

HERO PACK 3



ICONS of the COSMOS

INTRODUCTION and CREDITS!

This work for ICONS couldn't have been done without the friends and fans I have online. You guys and gals make my day. This is the third collection of Heroes and Villains in the Hero Pack series -- it's a shorter one, but it's been lovingly crafted for a specific type of team or hero or villain, namely Cosmic Heroes and Villains!

In the beginning I shot for 50 characters. What I have here is significantly less than that, but we've got some villains, some heroes, and teams!

Thanks to all the fans of cosmic style heroes and Jack 'King' Kirby --

The Tomorrow Squad

Astral Girl - Gerry

Astroman - Gerry

Beacon - Gerry

Doc Future - Gerry

Quartz - Gerry

The Storm Agents

Cypher - *gafyarion924 - JAFAX Convention Demo Player*

Dr. Feelgood - *Doug Atkinson*

Dr. Tenebrous - *Josh Medin*

Mr. Guinness - *ranma333 - JAFAX Convention Demo Player*

Sparky - *tenandys - JAFAX Convention Demo Player*

Warden - *Erik Paulson*

Bella Trix - *Soylent Green of RPG.net*

Elder Brotha - *Curt Meyer*

Gateway - *Bradley Watson*

Professor Q - *Michael Hopcroft*

Senor Mysterioso - *Darktouch from RPG.net*

Unstoppable Girl - *Michael Hopcroft*

Illegal Alien - Gerry

The Immigrant - Gerry





THE TOMORROW SQUAD

ASTRAL GIRL

Real Name: Lisa Ellsworth

Origin: Birthright

PROWESS 3

COORDINATION 3

STRENGTH 3

INTELLECT 5

AWARENESS 6

WILLPOWER 8

STAMINA 11

DETERMINATION 3

SPECIALTIES

Psychiatry

Pop Art

Laser Technology

POWERS

Astral Projection 8

Detection (Mental Powers) 5

Mind Blast 4

Telepathy 6

QUALITIES

- Connections : The Tomorrow Squad
- Motivation : For the Good of Humanity!

CHALLENGES

- Personal: In Love with Doc Future
- Secret: Half-Alien Heritage
- Enemies: Various Alien Entities



THE SECRET ORIGIN OF...

ASTRAL GIRL

Lisa Ellsworth spent most of her life thinking she was normal. Her father was a police detective, and she picked up his nose for investigation. Then one day, the whole world changed. When she turned 18, her powers manifested. Confused, she told her parents, who dropped a bombshell: The man she considered her father wasn't! Her real father was a visitor from another world. It was from him that she gained her powers. It took her awhile to adjust to that, but once she did, she decided to use her powers to solve crimes.

She worked alongside the police on many cases, until the day Doc Future showed up. He told her about the future he had seen, and that she was one of the people he needed to prevent that future from coming to pass. Reading his mind, and seeing that he was telling the truth, Lisa agreed to join him. Taking the code name of Astral Girl, she joined the Tomorrow Squad, using her mental powers to keep humanity safe from all sorts of alien invaders.

ASTRO-MAN

Real Name: Lance Sterling

Origin: Transformed

PROWESS 4

COORDINATION 6

STRENGTH 4

INTELLECT 4

AWARENESS 8

WILLPOWER 6

STAMINA 10

DETERMINATION 1

SPECIALTIES

Pilot

POWERS

Wizardry (Cosmic) 8

*Doesn't Work on
blue-colored objects*

- Binding
- Detection (Cosmic Energy)
- Flight
- Force Field
- Life Support

QUALITIES

- Connections : The Tomorrow Squad
- Motivation : Duty to Protect
- Identity: World Famous Astronaut

CHALLENGES

- Enemies: Various Alien Entities
- Weakness : Blue Colored Objects



THE SECRET ORIGIN OF...

ASTRO-MAN!

Lance Sterling was a famous astronaut in the U.S. Space program. While on a mission in space, his ship was bombarded by cosmic radiation. While the rest of the crew perished, he was changed. Given great powers by the cosmic rays, Lance didn't know what to do. Enter Doc Future.

Future told Lance about the horrible future he had seen, and that he was one of the people he needed to prevent it from happening. Lance was willing to join, but was still working for the government. Future arranged for Lance to be given a leave of absence, and he now uses his powers as Astro-Man, cosmic guardian!

BEACON

Real Name: Danny Sullivan

Origin: Transformed

PROWESS 4

COORDINATION 6

STRENGTH 3

INTELLECT 4

AWARENESS 5

WILLPOWER 8

STAMINA 11

DETERMINATION 2

SPECIALTIES

Aerial Combat (Expert)
Pilot

POWERS

Elemental Control (Light) 6
- Attack (Blast)
- Attack (Blinding)
- Defending (Force Field)

QUALITIES

- Connections : The Tomorrow Squad
- Motivation : Thrillseeker

CHALLENGES

- Enemies: Various Alien Entities
- Weakness: Darkness Powers



THE SECRET ORIGIN OF...

BEACON!

Danny Sullivan was a distinguished fighter pilot during the Korean War. He went on to test experimental aircraft for the Air Force. During one of those test flights, he encountered a UFO. The UFO bathed his plane in a beam of light, causing it to crash. Sullivan survived, but soon discovered the beam gave him the ability to manipulate light to do his bidding.

Shortly after that, he was contacted by Doc Future, and offered a place on the Tomorrow Squad. Always the thrill seeker, he jumped at the chance, and took the code name Beacon. Now he uses his powers to help protect the earth from all kinds of alien threats, and has a good time doing it!

DOC FUTURE

Real Name: Doctor Martin Stonebridge

Origin: Transformed

PROWESS 5

COORDINATION 5

STRENGTH 4

INTELLECT 8

AWARENESS 6

WILLPOWER 8

STAMINA 12

DETERMINATION 1

SPECIALTIES

Leadership (Expert)

Science - Astronomy

Science - Physics

POWERS

Precognition - 6

Time Control - 6

Super Speed (Slowing Time Around Him)

Duplication (Summoning Alternate Selves)

Affliction (Paralyze Victim by Stopping Time)

QUALITIES

- Connections : The Tomorrow Squad
- Motivation : Protector of Mankind's Future
- Catchphrase : "For The Future!"

CHALLENGES

- Enemies: Various Alien Entities
- Weakness: Radiation Attacks
- Personal: Weight of the World On His Shoulders



THE SECRET ORIGIN OF...

DOC FUTURE

Doctor Martin Stonebridge was an Astronomer and Physicist working for a small aeronautics firm. His career was undistinguished, and he grew bored with his work. Deep down, he knew he was destined for more than this. Then one night, destiny caught up with him.

While working late one night, a wormhole opened in his lab. A man stepped through the wormhole. It was an older version of Stonebridge himself! He told Martin that he needed his help. Curious, Martin went with his older self through the wormhole. On the other side was a literal Hell on Earth; the world was devastated, having been conquered by an alien race. Humanity was enslaved, and near extinction. The older Martin was part of a resistance group trying to free humanity. After all their plans had failed, they realized the only way to save humanity was by changing the past. As the oldest one before the aliens arrived, Martin was chosen to contact his younger self, and show him what the future was like. It would be up to Martin's younger self to prevent this from happening. They had come up with a list of people who were going to gain powers due to alien influences; these men and women would be the sword Martin would wield to save humanity from alien conquest.

As Martin was going back to his time, the aliens attacked. His older self died so he could escape, but an alien weapon fired into the wormhole, causing it to destabilize. Martin was able to return to his own time, but the destabilization had given him the ability to manipulate chronal energy around him. With his new-found powers, and his knowledge of what was to come, Martin became Doc Future, Protector of Mankind's Future!

QUARTZ

Real Name: Alan West

Origin: Transformed

PROWESS 6

COORDINATION 3

STRENGTH 8

INTELLECT 3

AWARENESS 3

WILLPOWER 6

STAMINA 14

DETERMINATION 2

SPECIALTIES

Electronics (Expert)

Mechanics

Wrestling

POWERS

Invulnerability - 6

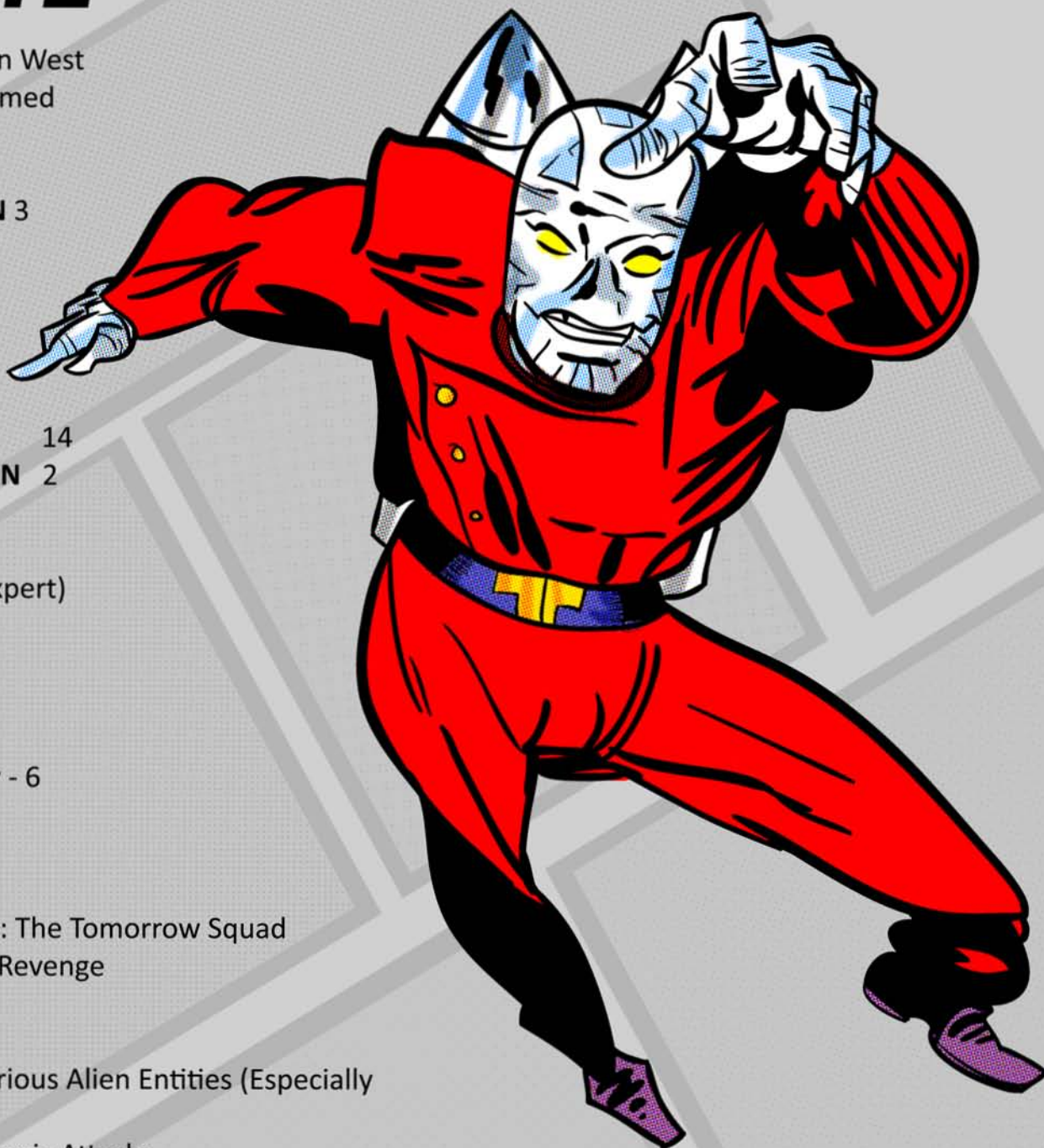
Reflection - 6

QUALITIES

- Connections : The Tomorrow Squad
- Motivation : Revenge

CHALLENGES

- Enemies: Various Alien Entities (Especially Zargg)
- Weakness: Sonic Attacks
- Social: Inhuman Appearance



THE SECRET ORIGIN OF...

QUARTZ

Alan West worked at the Ellis Observatory. As an expert in electronics, he helped design some of the equipment the observatory used. Working late one night, Alan was abducted by agents of the alien known as Zargg. Zargg had his scientists conduct experiments on Alan's body. They warped his flesh, turning it into a hard, crystal like substance.

Weeks later, Alan was rescued by the Tomorrow Squad. After learning that Doc Future couldn't reverse his condition, he chose to remain with the team. He now uses his abilities to protect the Earth, but secretly yearns for the day when he can get his revenge on Zargg for turning him into an inhuman monster!

STORM AGENTS



CYPHER

Real Name: Dr. Wilhelm Seifer

Origin: Transformed

PROWESS 4

COORDINATION 4

STRENGTH 2

INTELLECT 5

AWARENESS 7

WILLPOWER 7

STAMINA 9

DETERMINATION 2

SPECIALTIES

Occult Knowledge (Master)

Demonology (Expert)

POWERS

Phasing - 5

Dark Energy Blast - 5

Affliction (Blindness) - 4

QUALITIES

- Connections: The Storm Agents
- Epithet: Demonheart

CHALLENGES

- Personal: Has to Watch His Temper
- Weakness: Religious Icons Can Harm Him
- Weakness: Has A Demon Inside -- When He Loses Control, the Demon Takes Over



THE SECRET ORIGIN OF...

CYDHERP

Dr. Wilhelm Seifer, on expedition in Basur, Tibet, was searching for the answer to demonic possession. Was the phenomenon real or imagined? Seifer was determined to find out. He entered the Temple of Maarat -- the Unholy One. There in the temple, the raiments of Maarat stood on a basalt mannequin. Reaching out for the golden treasures, forgetting the warnings of the locals, the Unholy One itself reached out and grabbed hold of Seifer's soul.

Seifer crawled out of the temple days later, and saw with much horror that the people of Basur had been destroyed. The lone witness, the city's high priest, explained that Maarat came and destroyed the village.

Overcome with guilt, Seifer threw himself at the holy man's feet, and asked what he could do to make it right. And the holy man explained, now that he was the host for the Unholy One, he would have to tame him -- and try to rid the world of Evil. He must commit one thousand selfless acts, and save one thousand souls to purge himself of Maarat.

When he was approached by Sonny Guinness, co-founder of the Storm Agents, he was more than willing to join the good fight.

DR. FEELGOOD II

Real Name: Enrique Feeley Jr.

Origin: Birthright

PROWESS 2

COORDINATION 5

STRENGTH 5

INTELLECT 5

AWARENESS 6

WILLPOWER 6

STAMINA 11

DETERMINATION 3

SPECIALTIES

Psychiatry

Pop Art

Laser Technology

POWERS

Emotion Control (Pleasure) 5

Illusion 6

Blast 5

QUALITIES

- Connections : The Storm Agency
- Catchphrase : "Let's Keep It Mellow!"

CHALLENGES

- Social : 70s Throwback



THE SECRET ORIGIN OF...

Dr. Feelgood

Enrique Feeley Junior was on his way to being one of the top laser technicians in the history of the the profession. Not to mention, his father was the famous 60s superhero, Doctor Feelgood, a superior psychic and emotion manipulator. Life was good, and Enrique pursued his lifelong dream of cracking the code of visual stimulus affecting personality and behavior. During an experiment with delta radiation and harmonic laser emitters, Enrique was bathed in strange radiation and gained the ability to emit lasers from his hands, to create illusions or punishing blasts of energy.

Enrique is primarily a psychiatrist, feeling that most criminals can be treated with simple psychological or psychiatric techniques. He also believes that making someone feel better will make them act better, so he doesn't use his blasts as a first resort, or as a second resort. Usually, Enrique will gain the attention of his target and make them feel better, in keeping with his motto: 'Let's Keep This Mellow'.

Enrique however, is a bit of a throwback to the 'I'm Ok, You're Ok' Self-Help era of the 70s, coming off as a little anachronistic and maybe a little naive at times. He is a member of the Storm Agency, one of the city's most prominent superhero teams.

DR. TENEBROUS

Real Name: Doctor Uriah Shade

Origin: Transformed

PROWESS 5

COORDINATION 4

STRENGTH 5

INTELLECT 3

AWARENESS 7

WILLPOWER 3

STAMINA 8

DETERMINATION 2

SPECIALTIES

Occult Knowledge (Master)

Theoretical Physics

POWERS

Dimensional Travel - 5

Drain Power - 5

Teleportation - 4

QUALITIES

- Connections: The Storm Agents
- Epithet: The Master of Shadows
- Motivation: Solving Mysteries

CHALLENGES

- Personal: Obsessed With Mysterious Phenomena
- Weakness: Light or Heat Based Attacks
- Social: Unnerving Presence -- Ghostly Phenomena Occur When Uriah Is Out Of Costume



THE SECRET ORIGIN OF...

DR. TENEBROUS

Central University has its share of luminaries on staff, from Doctor Wilhelm Seifer to theoretical physicist Doctor Uriah Shadewell. While Seifer studied esoteric subjects as phenomenology and cryptozoology and demonology, Shadewell's only desire was to crack the barrier between worlds. Designing the Wave Matter Inducer, Shadewell earned accolades from theoretical physicists from around the globe.

What they didn't know was this was no mere theoretical device. Shadewell had the Inducer working and was able to test it. His first foray beyond our dimension landed him square in a dimension of unending darkness.

While there, Shadewell was transformed from a fleshly form into a man of living shadow. With concentration, he can maintain a human shape. Though his jaunt left him marked, it did not douse his fiery passion for knowledge. Since the experiment, the Inducer has not been able to locate the 'dimension of darkness' again.

Shadewell continues his search for the hidden dimension of shadow, while working with the Storm Agents, who have given him a near-endless supply of mysteries to resolve.

MR. GUINNESS

Real Name: Oliver Guinness

Origin: Birthright

PROWESS 8

COORDINATION 3

STRENGTH 7

INTELLECT 4

AWARENESS 4

WILLPOWER 4

STAMINA 11

DETERMINATION 1

SPECIALTIES

Science - Astrophysics

Power - Teleportation

POWERS

Telekinesis - 10

Force Field - 5

Super-Speed - 4

Possession - 7

Probability Control - 5

QUALITIES

- Personal: Friend to the End
- Connections: The Storm Agents
- Epithet: Right Place, Right Time

CHALLENGES

- Personal: Right Place, Wrong Time
- Personal: Bad Luck



THE SECRET ORIGIN OF...

MR. GUINNESS

Detective Oliver Guinness loves his home city. He has been a police officer for years, and still walks a beat occasionally to keep in touch with the citizens. He is an accomplished hero, and is quite well known as a police officer.

He is also a superhero, with many powers beyond the ken of mortal man! That is a burden, because Guinness knows that if he's outed as a superpowered being, he will be thrown off the force, to prevent escalation on the part of the city's ne'er do wells.

He has aligned himself with the Storm Agents, but doesn't publicize the fact, for obvious reasons. He prefers to play the role of 'Supportive Police Detective Guinness' rather than superhero.

Note: Guinness has a low-level version of Probability Control. However, 'Control' in this case means that his luck runs to extremes, and it is not in his power. Guinness has decided to embrace what Fate throws his way, though as GM you will want to make unlikely coincidences both benign and malign happen at least once per issue. It should be a running gag that these types of things always happen to Mr. Guinness, and his 'take it in stride' attitude should also be a running bit.

SPARKY

Real Name: Johnny Donovan

Origin: Transformed

PROWESS 2

COORDINATION 4

STRENGTH 2

INTELLECT 4

AWARENESS 3

WILLPOWER 3

STAMINA 5

DETERMINATION

SPECIALTIES

Science

POWERS

Elemental Control (Electricity) - 4

- Blast

- Teleport (Limited)

QUALITIES

- Epithet: The Master of Electrons
- Motivation: Protecting the University
- Catchphrase: "Let's Light 'Em Up!"
- Connections: The Storm Agents

CHALLENGES

- Weakness: Water Based Attacks
- Weakness: Needs a Source For Powers To Work
- Personal: Isn't very confident



THE SECRET ORIGIN OF...

SPARKY

Johnny Donovan was a science major at the city University, who was involved in an accident in the science lab involving the Electron Smasher. When he recovered in the hospital he found that he could control the heart monitor, television, and bed with only his mind!

Returning to the college, he was approached by John Warren, the superhero known as Warden. Warden invited him to train with the Storm Agents, to gain control of his powers and to fight the good fight. Sparky's nothing if not enthusiastic, so he is a fully fledged member of the Storm Agents in good standing, and still gets his homework done!

WARDEN

Real Name: John Hill

Origin: Birthright

PROWESS 5

COORDINATION 4

STRENGTH 9

INTELLECT 3

AWARENESS 2

WILLPOWER 5

STAMINA 14

DETERMINATION 2

SPECIALTIES

Aerial Combat
Leadership
Wrestling

POWERS

Invulnerability 5
Flight 3
Elemental Control (Earth) 5
Blast
Force Field

QUALITIES

- Epithet: The Rock of Justice
- Motivation: Living Up to His Father's Name
- Catchphrase: "Storm 'Em!"

CHALLENGES

- Personal: Guilt over Massacre's Injuries
- Enemy: The Locust



THE SECRET ORIGIN OF...

WARDEN

John Hill never had a simple life. His father was Justice, the World Champion of the Universal Wrestling Association. His father was also the superhero known as Warden, who, in an ironic twist, took off his mask and wrestling gear, and fought crime in a simple black tactical outfit. When John turned sixteen, he was an Olympic Wrestling hopeful, but during an exhibition match with Massacre, Justice's chief rival, the young Hill's powers manifested.

Massacre was nearly killed. Everyone saw the ring collapse, and attributed it to some kind of gimmick to promote the federation, but John realized his strength was greater than even his Father's. His father began wearing a mask during his escapades, pretending to have been facially injured by The Molten Assassin, and quietly retired, putting John into the costume under the mask. The public doesn't know about the switch, and John wonders what will happen when they realize Warden is the super being that crippled Massacre.

He used money from the federation's boost in ratings and merchandising to begin The Storm Agency, preparing the city for the coming dangers...he figured that if he developed powers, people without consciences would also be granted such gifts.

BELLA TRIX

Real Name: Bella Trix

Origin: Gimmick

PROWESS 4

COORDINATION 6

STRENGTH 2

INTELLECT 5

AWARENESS 7

WILLPOWER 4

STAMINA 6

DETERMINATION 2

SPECIALTIES

Business - Art Dealer (Expert)

Stealth (Expert)

Art - Drawing (Master)

POWERS

Alteration Ray (Phasing Ray) - 5

Blast Device (Blasting) - 5

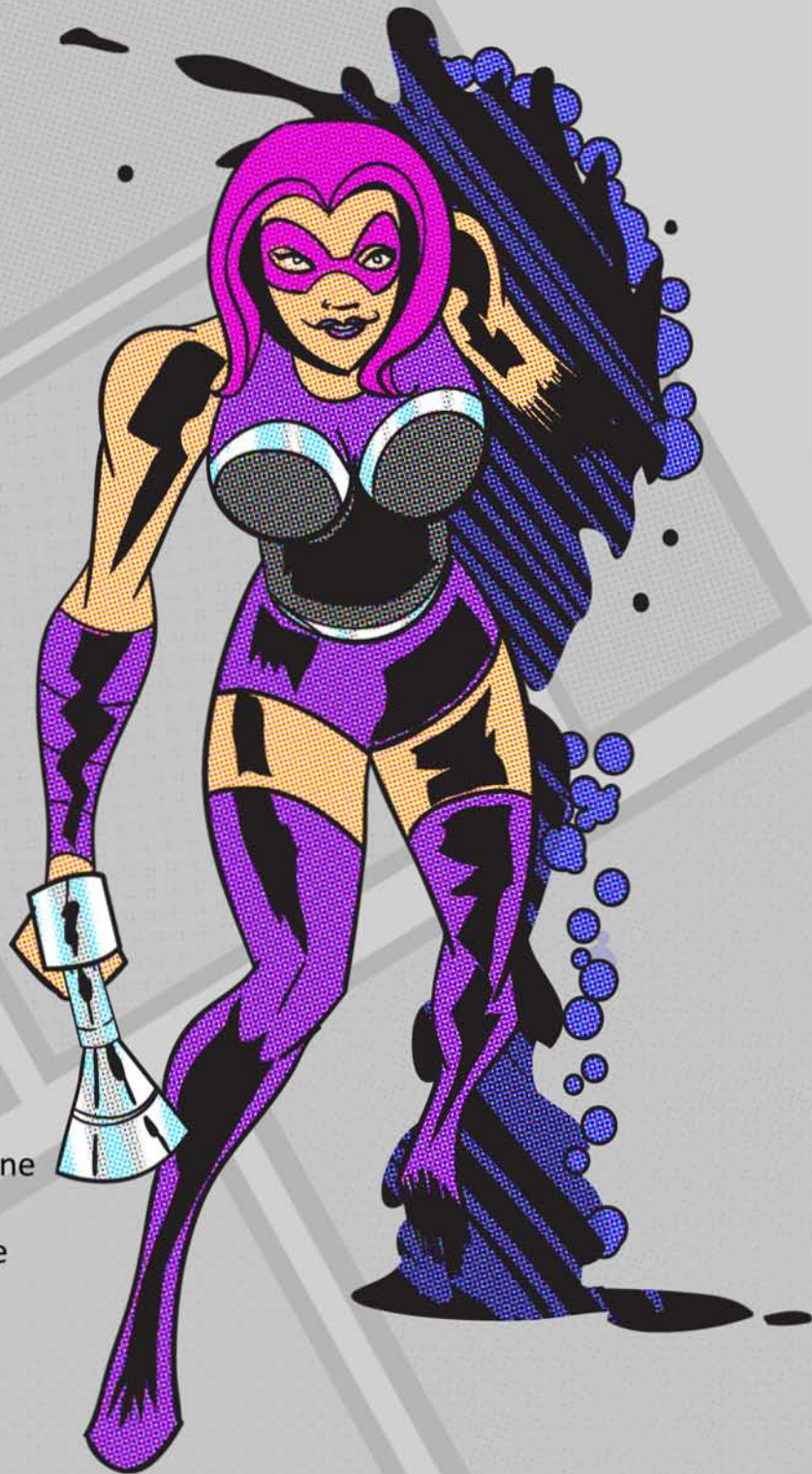
Emotion Control - 4

QUALITIES

- Connections: The Crew of The Swift Fortune
- Epithet: Mistress of the Art Heist
- Connections: Gol Urdis - Interstellar Fence

CHALLENGES

- Personal: Failed Artist
- Weakness: Powers require her to draw something with dark matter ink.



THE SECRET ORIGIN OF...

BELLA TRIX

Bella Trix is an inter-stellar art thief. She goes from civilised planet to civilised planet committing daring robberies of priceless masterpieces and selling them to the highest bidder on the galactic market. She is wanted by the law on many worlds.

The secret of Bella's success as a thief is dark matter ink. Back when she was a struggling artist on Archadion, Bella discovered the mysterious emotion control properties of the ink extracted from dark matter.

Bella resorted to using dark matter to help sell hers painting and at first this brought her money, fame and success. But it did not last, her very fame brought attention to her work and once her subterfuge was discovered Bella was totally disgraced.

She left Archadion and equipped with a fast ship, "The Swift Fortune" and a crew of space riff-raff she turned to crime. In this she is aided by another property of dark matter ink: applied in larger concentrations the dark matter ink can also reduce the density of solids to virtually nothing, which is a particularly handy if one wants to break into places.

Notes:

All Bella Trix's powers are linked to dark matter ink. In a fight she normally has her goons, a motely crew of different alien races, to protect her. Use the stats for the standard ICONS henchmen

ELDER BROTHA

Real Name: Daryl St. Germaine

Origin:

PROWESS 5

COORDINATION 6

STRENGTH 4

INTELLECT 4

AWARENESS 4

WILLPOWER 6

STAMINA 10

DETERMINATION 1

SPECIALTIES

Art - Drawing (Expert)

Knowledge - Mormonism (Expert)

Weapons - Firearms (Master)

POWERS

Immortality - 9

Shotgun of St. Germaine : Blast -7/ Explosion - 9

Time Control (Device) - 9

Dimensional Travel (Device) - 9

Life Support - 9

Regeneration - 6

Telepathy (Device)- 10

QUALITIES

- Catchphrase: "Blood Atonement!"
- Epithet: Heir of St. Germaine

CHALLENGES

- Social: Man Out of Time
- Weakness: Device-based powers and Telepathy limited to GM's discretion from the Soul Cave
- Personal: Elder Brother in the Mormon Church, Rigid Moral Code



THE SECRET ORIGIN OF...

ELDER BROTHA

Daryl St. Germaine was born into Slavery in 1810 in Missouri. At the age of ten, he escaped servitude and stole away on a riverboat where he was befriended and eventually legally "bought" out of slavery by the navigator, who taught him cartography. By 1940 St Germaine was an established land surveyor and cartographer, as well as a noted marksman. While in Boston on business in 1944, he was mesmerized by the public preaching of the African-American Mormon, Enoch Lewis. St Germaine was baptized in the bourgoening faith within a matter of days, but was disillusioned when the church officially denied the priesthood to African-American men.

With righteous indignation, he headed west to seek the solace of Christ. In the Arazona desert, half-starved and dehydrated, he happened upon a cave that caused him to recall the Biblical description of Jesus's Garden Tomb. He entered the cave and was enveloped in golden light.

On June 8, 1978, the date the priesthood was officially restored to African-American men by the LDS church, Daryl St. Germaine awoke from suspended animation in the cave, greeted by a luminous humanoid be called an "Angel" and an almost equally luminous Caucasian man with a jaw line not unlike his own clad in gleaming armor, holding a sword out to him. On instinct St Germaine grasped the sword. It transformed instantly to resemble his weapon of choice.

The armor clad figure was "The" St Germaine of British lore. He charged his distant ancestor to take up his mantle and fight dragons of his own, in whatever form they may take. The "Angel" whose actual name is unpronouncable by humans, would serve as his guide, and the "Soul Cave" would serve as the vehicle for his mission.

GATEWAY

Real Name: W'orr Teu

Origin: Transformed

PROWESS 2

COORDINATION 5

STRENGTH 3

INTELLECT 7

AWARENESS 5

WILLPOWER 7

STAMINA 10

DETERMINATION 1

SPECIALTIES

Science - Astrophysics

Power - Teleportation

POWERS

Teleportation - 10

Force Field - 5

QUALITIES

- Personal: A Friend Indeed
- Epithet: Footprints on a Thousand Worlds

CHALLENGES

- Personal: Out of Place Alien
- Personal: Strict Pacifist



THE SECRET ORIGIN OF...

GATEWAY

W'orr Teu, the lokona who would become Gateway, was a brilliant astrophysicist on the planet of Yilcormia before the coming of the Xileda. The lokona were a species devoted to the pursuits of science, the arts, and philosophy. They were also total pacifists believing in the sanctity of all life. Thus, when the Xileda, a species who didn't share the lokonan ideals, came to conquer their world the lokona chose to leave rather than fight. They located a planet remarkably similar to Yilcormia which did not yet support sapient life and began building The Gateway which would carry them across the stars and deposit them upon their new world, far away from the realm of the Xileda.

W'orr Teu was the chief scientist on the project and he worked tirelessly to see the project completed before Yilcormia fell to the Xileda. The Gateway was completed, but time was running short. The lokona began a mass exodus through the Gateway along with the collected history of their species. However, before they could finish the Xileda overcame the shielding protecting the lokona homeworld. W'orr Teu stayed behind to ensure the last of his people escaped and the Gateway was destroyed before the Xileda could reach it. Once the last of his people had reached New Yilcormia, W'orr Teu destroyed the gate and threw himself into the destabilizing portal to ensure that he would die rather than be captured by the Xileda and preventing them from obtaining the knowledge required to rebuild the Gateway.

Instead of being destroyed W'orr Teu awoke in a strange place that was clearly not New Yilcormia. He soon discovered that the event left him with the ability to create teleportation portals like the Gateway he had designed. Simply by willing it he could create a gate enabling him to travel great distances in the blink of an eye. With extreme effort he could even travel across vast interstellar distances so great that they made the span of the original Gateway seem small by comparison. Yet, when he turned his thoughts to New Yilcormia nothing happened. W'orr Teu was forced to conclude that he had been transported so far from home that even his remarkable powers were not able to reach it. But he was determined to return to his people, so he took the first steps on a very long journey home.

ILLEGAL ALIEN

Real Name: X'Han (Last Name Unpronouncable)

Origin: Unearthly

PROWESS 7

COORDINATION 4

STRENGTH 7

INTELLECT 4

AWARENESS 7

WILLPOWER 8

STAMINA 15

DETERMINATION *

SPECIALTIES

Occult

Stealth

Wrestling

POWERS

Burrowing - 6

Elemental Control

(Earth) - 6

- Attacking

- Defending

QUALITIES

• Epithet: Herald of X'Gorr

• Connections: Cult of X'Gorr

CHALLENGES

• Arch-Enemy: The Immigrant

• Social: Alien Monstrosity



THE SECRET ORIGIN OF...

ILLEGAL ALIEN

Chosen as a herald by the extra-dimensional entity X'Gorr, X'han was sent to the home world of Elan (The Immigrant) to pave the way for X'Gorr's return. Elan prevented X'Han from opening a gateway to the eldritch dimension where X'Gorr was imprisoned, and he and X'han were pulled into the gateway, and deposited on Earth. Like his enemy, X'han adopted a name based on a song playing when he arrived on Earth, and became known as Illegal Alien, harbinger of doom!

Note: X'Gorr is a being similar to Shigg (see Dirge, Villainomicon pg 44). Therefore, Illegal Alien might sometimes be found working alongside Dirge in their common goal of releasing their respective masters into this reality.

PROFESSOR Q

Real Name: Dante Quarrelson

Origin: Trained

PROWESS 2

COORDINATION 2

STRENGTH 2

INTELLECT 8

AWARENESS 5

WILLPOWER 5

STAMINA 7

DETERMINATION *

SPECIALTIES

Knowledge - Medicine (Expert)

Science - Biology (Master)

POWERS

Wizardry (Intellect) Gadgets) - 8

- Multi-Purpose Laser Anihilator (Blast)

- Nanotech Protection Array (Force Field)

QUALITIES

- Epithet: Evil Boy Genius
- Motivation: Scientific Supremacy
- Catchphrase: "I am more brilliant than you will ever be!"

CHALLENGES

- Arch-Enemy: Unstoppable Girl
- Personal: Cannot Take NO For An Answer
- Motivation: Never Belives He Wil Not Come Up With An Answer



SEÑOR MYSTERIOSO

Real Name: Unknown

Origin: Gimmick

PROWESS 3

COORDINATION 4

STRENGTH 2

INTELLECT 5

AWARENESS 8

WILLPOWER 6

STAMINA 8

DETERMINATION 3

SPECIALTIES

Stealth (Expert)

Occult

Extraterrestrial Knowledge (Master)

POWERS

Dimension Travel (Device) - 5

Elemental Control (Device) (Light) - 6

- Creating

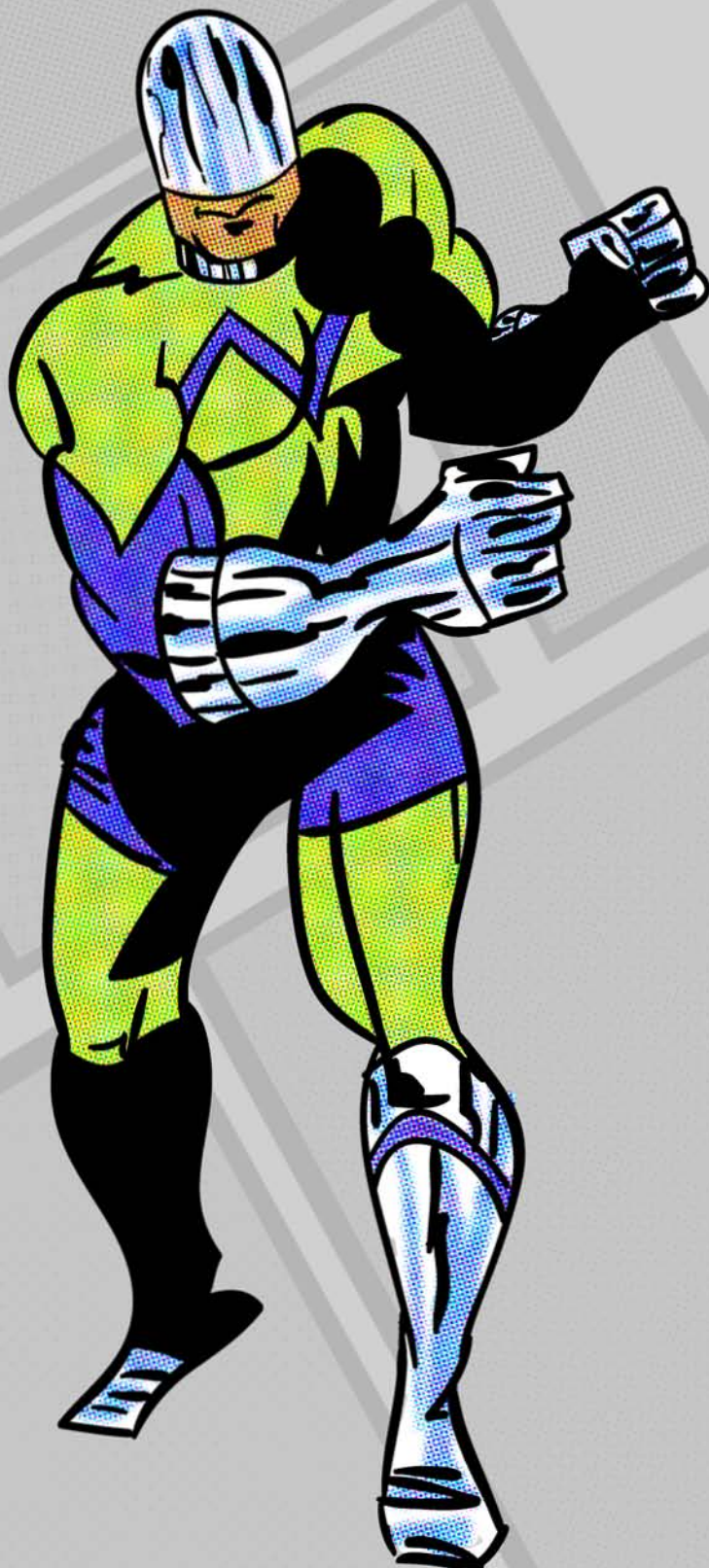
- Defending

QUALITIES

- Connections: Extraterrestrials
- Connections: Internet Cults
- Identity: A Total Mystery
- Epithet: The Man in the Glowing Suit

CHALLENGES

- Enemy: The Circle
- Social: He Has No Official Records
- Weakness: Mystic Powers



THE SECRET ORIGIN OF...

SEÑOR MYSTERIOSO

The origins of the man called Señor Misterioso is as you might expect shrouded in mystery. The first records of his existence came from photos of the Roswell crash. Those photos have since disappeared under mysterious circumstances. In fact over time every physical piece of evidence of this man's existence, from photographs to websites, eventually gets destroyed, corrupted, or just flat out vanishes. Anyone who knows anything about Señor Misterioso knows it from a friend who heard it from a friend who remembers a crazy guy on a bus babbling about government conspiracies.

It is known that he already had his glowing atomic suit when he made his appearance at Roswell. It is suspected that the suit was a gift from aliens though opinion varies as to which of the various interstellar species would have done so and to what end. He has developed something of a cult following on social media websites where it has become a game to see how long it takes for a status update about him to vanish.

Things with Señor Misterioso are not all fun and games however. A man who has been present at every major alien encounter must know something and there are forces that intend to find out what. Most active is the group known as The Circle who have captured him on more than one occasion using various fool proof plans only to have the man of mystery fade away as if he'd never been there leaving behind only his empty shackles. Most galling to The Circle's leadership is that they've never broken past his always affable demeanor nor incited him to throw a single punch in response to their actions.

Though he very rarely interferes directly, Señor Misterioso has been known to recruit the help of the hero community when things are about to go bad. While many a hero has claimed they wouldn't have been able to stop an alien invasion were it not for the timely hand of this mustachioed gentleman many more have met him just briefly when they needed a translation for the collar of an alien pet to be able to return the creature to the alien princess who owns it.

THE IMMIGRANT

Real Name: Elan
Origin: Unearthly

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

STAMINA 12
DETERMINATION 1

SPECIALTIES

Computers
Science
Biology

POWERS

Emotion Control (Respect) - 5
Plant Control - 6
Bonus Power: Plant Growth
Teleportation

QUALITIES

- Epithet: Nature's Guardian
- Social: Unearthly Beauty

CHALLENGES

- Arch-Enemy: Illegal Alien
- Social: Stranger in a Strange Land



THE SECRET ORIGIN OF...

THE IMMIGRANT

Hailing from a planet whose inhabitants are experts in organic technology, Elan was specially engineered to be a guardian of nature. When the being known as Illegal Alien attacked his world, Elan confronted him. The two fought, and Elan prevented Illegal Alien from opening a proper gateway to release it's master. Both were sucked into the portal that did open, and Elan found himself on Earth. Shocked by what he saw, he still found humanity to be worth protecting. Taking a name from a famous rock song from the 1970's, Elan proclaimed himself The Immigrant, Guardian of Nature

UNSTOPPABLE GIRL

Real Name: Loni Patterson

Origin: Birthright

PROWESS 4

COORDINATION 1

STRENGTH 8

INTELLECT 5

AWARENESS 3

WILLPOWER 5

STAMINA 13

DETERMINATION 2

SPECIALTIES

- Aerial Combat
- Leadership
- Wrestling

POWERS

- Invulnerability 5
- Mind Shield 7
- Flight 5

QUALITIES

- Epithet: Destructo-Girl
- Motivation: Proving Her Worth
- Catchphrase: "Let's Go Smash Something!"

CHALLENGES

- Social: Clumsy in Non-Combat Situations
- Enemy: Professor Q
- Social: Leaves a Trail of Destruction In Her Wake



THE SECRET ORIGIN OF...

UNSTOPPABLE **Girl**

Adopted at birth by loving parents, Loni Patterson was a clumsy girl throughout most of her time growing up. When she hit puberty her latent powers manifested, inherited from her supervillainess birth-mother whom she had never met (and has no desire to meet). While she was still, if anything, an even bigger klutz, she soon started developing her new-found powers.

Loni has the power of “mind over matter”: her willpower is so strong that it transcends the laws of physics. As a result she is super-strong, invulnerable, can fly, and has a constant shield against psychic attack. Her willpower does not affect her coordination, so she has developed a reputation for unintended damage to the vicinity of her battles. She is often referred to as “Property-Destructo Lass”, though thankfully not to her face.

One of her biggest problems is the evil boy scientist Professor Q, who wishes to find and exploit the source of her prowess. And she still has the problems faced by most teenage girls, heightened by her status as a heroine.