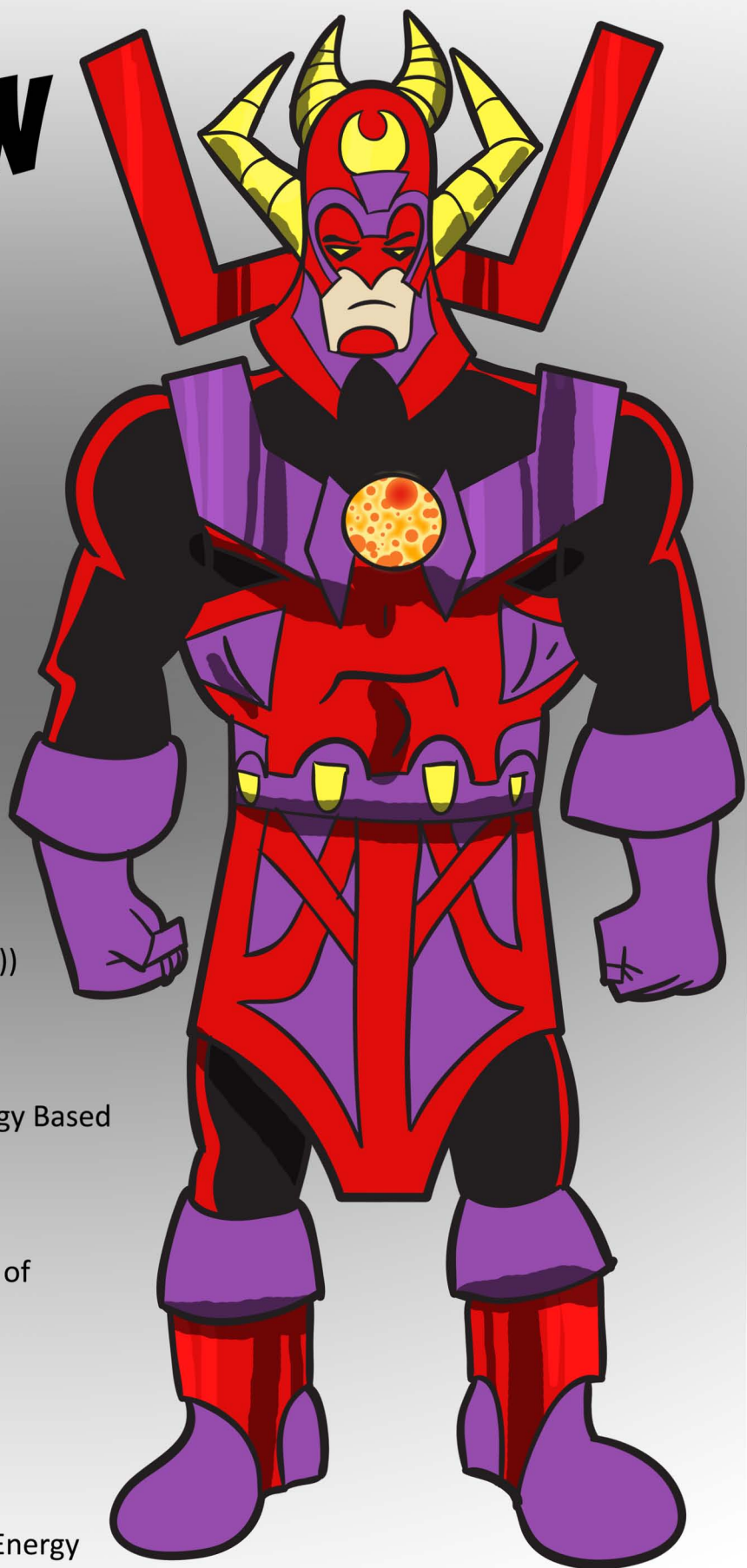
Wizardry 10 (Cosmic Power (Awareness))
• Telekinesis
• Blast (Cosmic Energy Bolt)
Regeneration 10
Absorption 10 (Healing) - Absorbs Energy Based Attacks

QUALITIES

• Identity: 300 foot tall personification of elemental destruction
• Catchphrase: "I HUNGER!"
• Catchphrase: "Who DARES?!"

CHALLENGES

• Personal: Sympathy
• Weakness: Must build his Matter to Energy Conversion Machine before he can successfully absorb a planet's life force.



LADY OMEGA

Real Name: Unknown

Origin: Transformed

PROWESS 5
COORDINATION 6
STRENGTH 4
INTELLECT 5
AWARENESS 4
WILLPOWER 6

STAMINA 10
DETERMINATION * - Villain

SPECIALTIES

- Acrobatics
- Aerial Combat
- Mental Resistance Master
- Science (Astronomy)
- Science (Radiology)

POWERS

- Elemental Control (Radiation) 7
- Attack
 - Defense
 - Shaping
- Phasing 5
Regeneration 4

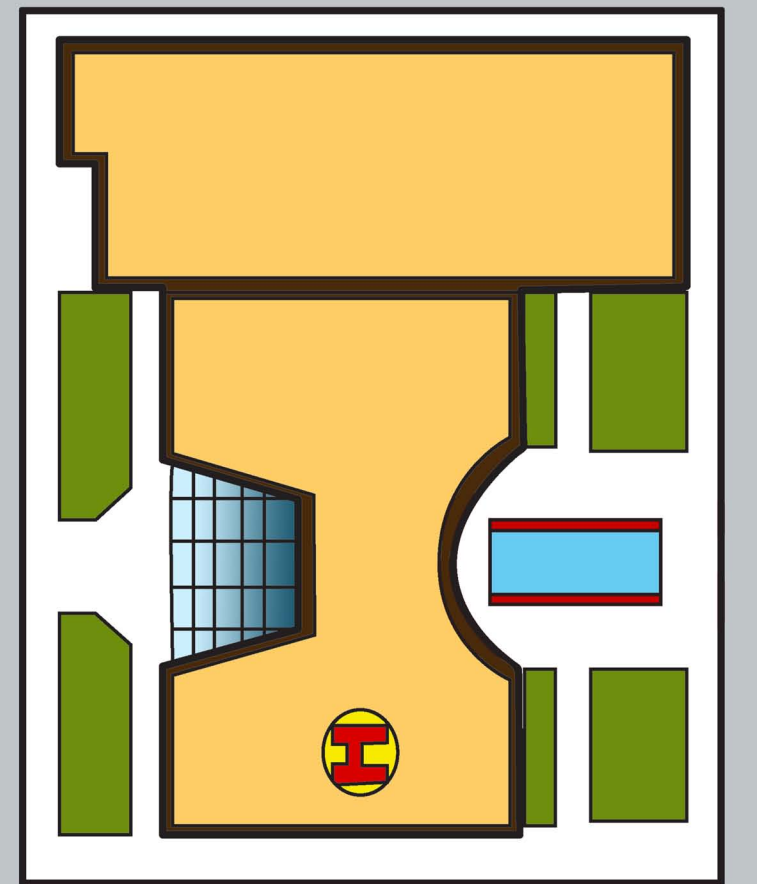
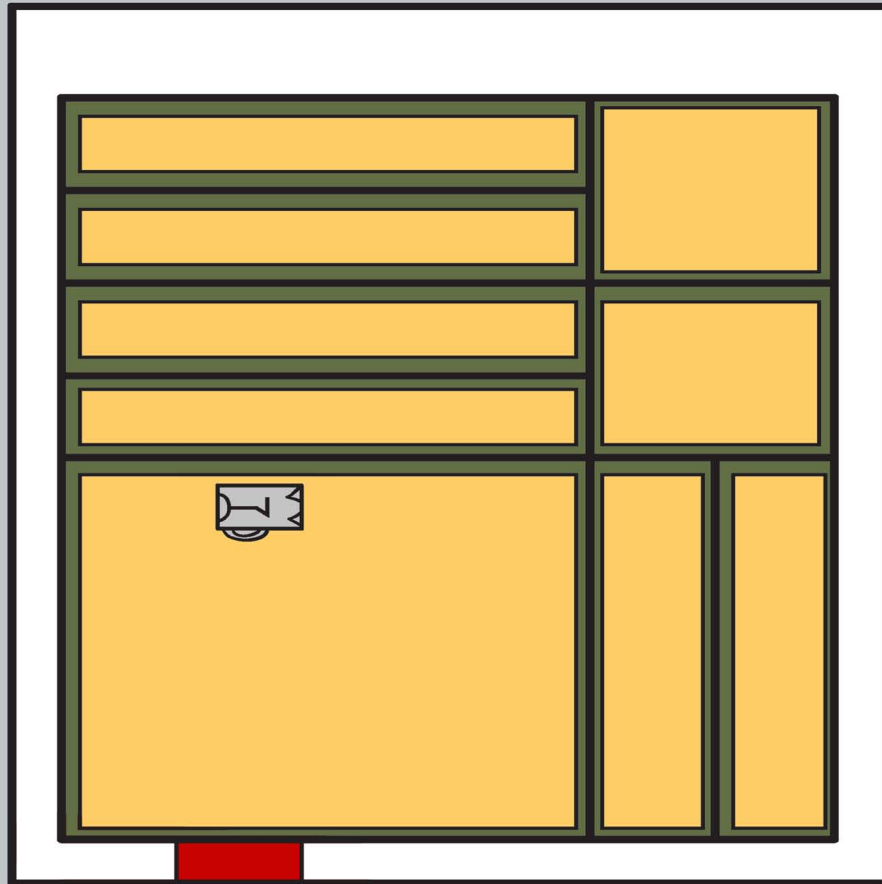
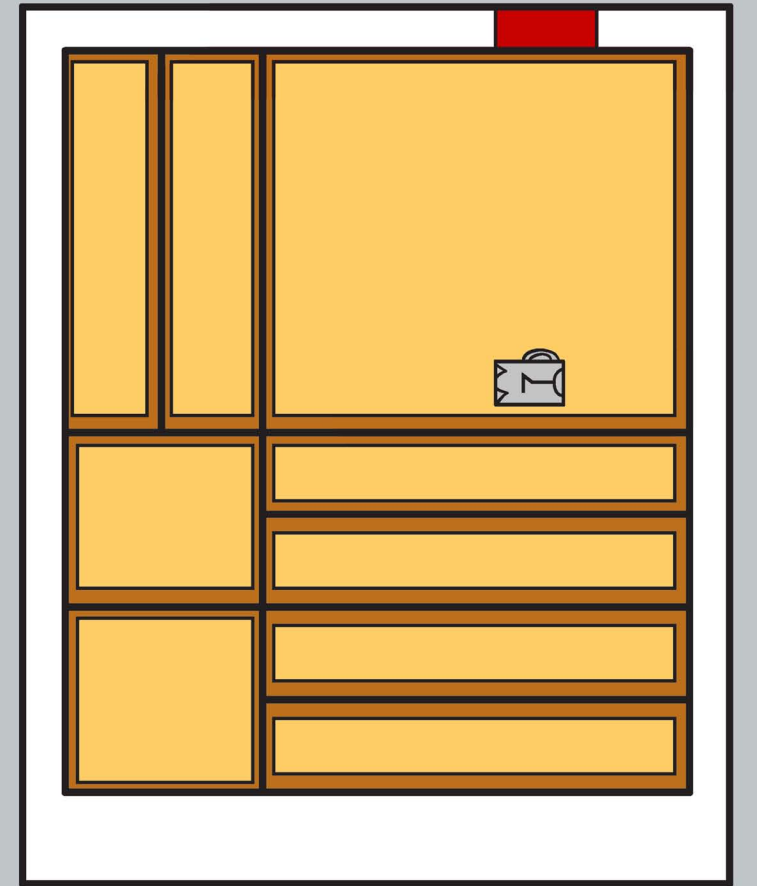
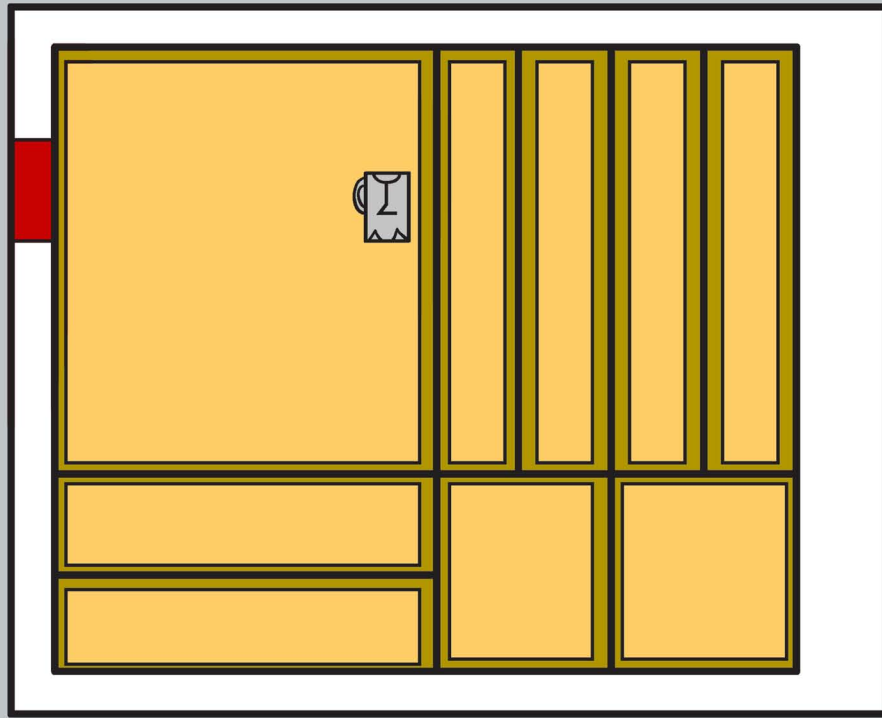
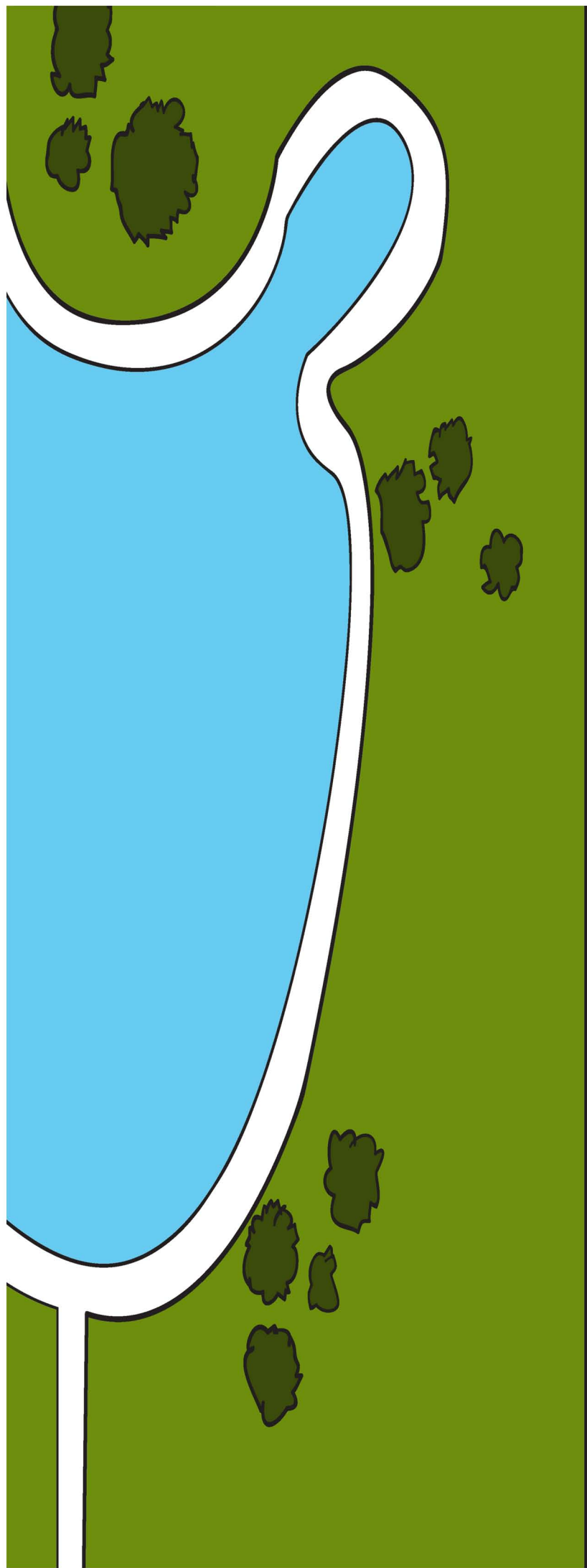
QUALITIES

- Motivation: Hates Humanity

CHALLENGES

- Weakness : Blinded by need for revenge





HERO PACK

