



MISCREANTS, MALEFACTORS & MEGALOMANIACS



ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE



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Psi-Wasp

Real Name: Trenton O'Neil

Abilities

Prowess: 5
 Coordination: 4
 Strength: 3
 Intellect: 4
 Awareness: 3
 Willpower: 4

Stamina: 8
 Determination ~

Powers

Absorption 4 (Kinetic Energy / Healing)
 Blast 6 (Stinger Blast)
 Secondary Effect: Affliction 3
 Strike 6 (Stinger Fist)
 Secondary Effect: Affliction 3
 Shrinking 6
 Extra: Passengers
 Secondary Effect: Flight 4 (Psionic Wings)

Specialties

Aerial Combat Expert
 Military
 Power Expert (Blast, Strike)
 Stealth
 Weapons (Shooting)

Qualities

"I'm the best at what I do" (Shrink and Sneak).
 In love with Doctor Wilson
 Public Image: Superhuman Robin Hood

Backstory: While deployed into a combat zone overseas, Trenton O'Neil's infantry unit was assigned to provide security for Dr. Lorana Wilson — a biologist working on a top secret military program. One night her lab was overrun by an insurgent squad who had somehow penetrated deep behind friendly lines. During the ensuing firefight, Dr. Wilson injected Trent with a serum she had been developing before they were both knocked unconscious by an explosion.

Trent awoke in a locked room, chained to a table. As his captors began to question him, he was shocked to discover that he was able to



shrink out of his bonds. Shrinking wasn't the only new talent he possessed. He found he was now able to throw searing bolts of psychic energy from his hands and fly with the aid of psychic "wings". Using his new-found abilities, he killed his captors and liberated his few remaining squadmates. Unfortunately, Dr. Wilson was not to be found.

He returned to the Forward Operating Base (FOB) to explain his actions and the events leading to his squad's capture. He was careful to avoid any mention of Wilson's serum or his

new abilities. Eventually, he was released back to duty, finished out his tour without incident and returned home.

While job searching, he was contacted by the decidedly not dead Dr. Wilson, who brought him to her own underground lab for debriefing. Trent was paid handsomely for not only saving Dr. Wilson, but for not revealing the formula's existence (or his new powers). She explained to him that Project: Red Wasp was a US military program designed to create metahuman assassins, spies, and saboteurs. The local militia in the warzone had been tipped off about Dr. Wilson's experiments and she wasn't sure if the information had been fed to them by her rivals within the Department of Defense (DoD) or perhaps by the intelligence agency of an unfriendly nation. She was staying undercover until she could find out exactly who had leaked the information and why.

As she was operating in secret, Wilson needed help procuring material, research data and the cash she would need to continue her operation. Trenton had exactly the skills to help her with these problems. Dr. Wilson hired him and sent him on a variety of missions that usually involved getting secrets from locked rooms, breaking into secure buildings to pilfer top secret technology, and stealing loads of cash.

When he voiced some ethical concerns, Wilson assured Trenton that all of their targets were "morally compromised" – war profiteering corporations, corrupt agencies working towards dubious agendas or companies who were fronts for foreign governments unsympathetic to America. Trenton easily accepts Wilson's rationale. (He's deeply in love with her and has been since their time overseas. He has no idea if his feelings are reciprocated.)

The duo remains at large and are currently on the top of the government's Most Wanted Metahuman List. Thanks to extensive press coverage for a successful escape from an FBI raid (and some high profile heists that Trenton

has pulled off) they've garnered a reputation as a supervillain Bonnie and Clyde in the public eye.

The DoD maintains that Wilson is controlling Psi-Wasp through mind-control nanotechnology in her super-soldier serum. No firm proof has been produced yet, and the general public regards this assertion skeptically. The popular view of Psi-Wasp and Dr. Wilson is as star-crossed lovers fighting an oppressive government conspiracy against them.

Adventure Hooks

- The authorities have received a tip that Psi-Wasp will be attempting to stage a heist at a university in the PCs' city which is hosting a symposium on the use of cutting edge nanotechnology to treat neurological disorders. A vial of the experimental nanites is believed to be his target. Although the university has tightened security for the event, the heroes are recruited to provide additional security. NOTE: a friendly professor in the Advanced Physics Department might be on hand and have the necessary technology on hand to shrink the heroes should they need to follow Psi-Wasp at smaller sizes.
- The authorities believe they have the location for Psi-Wasp and Dr. Wilson's current base of operations. The PCs have been tapped to try to capture the famous supervillains where the police and FBI have failed in the past.

Bombshell

Real Name: Dr. Wendell "Wendy" von Skorn

Abilities

Prowess: 3
 Coordination: 3
 Strength: 3
 Intellect: 6
 Awareness: 3
 Willpower: 4

Stamina: 7
 Determination ~

Powers

Gadgets 7
 Limit: Must be in a lab to create items.

Gadgets:

Tactical Outfits (Damage Resistance 3)
 Limit: Device, Does not cover the head.
 Pheromone Perfume (Emotion Control 4)
 Limit: Love, Close Range - (must be close enough to smell), Degrades
 Drug Injectors: (Slashing 1)
 Extra: 2nd Effect - Affliction 8
 Limit: Device, Charges (5 Doses)
 Charm Bracelet Explosives (Blast 5)
 Extra: Burst
 Limit: Device, Charges (10)
 Attitude Adjuster Gun (Mind Control 5)
 Limit: Device

Specialties

Martial Arts
 Occult
 Science (Physics) Expert
 Technology Master
 Weapons Shooting

Qualities

It's All About The Toys (Grand Laboratory)
 Misogynist Mad Scientist Trapped in a
 Woman's Body
 Wants Out Of Current Form

Backstory: The supervillain Dr. Wendell von Skorn (aka the Diabolical Doctor Scorn!) was presumed dead five years ago, after a massive explosion in his arcanowave lab when his nefarious experimenting was interrupted by the heroic Colonel Chrome and his superteam.



However, the uncontrolled energies of the disaster displaced Dr von Skorn's mind into the body of his young female hostage, who was rescued from the inferno. In his previous life, he was a spiteful, misogynistic beast of a man. Now, trapped in the body of a young girl, every glance in a mirror fills Dr von Skorn with scornful, self-loathing rage.

The doctor's new supervillain identity is known as Bombshell. (He is paranoid that any of his former colleagues in the ranks of villainy might discover that Bombshell is secretly the

fearsome villain Doctor Scorn and takes pains to hide this fact.) At turns sultry and hateful, he/she bewitches and abducts male mutants and other metahumans. His/her goal is to recreate the terrible experiment that resulted in the original body swap and once again swap bodies – perhaps, this time, to land in a powerful male form with immense superpowers to go along with an already-enhanced intellect.

So far, all attempts have been unsuccessful.

Bombshell's arcanotech arsenal includes an enhanced pheromonal perfume, various drug injectors, impact-resistant clothing, concealable explosives, and a mind-control beam that can be carried in a handbag.

Adventure Hook

A team of superheroes is terrorizing Downtown University! Bombshell has cleverly used her mind-control and pheromones to force these do-gooders to wreak havoc, while she seduces her way into the Hypercausality Science Lab to steal equipment, copy data, and kidnap Doctor Valence, a Nobel Prize-winning scientist! Can the heroes stop their heroic counterparts without maiming them? Will they be able to resist Bombshell's artificial allure? What will they do when the artificially-lovestruck Dr. Valence unleashes his Bad Luck Beamgun (Probability Control 7: Bad Luck) to save his “beautiful assistant”?

Holo-Master

Real Name: Connor Reed

Abilities

Prowess: 3
 Coordination: 4
 Strength: 3
 Intellect: 8
 Awareness: 4
 Willpower: 3

Stamina: 6
 Determination ~

Powers

Energy Control 5 (Hard Light Creation)
 Limit: Device (Holo-Master gear)
 Extra: Flight
 Illusions 8 (Hard Light Holograms)
 Limit: Device (Holo-Master gear)
 Extra: Images
 Invisibility 6
 Limit: Device (Holo-Master gear)

Specialties

Science (Physics) Expert
 Science (Holography) Master
 Technology Expert

Qualities

Driven to punish his Alma Mater
 Wanted by Police
 Partially Deaf
 Supervillain Illusionist



Backstory: Connor Reed worked tirelessly to get into the City University Physics Department in order to further his research in holography. Socially awkward with a mild hearing disability, his college years had been torture – he was bullied and ridiculed for being different. Despite his troubles, he studied fervently and became one of the top grad students in America working in advanced holographics.

Alas – his dreams were to be denied. A prank by a group of colleagues sabotaged his hologram equipment the night before his presentation to his doctoral review committee. Embarrassed and humiliated, Reed’s presentation was a failure and he was

kicked out of the university.

With all his hard work and years of sacrifice for naught, Connor Reed snapped. The day City University kicked him out Connor Reed died. Forevermore, he would be known as Holo-Master.

Holo-Master modified his equipment into a portable rig with wrist-mounted hard light hologram projectors that he could control directly from a neural output jack on the base of his skull. He added precision jet boots that focused the hard light energy for flight and his new identity was ready to meet the world.

His hard light creations were convincing

enough to fool just about anyone who saw them because, with his advanced technology, they were tactile and auditory illusions as well. As far as his victims were concerned, he was a diabolical supervillain who could summon a horde of rampaging robots to sack the financial district or conjure up a red dragon to terrorize a college campus. He's even able to "disappear" by hiding in plain sight and using his hologram projections to render himself invisible.

Holo-Master holds a special place of contempt for his Alma Mater. He has terrorized the faculty and students of City University – going so far as to extort millions of dollars from the administration as "insurance" against future attacks.

He uses his criminal career to finance his continuing research which is his passion. Generally he operates alone but occasionally he will hire out as muscle for another supervillain.

Adventure Hook

The Heroes respond to a distress call. A horde of zombies is terrorizing a rush hour traffic downtown. There are multiple situations to defuse (crowds of civilians on the verge of panicking, car wrecks caused by gawkers, an overturned fuel tanker leaking diesel etc). Meanwhile, Holo-Master is using the chaos caused by his illusions to quietly hold up several jewelry stores.

STARLOK VII

(STARLOK is an acronym of Space Traveler Ambassador & Ranger w/ interLOcK Technology)

Abilities

Prowess: 7
 Coordination: 6
 Strength: 8
 Intellect: 6
 Awareness: 6
 Willpower: 5

Stamina: 13
 Determination ~

Powers

Damage Resistance 5
 Energy Control: 4 (Electromagnetism)
 Extra: Flight
 Interface 5
 Extra: Broadcast
 Immortality 3
 Mind Control 5
 Extra: Continuous Effect
 Limit: Must make a ranged attack to activate a control

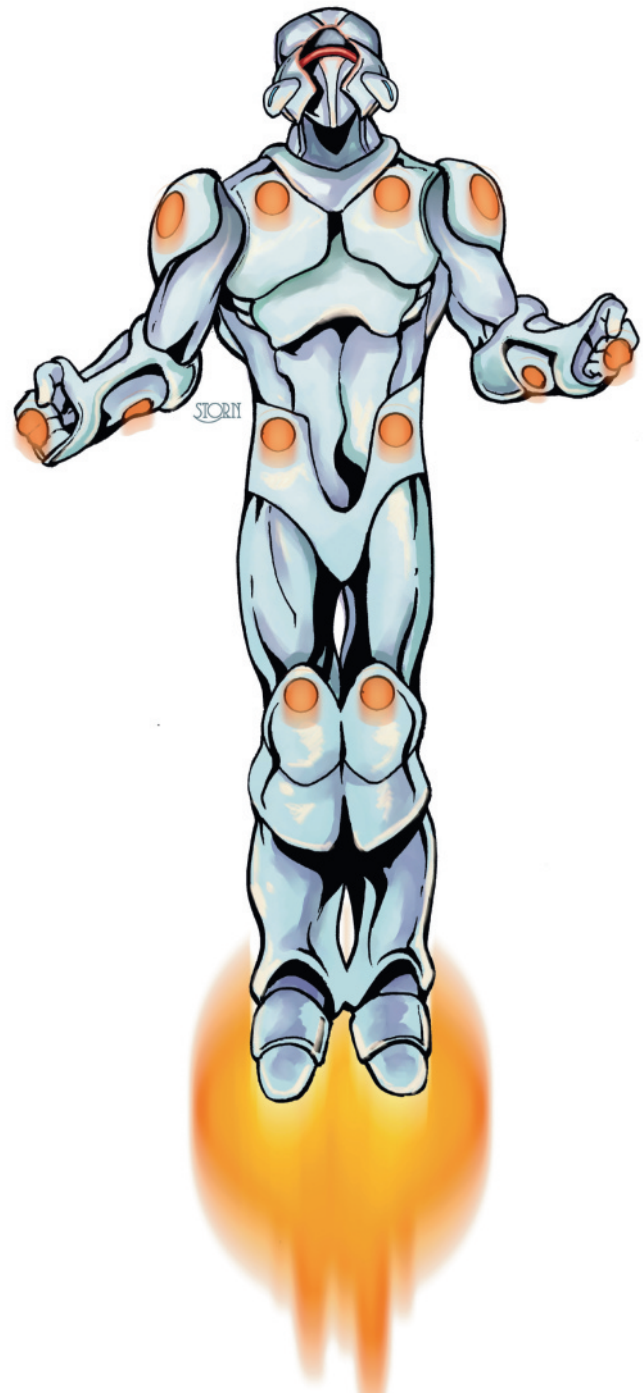
Specialties

Computers Master
 Electronics

Qualities

Humanity will be assimilated or destroyed!
 My Body Betrays me (+2 to damage from magnetic attacks)
 Robotic Conqueror From The Stars

Backstory: Calvin Briggs was a brilliant scientist who believed the movies were wrong. He believed that first contact with alien life would be an enlightening and positive experience for both species. While working for NASA, Calvin created the STARLOK program. Much like the Voyager satellite, the STARLOK robot (Space Traveller, Ambassador, & Ranger w/ interLOcK technology) was a machine that could withstand the rigors of space while carrying a message of peace and cooperation to the stars. Additionally, STARLOK could also use specialized electromagnetics for defense



and transportation.

After several failed attempts at a working prototype, Model VII exceeded all expectations and was loaded aboard the Argo, an unmanned starship with a faster-than-light gravity drive capable of travelling out of the solar system and into deep space. The ship left the solar system three months after launch and promptly fell silent. Despite the best efforts of Calvin Biggs and other scientists it was nearly three years went by before NASA received a single two word message from the Argo: "Coming home."

The Argo landed at Johnson Space Center in Texas to extreme fanfare. The STARLOK robot exited the Argo and saluted, drawing cheers from the crowd. "I bring a message of peace ... through assimilation," the robot said before launching a cloud of nanites into the crowd. Dozens of attendees dropped to the ground as the nanite swarm spread and wrapped their bodies in a gleaming metallic shell. The infected people rose as mind-controlled drones under the command of STARLOK.

With his drones serving as foot soldiers, STARLOK attacked and captured much of the Johnson Space Center and several outlying suburbs of Houston before the hero Metallimaster arrived. The battle reached a fevered pitch when Metallimaster sacrificed himself to destroy the robot.

Despite Metallimaster's sacrifice, STARLOK VII has since returned on several occasions to try and enslave humanity again. Dr. Briggs hypothesizes that the robot has gained the ability to regenerate itself given enough time and materials. (Although the Argo and all its flight data have been copiously studied, the identity of the robot's masters is unknown.)

Adventure Hook

News of a STARLOK VII attack has gone across all media outlets. Talco Energy has reported that the Vega Star Oil Drilling Platform is being assaulted by the robot. At five miles offshore, the Coast Guard thought it would be an easy feat to mount a rescue operation. They were mistaken and STARLOK has made short work of all boats and helicopters they sent. With the workers assimilated and under his control, STARLOK is modifying the drilling platform for some unknown purpose. A government scientist has a credible theory that the robot intends to use the drill to touch off a major, continent shaking earthquake. Can the heroes find a way to get out to the platform and stop STARLOK VII?

Nova Star

Real Name: Kara Braeyal (formerly Karen Braley)

Abilities

Prowess: 7
Coordination: 7
Strength: 8
Intellect: 4
Awareness: 6
Willpower: 6

Stamina: 14
Determination -

Powers

Damage Resistance 7
Elemental Control 8 (Nova Fire)
Extra: Affects Insubstantial
Flight 8
Life Support Breathing, Cold, Heat,
Radiation and Vacuum

Specialties

Aerial Combat Expert
Business
Leadership Expert
Martial Arts
Power (Nova Fire) Expert
Hazani Technology

Qualities

No one knows she's an alien princess.
Hunted by Hazani Securitor Robots
Regarded with Skepticism by International
Community
Exiled Cosmic Dictator

Backstory: Karen Braley was a child of the foster care system. She couldn't get along with any foster family for very long and so she bounced from one home to another. She had grown jaded about love when it was offered and resented those that had it when it wasn't.

One day, shortly after her 16th birthday, her life was rocked when two men in strange uniforms showed up and stunned her foster parents with quick energy blasts. They took her to the outskirts of town where they had a



small, cloaked starship. They told her that her actual name was Kara Braeyal. She was the daughter of Dormak, the Silent King, who had been ruler of the Hazani Star Empire before being deposed by the Vandian Democratic Uprising and imprisoned on the planet Haziel.

Her mother, the queen, had died during the revolt. Her last command had been for her Royal Guardsmen to spirit her daughter to Earth in order to make sure that she could grow up in freedom and one day retake the throne. As a Hazani "royal" she had powers far superior to any human.

The Guardsmen had secretly watched her grow up. Now that she had come of age, it was time for her to live in a manner befitting a princess

of the Hazani Empire (or the proper Hazani title: Nova Star) and be trained in matters of war and statecraft so that she might one day free her father and regain his throne.

Kara (and the Guardsmen who had rescued her) conquered an independent island chain off the coast of Chile called El Mar de Estrellas (Sea of Stars). After deposing the government and declaring it a sovereign state under their rule, they set about developing the nation's economy.

Part of that effort includes Novis United, a tech company that set the world on fire with their innovations (secretly based on off-world technology.) Novis' smart phones and personal computing devices (smart watches, fit trackers and wearable computers) are several generations ahead of anything the competition offers. Although many nations are deeply critical of Kara and her Guardsmen taking over a sovereign nation — most (encouraged by consumers' eagerness to obtain Novis' devices) now have trade relations with them (even if diplomatic relations are still touchy at best.)

The world is not aware that Kara and her Guardsman are aliens. They are regarded as metahumans who violently "liberated" an island from a despot who also happen to run a successful tech company. Their best kept secret is their plan to use their nation and company as the base from which to launch their plans to take back the Hazani throne. Many of their citizens are now secretly employed to build star cruisers in hidden underground facilities. Additionally, Novis installs covert mind control devices into many of their popular lines of products. When the time comes, an unsuspecting populace wearing Novis smart watches, fit trackers and other devices will come under Kara's mental control and board her starships as slave soldiers.

Until that day, ruling the small country allows Kara a platform to learn the intricacies of leadership while the Guardsmen mould her to be every bit the tyrant her father was. They have few enemies to worry about — other than the occasional Hazani Securitator Robots sent by

her father's enemies to assassinate her.

Kara sometimes leaves the island in search of materials for the plan. She tries to buy or barter when she can. So far she has always been successful. If she is ever refused, the world will see her power as Nova Star as she takes what is rightfully hers.

Adventure Hook

Cerberus Portal Solutions (CPS) (based near the PCs' city) has devised a portable teleportation system specifically for transporting people or cargo vast distances instantly. There's even talk of using it for space exploration. Novis United has made several bids to buy this tech from CPS but have been turned down every time. Nova Star storms into the CPS facility with the intent of taking possession of the technology. She releases a powerful Hazani sentry robot drone in berserker mode to distract the security personnel. While chaos ensues, Nova Star searches for the teleportation system (or just the CPS engineer who designed it). Can the Heroes get to Cerberus and stop the mayhem?

Berserk Sentry Drone: PRO: 4, COO: 4, STR: 6, INT: -, AWA: 2, WIL: - / Powers: Blast 7, Flight 3, Damage Resistance 10/ Qualities: Susceptible to EMP, Unliving

King Abiodun

Real Name: Gero Buhari

Abilities

Prowess: 4
 Coordination: 5
 Strength: 7 (4 w/out armor)
 Intellect: 7
 Awareness: 6
 Willpower: 6

Stamina: 13
 Determination ~

Powers

Damage Resistance 6 (Armor)
 Limit: Device
 Flight 4 (Armor)
 Limit: Device
 Blast 6 (Armor)
 Limit: Device
 Magic 6
 Extras: Mastery -Servant (Zombies-
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Specialties

Business
 Computers
 Drive
 Leadership Expert
 Martial Arts Expert
 Occult
 Pilot
 Power (Blast) Expert
 Science (Physics) Master
 Technology
 Weapons (Long Blades - Machetes)

Qualities

I WILL protect my people
 My word is currency... spend it wisely. (A
 man of few words)
 Superhuman Dictator

Backstory: King Abiodun is the supreme leader of the small, prosperous African nation of Imara.

Up until a few years ago, Imara was a strife-torn, failed state in Sub-Saharan Africa. Battered by famine, natural disasters and civil



war, the country seemed fated to a future of suffering, that is until King Abiodun arrived.

Until King Abiodun came. His name means “born during war” and he lived up to it – slaying the bickering warlords who had divided Imara and deposing the weak and corrupt government who had failed his country for so long. With this technical genius, he rapidly revolutionized Imara: rebuilding crumbling infrastructure, restoring depleted fields and establishing an education system that is the envy of the world. Where once there was starving and suffering, now there was prosperity and peace.

Once firmly installed as ruling monarch,

Abiodun revitalized his country's industrial sector with the discovery of Imarite – a wondrous mineral found only in the hills and mountains of Imara. Imarite provides a clean burning energy source with many times the energy output of coal or petroleum. Its discovery has ushered in a slew of inventions that have helped enrich Imara.

With a standard of living exceeding most industrialized nations and a booming economy that thrives on exporting exotic electronics and computers, no citizen wants for anything – as long as they bend knee to Abiodun. The king maintains an iron-fisted rule over Imara. Dissent is not tolerated and is dealt with harshly. Critics complain about human rights violations in Imara, but Abiodun disregards their concerns as “the insults of naive outsiders” who do not understand what is necessary to keep Imara safe and prosperous.

Imara is often at war with its neighbors and has seized territory repeatedly to create “buffer zones” around itself. While this military adventurism is frowned upon by the UN, no direct action has been taken to counter it.

When in public, Abiodun always wears a battle suit fueled by Imarite. His face is always covered to hide the scars he received during the battles to liberate Imara. Rumors persist that Abiodun (whose birth name is Gero Buhari) used black magic and an army of zombies to defeat the warlords and unite Imara. Abiodun dismisses such rumors out of hand and insists that he is a man of science. Likewise, he jokes that the many reports of his country's aggressive industrial espionage programs are perpetrated by rival nations who are simply jealous of Imara's technical innovation and success.

Abiodun can be played as a simple villain or as an honorable (if somewhat arrogant) man driven to perhaps understandable extremes to protect his country from dire threats. He would make an excellent foil and/or sometimes ally for a super-science hero.

Adventure Hook

King Abiodun's son is visiting the heroes' city on a good-will tour. During an impromptu visit to a government office he shocks the assembled media when he asks for immediate political asylum. He states that his father is a brutal dictator and he doesn't wish to grow up to fill his tyrannical boots.

Within minutes, King Abiodun himself appears in the financial district and blasts several office buildings to “get the city's attention.” Abiodun broadcasts a message across all TV and radio frequencies claiming that his son has been brainwashed as part of a propaganda campaign against Imara. The King demands that his son be returned to him immediately or the city will feel his “full wrath”. The PCs are called in to deal with the situation

Sapphire

Real Name: Hana Proud

Abilities

Prowess: 3
 Coordination: 4
 Strength: 5
 Intellect: 5
 Awareness: 7
 Willpower: 5

Stamina: 10
 Determination ~

Powers

Cosmic Power 7 (The Azure Expanse)
 Extra: Telekinesis
 Flight 5

Specialties

Aerial Combat
 Dance Expert
 Occult Master

Qualities

Driven to Find the "Key"
 Not on Hallowed Ground (+2 to all Tests' Difficulty)
 Skinriding (she's living in a possessed body whose original owner wants it back)

Backstory: Sapphire is an extradimensional sorcerer from a plane called the Azure Expanse. In addition to being a separate dimension, the Azure Expanse is a living entity of immense mystical power. Since the dawn of time it has empowered champions to serve it by searching the multiverse for planets rich in magical energy. The Expanse sustains itself by via an occult ritual (conducted by its champions) that drains planets of their mystical power; leaving them largely unharmed but bereft of all magic.

Sapphire (the current champion of the Azure Expanse) invaded our world in prehistoric times. Her plan to drain Earth of magic was foiled after a great battle in which she was defeated by an alliance of shamans, priests and wizards. She was then imprisoned into a magical gemstone and her enemies broke her



most powerful artifact (a wizard's staff she called her "Key") into several pieces and hid them around the globe to ensure she wouldn't be at full power should she manage to escape her mystical prison.

As the centuries flowed by, the cataclysmic battle against Sapphire was forgotten and even the legends of it remained only as oblique references in the dustiest tomes of esoteric occult lore. The gemstone that was Sapphire's prison wound up in a Mayan tomb in Central Mexico and, from there, eventually in a museum exhibit detailing pre-Columbian burial rituals in North America.

Hana Proud was visiting the museum with her family. Imprisoned and hopeless all these years, Sapphire sensed untapped power within Hana that she could use. Using her last bit of strength, Sapphire compelled the gemstone to fly out of its display case and embed itself deep into Hana's chest. Hana collapsed to the ground, and then arose, levitating into the air. In a deep, melodic voice that was not her own, Hana said: "I have returned at long last. This world shall yet kneel before me," before flying out of the museum.

Sapphire had been biding her time these many eons, waiting to come into contact with someone she could possess. Hana's latent psychic powers gave her the perfect opportunity. Since her awakening, Sapphire has been a scourge to Earth's magicians (both heroes and villains). Remembering her defeat eons ago, he rightly sees any Earthborn magic user as an enemy. She hunts them down methodically in preparation for her next attempt at world conquest.

When she's not hunting spellcasters, she seeks the pieces of her "Key" – her most powerful artifact. Once she finds all the pieces of the Key (and does the necessary ritual to repair it) her connection to the Azure Expanse will be greatly enhanced and her power would approach god-like levels.

Sapphire's connection to the power of the Expanse is weakened, for some reason, whenever she is on Holy Ground (ie in a church, tabernacle or sacred burial site of any religion). A hero with the Occult specialty may be able to sense this with a success on an Awareness test.

Mystically oriented heroes (or those with psychic powers) may be able to pick up on Hana's pleas for help while they're fighting Sapphire. If they can find a way to channel some psychic energy to Hana's fight to evict Sapphire from her body, they may be able to distract Sapphire enough to hinder her to some degree during a fight.

Exorcising Sapphire fully from Hana should be an epic task that requires a massive success on a test. Alternately, instead of one test, a pyramid test (with individual tests for researching the proper ritual, restraining Sapphire, and properly conducting the ritual) would be a good way to handle this.

Adventure Hooks

- Sapphire has taken out several high profile magic-users (both heroes and villains) since her awakening. A sorcerer who is friendly with the heroes (or perhaps - more interestingly – a long-standing enemy) has asked for their protection as she believes she is the next target. She has used a location spell to determine Sapphire's base of operations and she proposes a preemptive strike.

- The City Museum of Science and Antiquities is holding a large debut of "The Angry March: Path of the Vikings" Of particular interest is a set of Viking Warding Stones, found inside of an Irish burial mound. (The stones were supposedly used to ward off evil spirits so the bodies of the dead couldn't be possessed.) Sapphire believes that one of the stones is a party of her "Key" and might be able to lead her to other parts. She storms the museum, scattering patrons and security in her wake. The Heroes are called in to stop her.

Blue Shift

Real Name: Sirina Rostovich

Abilities

Prowess: 3
 Coordination: 4
 Strength: 3
 Intellect: 5
 Awareness: 4
 Willpower: 4

Stamina: 7
 Determination ~

Powers

Blast 5 (Quantum Spheres)
 Limit: Tiring
 Extra: Burst
 Dimensional Travel (Teleport) 5
 Teleport 8

Specialties

Athletics
 Drive
 Investigation
 Martial Arts Expert
 Medicine
 Military
 Power (Quantum Spheres) Expert
 Science

Weapons

Knife (Slash 4)
 Pistol (Shooting 3)

Qualities

Driven to find Col. Sinclair
 Hunted By ECHO
 Fallen Hero Obsessed With Revenge

Backstory: Sirina Rostovich discovered her mutant powers of teleportation and dimensional travel in junior high school. She was quickly recruited into a Department of Defense (DoD) security program that studied and tested young metahumans.

Colonel Carter Sinclair was one of the officers in charge of the DoD program and he worked with Sirina and her parents to help her master her powers. He promised them she could have



an amazing life if she worked for him on a team he oversaw (when she was old enough.)

After graduation, Sirina took him up on his offer and joined the Colonel to work for Sanction Alpha, his covert metahuman strike team. Sanction Alpha was responsible for stopping dimensional invasions into our world. The team was made up of highly trained metahuman military operators with teleportation and dimensional travel powers. Sirina was a natural and, after assuming the

code name Blue Shift, she quickly became a model agent.

Sanction Alpha enjoyed a long, distinguished run and defended Earth from several threats – ranging from interdimensional raiders and slavers to full-fledged invasions. Sirina and the other soldiers on the team were decorated repeatedly for courage under fire.

And then, one day, it all fell apart.

On that day, FBI agents in tactical assault gear showed up at the Sanction Alpha facility and arrested everyone. They claimed that Sinclair had been operating the Sanction Alpha team as a rogue unit without proper oversight and with an illegal black budget. Sinclair was spirited away while all of his operatives were arrested and locked up in a secret military prison.

After six months of captivity, Sirina was able to overcome the power dampening field in her cell and escaped, rescuing her fellow Sanction Alpha soldiers and wiping out the guards. Once outside, Sirina and the rest of the former Sanction Alpha agents promptly split up and went underground to avoid capture.

The next six months were eventful. She tracked down every member of FBI squad who jailed her and her team and “gated” them all somewhere profoundly unpleasant. Soon afterwards the government classified Sirina as a “dimensional terrorist”.

During this rampage, she learned that the government had privatized dimensional defense. A private defense contractor had created the ECHO (Extra-Dimensional Containment and Hazard Operations) unit.

Now, she was actively hunted by ECHO agents. They were well trained and equipped – but, so far, Sirina has been more than a match for any of them. After every battle, she covertly teleports into the office of the ECHO director and places on his desk the shoulder patches from the uniforms of the agents she has defeated.

Despite the forces working against her, her reign of terror continues. She has broken into government facilities, stolen and leaked top secret information, and gated government and military officials who she felt were corrupt to inhospitable locations. During her vendetta, Sirina always continues to look for clues to the whereabouts of her friend and mentor, Col. Sinclair.

Adventure Hook

The heroes get word that everyone at a back tie fundraiser for Senator Michael Williams has been taken hostage. Blue Shift has hired a half dozen mercenaries (Use the stats for soldiers - *ICONS Assembled* Pg. 192 - 2 per Hero) to help her. She is there to find out what the senator knows about the Quantum Shift Tracking Module, a top secret ECHO Project. She insists that no harm will come to the senator or the guests as long as he answers her questions. The senator is dragging his heels and one of the guests managed to call the police – so a standoff has ensued. Blue Shift tells the police (and the heroes) that her troops have wired all the doors and windows with explosives (Blast 6, Burst). Blue Shift herself is holding a dead man's switch that will detonate the explosives if she activates it. Can the heroes get the hostages out (either via negotiation or more forceful means) before the worst can happen? Can they find a way to capture the elusive teleporting terror?

Cobra Chrome

Real Name: Carter Vaus

Abilities

Prowess: 5
Coordination: 5
Strength: 6
Intellect: 3
Awareness: 5
Willpower: 3

Stamina: 9
Determination ~

Powers

Alternate Form 6 (Metal Skin)
Extra: Damage Resistance 6
Strike 5 (Fist Fangs)
Secondary Effect: Affliction 5 (Poison)
Regeneration 1
Stretching 3

Specialties

Athletics
Martial Arts Expert
Underwater Combat
Wrestling

Qualities

Now that I have you... (Target is +2 Difficulty to escape after a successful wrestling attack)
Hunted by Aquious LLC
Reptilian Psychopath

Backstory: Carter Vaus was good at a lot of things, but never great at anything. While good enough to get into a decent college, he wasn't smart enough or athletic enough to get a scholarship to pay for it. And so the bills began to pile up. Always on the look out for easy money, Carter volunteered as a lab assistant for a world famous biology professor, Emmet Dulaney who was experimenting with genetic engineering and the medical applications of reptilian DNA.

During a routine transfer of a genetically modified cobra, Carter was bit. The mutant poison acted unusually rapidly and the professor realized he wouldn't have time to

synthesize any antivenom. The only way the professor could save him from an agonizing death was to use his genetic modification chamber to give Carter the toxin resistance of the cobra, the metabolism of a python, and the regenerative properties of a leopard gecko. The resultant treatment was fast acting and put Carter in a coma for days. When he awoke, he was fine and in good spirits. After some tests, he was released.

Carter discovered his treatment had given him superhuman abilities. He could stretch his body as well as eject venomous bone spikes from his hands. He tried to become a superhero for hire with disastrous results when he accidentally killed a criminal. After a thorough psychiatric and medical evaluation, the authorities ruled that the process Carter had undergone had warped his mind – making him an ego-driven sociopath. They deemed him too unstable to retain his powers.

While serving a sentence for manslaughter at a supervillain prison, he was ordered to undergo an experimental procedure developed by Aquious LLC which was designed to remove his new abilities. (Aquious was an ocean-based research firm that had patented a process in which nanites were used to create a protective coating around wildlife while healing and cleaning from oil, debris, or toxins.) With some modifications (and help from Carter's former professor) it was believed the process could "cure" mutants (even artificial mutations like Carter's.)

Unfortunately, the experiment was a disaster. Carter's aggressive, mutated genetics found a way to trick the machines into merging with him. Instead of removing his mutations, Aquious' treatment had enhanced them. Newly empowered with a damage resistant metallic skin made up of nanites, Carter broke free from the prison's surgery suite and escaped.

After adopting the supervillain codename of Cobra Chrome, he launched a one man crime wave with the goal of getting all the things in life he had always been denied. Robbery, assault, and mayhem are all means to an end.



Adventure Hooks

- Aquious LLC has tracked down Cobra Chrome to the swamps near the PCs' city. They contact the heroes in hopes that they will help capture him discreetly. They offer to help the heroes in any way they can. What the heroes don't know is that Cobra Chrome has found an abandoned Aquious Research Station. The facility, damaged in a hurricane, is flooded, and covered in overgrowth. Cobra has kidnapped several scientists (including Professor Dulaney) and is forcing them recreate the experiment that created him at the derelict lab. (Driven by feelings of loneliness, alienation and thirst for power, Carter hopes to create an army of mutants just like him.) There are several pens with normal people that Chrome has kidnapped for use as test subjects. Patrolling the inside of the facility are two mutated humans that are similar to Chrome.

- Cobra Chrome has been selling his highly toxic venom to criminals in the heroes' city. The PCs learn of this when they're called in to investigate several mob hits in the town that were pulled off using poison darts. The victims (and several innocent bystanders who were caught in the crossfire) are comatose and near death but the police do have a suspect in custody. (To raise the stakes, one of the afflicted bystanders could be a friend or loved one of the heroes.) Under questioning, the suspect will reveal that he used a blow dart gun with darts tipped in Cobra Chrome's poison. The victims are doomed unless an antivenom can be synthesized. That will require capturing Cobra Chrome and extracting a venom sample. The hit-man is very eager to cut a deal and tell the PCs where Cobra Chrome's base of operations is...

Sa'Var

Abilities

Prowess: 4
Coordination: 5
Strength: 6
Intellect: 6
Awareness: 3
Willpower: 2

Stamina: 8
Determination ~

Power

Gadgets 6 (Technotheurgy)
Limit: Device, Must be constructed with materials on hand
Interface 3
Extra: Broadcast
Mind Control 5
Limit: Only works on Technology (robots, AIs, androids, etc)

Weapons

Cortex Rifle - Blast 6
Extra: 2nd Effect: Nullification 3 (EMP)
Limit: Device, Shooting Only
Shoulder Missiles - Blast 6
Extra: Burst, Homing (a miss constitutes a second attack roll on the next panel)
Limit: Device, Only against aerial targets
Gravity Grenades - Blast 3
Secondary Effect: Elemental Control 3 (Gravity loss)
Limit: Device, Ammo (4)

Specialties

Power (Technotheurgy) Expert
Science (Astro Navigation)
Weapons (Alien Robot Firearms)
Technology Master

Qualities

Automaton (no need to eat, sleep, or breath)
"Fourth Adjunct to the Kariakos Legacy"
Escaped Alien Warbot from Area 51

Backstory: This bipedal construct escaped from Area 51 in a hail of gunfire and has since tangled with various supergroups up and down the West Coast. It has a propensity for



infiltrating power plants, raiding factories, and breaking into cutting-edge science labs – in search of both fuel and compounds to add to the living proto-plastic material that makes up its structure.

In addition to harvesting power and chemicals, Sa'var has been observed to have the ability to

physically bond with technology. Physical contact allows it to communicate with, subvert, and control any technological system. Given time and fuel, it can create extra-terrestrial morphing in such technologies and currently carries several dangerous weapons of mass destruction that it created during its raids, including an energy-throwing rifle, shoulder-mounted anti-air missiles, and grenade-like orbs with varying properties.

When confronted, Sa'var has identified itself as "the Fourth Adjunct of the Kariakos Legacy." Whether this is a military or religious title remains unclear. On two occasions, Sa'var has completed enough technological morphing of existing facilities to open small warpgates, which disgorged robotic allies from some other place. Fortunately, in each case the local power grid was unable to sustain a warpgate of larger capacity.

Adventure Hook

Thunderclap, a powerful hero with a suite of lightning abilities, has been captured by Sa'var! The dastardly construct has made a cross-country run and is headed toward the Oswald Nuclear Power Facility, where it intends to use Thunderclap as a living capacitor in order to power its bizarre alien technology, using the entire output of the nuclear plant at once - causing a region-wide cataclysm as well as unleashing the terrors of his warpgates! Can the heroes travel in Sa'var's wake, destroy the semi-sentient cybertech constructs left on guard, break into the technologically-fortified facility, and neutralize Sa'var before time runs out?

Tariq, "The Tyrant"

Abilities

Prowess: 6
 Coordination: 4
 Strength: 7
 Intellect: 5
 Awareness: 5
 Willpower: 3

Stamina: 10
 Determination ~

Powers

Dimensional Travel 4
 Limit: Others Only, Difficulty 6, Only
 summon one Djinn per Panel
 Extra: Summon (Tariq may summon minor
 Djinn).
 Elemental Control 6 (fire)
 Extra: Flight (Wings of Fire)
 Slash 7 (Ashbringer: Flaming Sword)
 Limit: Device
 Secondary Effect: Aura 2 - Fire

Specialties

Leadership Expert
 Martial Arts
 Occult Master
 Power (Elemental Control) Expert
 Weapon (Sword) Expert

Qualities

Suffering When Wet (+2 Dmg / Difficulty from
 Water)
 Has an eye for the LADIES!
 Evil Djinni in The Mundane World

Fire Eye Cultists: PRO: 3, COO: 3, STR: 3, INT:
 3, AWA: 3, WIL: 3, STA: 5 / Powers: Knives
 (Slash 3), Pistol (Shooting 3)

Minor Djinn Vassals: PRO: 4, COO: 3, STR: 5,
 INT: 2, AWA: 3, WIL: 3, STA: 5 / Powers: Aura 4,
 Slash 3 (Claws)

Backstory: When volcano cultists stumbled
 across a spellbook of actual power, they tore
 the veil between worlds long enough to draw
 the gaze of a bored Djinni prince.



As the 66th in line for the Ever-Burning Throne of the City of Brass, Tariq was fated for a life of boredom and petty intrigue. But when the rift between worlds beckoned, he saw an Earthly realm that he could conquer and bend to his will.

Tariq intends to bring the world to its knees, with him as the sole ruler over all of humanity. He is a ruthless killer who will slay millions if it means the remainder will swear fealty to his rule. If summoning volcanoes to smite his enemies' strongholds is not enough, he would

be willing to harness the power of nuclear fire if such a device could be stolen by his cultists.

The Tyrant's powers include immunity to and control of all forms of fire, flight, moderate-super strength, and temporarily summoning Djinn vassals to fight on his behalf. He carries a flaming blade that he calls "Ashbringer." The Tyrant is fearsome in hand-to-hand combat. He also is surrounded by many cultists with more mundane weaponry, who are delighted to become martyrs in the eyes of their Fire God.

Tariq fears being immersed in water, as it does not exist in the City of Brass. The Tyrant has also shown an occasional weakness for the attention of beautiful women.

Adventure Hook

The heroes are alerted when cultists assault the Museum of Art with both rifles and minor magicks. After defeating the cult, they discover the attack was merely a distraction, as Tariq the Tyrant took the opportunity to raid the Falstaff Gallery of Antiquities across the street. He made away with a torc taken from a Viking tomb, imbued with the power of Surtr, the Norse giant "whose flames will engulf the Earth," per the Edda – an ancient viking poem that prophesies the end of the world.. The terrible Tyrant intends to use the Blazing Torc at the top of a nearby mountain – a dormant volcano – in a ritual that will reawaken the magma, destroy the city below and gift him with even stronger stolen flame powers.

The Shadow Count

Abilities

Prowess: 3
Coordination: 3
Strength: 4
Intellect: 8
Awareness: 3
Willpower: 4

Stamina: 8
Determination ~

Specialties

Leadership Master
Occult Master
Pilot Expert
Science Expert
Technology Master

Powers

Damage Resistance 4
Gadgets 3
Life Support 10
Stretching 1 (Telescopic Limbs)

Qualities

“I always have a means to escape”
Psychic ghost in a bottle
Steampunk Villain in the Modern Day

Backstory: Very little is known about the supervillain known simply as the Shadow Count before his appearance in a giant flying machine over the skies of London in 1851 intent on killing Queen Victoria as she opened the Great Exhibition.

It was rumored that he is the son of Prussian aristocracy and associated with Otto Von Bismark but there is no clue as to what inspired his hatred of the United Kingdom.

More is known of the dastardly deeds over the years:

- During his first attack in 1851, he bombed several locations in London before his machine was taken down by a barrage of artillery. He managed to escape London alive.



- His second attack utilized a giant burrowing machine that dug through the foundations of the Houses of Parliament. He was driven off by the London Police before he could assassinate the assembled Members of Parliament.

- In 1868, in an advanced submarine, he attacked the Chatham Dockyard and severely damaged the battleship *HMS Monarch* before being driven off by the Victorian Era robotic hero Ironclad.

Subsequent attacks were less elaborate. By the time of Queen Victoria's death in 1901, it was assumed that the Count too had died; his dreams of conquest unfulfilled.

If not for the Count's occult interests that is exactly what would have happened.

However, as time crept up upon him he devoted more time to studies of the mystics arts and to researching the possible confluence of sorcery with technology. Unfortunately, as his rune inscribed robotic body was about to be completed, he passed on – leaving only his henchmen to complete the job.

For over a century, the Count's minions (led by the diabolical and preternaturally long-lived Scottish mystic Rufus Learmont) worked on the means for restoring their master to life and eventually succeeded. They retrieved the Count's head from his burial site in Bavaria and placed it within a tank of psionic enhancing fluid in the chest cavity of the robotic frame. The residual personality and psychic energy lingering in the skull empowered the robotic body and brought the Shadow Count back to the living – ready to bedevil the world again.

The Count's current escapades almost always involve large technological machines and some kind of mystical enhancement.

The Count seeks two things in the modern world:

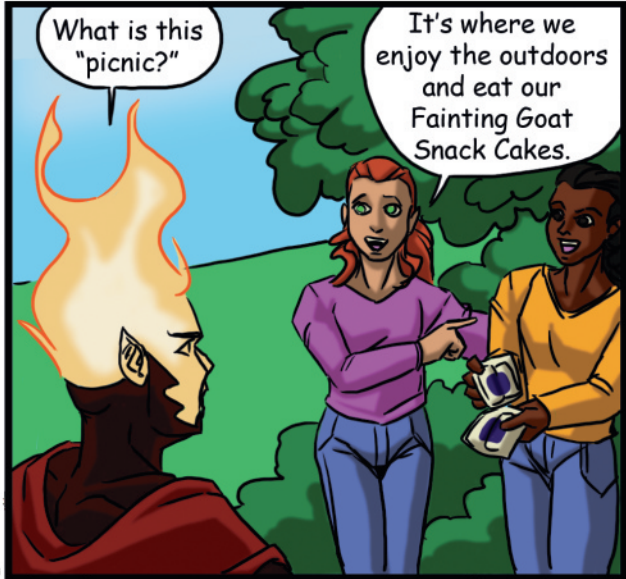
- Firstly, the technology to transfer his consciousness to a human body so he can feel truly human again. He raids biotech companies and kidnaps handfuls of scientists in the hope of achieving this aim.
- Secondly: Global domination. His devotion to the destruction of England and its Allies in the Victorian Era was only because Great Britain was the dominant world power. He saw the Pax Britannica as a sad farce. He knew that only an elevated intellect such as his was suited to rule the world with a just and enlightened hand.

From a hidden fortress in the Alps, attended to by his minions and automatons, the Shadow Count plots how to rain destruction upon his old enemy and achieve his global utopia.

Adventure hook

A massive bronze flying machine the size of an aircraft carrier drops through the clouds above the heroes' city. It disgorges squadrons of planes that bomb key sites (police and emergency services, City Hall, prisons etc). Other planes land and their crews loot banks and kidnap scientists from biotechnology firms. When the PCs investigate, they find the flying machine and its planes are crewed by mystically empowered bronze automatons (use *Robots, Icons Assembled*, Pg. 191) If the heroes become too much of an obstacle to his plans (or they board the carrier) they'll face the wrath of the Shadow Count himself...

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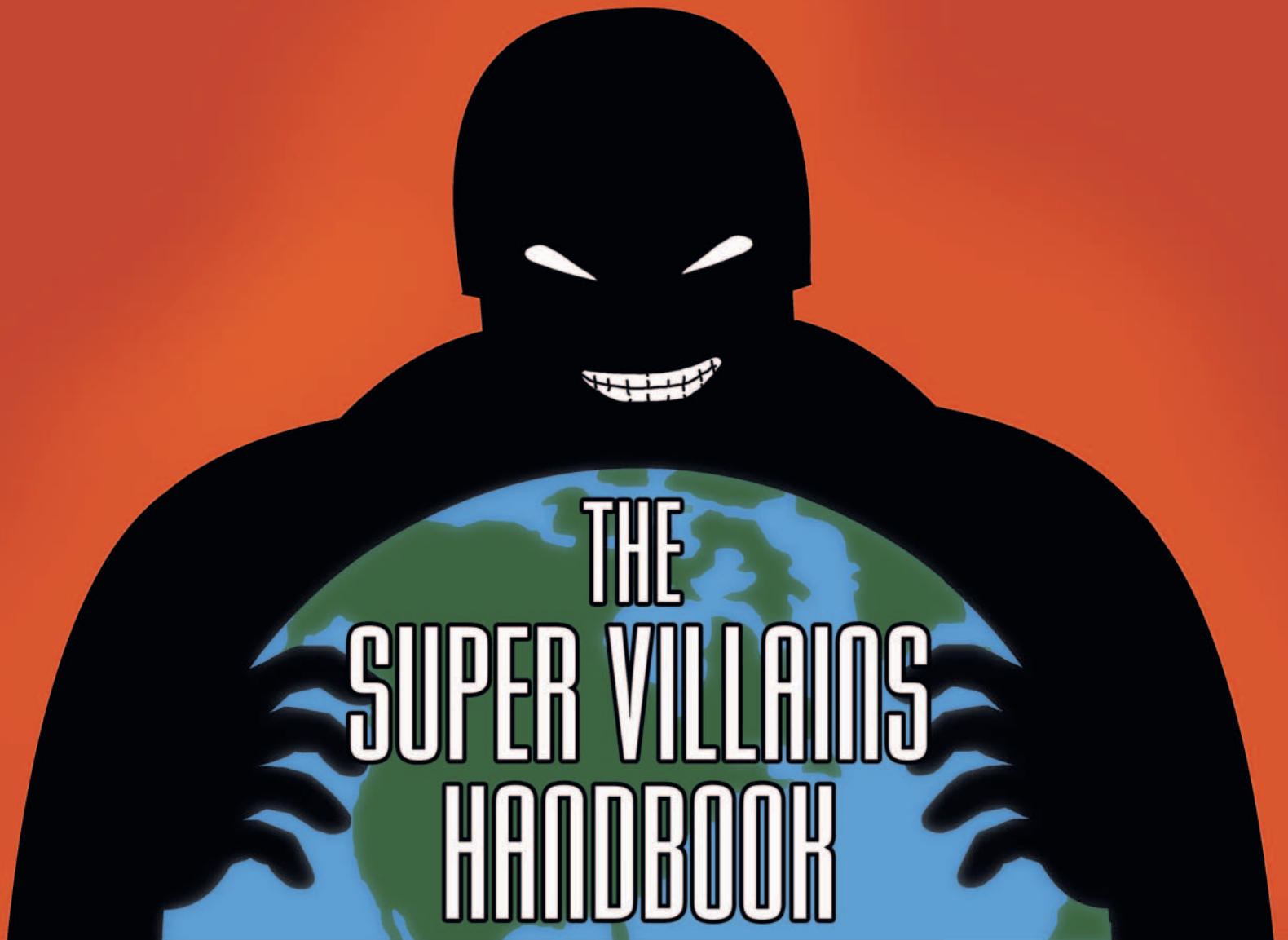
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**A HERO
IS DEFINED
BY HIS ENEMIES.**



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