

ICONS Quick Hero Creation

PHASE 1: ORIGIN

Roll once on the following table:

2d6 Roll	Origin
2-4	Trained: The hero is a highly skilled human; any “powers” actually come from superior training or specialized equipment. The character gains two additional specialties, and can choose to trade a power for two more specialties.
5-6	Transformed: The hero was a normal human but became superhuman through some outside agency, often an accident or experiment. One of the character’s abilities (attribute or power, your choice) is increased by +2 to a maximum of 10.
7	Birthright: The hero was born with or destined to develop superhuman powers. The character gains your choice of one additional power—which should be innate, and not a device—or +2 to a rolled power level to a maximum of 10.
8-9	Gimmick: The character’s powers all come from devices of some kind. One of the character’s mental attributes (your choice) is increased by +2 to a maximum of 10.
10	Artificial: The character is a robot or some other kind of construct, such as a golem. The character’s Strength is increased by +2 and has the Life Support power in addition to any rolled powers; roll Life Support level normally, or trade a rolled power to increase it to 10.
11-12	Unearthly: The character is an alien, elemental, angel, devil, or even deity—a being from another world or dimension. Increase two of the character’s abilities (attributes or powers, your choice) by +2. Alternately, roll twice on this table, ignoring duplicates and results of 11-12. The character gets the effects of both origins. Apply the modifiers of the rolled origins rather than the Unearthly modifiers.

LEVEL DETERMINATION

Roll on the following tables to determine levels for abilities when called to do so:

2d6 roll	Level
2	1
3	2
4	3
5-6	4
7-8	5
9-10	6
11	7
12	8

PHASE 2: ATTRIBUTES

Roll once on the **Level Determination** table for each attribute and record the resulting level for it. If your hero’s total attribute levels (after adjustments for origin) are less than 20, you can choose to discard the hero and start over. You can also choose to swap any two attribute levels after you have determined them.

PHASE 3: POWERS

To determine the number of powers a hero possesses, roll on the following table:

2d6 roll	Number of Powers
2-4	2
5-7	3
8-10	4
11-12	5

Once you’ve determined the number of powers, roll for each power on the following tables to determine the character’s specific powers.

2d6 Roll	Power Type	Next Step
2-3	Mental	Roll on the Mental Powers table
4-5	Control	Roll on the Control Powers table
6	Defensive	Roll on the Defensive Powers table
7	Offensive	Roll on the Offensive Powers table
8	Movement	Roll on the Movement Powers table
9-10	Alteration	Roll on the Alteration Powers table
11-12	Sensory	Roll on the Sensory Powers table

First d6	Second d6	Alteration Power
1-2	1	Ability Boost (group)
	2	Ability Increase (group)
	3	Alter Ego
	4	Alternate Form (group)
	5	Aquatic
	6	Density
3-4	1	Duplication
	2	Extra Body Parts (group)
	3	Growth
	4	Invisibility
	5	Phasing
	6	Shrinking
5-6	1	Animal Mimicry
	2	Material Mimicry
	3	Plant Mimicry
	4	Power Mimicry
	5	Stretching
	6	Transformation

First d6	Second d6	Control Power
1-2	1-2	Alteration Ray (group)
	3-4	Element Control (group)
	5	Probability Control
	6	Time Control
3-4	1-2	Energy Control (group)
	3	Healing
	4-5	Telekinesis
	6	Transmutation
5-6	1	Cosmic Power
	2-3	Gadgets
	4	Magic
	5	Nullification
	6	Servant

First d6	Second d6	Defensive Power
1-2	1-2	Absorption
	3	Adaptation
	4-6	Force Field
3-4	1	Immortality
	2-4	Life Support
	5-6	Reflection
5-6	1-2	Regeneration
	3-6	Resistance (group)

First d6	Second d6	Mental Power
1-3	1	Astral Projection
	2	Dream Control
	3-4	Emotion Control
	5	Illusion
	6	Images
4-6	1-2	Mental Blast
	3	Mind Control
	4	Mind Shield
	5-6	Telepathy

First d6	Second d6	Movement Power
1-3	1	Burrowing
	2	Dimensional Travel
	3-4	Flight
	5-6	Leaping
4-6	1	Spinning
	2-3	Super-Speed
	4	Swinging
	5	Teleportation
	6	Wall-Crawling

First d6	Second d6	Offensive Power
1-3	1	Affliction
	2	Binding
	3-4	Blast

First d6	Second d6	Offensive Power
	5-6	Strike
4-6	1	Aura
	2-3	Dazzle
	4	Energy Drain
	5	Fast Attack
	6	Stunning

First d6	Second d6	Sensory Power
1-3	1-2	Detection
	3	ESP
	4-6	Super-Senses
4-6	1-2	Danger Sense
	3	Interface
	4	Postcognition
	5-6	Precognition

PHASE 4: SPECIALTIES

To determine the number of specialties your hero has, roll on the following table:

2d6 roll	Number of Specialties
2-4	1
5-7	2
8-10	3
11-12	4

Select specialties from among those described in the **Specialties** section of the rules as you see fit, based on your hero's attributes, powers, and background. (You can also roll them randomly, using the table from the *Assembled Edition*.)

PHASE 5: STAMINA

Add the hero's Strength and Willpower levels together to determine Stamina.

PHASE 6: QUALITIES

Choose three qualities that describe your hero. Consider questions like: Who are you? What drives you? What do you do? What do you say? What is distinctive about you? What gets you in trouble?

PHASE 6: DETERMINATION

Subtract the hero's total number of abilities above level 6 and powers (of any level) from 6 to get the hero's starting Determination level (minimum of 1).

