

VIGILANCE PRESS PRESENTS

# Action Scenes



INTRODUCING A NEW POWER FOR ICONS!

## SUMMON!

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# MUSEUM MAYHEM

**ICONS**  
SUPERPOWERED ROLEPLAYING  
COMPATIBLE



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# VIGILANCE PRESS PRESENTS

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## Action Scenes: Museum Mayhem

Museum Mayhem is intended an action-packed, single scene situation. It's a set piece encounter which presents a basic premise, antagonists and some advice on running the scenario. It's designed for quick, frantic and fun play sessions.

It can be played alone as a very short episode or inserted into a longer game.

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MUSEUM MAYHEM

## The Situation

The PCs are alerted by an emergency call late on a Saturday evening from the United States Headquarters for Emergency Response agency (aka USHER). The local Museum of World History has been seized by the mystically empowered supervillain Hem-Netjer and his horde of minions. The police have been unable to make any headway and so the heroes are called in.

Hem-Netjer is performing an ancient ritual with the goal of ascending to demigod-hood and then conquering the city with his newfound power.

The PCs must disrupt the ritual or, failing that, battle Hem-Netjer after he achieves his goal and is much more powerful.

## The Briefing

Read or summarize the following section for the PCs. This briefing will be delivered by the weary and frazzled USHER agent Lt. Oswald Calibresi.

*We've got an alpha-class situation at the Stark City World History Museum. Our own response teams are busy. So, USHER is officially requesting you handle this situation.*

*Hem-Netjer, a supervillain with some mystical ability and an Egyptian motif, has seized the museum. He and his henchmen have taken hostage a group of VIPS who were there for a charity function and repelled any SWAT teams we've sent. That's why we called you*

*We don't know what he's doing in there, but the boys in the Occult Services Division suspect that he was interested in the museum because there's a traveling exhibit of rare Egyptian artifacts on display there.*

*Now – here's where it gets very concerning: They're detecting a build-up of what they call "trans-dimensional shadow energy."*

*They think he's doing some kind of ritual and that's never good.*

*Your mission is to get the hostages out safely and stop whatever Hem-Netjer is doing as quickly as possible.*

## Setting the Scene

It's still light but getting close to dusk when the heroes arrive. (If they didn't have their own transport an USHER helicopter could whisk them to the location quickly.)

The Stark City World History Museum is a modest, one story museum built in a neo-classical style with large stone columns and a marble façade. A banner hanging from proclaims: "Welcome to the 15<sup>th</sup> Annual Museum Charity Ball."

The museum sits on a large and manicured lawn dotted with various ornamental trees and shrubs. Police vehicles form a perimeter about 25 yards out from the building. (Extended distance in game terms)

Occasionally, through the large windows, the PCs can catch a glimpse of thugs in tacky ancient Egyptian themed garb and scared hostages in evening wear.

## WHAT'S USHER?

**USHER (the United States Headquarters for Emergency Response) is a national agency founded during World War 2 to coordinate the United States' meta-human resources and formulate a response to the Nazi super-soldier forces. Since WW2, it has developed a peace-time mission of recruiting and deploying meta-human forces for law enforcement and national defense.**

**For more information on USHER, see the *USHER Dossiers* from Vigilance Press, available at [www.rpgnow.com](http://www.rpgnow.com)**

# STARK CITY MUSEUM OF SCIENCE & HISTORY



**1. NEOCLASSICAL ROMAN EXHIBIT**

**2. ATHENIAN WONDERS DISPLAY / VESTIBULE**

**3. FEATURED EXHIBIT : TOMBS OF THE ANCIENT PHARAOKS**

**4. SPEAKING HALL**

**5. CONQUERORS OF ANCEINT ROME**

**6. EGYPTIAN FUNERARY MONUMENTS**

**6A. ROOM OF THE DELPHI ALTAR**

**7. GLASS WONDERS OF EGYPT**

**8. TEMPLE OF APOLLO EXHIBIT**

**9. THOLOS ARTIFACTS**

**10. WEAPONS OF THE SPARTANS**

**11. CHARIOTEERS OF ROME DISPLAY**

**12. GIFT SHOP**

**13. COAT CHECK**

# Museum Map

The police haven't been able to obtain the blueprint for the museum from City Hall. The best they can provide the heroes is the glossy tourist map that is passed out to visitors.

1. **Neoclassical Roman Exhibit** – This exhibit illustrates the influences of the neoclassical movement in American architecture in the late 19th and early 20th century.
2. **Athenian Wonders Display/Vestibule** – This entryway contains a scale model of the famous Athenian Acropolis with beautifully detailed recreations of its many famous temples and buildings – including the Parthenon.
3. **Featured Exhibit: Tombs of the Ancient Pharaohs** – This is the main exhibition hall of the museum which is currently showcasing artifacts from a Temple of Set that was found buried in the desert near Karnak
4. **Speaking Hall** – This room is currently empty, but it's where guest speakers would give presentations.
5. **Conquerors of Ancient Rome** – This exhibit highlights well-known Roman generals such as Julius and Augustus Caesar, Marcus Ulpius Traianus, Quintus Sertorius and Scipio Africanus.
6. **Egyptian Funerary Monuments** – This exhibit contains several artifacts found desert burial sites dating back to ancient Egypt.
- 6a. **Room of the Delphi Altar** – The black marble altar from the front of the temple to Apollo in Delphi radiates with mystical energy that is obvious to anyone with the Occult specialty or Wizardry (Magic) Power.
7. **Glass Wonders of Egypt** – Several display cases in this room highlight glass artifacts uncovered at a 13th Century BC glass workshop that was discovered recently in Northeast Egypt.
8. **Temple of Apollo Exhibit** – This large room features a recreation of the famous Greek and Roman god Apollo in the ancient Roman town of Pompeii
9. **Tholos Artifacts** – This exhibit features a scale model of the Tholos – a round, columned temple that served as the center of government in ancient Athens. This exhibit, in addition to the reconstruction, display several artifacts uncovered at the Tholos.
10. **Weapons of the Spartans** – The Spartans of Ancient Greece have long been revered for their martial might. This exhibit displays reconstructions of the armor, shields, spears and swords used by the Spartans. Several mannequins demonstrate what a Spartan Phalanx would have looked like.
11. **Charioteers of Rome Display** – This room features an exhibit on

chariot racing from the Roman Empire. The walls have been painted like the Coliseum in Rome and there several mannequins manning recreations of Roman chariots arranged in a mock race.

12. **Gift Shop** – Tacky knick knacks are on sale here. Currently empty. Not shown on the map, there is an access door that leads to a Maintenance/Boiler Room that has a stairway to the roof. A Knowledge test with a 2 difficulty is needed to hotwire/activate the sprinkler system from the control panel in the Maintenance Room. This effectively interrupts the ceremony. A similar test activates the burglar alarm which also stops the ritual (at least temporarily.) Once the ceremony is interrupted by the fire alarm or sprinkler, Hem-Netjer personally comes to the maintenance room to see what the trouble is while his goons search the museum for the saboteur.
13. **Coat Check** – Empty except for a coat check attendant hiding under a desk and the various coats of the VIPs attending the party.



MUSEUM MAYHEM

## Getting into the Museum

**Frontal Assault** – The heroes can elect to just storm the museum. During the page it takes (for anyone not using travel powers) to run the 25 yards to the museum, they will have to deal with ranged attacks from two of Hem-Netjer's goons who are firing at them from out of the main door or windows.

The glass on the windows has a Strength of 2. The walls have a Strength of 5. The doors are unlocked but two thugs are guarding the main entrance.

**Stealth** – There are several trees and bushes between the security perimeter and the museum. A Coordination test with a difficulty of 5 would be needed to sneak up to the museum undetected. (The difficulty is relatively high because the sun hasn't set yet and several henchmen are looking outside anticipating an attack.)

**Over the Top!** – Hem-Netjer and his goons have neglected to post a guard on the roof. There is an unlocked access hatch that leads to a maintenance/boiler room which is attached the Gift Shop. If the PCs can find a way to get to the roof unseen, they can slip inside the museum completely undetected.

**Tunneling/Burrowing** – Burrowing or tunneling is an option if the PCs have appropriate tools or powers. The dirt leading up to the museum has an effective Strength of 1. The foundation of the museum is reinforced concrete with a Strength of 5. Unless creative methods are used (stealth fields, magic spells etc) it is impossible to burrow through the concrete foundation into the museum without alerting Hem-Netjer and his goons. After the PCs enter via burrowing or tunneling, a group of three henchmen will arrive to investigate the noise made by the shattering concrete and tile. Alternately, the GM could simply pick a room from the Battle is Joined section, state the PCs have tunneled/burrowed into that room and have the PCs begin combat with the enemies who are posted there.

**Roving Patrols** – Whether the heroes charge in or stealthily infiltrate, they may run into a roving patrol of four of Hem-Netjer's thugs that can appear randomly (at GM's discretion) in any part of the museum. Unless the PCs can sneak past them (requires a successful coordination test), three of the thugs will engage the heroes while the fourth goes to raise the alarm.

### Fast and Loose with Egyptian Mythology

In time-honored comic book tradition, we're using the basic concepts and trappings of Egyptian mythology without delving too deeply or worrying too much about authenticity.

Here are a few notes to explain some of the references

**Set** – is the Egyptian god of chaos, deserts and darkness who killed Osiris. He has been used in contemporary pop culture (including in some Conan stories by Robert E. Howard) as a mystically themed evil antagonist or the chief figure worshiped by an evil cult.

**Osiris** – Egyptian god of the underworld. Murdered by his brother Set who wanted his throne. Father of Horus

**Horus** – Falcon headed god of the sky, war and hunting. In Egyptian mythology, Horus battles and eventually defeats Set to avenge his father.

### Scalability

Use the following guideline for tweaking the combat encounters inside the museum:

For an easier combat, use the one of the minion damage options from ICONS for combat with Hem-Netjer's thugs. For a tougher encounter, don't use the minion damage options and consider adding a Set Cult Mystic to every group of henchmen.

If your players waltzed through the museums encounters with relatively little trouble, for the final battle consider using the Elite Wraith Mummies (instead of the Average or Weak) in the final encounter in the Featured Exhibit room. (Give the players a Determination Point as you're bending the rules for the Minion Power to do this.)

# Battle is Joined

## Weapons of the Spartans Room

This room has a display of the weapons of ancient Sparta. Several mannequins are arranged around the room, modeling the armor and armament of Sparta with interpretive plaques providing explanation.

Also in the room are the bar and DJ stand from the party, the buffet table and a handful of VIPs and waiters from the charity dinner. Clearly, this room was the center of the soiree.

The hostages are guarded by a number of Hem-Netjer's thugs (in Egyptian themed garb) equal to the number of PCs.

At the GM's discretion, swap out one of the thugs for a Set Cult Mystic who will animate the armored mannequins to attack the PCs. (Stats for animated mannequins are provided in the NPC section.)

## Temple of Apollo Room

This room houses the altar from the temple to Apollo at Delphi in Ancient Greece. This majestic black marble slab is being display in a mock up of its original home and makes for an impressive sight.

A handful of hostages in evening gowns and tuxedos are guarded by a number of thugs equal to the number of PCs.

## Charioteers of Rome Display

This room features an exhibit on charioteers and chariot racing from the Roman Empire. The walls have been painted like the Coliseum in Rome and there several mannequins manning recreations of Roman chariots arranged in a mock race.

In addition to the display, in this room is the museum's security staff. Tied up and guarded by a group of thugs who number one less than the number of PCs.

If the GM wishes, a Set Cult Mystic is present and animates the mannequins to attack the PCs. (Stats for the animated mannequins charioteers are in the NPC section.)

## Featured Exhibit: Tombs of the Ancient Pharaohs

This room hosts a traveling exhibit with artifacts from subterranean temple



dedicated to Set that was recently uncovered near Karnack, Egypt. Hem-Netjer is leading a ritual near a 12 foot tall statue of Set, the Egyptian God of darkness and chaos. He is intoning an incantation from an ancient papyrus scroll. Arranged in a circle around him is an assortment of his thugs. Their numbers are equal that of the PCs.

Hem-Netjer pauses for a moment, looks at the PCs and bellows: "*From Set's domain in the underworld, I summon Wraith Mummies to thwart my enemies!*" At the GM's discretion, he then summons either 6 Average Wraith Mummies or 12 Weak Wraith Mummies. (See the NPC section for stats and see the Appendix for description of the Minions power.) There is a crackle of dark energy followed by a loud *BAMF* and then the Wraith Mummies appear.

The thugs and mummies attack the PCs with ranged attacks in their first panel. In their second panel, they will close the distance and use combined wrestling attacks to attempt to subdue the heroes long enough for their master to complete his ceremony. (This will require 6 pages or whatever time the GM wants it to be.)

## Ace Up Your Sleeve

**Adventure design is much more art than science and sometimes you've got to improvise. Perhaps your PCs are combat machines, the adversaries were too easy and they've breezed through (or past) the encounters in the other rooms of the museum. Now, they have interrupted the ceremony and they're battering Hem-Netjer into submission without breaking a sweat.**

**If that's the position you find yourself in, here's an option increase the challenge level on the fly. First off: Give all your players a Determination Point, because what's about to happen is a plot twist that they couldn't prevent.**

**Before the final blow can knock him out, Hem-Netjer looks up with steely determination in his eyes. He snarls, conjures a ball of crackling green energy into his hands and flings it at the statue of Set behind the altar.**

**The massive statue shimmers, blinks its stone eyes before shuffling off its pedestal and lumbering towards the PCs. (Use the Animated Set Statue found in the NPC section.)**

## CAPTAIN EXPOSITION

**Sometimes, you have to give a nudge.**

**If the PCs have gotten bogged down in searching the museum or fighting henchmen, you can gently prod them like this:**

**A translucent image of a giant head with intense eyes appears in front of the heroes. It stares at the heroes intently for just a split second and then intones in voice that is both booming and melodramatic:**

*Beware mortals! Your world is in GRAVE danger! GRAVE!*

*I am the Spectral Wanderer – possessor of hidden knowledge and an acolyte of Order!*

*Know that the fiend Hem-Netjer is attempting the Chant of Becoming; the most forbidden ritual in the Egyptian Book of the Dead.*

*If successful, his mystical powers will be increased five-fold! Indeed, heroes, he will possess the strength and abilities of a demigod! A DEMI-GOD!*

*As an Earth bound deity, Hem-Netjer will use his power to conquer this fair city and rule it as a cruel and petulant tyrant.*

*Although the Lords of Order forbade me from interfering, you can prevent this disaster, heroes!*

*Disrupt the ceremony he is conducting in the Featured Exhibit room at this very minute.*

*If you are victorious, his dark plans will be forever ruined!*

*Make haste! The fate of your city depends on it!*





## **The Ritual is Not Stopped – Things Get Much Worse**

If Hem-Netjer is allowed to continue the ritual for 6 pages (or whatever time frame the GM desires), a surge of black lightning arcs down from the sky, knocks a hole in the ceiling and strikes him full in the chest. He screams as shadow energy pours into him. He begins to change – arms, legs and torso expanding as he increases in both size and power.

He crashes through a wall as he begins to grow. His bones make sickening noises as they pop and expand. As he reels about on the grounds of the museum, he grows to his full height of 90 feet and regains his footing.

*“At last, the people of this city will respect me. At last, they will fear me. Today, this city is MINE!”* he bellows as he wades through the police barricade, shrugging off bullets as though they were mosquitoes. He is clearly making a path for City Hall.

He will be very easy to follow given his size and the trail of destruction in his path.

After his ascent, his powers and abilities will be greatly increased. (Use the stats in the NPC section for Hem-Netjer in Demigod Mode.)

# So How Do You Stop a 90 Foot Tall Pharaoh?

With the 9 levels of Invulnerability that Hem-Netjer has in Demi-God mode, defeating him in conventional combat is challenging at best and may be impossible if the dice aren't hot. Here are a few possible solutions. Please also be open to creative ideas your players may come up with.

**Called Shot.** PCs with the Occult specialty will notice that Hem-Netjer's amulet seems to be the anchor of his power. (If no one has this specialty, the Spectral Wanderer from the Captain Exposition sidebar could reappear to provide this info.) A called shot (pg 67, ICONS) could destroy the amulet, robbing Hem-Netjer of his newfound powers.

**Reverse the Ritual.** Instead of making a called shot, PCs with the Occult specialty may be able to construct an ad-hoc ritual that leeches the power from the amulet, returning it to the shadow dimension it came from and depowering Hem-Netjer back to normal levels. A successful Intellect test at a difficulty of 2 is required. (This could also be stunted off the Wizardry (Magic) power.)

**Massive Electrical Shock.** Heroes with sufficient strength can punch through the city streets (Strength level 5) and use a heavy electrical conduit (Strength of 6 to tear open the cable and lift it out of the street) to attack Hem-Netjer. At the GM's discretion, this will stun Hem-Netjer for 1d6 pages.

**Sensory attacks.** PCs with the Science specialty will suspect that Hem-Netjer's newly changed body is temporarily more vulnerable to attacks that affect his senses. His Coordination will be -1 against such sensory attacks.

**Drowning , Suffocation or Freezing.** Hem-Netjer is still susceptible to environmental effects. Dragging him to the ocean floor or teleporting him to the Arctic, for example, will still damage him.

**Follower of Horus.** This is the *deus ex machina* option to use if the PCs are having a rough time. A wizard wearing a golden helmet shaped like the head of a falcon and a flowing cape teleports onto the scene and bellows: "Death to the Set cult! So vows Doctor Umbra!" He unleashes a massive blast of blinding light at Hem-Netjer that stuns the villain for a page. Exhausted from his attack, the wizard slumps to his knees. "Now!" he yells. "Before it's too late! Destroy his amulet! It is the anchor of his power!"

**Achilles Heel.** Characters with the Business or Law specialty will recognize Hem-Netjer as a leading citizen of Stark City. He is Ralph Mickelsen, the eccentric curator of the Stark City World History Museum.

(A successful Intellect test will be necessary for characters that do not have these Specialties.) A few facts are public knowledge about Mickelsen that might help the heroes. He is very allergic to peanuts, for example. Every twenty pounds of peanuts the heroes can fling him will be the equivalent of an Affliction attack at level 1. Two hundred pounds of peanuts would be equivalent of an Affliction attack at level 10.

## Resolution

If the PCs are defeated, they regain consciousness (with half their Stamina) at the site of their last battle. If he hadn't already, Hem-Netjer has ascended to demigod-hood and is now rampaging through the city. Driven by pure rage and megalomania he is destroying whatever is in his path and thus leaving a very easy trail to follow. By the time the PCs catch up with the giant supervillain, he has just plowed into city hall and is tossing city officials aside as though they were rag dolls.

If the PCs defeated Hem-Netjer at the museum, any remaining Wraith Mummies dissipate and his thugs attempt to escape. If there are any Set Cult Mystics among the escaping the henchmen, they will use animated museum mannequins and illusions to keep the heroes and police busy while their comrades get away.

If the PCs defeated Hem-Netjer after he ascended to demigod-hood, they become celebrities in the city. They are interviewed on local TV news shows and are given keys to the city by the mayor in a ceremony at the museum. The remnants of Hem-Netjer's cult will mark them as targets for revenge.

## NPC SECTION

### Hem-Netjer's Thugs

Use a mix of the Henchmen and Cultists from the Stock Character section in ICONS

### Hem-Netjer

**Prowess** 3  
**Coordination** 4  
**Strength** 2  
**Intellect** 3  
**Awareness** 3  
**Willpower** 7

**Stamina** 9

#### Specialties

Business  
Languages  
Occult Expert

#### Powers

Wizardry 6 (Magic (Willpower))  
Blast (Mystic Eye Bolt)  
Animation (Rhyme of Thoth)  
Summon (Wraith Mummy  
Minions from Set's domain  
in the Egyptian Underworld)

#### Qualities

Catchphrase : Glory to Set!  
Motivation : Usher in a new age  
of darkness  
Mild Mannered Curator by Day,  
Super-villain by night

#### Challenges

Enemy : Followers of Horus  
Enemy : Acolytes of Order

**Point Total 32**



MUSEUM MAYHEM

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## Hem-Netjer in Demi-God Mode

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**Prowess** 6  
**Coordination** 6  
**Strength** 9  
**Intellect** 3  
**Awareness** 3  
**Willpower** 9

**Stamina** 15

### Specialties

Business  
Languages  
Occult Master

### Powers

Wizardry 9 (Magic (Willpower))  
Blast (Mystic Eye Bolts)  
Animation (Rhyme of Thoth)  
Summon (Wraith Mummy Minions from Set's domain in the Egyptian Underworld)  
Growth 9 (Amulet of Set) (Gives Invulnerability and Strength 9 and -3 to Defense)  
Immortality 1 – (Amulet of Set)

### Qualities

Catchphrase : Glory to Set!  
Motivation : Usher in a new age of darkness  
Mild Mannered Curator by Day, Super-villain by night

### Challenges

Enemy : Followers of Horus  
Enemy : Acolytes of Order  
Weakness: If Amulet of Set is destroyed, he loses his demi-god power instantly – he is reduced back to the original Hem-Netjer stats.

**Point Total 57**

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## Mystic of the Set Cult

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**Prowess** 4  
**Coordination** 3  
**Strength** 2  
**Intellect** 3  
**Awareness** 3  
**Willpower** 4

**Stamina** 6

### Specialties

Occult  
Martial Arts

### Powers

Animation Device 5 - Amulet of Ka  
Illusion Device 5 - Ring of Seeming  
Power Theft Device 4 - Bracers of Anubis

### Qualities

Loyal servant of Hem-Netjer  
Catchphrase : We serve Set!  
Motivation : Usher in a new age of darkness

### Challenges

Enemy : Followers of Horus  
Enemy : Acolytes of Order

**Point Total 35**

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## Animated Spartan Mannequin

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**Prowess** 5  
**Coordination** 5  
**Strength** 3 (Aluminum Frame)  
**Intellect** 0  
**Awareness** 0  
**Willpower** 0

**Stamina** 3

### Powers

Strike Device 4 (Slashing) - Spear

**Point Total 17**

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## Animated Roman Chariot and Charioteer

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**Prowess** 5  
**Coordination** 5  
**Strength** 3 (Aluminum Frame)  
**Intellect** 0  
**Awareness** 0  
**Willpower** 0

**Stamina** 3

### Powers

Super-Speed 1 - Chariot  
Strike 3 - Trample Attack by Horse Mannequin  
Strike 3 - Spike Chariot Wheels

**Point Total** 20

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## Animated Set Statue

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**Prowess** 6  
**Coordination** 6  
**Strength** 6 (Stone Statue)  
**Intellect** 0  
**Awareness** 0  
**Willpower** 0

**Stamina** 6

### Powers

Strike Device 4 (Bashing) - Staff

**Point Total** 23

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## Wraith Mummy Minions

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### Elite Version:

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**Prowess** 8  
**Coordination** 8  
**Strength** 6  
**Intellect** 4  
**Awareness** 4  
**Willpower** 4

### Powers

Claw Attack (Strike 7 (Slashing))  
Shadow Energy Attack (Blast 6 (Blasting))  
Shadow Walk (Teleportation 3)

### Average Version

<b>Prowess</b>	<b>6</b>
<b>Coordination</b>	<b>6</b>
<b>Strength</b>	<b>4</b>
<b>Intellect</b>	<b>4</b>
<b>Awareness</b>	<b>4</b>
<b>Willpower</b>	<b>4</b>

#### Powers

Claw Attack (Strike 5 (Slashing))  
Shadow Energy Attack (Blast 4 (Blast))  
Cloud of Shadow (Blinding 3)

### Weak Version

<b>Prowess</b>	<b>4</b>
<b>Coordination</b>	<b>4</b>
<b>Strength</b>	<b>3</b>
<b>Intellect</b>	<b>3</b>
<b>Awareness</b>	<b>3</b>
<b>Willpower</b>	<b>3</b>

#### Powers

Claw Attack (Strike 4 (Slashing))  
Shadow Energy Bolt (Blast 3 (Blast))

## NEW RULES APPENDIX: Summon

#### Summon (x2)

You can summon or instantly create minions to aid you. You can summon a number of Average Minions equal to your power level or a number of Weak Minions equal to twice your power level. (Average Minions are built on 40 points, Weak Minions on 27 points, and Elite Minions on 60 points.) You can base your minions on the pre-made Minions presented below or feel free to design your own within the point and power limitations.

Minions do not have any determination and you cannot spend determination on their behalf. Minions must use the Minion Damage Option(s) described on page 71 of ICONS. Additionally, minions may not have the Animate, Summon, Wizardry or Duplication powers. Minions lost will become available once the current conflict or game session is over, at GM's discretion.

The GM may require that the Summon power have reasonable limitations depending on the character. For example, a genius inventor might only be able to summon robot minions when she is within 75 miles of her lab. Alternately, a 'lord of the jungle' character could only summon gorilla henchmen while in (or close to) the jungle or a sorcerer can summon demonic minions only after taking 5 minutes to complete the proper ritual. As a bonus power, you can do one of the following

**Reinforcements.** summon an additional number of Weak Minions equal to your power level.

**The Specialist.** spend a point of Determination and summon an Elite Minion as an additional minion. You can only do this once per conflict.

**The Switch Up.** Choose different types of minions. They must still fit your character concept, meet point and power restrictions and be approved by the GM. This option can only be used once per conflict. (A handy example: during a fight, the 'lord of the jungle' character decides she needs to summon an elephant or zebra to assist with a challenge her gorilla minions aren't having much luck with.)

### Alternate Minion Cost Rule

Average Minions are built on a number of points equal to your own point total less the levels in Summon. Weak Minions are built on 2/3 of this number (round up) the Average Minion amount, and Elite Minions are built on one and a half times the Average Minion amount.

For example, if a character is built on a total of 37 points, and has Summon 5, then their Average Minions are built on 32 points, Weak Minions on 22 points ( $32 / 3 * 2 = 21.333$ , rounded up to 22), and Elite Minions on 48 points ( $32 * 1.5 = 48$ ).

## Elite Minions

### USHER Special Assault Trooper

<b>Prowess</b>	6
<b>Coordination</b>	6
<b>Strength</b>	7
<b>Intellect</b>	5
<b>Awareness</b>	6
<b>Willpower</b>	6

#### Powers

Heavy Blaster (Blast 6)

Adhesive Thrower (Binding 6)

Battle Suit with Gravity Generators (Flight 5, Invulnerability 5, Life Support 2 (Breathing, Pressure))



### General Purpose Robotic Drone Mk, V(GPRODS)

<b>Prowess</b>	6
<b>Coordination</b>	6
<b>Strength</b>	4
<b>Intellect</b>	5
<b>Awareness</b>	5
<b>Willpower</b>	5

#### Powers

Flight 6

Force Field 6

Life Support 10 (Cold, Breathing, Eating, Heat, Pathogens, Pressure, Radiation, Sleeping, Toxins, Vacuum)

Gravimetric Control Beam (Telekinesis 7)

### Ninja Lieutenant

<b>Prowess</b>	8
<b>Coordination</b>	8
<b>Strength</b>	6
<b>Intellect</b>	4
<b>Awareness</b>	4
<b>Willpower</b>	4

#### Powers

Magic Sword (Strike 7 (Slashing))

Magical Throwing Star (Blast 6 (Shooting))

Magical Stealth (Teleportation 3)

## Average Minions

### USHER Trooper

**Prowess** 5  
**Coordination** 5  
**Strength** 5  
**Intellect** 4  
**Awareness** 5  
**Willpower** 5

#### Powers

Heavy Blaster Rifle (Blast 5)  
Body Armor (Invulnerability 3)  
Flight Pack (Flight 3)

### General Purpose Robotic Drone Mk, III(GPRD3)

**Prowess** 3  
**Coordination** 3  
**Strength** 3  
**Intellect** 3  
**Awareness** 3  
**Willpower** 3

#### Powers

Flight 4  
Force Field 4  
Life Support 8 (Cold, Breathing, Eating, Heat, Pathogens, Pressure, Sleeping, Toxins)  
Gravimetric Control Beam (Telekinesis 6)

### Ninja

**Prowess** 6  
**Coordination** 6  
**Strength** 4  
**Intellect** 4  
**Awareness** 4  
**Willpower** 4

#### Powers

Sword (Strike 5 (Slashing))  
Hail of Throwing Stars (Blast 4 (Shooting))  
Blinding Powder (Blinding 3)





## Weak Minions

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### USHER Recruit

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<b>Prowess</b>	4
<b>Coordination</b>	4
<b>Strength</b>	3
<b>Intellect</b>	3
<b>Awareness</b>	4
<b>Willpower</b>	4

#### Powers

Blaster Rifle (Blast 4)

Basic Body Armor (Invulnerability 1)

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### General Purpose Robotic Drone Mk. I (GPRD1)

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<b>Prowess</b>	3
<b>Coordination</b>	3
<b>Strength</b>	3
<b>Intellect</b>	2
<b>Awareness</b>	2
<b>Willpower</b>	2

#### Powers

Flight 2

Force Field 2

Life Support 4 (Breathing, Eating, Pathogens, Toxins)

Gravimetric Control Beam (Telekinesis 4)

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### Ninja Student

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<b>Prowess</b>	4
<b>Coordination</b>	4
<b>Strength</b>	3
<b>Intellect</b>	3
<b>Awareness</b>	3
<b>Willpower</b>	3

#### Powers

Short Sword (Strike 4 (Slashing))

Throwing Stars (Blast 3 (Shooting))

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