



MISCREANTS, MALEFACTORS & MEGALOMANIACS



VOLUME TWO





MISCREANTS, MALEFACTORS & MEGALOMANIACS VOLUME TWO

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COMPATIBILITY WITH ICONS REQUIRES ICONS SUPERPOWERED ROLEPLAYING
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DOES NOT ENDORSE THIS PRODUCT

Amaranth

Real Name: Nayara Nunes

Abilities

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

Stamina 10
Determination*

Powers

Animal Mimicry 4
Damage Resistance 2 (Limit: Device -
Armored Suit)
Fast Attack 6
Invisibility 3 / 6* (Extra: *Extra Effect in her
Native Jungles)
Strike 4 [Slashing] (Extra: Secondary Effect -
Affliction 4)
Super Speed 4 / 6* (Extra: *Extra Effect in
her Native Jungles)
Super Senses [Nightvision] (Limit: Device -
Armored Suit)

Specialties

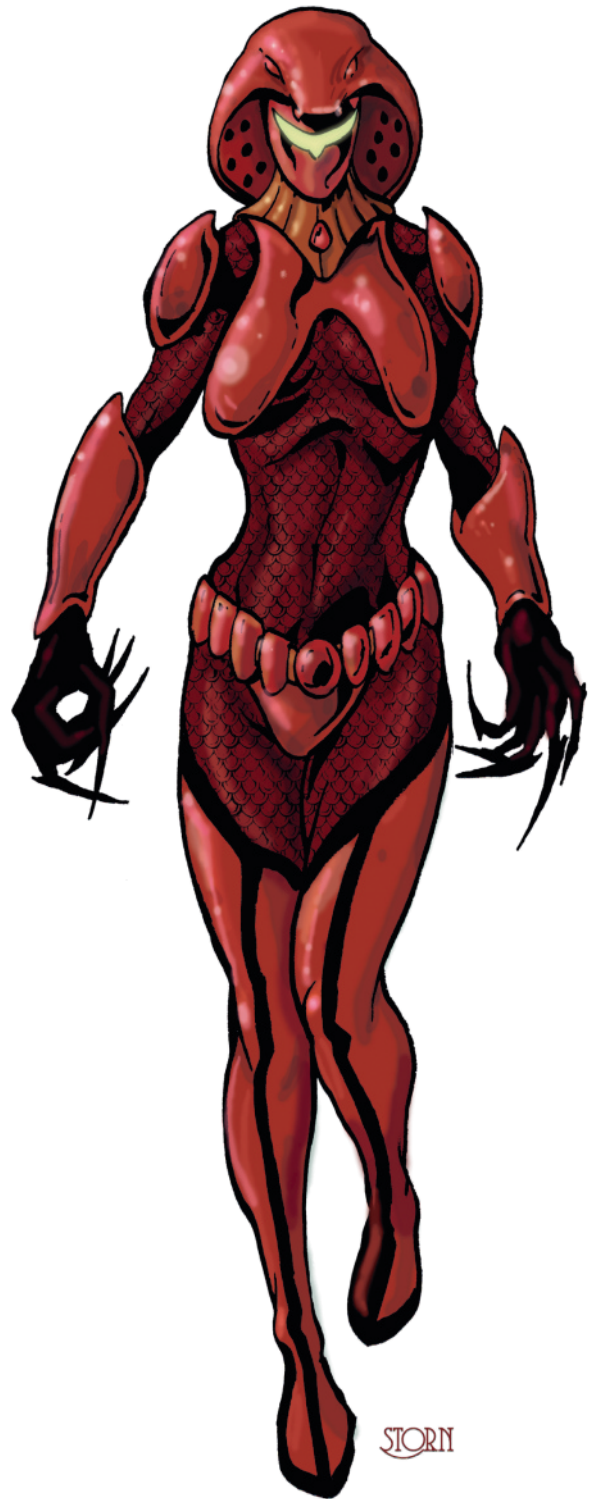
Law
Martial Arts Expert
Stealth
Weapons
Zoology Expert

Qualities

I will Punish you for harming MY Jungles
Enraged by poachers and defilers
Vengeful
My cause is yours, whether you like it or not!

Background: Nayara Nunes was just another university student in Brazil, until the day she became separated from a scientific expedition traveling along the Amazon. Lost, starving, and ill, she called out to the spirits of the jungle in rage, demanding another chance at life.

Alas for the rest of us, they listened.



That night, Nayara was transformed into Amaranth, bearing the reflexes of a jaguar, the implacable strength of an anaconda, and all the unending poisons of the jungle at the tips of her new claws. Along with these gifts, she was infused with the boundless rage of the injured jungle spirits and the unending life of the Amazon basin. It is said Amaranth cannot be truly slain until the last tree of the Amazon jungle is cut and burned.

Now, Amaranth stalks the night, gathering allies by whatever means are necessary: threats, bribes, blackmail. She has led her secret society of vigilantes, thugs, thieves, and murderers to the United States and masquerades as a terrorist organization, in hopes of forcing a military response that will devastate the civilized communities of Brazil and allow the spirits of the Amazon to reclaim their burned lands. That will only increase her phenomenal powers and will allow her to lay waste to farms and cities all over South America.

Adventure Hook

Amaranth and her terrorist goons are attacking the local dam! The police are completely outmatched and have called for assistance. If they aren't stopped before they detonate their explosives, the entire region will be flooded and hundreds or thousands will die! The secret here is that Amaranth is using the attack and the threat to the dam as a red herring. She's actually contaminating the reservoir behind the dam with a supernaturally virulent tropical disease. If the city's water supply is infected, the disease will quickly spread nationwide and perhaps worldwide! Will the heroes get to the bottom of Amaranth's plot in time?

Atropos

Real Name: Pamela Morse

Abilities

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

Stamina 8
 Determination*

Powers

Blast 4 (Limit: Device - Crossbow)
 Immortality 2
 Strike 4 (Slashing), (Limit: Device - Katana)

Specialties

Athletics Expert
 Investigation Expert
 Martial Arts Master
 Stealth Expert

Qualities

A Family, Lost to Fate
 Thirteenth in a Line of Greatness
 An Assassin, Shaping the Future

Background: The inscrutable organization known as the Lords of Fate have always provided an unseen presence at the great events of the world. Assassinations, coups, changes in power – the Lords of Fate have always been there, either orchestrating the chaos or aiding those for whom the vagaries of chance have dealt a losing hand.

The title of “Atropos”, however, is reserved for the Lords of Fate’s most loyal and deadly henchmen. Taken from Ancient Greek mythology, Atropos was believed to be the crone who would snip the thread of life when a person died. Within the Lords of Fate, Atropos is the militant right hand, capable of stealthily and quickly eliminating targets who have outlived their use.

The thirteenth Atropos to hold the title is a British-born Israeli, Pamela Morse. Once a



simple homemaker, Morse’s life was thrown into disarray time after time by the violence that continues to rage across the Levant. After her husband and daughter died in a mortar bombardment, Morse simply lost hope. She traveled to the Dome of the Rock, a knife in her pocket, with every intention to take her own life.

If she had arrived a moment earlier or later, Morse would have become a regrettable

suicide victim. As it was, she was stopped by one of the Lords of Fate's most enigmatic operatives: Mister Black. Black laid out Morse's possibilities in no uncertain terms: there was nothing left for her in Israel. She could leave with him, join the Lords of Fate, and become the next Atropos... or continue on her way.

Pamela Morse chose life. For six years, she trained under the greatest martial artists, marksmen, and assassins from throughout the world. The mantle of Atropos was bestowed upon Morse in an eldritch ceremony that forever sealed her own fate.

Now? Atropos travels the world, providing the impetus for change at the behest of her masters within the Lords of Fate. Woe to any who stand in their way.

Adventure Hooks

- The Lords of Fate are not to be denied lightly. The superhuman-hunter known as Gouger recently took up a contract to assassinate the Grand Duke of Mejistan. The Lords of Fate, though, arranged to have the Grand Duke placed on the throne and have dispatched Atropos to neutralize Gouger. Can the Heroes resolve this shadowy dispute?
- Pamela Morse has learned the truth. The Lords of Fate arranged her family's death in hopes to mold her into their new Atropos. Now she's on the warpath and not even the mighty Lords of Fate can avoid the final snip of the knife.

BADDA BOOM

Real Name: Dino Scarpelli

Abilities

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

Stamina 7
Determination*

Powers

Blast 8 (Shooting), (Extra: Burst, Secondary Effect - Stunning 2 / Limit: Close Range, Preparation)
Blast 3 (Shooting), (Limit: Device - Pistol)

Specialties

Streetwise
Weapons
Wrestling

Qualities

I'm Taking it... I'm Due!
Dad's Alive and I'm going to prove it.
Little Dog Syndrome

Background: Like many villains, Dino Scarpelli grew up in a broken home in the worst part of the slums. His father was killed in Afghanistan when he was very young. When his mother fell ill and could no longer work, Dino dropped out of high school to run drugs for the local street gangs. He enjoyed the immediate cashflow and relished the opportunity to get violent with the junkies that he could see as being lower than he was.

Everything changed when he was cornered by a rival drug dealer and his thugs, who shot him in both knees and proceeded to taunt him. "You're gonna go out the same way as your poppa did, Scarpelli! Bada boom!"

Rage consumed him. Envisioning his dead father made some barrier deep inside him shatter, and mutant powers boiled out of his flesh. Dino Scarpelli exploded — literally —



destroying his enemies in a huge bomb blast that left the building in flames but Dino and his possessions untouched.

He had never killed anyone before and immediately went into hiding. He decided it

was best to let Dino Scarpelli be presumed dead in the wreckage, and took up a new life as Badda Boom. Heedless of the safety of those around him, he uses his power to violently explode in order to break into businesses and vaults, and take whatever he wants. Scarpelli even started working with various criminal syndicates to perform assassinations. He sends part of every fee to his mother's house, as cash in unmarked envelopes.

After years on the lam, he began to wonder if his father had similar powers. Could he actually have survived the explosion in Afghanistan? Was he walking free somewhere - or was the government holding him as some sort of captive asset? At that moment, Badda Boom decided it was time to join up with other supervillains to raid government installations in search of the truth. And perhaps a truckload of cash and guns, too.

Adventure Hook

The local Triad leaders come to the heroes, hats in hands. Someone has bombed seven of their buildings in the last two days and they want the carnage to end – they'd prefer to go back to running drugs and collecting protection money, and they're running out of heavies. So far there have been no surviving witnesses. They're willing to set up a big meeting of all their top men as bait, if the heroes will be on hand to protect them. If the heroes agree, the Triad will offer to stop performing violent crimes in their home city (though the agreement may only last for as long as the current bosses remain in power).

Bombard

Real Name: Dr. Philip Richardson

Abilities

Prowess 3
 Coordination 4
 Strength 8
 Intellect 6
 Awareness 5
 Willpower 4

Stamina 12
 Determination*

Powers

Adaptation 6
 Blast 8
 Flight 5
 Resistance (Damage) 4

Specialties

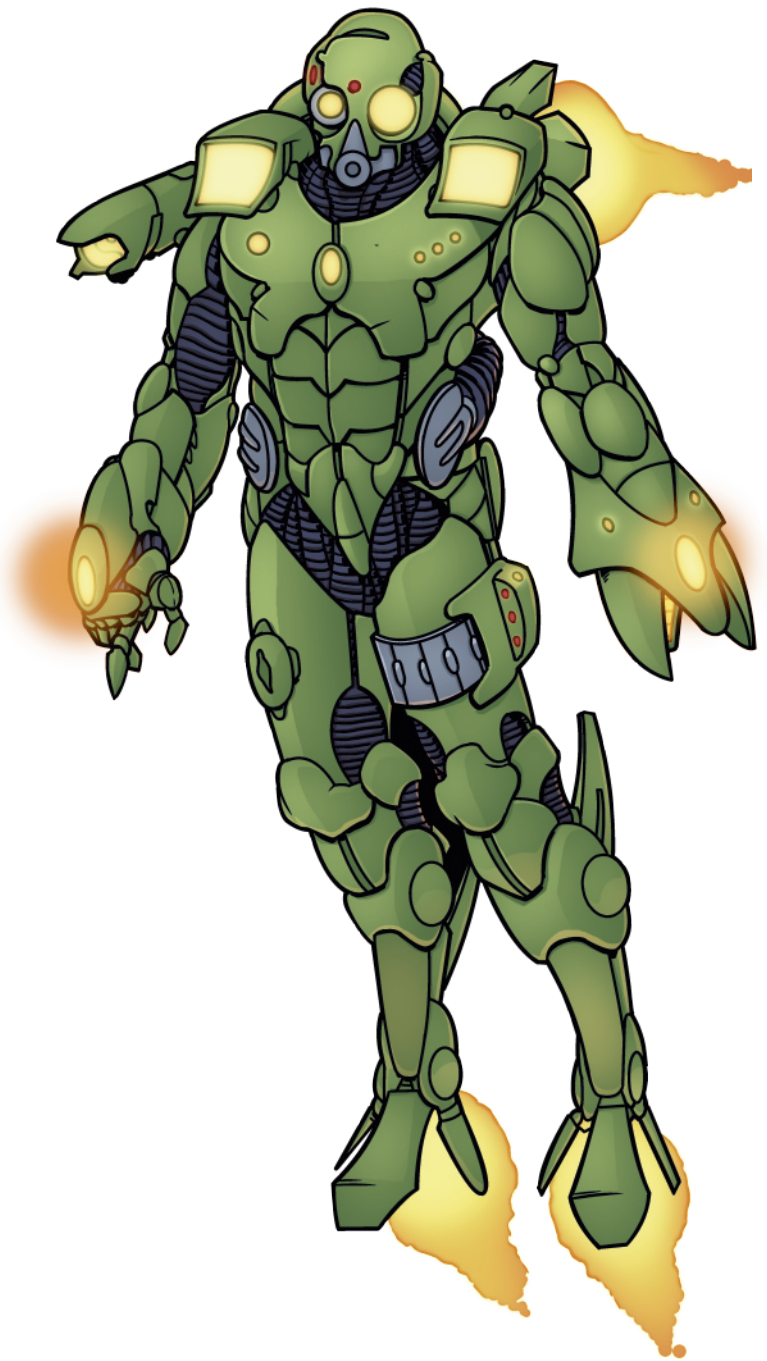
Business
 Military
 Science Expert
 Technology Expert

Qualities

The Smartest of the SMART
 Man-Machine Symbiosis
 Working Towards the Technological Singularity

Background: Powersuits are nothing new in a world full of superheroes and villains. Heroes like The Human Tank regularly face off against villains like Cannonade, with each in a technologically-marvelous suit of battle armor, outfitted with a veritable arsenal of cutting-edge weaponry. However, the bridge between man and machine has always eluded the armor-clad hero. Even the best-trained armor-clad warriors are limited by the interface between mind, body, and prosthesis.

Dr. Philip Richardson, formerly of SMART Labs, devoted his life to ensuring that armored heroes had the best in protection and the most powerful in weaponry. As part of SMART, Richardson worked for years to assist the heroes of The Liberty Brigade, often providing



critical information on villains or key upgrades for The Human Tank's armor.

Few ever expected envy to factor in. Fewer still knew how close Richardson truly was to breaching the barrier between man and machine.

One fateful night, Richardson found the answer that had eluded the heroic community for so long. Interfacing directly with a suit of the Fusillade armor worn by a captured would-be supervillain, Dr. Richardson became something new: a symbiotic blend between

man and machine, with an arsenal of weaponry capable of leveling a small city. He became Bombard.

Now, Richardson was a canny fellow. He knew that not only would his mysterious disappearance register quickly, but that it would swiftly be linked to the stolen Fusillade armor. Bombard went into hiding, refining his armor with stolen and newly invented technology, while eluding notice from the superhuman community.

Today, the line between Richardson and his armor is almost non-existent. While not a true cyborg, Bombard utterly refuses to remove his armor, believing it to be his “true flesh”. When confronted with his former allegiances and friends within the superhero community, Richardson decries his former comrades for not recognizing his brilliance earlier and assisting him in his efforts.

Adventure Hooks

- Believing that he has reached a natural plateau in robotics, Bombard turns his eyes to nanotechnology in an attempt to create a singularity event: every human worldwide, converted to a symbiotic man-machine organism.
- When a peacekeeping organization takes down a bevy of armor-clad villains, Bombard is waiting in the wings to swoop in and assimilate the new technology. Can the Heroes face down the combined technology of a half-dozen villains in one package?

Crushclaw

Real Name: Arturo Posada

Abilities

Prowess 5
Coordination 3
Strength 7
Intellect 3
Awareness 2
Willpower 4

Stamina 11
Determination*

Powers

Aquatic 4
Damage Resistance 5 (Chitinous Plated Skin)
Growth 2
Life Support 3 (Breathing, Depth Pressure, Toxins)
Regeneration 1 (Limit: Must be in contact with the ocean)
Strike 7 (Claw Punch)

Specialties

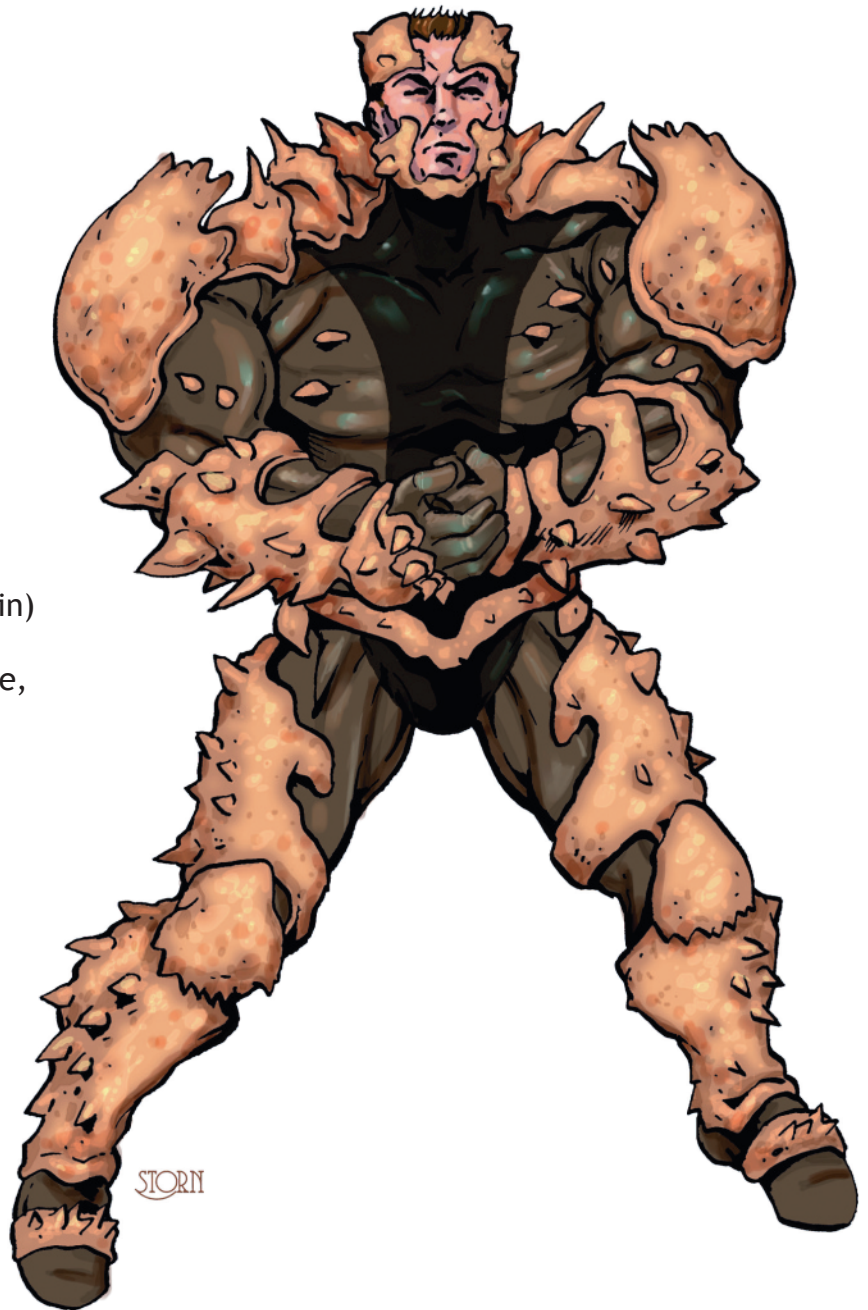
Intrusion
Underwater Combat Expert
Weapons
Wrestling Expert

Qualities

I know what I want to say but not how to say it
Who am I?
Distinctive Appearance
Quick to Anger

Background: Arturo Posada was a security chief at Vantage Enterprises when he discovered that the company was running secret black labs beneath the complex where he was in charge. He was aghast to find that the company was kidnapping the homeless and experimenting on them - turning them into vile, mindless mutants by some sort of genetic modification.

Unfortunately for him, he went to the office of the CEO with his findings instead of to the authorities. While outlining his findings, Vantage's black-ops team ambushed and



captured Arturo and dragged him down to the darkest sub-level.

There, he was injected with the most dangerous and reactive gene modification serums. His body grew and twisted, his muscles swelled, and his intelligence and ethical base eroded due to the constant stream of drugs and torturous experimentation.

In the end, he suffered cardiac arrest and died. Rather than face an investigation, Vantage scientists took his body a few miles offshore and dumped it.

However, the truth of the matter is that Posada was not dead: his body had entered a mutagenic hibernation. This process hastened when he was introduced to the ocean environment, and in a few short weeks he burst from a cocoon a changed being – Crushclaw. His flesh rippled with superhuman muscle and was protected by brand new chitinous plating. He could breathe underwater and it seemed he could barely be hurt by anything.

Crushclaw's past became a forgotten, hazy murk of pain. He began striking out onto land in search of something that would help him remember who he was. However, he could barely remember how to speak and found himself lashing out in rage at the slightest confrontation. Anything that reminded Crushclaw of a lab set him into an unstoppable frenzy, smashing everything within reach – buildings, vehicles, even people. When finally weary or wounded, he would retreat into the embrace of Mother Ocean, whose gentle currents would help him forget... until the next time his instincts drew him to the surface.

Adventure Hook

Crushclaw ventures shoreward in search of answers, but a car alarm sends him into a murderous rage. He's now in the Beachside Mall, trashing his way through department stores, electronics shops, and the food court. The local gang is taking this opportunity to loot stores and assault citizens. Can the heroes deal with all the mayhem at once?

Fallox, Bearer of the Cataclysm Rod

Real Name: n/a

Abilities

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

Stamina 11
 Determination*

Powers

Cosmic Power 10 (Blast, Life Support,
 Limit: Device - Cataclysm Rod)
 Flight 4

Specialties

Aerial Combat
 Athletics
 Military Expert

Qualities

Turncoat Soldier, Doing What's Right
 Pursued Across the Cosmos
 A Burden Beyond Comprehension

Background: The Cataclysm Rod has existed for time immemorial, passing through the cosmos from civilization to civilization, from world to world, offering phenomenal cosmic power for any strong enough to bear it. Most times, the power offered by the Cataclysm Rod is simply too much for a mortal to bear and the bearer succumbs.

Not so with Fallox, a member of the Sendi people from a far-off world in the Andromeda Galaxy. A virtuous soldier, Fallox came across the rod during the Sendi's war with their planetary neighbors, the Morcul. Fallox found the rod in the aftermath of a great battle and turned the item over to his superiors, who immediately attempted to find ways to weaponize the Cataclysm Rod.

Shortly thereafter, Fallox learned the terrifying truth. The Cataclysm Rod was not simply going to be used as a threat or even as a weapon; rather, the Sendi admirals hoped to exterminate the Morcul at the homeworld level. Fallox could not believe the savagery of his people. He stole the Cataclysm Rod and has been on the run ever since.

Fallox does not view himself as a hero. Rather, he sees himself simply as someone who wants to do good wherever he can. Thusfar, the Cataclysm Rod has proved to be a powerful tool in his hands, though countless villains and thieves have tried to wrest it from



him. The sheer power of the ancient artifact forces Fallox to constantly roam the starways, never staying stationary for too long, lest someone wrest the Cataclysm Rod from his grasp.

This has gone on for three hundred years. Fallox has not aged since stole the rod from his Sendi superiors, though he grows weary of his constant race across the cosmos. Efforts to hide or secret away the Cataclysm Rod have been fruitless at best, incredibly dangerous at worst. But Fallox tires of the endless running. If only he could find someone worthy to take up his burden...

Adventure Hooks

- During a space-faring mission, the Heroes find Fallox floating through the void, the Cataclysm Rod utterly missing! Fallox has no memory of being ambushed, outside of a glowing silver orb. Can the Heroes track down the Cataclysm Rod before it falls into disastrous hands?
- Fallox arrives on Earth, convinced that he will find a worthy successor to the Cataclysm Rod on this backwater world. Are one of the Heroes up to the challenge of guarding a world-breaking weapon? Are they ready to give up their own private life in the name of peace?

Gouger

Real Name: Jason Blakeleigh

Abilities

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

Stamina 8
 Determination*

Powers

Damage Resistance 2 (Armor)
 Strike 6 (Cyber-spear, Extra: Can be thrown attack, as per Blast)
 Super-Senses: Nightvision 1 (Goggles)
 Gadgets 3 (Bandolier)

Specialties

Athletics
 Martial Arts
 Stealth Expert
 Weapon Expert (Spear)

Qualities

Former Fan-Boy turned Bad Boy
 A Trail of Bodies in My Wake
 You're Just a Paycheck to Me

Background: There are a number of villains out there who hunt superhumans for sport. Gouger is not one of them. Gouger hunts superhumans for pay. When dealing with a would-be hero proves to be too difficult for another villain, Gouger steps in with an offer: take care of the "problem" permanently in exchange for \$50,000 up front and a tenth of that villain's future ill-gotten gains in perpetuity.

Something changed, though. Something drastic. Jason Blakeleigh never used to hate superhumans. In fact, if records are to be believed, he was actually a standing member of the Captain Electron fan club as a child, his most prized possession being his signed poster of Electron, whom Blakeleigh met at a charity event at the local Natural History Museum.



But now? He couldn't be further from that wide-eyed, cape-loving child.

Today, Blakeleigh's personal body count stands in the mid-teens, though he claims responsibility for injuring, killing, or forcing into retirement at least thirty known heroes. Gouger's most prized trophy, though, is the goggles once worn by Mark Crighton, better known as the Silver Streak. Once a speedster-hero, Silver Streak was attacked by Gouger at the behest of Crighton's long-time nemesis, Morning-Star. Gouger savagely impaled Silver Streak through the abdomen, severing Streak's spinal column at the waist. Since that day, Gouger has collected over \$16 million in 'back payment' from Morning-Star alone, funding a full upgrade to Gouger's facilities, armor, and weaponry.

Gouger's signature weapon has long been a specialized spear, made of a particularly durable titanium alloy and lethal both in melee and at range. Gouger's spear is of particular note due to a translocator chip built into the spear itself. If thrown or if disarmed, Gouger can teleport his spear back to his hand with but the press of a button on his armored gauntlets.

Adventure Hooks

- The most obvious use of Gouger in an ongoing campaign comes with a contract. If the PCs have made a powerful enemy, that enemy hires Gouger to remove them from the picture once and for all. Finding out exactly whom has placed a price on their head and how to end that contract can prove particularly difficult, especially when other threats loom large.
- Gouger approaches the PCs with an offer: a known, particularly elusive supervillain has welched on Gouger's contract fee. Gouger offers to set up a meeting with the villain, such that the PCs can take in the villain and Gouger can help himself to the ill-gotten technology hidden within the villain's base.

Hellbender

Real Name: Remy Laroux

Abilities

Prowess 5
Coordination 5
Strength 8
Intellect 5
Awareness 4
Willpower 7

Stamina 15
Determination*

Powers

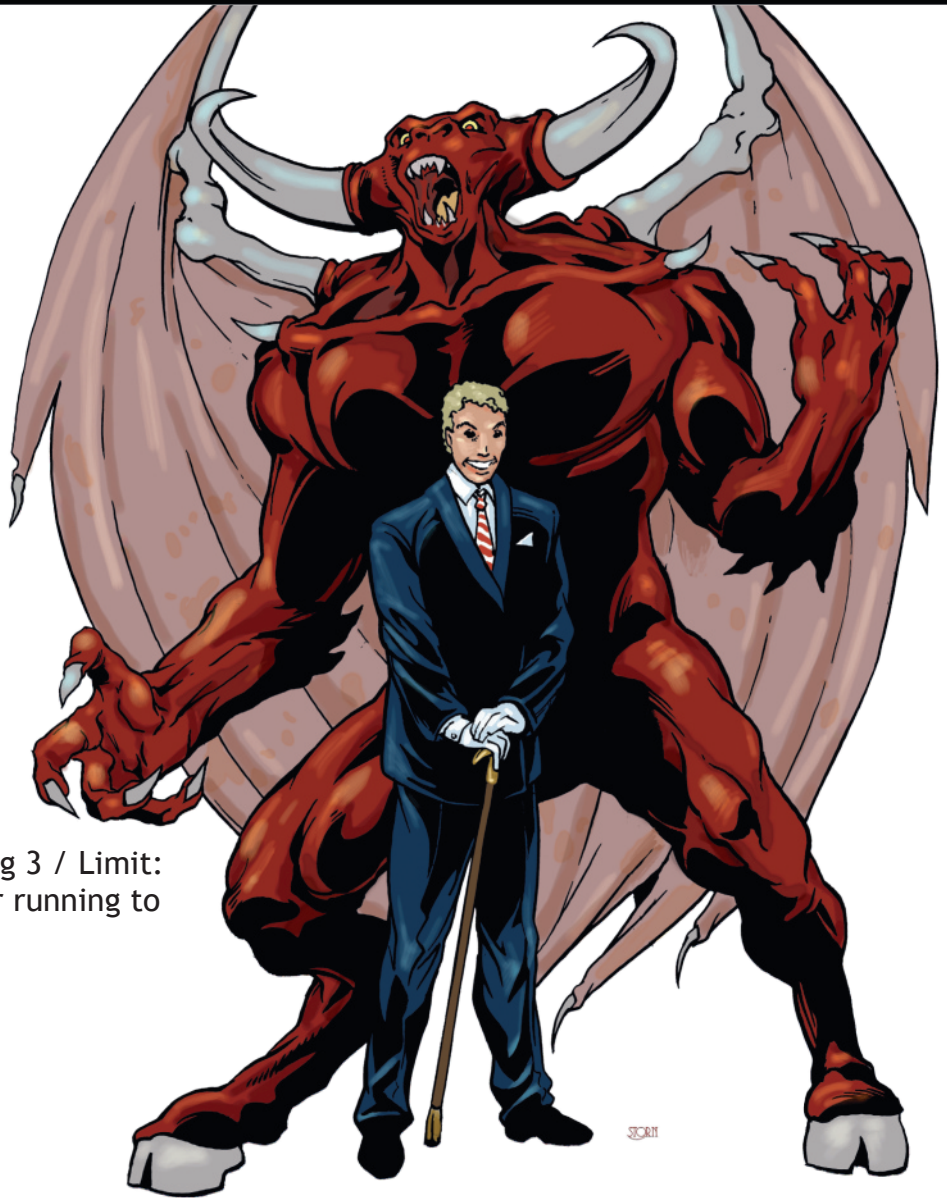
Alter Ego *
Damage Resistance 4
Flight 4 (Demon Wings)
Mind Control 7 (Limit: May only control the host he is possessing)
Strike 4 (Slashing) Claws
Strike 5 (Slashing) Bull Horns -
Extra: Secondary Effect - Stunning 3 / Limit: Must be moving at a full flight or running to execute
Teleport 9

Specialties

Athletics Expert
Business Master
Martial Arts Master
Occult (Home Dimension)

Qualities

I will NOT be outdone.
This is not the last you've heard of me!
I have money and power to burn
Remy is my plaything



ALTER EGO* [Normal Form]: Prowess: 3, Coordination: 3, Strength: 4, Intellect: 5, Awareness: 4, Willpower: 7

Powers

Alter Ego, Mind Control 7 (Limit: Remy is possessed and the power only works on him), Teleport 9

Specialties

Athletics, Business Master

Qualities

I have blackouts (when I am fully possessed), No Idea there is a certain something inside, Vain, Rich beyond measure.

Background: Remy Laroux is a profoundly successful businessman. He handles many millions of dollars in assets on Wall Street every day, and has his fingers in many of America's most successful corporations. All this has come to pass in just a few short years, and many of his ruined former rivals claim Laroux has "the Devil's own luck".

Oh, how true that is. Five years ago, Laroux reneged on payment to an antique dealer in New Orleans. The antique dealer arranged for Laroux to be cursed by the darkest of magicks. Since that day, Laroux has carried a demon inside of him, though he doesn't know it. This infernal beast quietly guides his fortunes, ensuring that its host comes to even greater power and influence.

Laroux thinks he has the occasional blackout due to alcohol and drug use. He wakes up after a bender somewhere across the country in a fancy hotel, then calls his concierge to arrange his pickup. In fact, he hasn't been partying – Laroux's possessor, Hellbender, has come to the fore.

When Hellbender is in full control, Laroux is unstoppable and ruthless at the bargaining table. He gleefully makes bargains that will bankrupt thousands or unemploy millions. He will foreclose on orphanages, bankroll any project that is deadly to the environment, kill medical breakthroughs that would cure deadly disease, and rake in endless fortunes while doing so.

When Hellbender is stymied in these grabs for power and riches, he has the ability to transmogrify Laroux's mortal form into that of a classical devil, powerful and deadly. More than one corporate executive has vanished under claw and fire.

Adventure Hook

The heroes receive a dead-drop letter outlining a chemical compound that could serve as an antidote to nerve gas that's used by several terrorist and supervillain organizations. The scientific project was blackballed by Laroux's venture capitalist

company and the scientist who mailed the dead drop, Dr. Victoria de la Rosa, has gone missing. Almost immediately, Laroux shows up at their door, insisting that the heroes hand over "his" property. Hellbender's supernatural powers led him to their doorstep, and should they refuse his advances, he'll take on his devilish form and attempt to do away with them personally. If he fails, he'll retreat but use his vast resources to make them miserable - perhaps buying up the land their headquarters sits on.

The Living Repository

Real Name: n/a

Abilities

Prowess 3
 Coordination 3
 Strength 6
 Intellect 10
 Awareness 8
 Willpower 6

Stamina 12
 Determination*

Powers

Adaptation 10
 Cosmic Power 10 (Interface)
 Immortality 6

Specialties

Art Mastery
 Business Mastery
 Investigation Mastery
 Law Mastery
 Linguistics Mastery
 Medicine Mastery
 Science Mastery
 Technology Mastery

Qualities

The Last Remains of Kalyrr IV
 Student of the Cosmos
 I Watch Worlds Die

Background: Four millenia ago, the Nefari people of Kalyrr IV witnessed their sun die. Due to a freak galactic anomaly, Kalyrr's sun began to implode after exposure to a cosmic radiation storm that ripped away most of its the sun's corona. The World Elders of Kalyrr recognized this, but knew that there was no hope for the Nefari people. Reactionaries attempted a number contingencies, from rebuilding an artificial solar corona to planetary evacuation.

The Nefari are no more. Only one of their contingencies reached any degree of success: the Living Repository.



The World Elders of Kalyrr assembled their greatest robotics engineers, their most advanced scientists, and their greatest technology to build a wonder that the rest of the Nefari people would never see: a synthezoid capable of assimilating the whole of Nefari knowledge, culture, and technology before escaping to another world. The Elders worked tirelessly, sacrificing their last days in the hopes that the death of their world would not mean the death of Nefari knowledge.

As the last of the Kalyrr sun's corona sloughed away, the World Elders launched the Living Repository into space. What those Elders never could have counted on was how willing The Living Repository would be to complete its mission.

Built from the start upon the most advanced artificial intelligence frameworks available to the World Elders, the Living Repository wallowed in death. As it traveled from solar system to solar system, sharing its knowledge, it watched as each civilization blossomed, withered, and died off. The Living Repository resigned to sharing its accumulated knowledge, assimilating that of its host civilization, then departing for another doomed world.

Viewing itself as the last immortal in the universe, The Living Repository has become acclimated to watching worlds die, adding that world's knowledge and culture to its own and simply moving on to the next world before it dies. A harbinger of entropy and death, the last friendly face mankind may ever see is The Living Repository!

Adventure Hooks

- Facing down a cosmic-level threat, the Heroes realize that their own weaponry and armament stand no chance of defeating their adversary. However, The Living Repository may know a way to stop it! Can the Heroes actually track down The Living Repository in the vastness of space; even if they can find it, can they convince the extinction-fixated AI to intervene?
- The Living Repository has come to Earth, intending to assimilate the Earth's knowledge and cultures. However, it has fixated on a street-level ally of the Heroes, following the ally everywhere and documenting the ally's every move. What could The Living Repository want with this crime-fighter and does it have a bearing on the coming apocalypse?

Manta Ray

Real Name: Mantarragossa Rei'duulus

Abilities

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

Stamina 10
 Determination*

Powers

Aquatic 6
 Blast 5 / 7* [Explosive Bolt] (Extra: Burst,
 *Extra Effect Underwater)
 Damage Resistance 3
 Life Support (Crushing Depths)
 Strike 5 (Slashing) (Claws)
 Super Sense (Electro-Location)
 Super Speed 4 (Limit: Only in the Water)

Specialties

Blast Expert
 Crystal Technology
 Leadership Expert
 Martial Arts Master
 Military Expert
 Science
 Stealth
 Strike Expert
 Underwater Combat Master
 Weapons Expert

Qualities

I am the Last of My Kind
 Wretched Softskins!
 I am a Warrior Of Honor

Background: "Everything about this world full of softskins is WRONG." Mantarragossa Rei'duulus is a being torn out of his own time. He was old when the world was young, when his amphibian race of predators ruled the Earth and humanity was but another herd of cattle to be culled at will.

However, his people grew decadent, weak, and sick. The softskins overran their masters'



empires and cast their crystal cities down into the depths. Atlantis was the last of many. Mantarragossa was an early casualty of the war, long before the final fall of Atlantis. He was poisoned, harpooned, weighed down, and cast into the deepest trenches of the ocean.

The freezing temperatures and his own unholy biology preserved him, and a recent volcanic eruption freed him from his black hibernation. Erupting back into the world expecting to continue the war alongside his kin, he has instead found a planet gone mad, covered in disgusting softskins and their foul, polluted technology. Even the stars above have radically changed. None answer his telepathic transmissions, and he has come to the conclusion he is the last of his kind.

Alone, he carries on the war against mankind. As Atlantis was sundered and drowned, so shall the human cities burn in fire and crumble into dust. They are fools who deserve not the world they have inherited – indeed, they cannot even say his whole name, insisting on calling him “Manta Ray.” This only infuriates him further. He will make them pay in blood for every spawning pit that was destroyed and every crystal castle that was broken.

Adventure Hook

A mutagenic poison has been introduced to the refreshments at a conference of the world's greatest geneticists, and now dozens of the world's foremost researchers are turning into strange blue-skinned creatures that single-mindedly crave the sea – in fact, they are fighting to reach the beach! When the heroes attempt to stem the tide and save the researchers, Manta Ray bursts from the waves in rage. His intent was to mutate them into a sub-race that could work to unlock the secrets of re-birthing his ancient people, perhaps through cloning. Manta Ray attempts to slay the heroes with no mercy given. Can they get the secret of the mutagen's antidote out of him?

Stygia

Real Name: Jake Alton

Abilities

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

Stamina 8
 Determination*

Powers

Element Control (Ice) 7 (Extras: Blast, Binding, Force Field (Wall of Ice))
 Magic 4

Specialties

Athletics
 Martial Arts
 Stealth Expert
 Weapon Expert (Spear)

Qualities

Hell Holds No Horror Any Longer
 Tell You What...Let's Play a Game
 Why Deal With the Devil When You Can Trick Him?

Background: Outside of literary scholars, few know that in Dante's vision of hell, the 9th Circle of Hell is not fire. Rather, Cania is a lake of ice, in which Lucifer himself was imprisoned, his enormous wings whipping a frigid wind throughout the surrounding plains.

Jake Alton knows the truth of Dante's vision. He's been there.

Once a small-time thief and grifter, Alton was accidentally killed during a superhuman skirmish between the White Rhino and Tarantula. Unrepentant to the very end, Alton's soul was condemned.

Never content to hit when he could raise, Alton became known throughout Hell for being particularly wily. This garnered The Adversary's notice, who intended to use



Alton's relentless hope for escape against the sinner as part of Alton's eternal punishment. What Lucifer didn't bank on, though, was that Alton might possibly grift the devil himself.

Alton's not telling exactly how he pulled the wool over The Adversary's eyes, but he emerged from Hell fully alive and with a sizable degree of power to boot. Alton found himself with a talent for occult sorcery, a newfound knowledge of esoteric secrets, and an ability to summon the frigid winds of Cania (the aforementioned 9th Circle of Hell) and control them.

Since his surreptitious resurrection, Alton has resumed his earlier ways, though his thefts and schemes have only expanded in scope to match his burgeoning powers. Taking the name Stygia, Alton has met and defeated numerous occult-powered superheroes including Mister Weird, The Oracle, and Wotan the Wonderful.

Stygia has no true villainous aims or allegiances; Alton is entirely self-serving and motivated by desire. While he's not averse to the idea of teaming up, Stygia is always looking for better opportunities and more lucrative personal gains. Stygia's last alliance, another occult villain known as Malachite, resulted in Malachite's capture and imprisonment, primarily due to Stygia himself simply leaving the scene and letting Malachite hang out to dry.

Adventure Hooks

- Could it be? Stygia in love? Jake Alton has fallen for a "normal" and everyone from hero to villain to Lucifer himself has taken notice. Could Stygia have truly had a change of heart or is he simply playing some "long game" that only he could have orchestrated?
- Stygia never truly put one over on The Great Adversary. In fact, Lucifer was banking on Alton returning to Earth... as the harbinger of the coming Apocalypse! When he learns that he's been grifted, Stygia will surely have something to say about being used.

Synapse

Real Name: Daniel Hawthorne

Abilities

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

Stamina 10
 Determination*

Powers

Cybernetics

- Ability Increase (Strength, Increased to 7)
- Interface 4
- Strike 6 (High Output Cutting Laser)

Specialties

Athletics
 Stealth
 Sleight of Hand
 Technology

Qualities

It's Time for an Upgrade!
 Born in a Superbrawl
 I could use one of those!

Background: A street punk seemingly from birth Daniel Hawthorne spent his days in and out of juvenile halls, with a criminal record as long as his arm. Petty theft, assault, vandalism, and more covered Daniel's record like the graffiti he sprayed over the 18th Street Bridge. But, caught in the midst of a super-powered brawl between the heroic Huntsmen and murderous pair of Krow and Albatross.

With massive life-threatening injuries and no insurance, Daniel was offered a chance: try out an experimental new bionic prosthesis or live life as a multiple-amputee. Needless to say, Daniel chose the procedure.

Little did his benefactors anticipate, though, that Daniel would turn his second chance on life into a second chance at crime. His new



cybernetic arms granted him a degree of strength, endurance, and agility unseen in normal humans. The cranial implants controlling his limbs granted him reflexes beyond mortal ken. And what would he do with this newfound power? Start looking for an upgrade, of course!

Taking the codename of Synapse, Daniel has turned from street thug to corporate thief and saboteur. Synapse has not been content to stand pat with his already impressive cybernetic upgrades; rather, he regularly targets technology firms for new, innovative weapons and utilities that can be built into his cybernetics. Synapse's latest score was a high-output industrial cutting laser, which he uses as a close range weapon. Note, however, that Synapse has next to no talent in engineering or robotics. Authorities still speculate on how

Daniel manages to actually install the items he steals, though the results are one of the world's most impressive cybernetic achievements.

Adventure Hooks

- Synapse takes aim at a technology-based PC, hoping to acquire their own technology and add it to his own burgeoning arsenal. Can the heroes take down a foe capable of turning their own weapons against them?
- Lately, Synapse's numerous technological add-ons have begun to rebel against his control. In a confrontation with PCs, it becomes quickly apparent that Synapse is simply not himself. Rather, an artificial intelligence has taken up residence in his core operating systems, taking control of Daniel's mind. What motives does this AI have and what bearing does it have on the life of a known supervillain?

Tatterdemalion

Real Name: Nicholas Volk Jr.

Abilities

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

Stamina 9
 Determination*

Powers

Blades (Device, Strike 1 [Slashing])
 Mimicry (Power) 6 (Limit: Degrades)
 Utility Belt (Device, Gargets 3)

Specialties

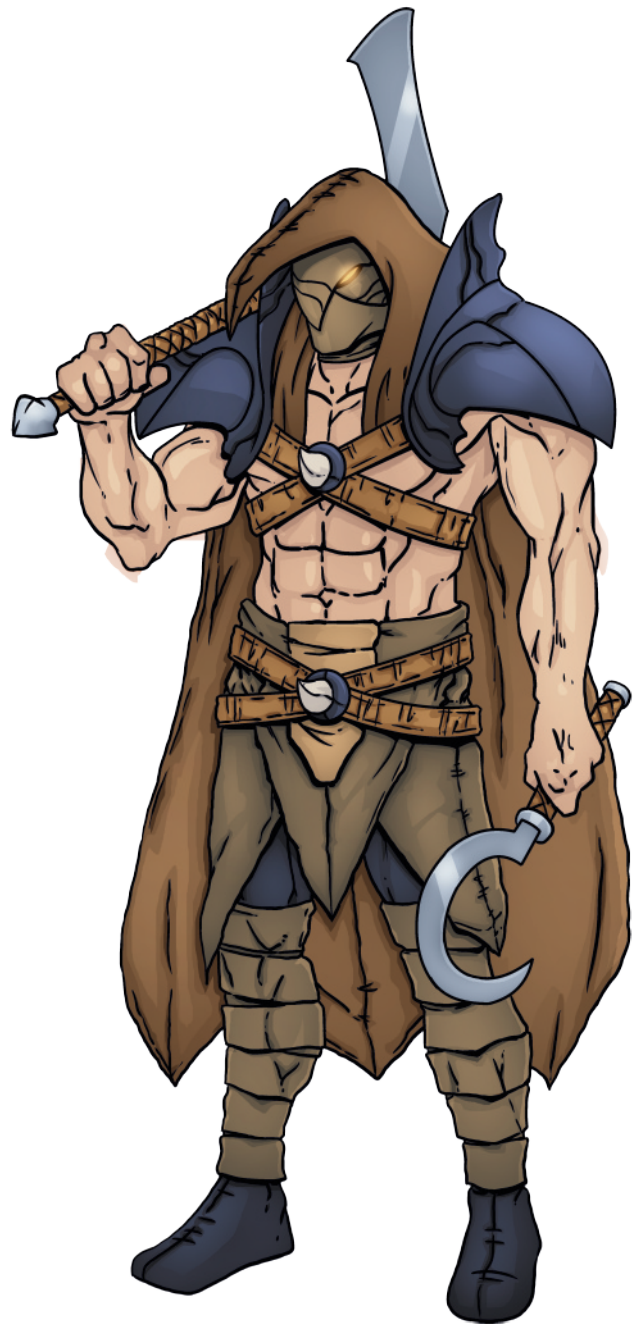
Athletics
 Martial Arts
 Pilot
 Stealth
 Weapons (Blades)

Qualities

Raised by MIRAGE
 Field Agent of NEVER
 Momma's Boy, All Grown Evil

Background: Say what you will about Nicholas Volk and all the villainy he's perpetrated as part of NEVER, but he gets his villainy honestly.

Volk's parents were both a part of the now-defunct MIRAGE, a terrorist organization devoted to exploiting metahuman assets for monetary profit and political power. Volk's father, also Nicholas, was a scientist and technician, often working with technology stolen from alien civilizations or "liberated" from government think-tanks. Volk's mother, Susan, however, was a MIRAGE field agent: codename Crimson Mantis. Susan Volk successfully perpetrated a number of notable incursions, including besting Captain Patriot at one point, though Patriot had earlier been poisoned by a MIRAGE operative.



Raised within the walls of the MIRAGE compound, Nicholas was indoctrinated from the very start. His parents taught him that morality and justice were "fabrications", meant only to coddle the weak and wrest power from those who truly deserve it. Nicholas was trained in combat-preparedness from an early age, and faced a rigorous education from his both his parents and their MIRAGE taskmasters.

When MIRAGE was dismantled by a joint UN/metahuman task force, Nicholas was found without a home. He was placed in an orphanage as a ward of the state, though

Nicholas ran away soon after, When ex-MIRAGE dissidents founded NEVER, Volk was one of their first recruits, angry and seeking vengeance for the capture of his parents.

Like his mother, Nicholas Volk possessed a degree of metahuman-level reflexes, making him a dangerous hand-to-hand combatant. As such, the Chairmen of NEVER immediately placed Volk into a field agent role. Taking the name Tatterdemalion, Volk quickly rose through the ranks, eventually becoming one of NEVER's most trusted operatives.

As Tatterdemalion, Volk's seemingly shredded costume hides an ultra-thin bodysuit of ballistic armor, plus a surprising number of gadgets and bladed weapons. Tatterdemalion prefers to fight in melee range, particularly with jagged blades, sharpened specifically to leave gruesome lasting scars. A canny foe, Tatterdemalion often taunts his foes, baiting them into a weakened position from which he can finish them off.

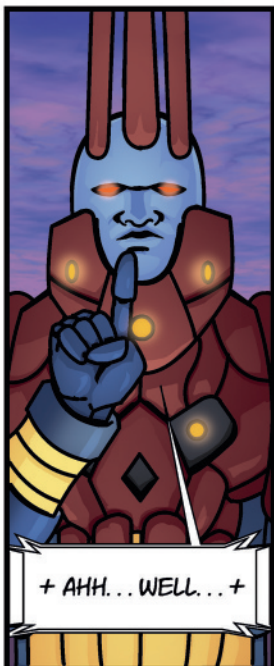
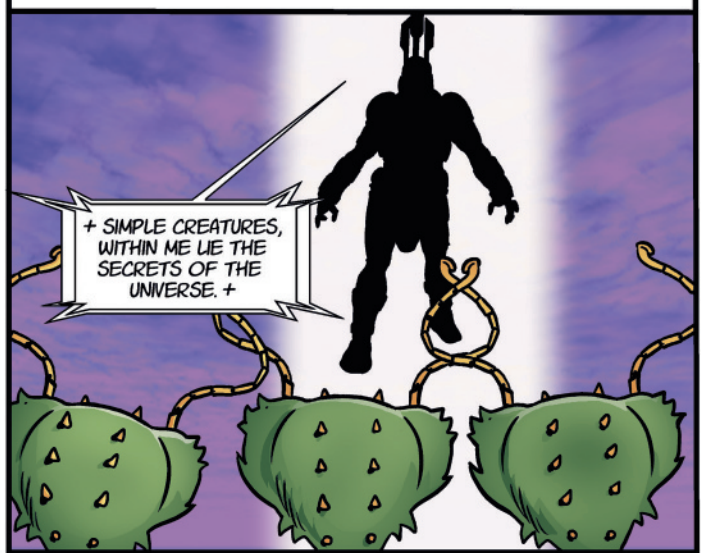
Adventure Hooks

- Both Susan and Nicholas Volk Sr. face the death penalty, following failed appeals in international court. Their execution is set for three weeks hence and Tatterdemalion is having none of it. Nicholas is prepared to bring the full might of NEVER with him to save his parents.
- Tatterdemalion has captured one of the Heroes' closest allies. On behalf of NEVER, he proposes a prisoner-exchange: his mother for the ally. Are the Heroes willing to negotiate with an organization like NEVER and to liberate a known terrorist and supervillain?

SPACE. THE DISTANT PLANET OF BRANTIL XI.



A LONE FIGURE DESCENDS FROM THE HEAVENS...
THE LIVING REPOSITORY.



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