

ICONS

SUPERPOWERED ROLEPLAYING

OFFICIAL GAME ADVENTURE

GANGBUSTERS!

By Chris McGroarty and Dan Houser





THE STORM AGENCY



IN:

GANGBUSTERS!

GUEST STARRING:

ATOMIC ROACH!



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GANGBUSTERS ADVENTURE OVERVIEW

Chapter One: Metahuman Mayhem on Main Street!

What's Happening

- Super-powered criminals have taken hostages after a failed bank robbery
- The criminals' powers are tech based.

Options

- Rescue the Cops
- Spiriting the Hostages Out

Roleplaying Opportunities

- Let's End this Now
- Stand Down

Action

- Fighting the Bank Robbers

Chapter Two: The Meeting

What's Happening

- The Nocenti family is going to sell super-science weaponry to local street gangs
- The meeting where this arms deal will take place is known to the police and they ask the PCs for help in raiding it
- The FBI is late to the meeting, causing a delay in the raid.
- An inexperienced hero (the Atomic Roach) tries to single-handedly raid the meeting and needs to be rescued

Roleplaying Opportunities

- Dealing with the Roach

Action

- Busting up the Deal

Chapter Three: The Showdown

What's Happening

- Nocenti and his cronies flee back to their HQ, a mafia-owned nightclub.
- Kamitsu Khan (the supervillain who supplied the high tech weapons) is at the nightclub.
- Khan and the mafia thugs will fight the PCs in an effort to give Nocenti a chance to escape

Action

- Storming the Nightclub

Options

- Hostage Situation

Resolution

- Investigating the origin of the weapons

CHAPTER 1: METAHUMAN MAYHEM ON MAIN STREET!

ON 27TH AND MAIN, OFFICERS REQUESTING **IMMEDIATE BACKUP!** ROBBERY AT THE 1ST NATIONAL BANK, HAS TURNED INTO A **HOSTAGE SITUATION!** **META-POWERED SUSPECTS, TWO OFFICERS DOWN!**



Read or summarize the following information for your players.

The following panic stricken bulletin blares over the police band radio: On 27th and Main, officers requesting immediate backup. Robbery at the 1st National Bank, has turned into a hostage situation. Meta-powered suspects. Two officers down. Approximately 18 hostages in the bank. Any meta-human resources in the area are requested for support!

Enter the Heroes -- It's assumed the PCs are on patrol or going about their everyday lives in their civilian lives in their secret identities when they hear about the situation at the 1st National Bank and rush to respond. If the PCs are using the pre-generated heroes, they are notified by Warden of the Storm Agency of what's happening.

THE STORM AGENCY

This module offers some pre-generated characters and their team as an option for play. Here are the Team Origin stats and Starting Determination:

Team Origin:

The Storm Agency is a group of heroes based out of the City's State College. They are led by Warden, a second-generation superhero. They began adventuring when they were protecting the University from R.O.A.C.H – a dangerous battlesuit wearing villain.

Team Determination:

The Number of Players +2, as Warden is a relatively new leader for the team, and only has a basic Leadership skill. See the Team Qualities and Determination rules in the ICONS handbook on page 19.

Team Qualities:

Motivation: Protect the City from those who Abuse Super-Science

Connections: City College

Team Challenges:

Arch-Enemy: R.O.A.C.H.

Identity: Most of the heroes are students at the college or professors in their own areas of study.

Social: The team is new, and has yet to prove themselves to citizens of the City.

When they arrive, an officer in charge of the the scene, Detective Rawlins, gives them this quick briefing:

"We thought this was just a standard bank job by some gang-bangers. Turns out the perps have meta-powers.

When the first squad car showed up, they caught a fireball from inside the bank. Those two officers are wounded - -they're hunkered behind their car over there and need help. Any rescue team we send catches flame and ice attacks.

SWAT has the area secured and the perps apparently aren't powerful enough to bounce bullets off their chest, so they've barricaded themselves inside and have taken the bank customers and employees as hostages.

They're refusing calls from our negotiator – and the SWAT boys are itching to charge.

If you can resolve this quickly, you can prevent a blood-bath."

WHAT'S HAPPENING

- 1) Super-powered criminals have taken hostages after a failed bank robbery
- 2) The criminals' powers are tech based.

OPTIONS

1) Rescue the Cops!

The two cops are wounded and pinned down behind their damaged cruiser. The bank robber with flame controlling tech gauntlets is keeping an eye on the injured cops and sending fire attacks at anyone who tries to reach them. A super powered being (who could, for example, use a forcefield or car as a shield) might be able to pull off the rescue.

2) Spiritng the Hostages Out

There are a group of 6 bank customers and employees clustered in the manager's office in the back of the bank. A character with the appropriate powers or a clever plan may be able to infiltrate the bank (perhaps through a window or ventilation system), overpower the non-powered gangsters and sneak the hostages out of the building stealthily.

ROLEPLAYING OPPORTUNITY

1) Stand Down!

The SWAT team resents the superheroes showing up to steal their glory. The SWAT team leader, Lieutenant Andrew Miles, comes over after the PCs have received the initial briefing and starts arguing with the officer in charge, Detective Rawlins. His argument goes something like this:

"Why the heck are you sending in this grand-standing civilian freaks when I've got my team in place and ready to rock? This is insane! This is a police operation. You can forget about this circus. My boys and I will handle this."

Based on their briefing, the PCs know that the office in charge doesn't think SWAT can handle the situation without taking casualties and maybe losing some hostages in the crossfire. The PCs need to persuade the SWAT leader that they can handle this and that he's in over his head. Alternately, the PCs could compromise by letting the SWAT team back them up when they make their move. Miles is full of adrenalin, it will take some compelling roleplaying to persuade or intimidate him into standing down and cooperating.

2) Let's End This!

An overwhelming show of force combined, an impassioned bit of role-playing could cow the gang-gangers into throwing down their devices and surrendering. A Willpower test (difficulty 4 is suggested) with a Massive success or better would suffice. (The players can roll once for all the gangsters or just once for all of them at the GM's discretion.)

ACTION: FIGHTING THE BANK ROBBERS

The meta-powered thugs in the bank are in over their head and truly thought the high tech gauntlets they're wearing would make this a cake walk. Now, their plan has gone south, and they're panicked. They're in the lobby, hunkered behind furniture and firing off powerful attacks reflexively at anyone who looks like a threat outside (if the PCs attempt to rescue the wounded cops, the bandits will open fire at them.)

There are six gang-bangers with high tech weapons in the bank. Three are keeping watch outside at the front doors, while the other three are trying to use the gauntlets in a last-ditch effort to open the safe. There are three non-powered robbers keeping watch on the hostages inside the manager's office. As soon as the robbers realize they're being attacked by super-humans, they will forget about the hostages and focus exclusively on shooting their way out of the bank.

Allies: Cops, civilians and SWAT officers. Use the Bystander and Police stock characters from the ICONS Core Rulebook.

Opposition: There are 6 meta-powered gang-bangers, 3 inside the bank lobby keeping watch on the growing number of police outside. They are firing off with gauntlets that use elemental power blasts. There are three non-powered gangsters in the manager's office standing guard over a handful of hostages. The gang members are part of the Stringtown Slugger street gang, a small time inner-city gang more known for drug dealing and car-jacking than for bank robberies.

For the non-powered gangsters, use the Thug stock character from ICONS. For the gangsters with super-science, tech, see the Meta-Powered Thug statblock in the NPC Section at the end of this adventure..



Transition

After the scene at the bank, regardless of how it was resolved, the PC's meet with their city's Police Department Superhuman Task Force, James Wyatt, who has contacted them with the following information:

"We've got a hot lead from one of our gang informants. The Nocenti family mob is trying to solidify their hold on the East Side by bringing a couple of smaller gangs under their organization.

The Nocentis are trying to broker a peace treaty that will set turf boundaries, thus reducing violence and increasing profits for everyone. To sweeten the pot, the Nocenti Family are throwing in powerful super-science items that will effectively transform these two street gangs from pretty criminals to super-powered threats.

That scene we saw at the bank today looks to be a direct result of those low-level scumbags getting their hands on some super-science firepower. You can bet next time, the bad guys will be smarter in how they use this new gear. We can't afford to have this deal go through and have more of that hitting the streets.

Our informant in the Nocenti family got a tip off about the meeting at the last minute. We're going to bust it. It's a chance to keep these weapons off our streets and to arrest some of the leadership of two troublesome gangs in the city as well as, Joe Nocenti, the mafia lieutenant who's brokering the deal. Hopefully, we can get a lead on who's actually providing these high-tech weapons to the Nocenti's.

Unfortunately, it's fairly certain that the Nocenti Family will have some meta-powered thugs as security at the meeting. So we need you guys to be the door-kickers on this raid. Our SWAT teams and anti-gang units will be there to back you up but we'll need you to neutralize the worst of the supers, if possible, before we're in play.

One last thing, just to make this real annoying, the Feds want a piece of this one. Apparently the Nocenti mob is of particular interest to them. An FBI squad should be joining you at the warehouse.

Our informants cover name is Jimmy "the Weasel" Palmiotti. He'll be wearing a wire, so you'll be able to hear everything that happens in the meeting."

CHAPTER 2: THE MEETING



WHAT'S HAPPENING

- 1) The Nocenti family is going to sell super-science weaponry to local street gangs
- 2) The location and time of where this deal will take place is known to the police and they ask the PCs for help in raiding it
- 3) The FBI is late to the meeting, causing a delay in the raid.
- 4) An inexperienced hero, the Atomic Roach, tries to single-handedly raid the meeting and needs to be rescued

The meeting will take place at an old warehouse on the near East Side on the Nocenti Family's turf in a run-down industrial district.

The PCs and the local cops (including SWAT) are waiting in two unmarked police vans a half block from the warehouse. The police informant, Jimmy Palmiotti, has wheedled his way into good graces of the Nocenti mob by posing as a hustler and street thug. The PCs are directed to make sure that they treat him exactly the same as anyone else they'll be busting as to not blow his cover. He's wearing a wire, which lets the PCs listen in on the meeting.

The raid is being delayed because the FBI team is late. The city police are getting antsy as the minutes tick away and the meeting progresses. They are starting to debate amongst themselves whether to go ahead and launch the raid.

Before the PCs can weigh in on whether they should go ahead and storm the warehouse, they hear the following come over the audio feed:

Joe Nocenti: *This partnership can be mutually beneficial. We can all profit. There's no need for us to squabble over crumbs when we can take the whole pie.*

Bunsen Burner's Gang Leader: *If they'd respect our turf we wouldn't have to fight.*

Joe Nocenti: *This is bigger than turf. We can rule this town.*

Stringtown Sluggers Gang Leader: *Enough talking-- let's get down to business.*

The conversation is interrupted and over the static laden signal from the informant's wire the PCs hear a loud crash - much like a wrecking ball taking out a brick wall. The a loud voice proclaiming:

"It's the end of the road, evil-doers. You can't hide in the dark from justice! You can't hide from THE ATOMIC ROACH!"

Then there is the sound of combat; staccato bursts of automatic gunfire, fists slamming into flesh. Blasts of energy launching through the walls and ceiling. All hell is breaking loose. The informant whispers softly into the wire and says, "Got a newbie hero here. You might want to hurry up. He's putting up a fight but it looks like they're going to kill him."

The clock is running from the moment the PCs hear that the rookie hero is in trouble. If they arrive in the meeting room in 5 pages – they find the Atomic Roach staggered but still fighting

If they arrive in the meeting room in 10 pages – they find him unconscious.

If they arrive in the meeting room in 20 pages – they find him at death's door and requiring immediate medical attention. The ultimate fate of the Atomic Roach is up to the GM.



GUEST STARRING:

ATOMIC ROACH!

One of your players could offer to play as the Atomic Roach. In this scenario, they need to be aware that their moment to shine comes when the heroes first meet them. They will get their first panel of action when a hero arrives in the building, dependent upon when the hero arrives, the Roach may be unconscious or badly wounded, but feel free to modify this to give the hero a chance to make his comeback.

The stats for the Atomic Roach can be found in the NPC section at the end of this adventure.

ACTION: BUSTING UP THE DEAL

There are teams of 3 gangsters armed with the super science devices at the front door, back door and in the meeting rooms. (The exact number of guards can be adjusted by the GM to provide an appropriate challenge.) Once the PCs attack the meeting to rescue Atomic Roach, all of the guards converge on the meeting room to combat them.

There's a box of weapons similar to those used in the bank robbery on the table where everyone is sitting. Once Atomic Roach invades the meeting, the non-powered gangbangers will attempt to grab some weapons in the confusion. Donovan Marietta (a minion of the villain who supplied the weapons) will try and hold them off. Whether or not they successfully grab of the high tech weapons is up to the GM. (The identity of the villain who supplied the high tech weapons is unknown. However, after this scenario, there will be information leading to him if any of the tech is captured.)

After a reasonable interval determined by the GM (we suggest 5 pages), Nocenti, Marietta and any remaining mafia thugs will head for two black sedans parked on the back loading dock and attempt to escape. The gangbangers will remain and continue roughing up Atomic Roach. If Nocenti and Marietta are captured, go to the Resolution section. If Nocenti and Marietta successfully escape, go forward with Scene 3.

Allies: Cops and SWAT officers. Use the Police stock characters from the ICONS core rulebook.

Opposition:

- 1) Gangbangers from the Stringtown Sluggers and Bunsen Burners. Use the Thug statblock from the ICONS core rulebook stock character section.
- 2) For the guards and any gangsters who get their hands on the super-science weapons, use the Meta-Powered Gangster statblock from the NPC Section at the end of this adventure.
- 3) Joe Nocenti is the head mafia representative there. He's wearing a variety of super-science devices and is detailed in the NPC section.
- 4) Donovan Marietta is the lackey of the unknown supervillain who is supplying the weapons to the Nocenti Mob. He is armed with an array of super-science devices. He is also detailed in the NPC Section.

ROLEPLAYING OPPORTUNITY: DEALING WITH THE ATOMIC ROACH

At the GM's discretion, the police may want to arrest Roach and press charges against him for interrupting their stake-out. This sort of charge is fairly questionable in a world where costumed vigilantes are the norm. While it's questionable if the charges would stick (given the city's lenient policy towards heroes or even wannabe heroes), it's really more of a punitive measure that the cops reserve to hassle someone who really irritates them.



It may require a persuasive bit of fast talking on the part of Atomic Roach (or one of the PCs sticking up for him) to save the fledgling hero a trip downtown.

If one of the PCs offers to take the Roach under wing, teach him the ropes of the hero business and keep an eye on him, the police may be more inclined to let him go with just a stern lecture.

CHAPTER 3: SHOWDOWN



WHAT'S HAPPENING

Nocenti and Marietta will flee back to the Nocenti family HQ, Club Ice, a fashionable uptown dance club. (It's a quiet Tuesday night, and the nightclub is closed.) There are a variety of ways that the PCs can track them back there, including the possibility that Jimmy Palmiotti (the cop's informant in the Nocenti family) escaped with them and has managed to relay their location over his wire. (If the GM elects to use this option - Jimmy can give the PCs an occasional running commentary on where he and Nocenti and Marietta are.)

When Nocenti realizes that he's been trailed back to the club, he will try and escape through an old, Prohibition Era smuggler's tunnel that leads into the city's sewer system.

ACTION: STORMING THE NIGHTCLUB

There will be a team of 4 guards (use the Meta-Powered Gangster statblock) at front door of the restaurant. There will be a second team standing guard at the stairs leading to the basement office. Nocenti and Marietta (possibly with Palmiotti in tow) are in the basement office of the restaurant prying open an old escape tunnel (that has been welded shut) from Prohibition days that feeds into the city's sewers. They will have it open in 10 pages.

Kamitsu Khan, the supervillain who supplied the weaponry, was waiting in the back office of the restaurant for his payment. When the PCs arrive, he joins the Meta-Powered Thugs holding off the PCs at the front door. He will flee if he is severely damaged or no longer believes he can win the fight.

In their haste and due to the chaos of the situation, they forgot to post a guard at the loading dock to the club.

PCs with some kind of enhanced or super-powered senses (or who can stealthily reconnoiter the club) can easily discover the unguarded loading dock. A test (-2 difficulty) will be required to sneak in the unguarded loading dock undetected.

A PC with some kind of enhanced powers of perception would need to pass a test (difficulty -1) to perceive the escape tunnel in the basement that leads into the sewers.

OPTION: HOSTAGE SITUATION

As written, the nightclub is closed when the PCs arrive. However, if GM the wants to add a complication to the final scene, she can decide that it's a busy Friday night and the club is packed.

Much as in Chapter One, the criminals will take hostages to attempt to gain leverage. In this case, Marietta and the mafia thugs will hold three dozen club-goers hostage to distract the PCs while Nocenti and Marietta pry open the entrance to the escape tunnel in the basement.

This could be an opportunity for the PCs to implement lessons learned during the earlier hostage crisis.

Khan and four of the thugs with high-tech weaponry will guard the front door. They will yell to the PCs that they have hostages and make outrageous demands (such as requesting to speak to the mayor). Three non-powered mafia thugs will guard the club-goers.

Allies:

- 1) Cops and SWAT officers. Use Police statblock from ICONS.
- 2) FBI Super-human interdiction squad Use Police statblock from ICONS.
- 3) Atomic Roach – Stats in NPC section.

Opposition:

- 1) Meta-Powered Guards and non-powered thugs. Use stats provided in NPC section.
- 2) Kamitsu Khan, a superpowered villain, (stats in NPC section) is the supplier of the weapons and will assist the teams guarding the doors to delay the PCs in order to give Nocenti team to flee.
- 3) Joe Nocenti, the capo, is wearing an assortment of gadgetry and is a formidable opponent. Stats in the NPC section.
- 4) Donovan Marietta, Khan's lackey. Less well equipped than Nocenti or Khan, but still a threat. Stats in NPC section.

RESOLUTION

- 1) If the PCs capture Khan or Marietta, it's a huge victory. Their organization been supplying meta-powered weapons to various factions in 5 different cities.
- 2) If the PCs capture Joe Nocenti - it's a decent victory. If they can get him to testify, it will significantly damage his organization and organized crime in The City.
- 3) The capture of any of the gang leaders is a solid win towards improving life in the city.
- 4) If the PCs look into the origin of the weapons, proceed to the Investigation section below

INVESTIGATION

If the PCs captured some of the weapons they are able to being tracking down the origin of the devices. The machines are powered by Tau Radiation, and have a design that anyone with the Mechanics or Science Specialties can easily recognize. A famous physicist/inventor Dr. Serra at The City College is well known for his experiments with Tau Radiation.

Following this line, the heroes can investigate the source of the weapons. Serra did not invent the items, but can give them a line on the man who might know...

Professor Tom Unger, who had been released from prison not long ago, and now lives in the Stringtown area of The City, (home of the Stringtown Sluggers) in the inventor of the technology that powers the weapons.

The heroes can interview him, where they find a middle aged man living by himself in a loft apartment in a hard part of the city. Inside his apartment, there are all kinds of blueprints and schematics for different kinds of devices.

Tom Unger is a genius, and seems to be worried that anyone knows about his whereabouts. He's also working on something that he doesn't want the heroes to know about. (He's got a prototype of the Terror-Pin shell and his Tachyon Pulse Paralyzer gun in his warehouse underneath his apartment. He won't draw it unless he feels physically threatened.)

He mentions that he's frustrated that his former lab assistant Kamitsu Khan was selling his designs while he was in prison but claims ignorance about who Khan was selling his devices to.

He will attempt to present himself as a reformed criminal trying to make an honest living and will not drop this façade unless he is seriously hassled. In addition, if the final battle seems too easy, feel free to toss Terror-Pin into the mix trying to get revenge on Khan for stealing his plans! Terror-Pin's stats can be found in the NPC section that follows.

META-POWERED GANGSTERS

Use the stats for the meta-powered bank robbers in Scene 1 and wherever a metapowered thug is required in Scene 2 or 3.

Prowess- 3

Coordination- 2

Strength- 3

Intellect – 3

Awareness – 4

Willpower – 3

Tau Radiation Gauntlets : (At GM's discretion, this device gives the wearer either Fire Control, Ice Control or Electricity Control (Create and Attack) – 6

Stamina – 6



The Stringtown Sluggers

The Sluggers control the area around Stringtown - a run down industrial area of trailer parks, dilapidated apartment complexes and abandoned factories. They control the drug trade in that area and also run a carjacking and chop shop operation. Recently - they've expanded into loansharking. Sluggers are easy to spot because they always carry a baseball bat, which is their weapon of choice. They also usually wear a jersey or at least a ball cap from the local baseball team, the The City Bulldogs. The northernmost boundary of Slugger territory runs into the Bunsen Housing Projects and so there has been conflict between the Sluggers and the Bunsen Burners gang. The Sluggers are represented at the meeting by Reggie Hickman, the gang leader, and two of his trusted lieutenants.

Use the Thug stock character from ICONS. If the gangsters manage to acquire the magical artifacts (and activation words), then use the Meta-Powered Thugs stats above.

Bunsen Burners

A small but up and coming gang that controls the drug traffic around the sprawling Bunsen Public Housing Projects. The gang has developed a reputation for torching the cars, homes of both enemies from rival organization and police informants in their neighborhood. They're identifiable by their green and yellow colors. The Bunsen Burners are represented at the meeting by Peter Mitchell, the gang's second in command and two of his cronies.

Use the Thug stock character from ICONS. If the gangsters manage to acquire the magical artifacts (and activation words), then use the Meta-Powered Thugs stats above.

KAMITSU KHAN



QUALITIES

*UNETHICAL TECHNICAL GENIUS
BOW BEFORE KAMITSU KHAN!*

ABILITIES										
PROWESS	1	2	3	4	5	6	7	8	9	10
COORDINATION	1	2	3	4	5	6	7	8	9	10
STRENGTH	1	2	3	4	5	6	7	8	9	10
INTELLECT	1	2	3	4	5	6	7	8	9	10
AWARENESS	1	2	3	4	5	6	7	8	9	10
WILLPOWER	1	2	3	4	5	6	7	8	9	10
HEIGHT: 6'1" WEIGHT: 210										
FIRST APPEARANCE: ATOMIC ROACH #18										

POWERS										
Invulnerable	1	2	3	4	5	6	7	8	9	10
Wall Crawling	1	2	3	4	5	6	7	8	9	10
Flight	1	2	3	4	5	6	7	8	9	10
Blast	1	2	3	4	5	6	7	8	9	10

SPECIALTIES										
Electronics - Master	1	2	3	4	5	6	7	8	9	10
Repair - Master	1	2	3	4	5	6	7	8	9	10
										STAMINA
										11

CHALLENGES

*ARROGANT
PRONE TO RASH DECISIONS
STOLEN RESEARCH*

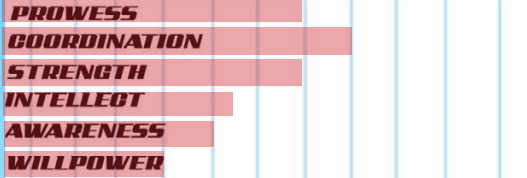
Kamitsu Khan is the Nocenti mob's connection for super-tech devices and weapons. He's outfitted a few dozen of the Nocenti mafia's made men with high tech weaponry that gifted them with superhuman capabilities. This has made the Nocenti Family the up-and-coming faction in The City's underworld. Khan has been on the FBI's Most Wanted list for a few months - ever since the government got evidence that he was involved in trafficking in high tech weaponry in several cities on the eastern seaboard. Capturing him would be a major victory for the forces of law and order in The City. Khan was formerly a mild-mannered academic who grew bored with the dreary life of research and sold his expertise, designs and those of his mentor Tom Unger for top dollar to the Nocenti Family mafia.

NOTE: Kamitsu Khan's powers are derived from a power suit based on the R.O.A.C.H (Robo-Organic Assisting Carapace Hybrid) power suit created by Henry Midas in the 60s, and used as a supervillain's power suit during the 70s and 80s. (See NPC info for Atomic Roach and Terror Pin for more information). Without the battlesuit, his normal stats across the board are 3 or 4 with the exception of Intellect which stays at 6.

THE CAPO



ABILITIES



0 1 2 3 4 5 6 7 8 9 10

HEIGHT: 5'10 **WEIGHT:** 185
FIRST APPEARANCE: ATOMIC ROACH #18

POWERS

Invulnerability
Tau Gauntlets: Fire Control
(Create and Attack)

0 1 2 3 4 5 6 7 8 9 10

SPECIALTIES

Business

STAMINA

9

QUALITIES

*AMBITIOUS UP-AND-COMER
 MOBSTER*

CHALLENGES

*HAIR-TRIGGER TEMPER
 ENEMY: LAW ENFORCEMENT
 DRIVEN TO IMPRESS UNINTERESTED FATHER*

Joe Nocenti is the son of Anthony Nocenti, the ruler of the Nocenti family. Joe's been trying to impress his father and prove that he's ready to step up to lead the family. His father has been less than impressed; leading Joe to try grander and riskier schemes to get his attention. The council of the gang heads was his idea as a way for the Nocentis could gain more power by coopting low level operators into their organization.

Joe wears a high tech harness, hidden under his tailored suit that give him enhanced strength and toughness. Without his battle harness, Joe's stats are Prowess 3, Coordination 2 and Strength 3.

ATOMIC ROACH



ABILITIES

PROWESS	1	2	3	4	5	6	7	8	9	10
COORDINATION	1	2	3	4	5	6	7	8	9	10
STRENGTH	1	2	3	4	5	6	7	8	9	10
INTELLECT	1	2	3	4	5	6	7	8	9	10
AWARENESS	1	2	3	4	5	6	7	8	9	10
WILLPOWER	1	2	3	4	5	6	7	8	9	10

HEIGHT: 5'10 WEIGHT: 170
 FIRST APPEARANCE: ATOMIC ROACH #1

POWERS

Swinging	1	2	3	4	5	6	7	8	9	10
Elemental Control (Radiation)	1	2	3	4	5	6	7	8	9	10
Mind Shield	1	2	3	4	5	6	7	8	9	10
Wall Crawling	1	2	3	4	5	6	7	8	9	10
Affliction (Radiation Poisoning)	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

- Science (Radiology)
- Driving
- Military

STAMINA

10

DETERM.

1

QUALITIES

CONNECTIONS: DR. ANDREW SERRA
 IDENTITY: SERA'S CHAUFFEUR
 WISCRACKER: QUIPS AND BANTER

CHALLENGES

DARK PAST - UNAWARE OF FATHER'S
 CRIMINAL HISTORY
 WEAKNESS: NO RADIATION POWERS
 IF IN LEAD-LINED AREA
 WEAKNESS: NEEDS TO EAT EVERY 8
 HOURS OR LOSE RADIATION POWERS.

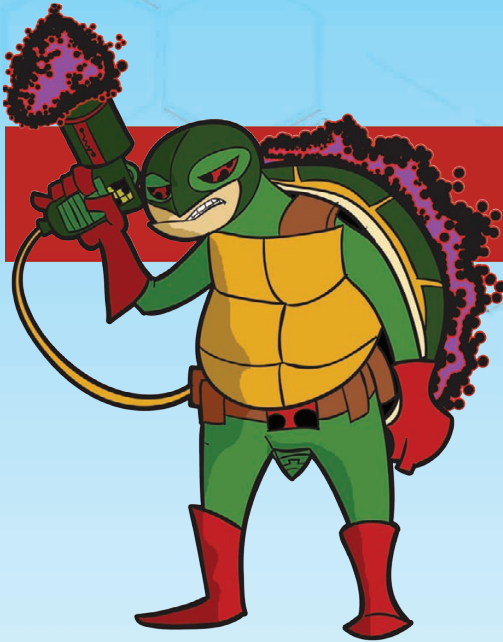
Billy Hopper, the adopted son of renowned physicist Andrew Serra, has grown up watching his mentor over the years, wishing to be just like the old man, who was secretly the hero Rad-Robin, an atomic powersuit hero in the City during the heyday of the masked adventurers. Billy was constantly following his adventures, hoping one day to don the Rad-Robin armor. Except, it takes a pretty high intellect to operate the suit, and Hopper has unfortunately not gained the old man's scientific genius through osmosis. However, his *real* father gave him something that he'd never believe: Super-Powers!

Yes, Billy Hopper's father was R.O.A.C.H. – The Rad Robin's biggest and most villainous arch-nemesis! When R.O.A.C.H. was put away for life, Dr. Serra took pity on the criminal and took in Billy Hopper to raise as his own. Jack Hopper had been exposed to Tau Radiation via his suit before his son had been born. Billy's latent mutation has surfaced, and he dons a costume, and fights crime when he can. Dr. Serra has tried to keep Billy safe, but something inside him longs for adventure, and seeks out danger.

During the day, he drives the old man around town, and at night, he drives evil from every dark corner! He is....ATOMIC-ROACH!

Note: This version of Atomic Roach's stats replaces the preview PDF released by Adamant Entertainment in the months leading up to the release of ICONS.

THE TERROR-PIN



ABILITIES



0 1 2 3 4 5 6 7 8 9 10

HEIGHT: 5'5 WEIGHT: 200
 FIRST APPEARANCE: ATOMIC ROACH #18

POWERS

Paralysis (Device)
 Material Duplication (Device)

0 1 2 3 4 5 6 7 8 9 10

SPECIALTIES

Electronics
 Computers
 Science (Physics)
 Mechanics

STAMINA

12

QUALITIES

CATCHPHRASE: "THEY ALL LAUGHED AT ME AT THE UNIVERSITY, BUT I, THE TERRIBLE TERROR-PIN, SHALL HAVE THE LAST LAUGH!!!"

CHALLENGES

WEAKNESS: ALL OF HIS POWERS ARE DERIVED FROM THE BATTLEHELL SUIT. OUTSIDE OF HIS SUIT, TERROR-PIN IS A FLAT 2 IN ALL PHYSICAL STATS

City College is home to one of the most influential quantum physics programs across the Midwest. Professor Tom Phineas Unger was on the verge of a breakthrough in relativistic physics regarding the ability to manipulate tachyons and affect the flow of time.

He created an emitter that could stop someone in their tracks. This is due to a short burst of Tau radiation that stops a target's flow in the time stream. But, his partner on the project, Doctor Andrew Serra believed the device too dangerous, and ordered it destroyed for the good of mankind.

This would not stand! Clearly Serra was jealous of Unger's superior intellect, and therefore WRONG about the dangers inherent in affecting the time-stream. Unger attempted to have the device stolen, paying the armored villain R.O.A.C.H. to steal it. The superhero Rad-Robin stopped R.O.A.C.H., and sent him off to prison, but Unger was able to steal the Tachyon Pulser while the battle ensued.

Doctor Serra then confronted Unger about the theft of the device, bringing him before the board. Unger was thrown out of City College, disgraced and sent to prison. When he finally was released ten years later, he designed a battle-suit to get revenge on the meddling Rad-Robin and the college that had destroyed his life. No more Tom Unger, soon he would be known as the the Mighty TERROR-PIN !!

PRE-GENERATED PCs: THE STORM AGENCY

WARDEN



ABILITIES

PROWESS	0	1	2	3	4	5	6	7	8	9	10
COORDINATION	0	1	2	3	4	5	6	7	8	9	10
STRENGTH	0	1	2	3	4	5	6	7	8	9	10
INTELLECT	0	1	2	3	4	5	6	7	8	9	10
AWARENESS	0	1	2	3	4	5	6	7	8	9	10
WILLPOWER	0	1	2	3	4	5	6	7	8	9	10

HEIGHT: 6'2 WEIGHT: 220
 FIRST APPEARANCE: STORM AGENCY #1

POWERS

Density Control	0	1	2	3	4	5	6	7	8	9	10
Regeneration	0	1	2	3	4	5	6	7	8	9	10
Transmutation	0	1	2	3	4	5	6	7	8	9	10
Mind Shield	0	1	2	3	4	5	6	7	8	9	10
Element Control (Earth)	0	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Wrestling
 Criminology
 Leadership

STAMINA

11

DETERM.

1

QUALITIES

CATCHPHRASE: "LOCKDOWN!"
 CONNECTIONS: LOCKDOWN WRESTLING LEAGUE
 CONNECTIONS: STORM AGENCY

CHALLENGES

ARCH-ENEMY: R.O.A.C.H.
 PERSONAL: CODE OF ETHICS - WON'T USE HIS SUPER-STRENGTH AGAINST NORMALS.

Warden, Jesse Bardon, was the son of the famous super-hero, Sentinel Star, whose alter ego was Sammy Star, the professional wrestler. Samuel Bardon was proud that his son followed in his footsteps, and thought nothing of his son's amazing strength. That is, until during a fateful bout, when he literally brought the house down! A show of Jesse's super-powered strength nearly killed a fellow wrestler! Donning a mask, Jesse has decided to lead a team of super-powered people called the Storm Agency, and has vowed never to use his massive strength against an innocent person or a normal human ever again.

SPARKY



ABILITIES

PROWESS	5
COORDINATION	5
STRENGTH	5
INTELLECT	5
AWARENESS	5
WILLPOWER	5

HEIGHT: 6'0 WEIGHT: 175
 FIRST APPEARANCE: STORM AGENCY #1

POWERS

Aura (Electricity)
Teleport (arc)

0	1	2	3	4	5	6	7	8	9	10
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SPECIALTIES

Electronics
Power (Aura)

STAMINA

9

DETERM.

4

QUALITIES

CATCHPHRASE: "THAT'S GOTTA HURT!"
 CONNECTIONS: STORM AGENCY

CHALLENGES

AWKWARD GEEKY TEEN
 WEAKNESS: GRAVITY-BASED EFFECTS
 PERSONAL: BAD LUCK

Sparky is actually Josh Thaddeus, a student at City College in his freshman year. Not quite a hit with the ladies, or with anyone for that matter, engineering student Josh was present at a Tau Radiation conversion experiment that went awry.

He was instantly granted a strange ability to shroud himself in an electric field, and able to 'arc', that is to say 'teleport' short distances where electricity can travel. He has since donned a costume and joined a team of like minded College students and faculty, the Storm Agency!

DOCTOR FEELGOOD



ABILITIES

PROWESS

COORDINATION

STRENGTH

INTELLECT

AWARENESS

WILLPOWER

0 1 2 3 4 5 6 7 8 9 10

HEIGHT: 5'11

WEIGHT: 170

FIRST APPEARANCE: STORM AGENCY #1

POWERS

Emotion Control (Pleasure)

Illusion

Blast (Lasers/Heat)

0 1 2 3 4 5 6 7 8 9 10

SPECIALTIES

Science (Lasers)- Exp

Art (Pop Art)

Psychiatry

STAMINA

11

DETERM.

3

QUALITIES

CONNECTIONS: HIS FATHER, THE ORIGINAL
DR. FEELGOOD

CONNECTIONS: THE STORM AGENCY

CATCHPHRASE: "LET'S KEEP IT MELLOW!"

CHALLENGES

SOCIAL: 70s THROWBACK

Enrique Feeley Jr. was on his way to being one of the top laser technicians in the history of the profession. Not to mention, his father was the famous 60s superhero, Doctor Feelgood, a superior psychic and emotion manipulator. Life was good, and Enrique pursued his lifelong dream of cracking the code of visual stimulus affecting personality and behavior.

During an experiment with Tau Radiation and harmonic laser emitters, Enrique was bathed in the strange cosmic radiation and gained the ability to emit lasers from his hands, to create illusions or punishing blasts of energy. Enrique is primarily a psychiatrist, feeling that most criminals can be treated with simple psychological or psychiatric techniques. He also believes that making someone feel better will make them act better, so he doesn't use his blasts as a first resort, or as a second resort. Usually, Enrique will gain the attention of his target and make them feel better, in keeping with his motto: 'Let's Keep This Mellow'. Enrique however, is a bit of a throwback to the 'I'm Ok, You're Ok' Self-Help era of the 70s, coming off as a little anachronistic and maybe a little naive at times. He is a member of the Storm Agency, one of the city's most prominent superhero teams.

DOCTOR TENEBROUS



QUALITIES

IDENTITY: PROFESSOR OF ARCHAEOLOGY AT CITY UNIVERSITY

CONNECTIONS: THE STORM AGENCY



HEIGHT: 5'11 WEIGHT: 170
 FIRST APPEARANCE: STORM AGENCY #1



CHALLENGES

SOCIAL: UNNERVING PRESENCE

PERSONAL: WHISPERING DARKNESS

AURA

STAMINA

11

DETERM.

2

Reuben Black was a storied professor of Archaeology, whether heading down to Tikal for a brush with the mystics of the River Women, or finding lost pottery in the Shrouded Monastery of Xanadu, Black was often confronted with strange powers of the magical past. On a trip to the Congo, he had found what he believed to be Zinj, the fabled mines of Solomon.

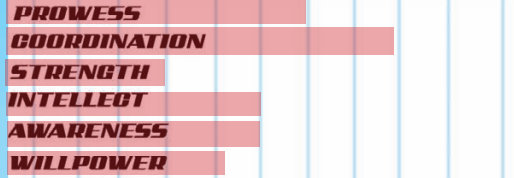
What he found there was a deep evil that nearly devoured his very soul during a delve into the ruins of the mine. When the locals dragged him out, an ancient wise man from their village poured into him the Serum of the Ghost Lotus, which gave him supernatural powers.

Once he returned from his trip, he joined up with others from City College who had gained super-powers in different ways. Though he fights against evil, he always hears the temptations of the lost souls from Zinj.

ANANSIA



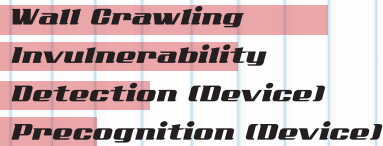
ABILITIES



0 1 2 3 4 5 6 7 8 9 10

HEIGHT: 5'7 WEIGHT: 150
FIRST APPEARANCE: STORM AGENCY #1

POWERS



0 1 2 3 4 5 6 7 8 9 10

SPECIALTIES

Weapon (Garrote)

STAMINA

7

DETERM.

1

QUALITIES

CONNECTIONS: ENRIQUE FEELY/CITY UNIVERSITY

CONNECTIONS: THE STORM AGENCY

EPITHET: QUEEN OF SPIDERS

CATCHPHRASE: "ARE YOU AFRAID OF SPIDERS?"

CHALLENGES

PERSONAL: AMNESIAC

BAD LUCK

Anansia is a cipher. A codename given to an anonymous, amnesiac woman who has been treated by Dr. Enrique Feeley Jr. (Dr. Feelgood) since she was just fifteen years old. For the last four years, her ability to craft devices to give her superhuman powers has been used to protect the people of The City from other scientific and technological dangers. She has no idea who her parents are, where she's from, or anything else about her past.