

# HERO PACK 2

**by Dan Houser and the ICONS Fans!**





# ACKNOWLEDGEMENTS



THE HEROES AND VILLAINS FOUND WITHIN WERE THE PRODUCTS OF THE FANS' IMAGINATIONS, AND ENTERED INTO ICONS CANON. THE DESIGNS ARE PROOF THAT THE FANS OF SUPERS GAMING ARE ALWAYS READY TO PROVIDE COLORFUL HEROES AND VILLAINS AT A MOMENT'S NOTICE. THANKS TO ALL OF THE CONTRIBUTORS, WITHOUT YOU GUYS AND GALS, THIS WOULD BE A BOOK FULL OF BLANK CHARACTER SHEETS!

- 1 - ADAPTOR - TOM HISE
- 2 - ALCHEMIST - RUNE REINAAS
- 3 - ALIENMASTERMIND - LON BRAIDWOOD
- 4 - BLUESHIFT - CHRIS MARTZEN
- 5 - CANCER - KIRBY ARINDER
- 6 - CLOCKER - DAN GALLANT
- 7 - DARKNESS - JOHN POST
- 8 - DARK PHARAOH - JOHN POST
- 9 - ELITE - KATIE HISE
- 10 - GRAVEDIGGER - SOYLENT GREEN FROM RPG.NET
- 11 - GUARDIAN - FRANK-THOMAS STORMO/RUNE B REINAAS
- 12 - HEKATE - KIRBY ARINDER
- 13 - KID CALAMITY - KIRBY ARINDER
- 14 - KUMBHAKARNA - KIRBY ARINDER
- 15 - KYUDO YUMI - JOHN POST
- 16 - MAYET - MAGNHILL SOFIE ODINSDOTTIR
- 17 - THE MOOK - LON BRAIDWOOD
- 18 - NECROVORE - JOHN POST
- 19 - OMNI - JOHN POST
- 20 - THE PEER - KIRBY ARINDER
- 21 - PRESTIGIO - JOE BARDALES
- 22 - QUEEN MALEVOLA - KIRBY ARINDER
- 23 - RAGGED JACK - KIRBY ARINDER
- 24 - ROCKETTE - TIM KNIGHT
- 25 - SCARLET SABRE - SOYLENT GREEN FROM RPG.NET
- 26 - SELENE - KIRBY ARINDER
- 27 - SEPHIRA ELEVEN - KIRBY ARINDER
- 28 - SHADOWFORM - KATIE HISE
- 29 - TECHNOMAGE - RUNE REINAAS
- 30 - WOODY - JOE BARDALES

SINCERELY

  
DAN HOUSER  
LINE ARTIST, ICONS

# ACKNOWLEDGEMENTS

# ADAPTOR

**Real Name:** Carl Wilcox

**Origin:** Transformed

**PROWESS** 5  
**COORDINATION** 5  
**STRENGTH** 4  
**INTELLECT** 3  
**AWARENESS** 3  
**WILLPOWER** 8

**STAMINA** 12  
**DETERMINATION** 1

## **SPECIALTIES**

Mental Resistance  
Power

## **POWERS**

Telekinesis 6  
Phasing 2  
Binding 8  
Illusion 6

## **QUALITIES**

- Connections : Defenders of the World
- Epithet : Master Controller
- Identity : Earth Guardian
- Catchphrase : I will use the the world to stop

you!

- Motivation : Avenging Caretaker
- Connections : Julie Peters, Girlfriend

## **CHALLENGES**

- Social : Environmentalist Extreme
- Personal : Arrogant





## THE SECRET ORIGIN OF...

# ADAPTOR

Park Ranger Carl Wilcox was dissatisfied with his life. He was doing his best to protect the environment but his actions were limited by too many rules. Wilcox quit in disgust and decided to live in nature and to protect it his way. He traveled the world, into the wildest frontier he could find. Finding a cave to live in, his new life began.

When winter set in he moved further back into the cave, hoping for more warmth. There, a spirit of the Earth, Gaia, saves him by transforming him. Thinking his vision to be paranoid delusion, he attempts to climb out of the cavern, when the rocks themselves form a stairway to the entrance of the cave.

Out into the sunlight walks Adaptor; Defender of the World.

**Game play:** Adaptor uses his telekinesis to move objects to where he wants them. Binding is his telekinesis wrapping the objects around his target. Illusion is reshaping the object to the shape he desires and phasing isn't done on himself but the objects are moved or shaped to pass by him. This can be done on energy as well since it is matter.

# ALCHEMIST

**Real Name:** Adam Michael Anderson

**Origin:** None Specified

**PROWESS** 3  
**COORDINATION** 4  
**STRENGTH** 3  
**INTELLECT** 5  
**AWARENESS** 4  
**WILLPOWER** 4

**STAMINA** 7  
**DETERMINATION** 2

## **SPECIALTIES**

Science (Physics)  
Leadership  
Languages  
Athletics

## **POWERS**

Material Duplication 8  
Transmutation 9 (Must touch object)

## **QUALITIES**

- Identity : Top Student
- Connections : Defenders of Tomorrow
- Motivation : "I will become a great hero"
- Catchphrase : "Nothing is Constant!"

## **CHALLENGES**

- Personal : Low self-esteem
- Personal : Still quite inexperienced



**THE SECRET ORIGIN OF...****ALCHEMIST**

Losing his parents at an early age, young Adam was raised by his grandparents on their farm just outside Garden City, Kansas. As Alchemist, Adam has the power to transform, control and shape any material he touches. It's still a mystery how he acquired his powers. He did not become able to control them until he reached his early teens and are still unsure what the limits to his powers are. Alchemist is unable to create living things, but any other form of transmutation seems to be within reach, even turning solid steel into nothing more than air.

More recently he has also been able to take on the traits of materials he comes into contact with such as turning his body into stone, metal or even gaseous form, thus gaining both great strength and invulnerability. Still somewhat young and inexperienced Alchemist dreams of helping people and becoming a great hero, so when the world was in danger, and he was offered a place on the super-team "Defenders of Tomorrow" he did not hesitate to join. Now Alchemist is the heart and soul of the team, and on the way to becoming the hero he's always wanted to be.



# **ALIEN MASTERMIND**

**Real Name:** Unpronouncable

**Origin:** Unearthly

**PROWESS** 4  
**COORDINATION** 4  
**STRENGTH** 4  
**INTELLECT** 9  
**AWARENESS** 6  
**WILLPOWER** 7

**STAMINA** 11

**DETERMINATION** \*

## **SPECIALTIES**

Leadership  
Computers Master  
Electronics Expert

## **POWERS**

Minion 6 - Alien Robots  
Force Field 5  
Flight 4  
Blast 6 (Shooting) - The power of the SUN!  
• Explosion

## **QUALITIES**

- Catchphrase : You cannot outsmart me!
- Epithet : Emperor of the Blue Suns

## **CHALLENGES**

- Weakness : Overconfident
- Weakness : Magic



## **THE SECRET ORIGIN OF...**

# **ALIEN MASTERMIND**

The being known as the Emperor of the Blue Suns had become bored. He had risen to power on his homeworld, and from there raised an Empire that spanned the stars -- expanding until he had conquered the entire galaxy. There were no worlds that were not under his direct control. So he commanded his scientists to come up with a way to make the leap across the tractless void between galaxies -- and, after a few judicious executions to encourage the others, his researchers developed the Quantum Gate.

Using the Gate, the Alien Mastermind can travel farther than any conqueror before him -- and, having conquered his own galaxy, he is now here to conquer ours.



# BLUESHIFT

**Real Name:** Doctor Thomas Landorf PhD

**Origin:** Gimmick

**PROWESS** 4  
**COORDINATION** 7  
**STRENGTH** 2  
**INTELLECT** 9  
**AWARENESS** 3  
**WILLPOWER** 5

**STAMINA** 6  
**DETERMINATION** 2

## **SPECIALTIES**

Science (Physics)  
Electronics  
Martial Arts

## **POWERS**

Superspeed 6  
Fast Attack 6

## **QUALITIES**

- Catchphrase: "Watch out for the Blueshift!"
- Connection: Dr. Ted Sims
- Epithet: World's Fastest Astrophysicist
- Motivation: Stolen Research

## **CHALLENGES**

- Enemy: Dr. Devious
- Personal: Overanalyzes
- Weakness: Dark Energy Research



## **THE SECRET ORIGIN OF...**

# **BLUESHIFT**

Dr. Thomas Landorf was one of the world's leading scientists in the study of the expansion of the universe when he made a startling discovery; he found proof that the expansion of the universe could be explained by a form of quintessence dark energy, which pushes objects in the universe apart and varies in strength from location to location.

Before he could announce his findings, however, his research was stolen and announced by rival Dr. John Dearsly. Landorf publicly confronted Dearsly, who quickly became shunned in academia for the theft. That was when the crimes began. Throughout the city, thefts and robberies which seemed unexplainable had become the norm.

Landorf recognized that the crimes could only have been committed through an extreme, localized force: Quintessence dark energy. Dearsly, now calling himself Dr. Devious, was using his research for evil. Landorf donated his previous research to a colleague and threw himself into creating something that could be used against Devious. He developed the Quintessence Belt, capable of accelerating the wearer to superhuman speeds and took a name from a physics concept used when objects accelerate towards the observer. Villains beware, the only thing you'll see before you're stopped is The Blueshift!



# CANCER

**Real Name:** Varies

**Origin:** Varies

**PROWESS** Variable

**COORDINATION** Variable

**STRENGTH** Variable

**INTELLECT** Variable

**AWARENESS** Variable

**WILLPOWER** Variable

**STAMINA** Varies

**DETERMINATION** \* - Villain

## SPECIALTIES

Varies from iteration to iteration (See Origin)

## POWERS

Alter Ego (Unlimited random serial alter egos)

10

Duplication [variable]

Emotion Control (Love and Respect only)

[variable]

Immortality [special -- See Origin]

## QUALITIES

- Epithet: The Memetic Menace
- Motivation: Reproduce and conquer.

## CHALLENGES

- Personal: No regard for human life except as hosts
- Weakness: to genuinely persuasive argument against Cancer's reason for being
- GM's choice effects, possibly including Stun checks or reduction of Emotion Control power level.



## **THE SECRET ORIGIN OF...**



Many heroes and villains have legacy names, costumes, and powers. Cancer is a supervillain who is nothing *but* a legacy, an identity dozens have adopted, sometimes several simultaneously. The original Cancer's true name was never discovered; the villain appeared in the late 1970's, masterminding a hostage plot, and was killed in the course of it. But something about the appearance, style, and rhetoric of Cancer was so persuasive that the following year another person took up the mantle, a person with no apparent connection to the first. Since then, there has never been a year in which no one adopted the identity of Cancer, and there have often been several at one time. Worse, the supervillain acquired a sort of cult following – the Cancer insignia appears on t-shirts more often than the face of Che Guevara. Cancer, being incarnate in many people, is sometimes a murderous demon and sometimes a whimsical jokester, but is always dangerous.

**Notes:** *Many of Cancer's powers function slightly differently than the versions presented in the rulebook. Alter Ego represents the fact that almost every time Cancer appears, he or she is literally a new person. Thus, Cancer cannot shift out of Alter Ego without being killed. Skip the Origin phase in rolling Cancer's Alter Ego. If Cancer has only two powers, they are Immortality and Emotion Control. Immortality cannot be drained, stolen, or duplicated without player creativity; none of Cancer's hosts are immortal, but when one dies, another will shortly take its place. Emotion Control requires verbal or visual contact – a glimpse of Cancer's insignia is enough – and represents a partial psychological takeover: not enough to transform a person into Cancer, but enough to instill devotion. Roll for this power's level normally. If Cancer has three powers, the third is always Duplication, representing the fact that several people have simultaneously taken up the mantle. Roll for this power's level normally, though it is also immune to draining, power duplication or power theft. Duplicates cannot be dispelled, and there is no "central" duplicate. Roll a separate alter ego for EACH duplicate, although of course none of them can have Duplication. If Cancer has four or five powers, then roll for them normally; on rare occasions, metahumans, magicians, or users of high technology have taken up the mantle of Cancer.*



# CLOCKER

**Real Name:** Jason Clockworthy

**Origin:** Birthright

**PROWESS** 4  
**COORDINATION** 3  
**STRENGTH** 2  
**INTELLECT** 4  
**AWARENESS** 4  
**WILLPOWER** 4

**STAMINA** 6  
**DETERMINATION** \* - Villain

## SPECIALTIES

Performance (Comedy)  
Psychiatry Expert

## POWERS

Wizardry 8 (Magic)  
• Slow Time (Super-Speed)  
• Slow Time (Fast Attack)  
• Freeze Time (Paralysis)  
• Time Travel

## QUALITIES

• Catchphrase : "I've got **TIME** to **KILL!**"  
• Motivation : It's all a joke, and I've got the cure!

## CHALLENGES

• Bad Luck



## **THE SECRET ORIGIN OF...**



Jason Clocksworthy always had a joke on his lips, and with his gangly appearance, he could always get a laugh. He used his talent to pay his way through medical school. His final thesis was on the uses of comedy in the treatment of serious mental conditions. The board who reviewed his work declined his PhD, on the grounds that his work was fringe and unproven.

Dejected, and at his lowest point, he planned to commit suicide. Standing on the edge of a bridge, he looked up one more time at the rainy sky. The moment stretched on and on, the rain drops seemed to slow and stop in mid air. Everything was in a freeze frame, the world stopped. He suddenly realized that the world was a sad, still place, and it needed a good laugh! And only he could see the world for what it really was.

He spend the next few months honing his abilities, providing free "therapy". Unfortunately for the target of his "comedy therapy", these treatments were usually lethal. Taking the name Clocker, after his favourite slapstick action, he would cure the world and everyone in it, whether they wanted it or not.



# ***DARKNESS***

**Real Name:** Tony Corbain

**Origin:** Birthright

**PROWESS** 5

**COORDINATION** 4

**STRENGTH** 4

**INTELLECT** 5

**AWARENESS** 4

**WILLPOWER** 6

**STAMINA** 10

**DETERMINATION** 2

## **SPECIALTIES**

Mental Resistance

Wrestling (Akijutsu)

Martial Arts (Akijutsu)

## **POWERS**

Elemental Control 7  
(Darkness)

- Creating
- Shaping

Phasing 4 - Become Living  
Shadow

Supersenses 1 (Enhanced Vision) - Darkvision

Emotion Control 7 (Fear)

## **QUALITIES**

- Catchphrase "You are wise to fear the darkness!"
- Epithet "Master of Shadows"
- Identity - Geeky High School student

## **CHALLENGES**

- Weakness: Powers do not work in direct sunlight
- Personal - Inferiority Complex; Just a Kid
- Social: Terrifying Appearance
- Weakness: Emotion Control only works in Shadow Form



**THE SECRET ORIGIN OF...****DARKNESS**

As a young boy, Anthony Corbain was terrified of the dark. As he hid under his covers, he wished and wished that he could control his fear and the night. To his surprise, when he peeked out from under the covers, he could see around his darkened room. He soon discovered that he could not only see in the dark, but also create darkness and become one with the shadows. As his powers have grown, he has dedicated himself to the martial arts to become a better crime fighter.

Anthony's powers are manifestations of his inherent magical abilities. He doesn't know it, but he's the son of Necromancer and the White Witch, two powerful sorcerers and superheroes. The White Witch felt that she would have placed her child in too great a danger by raising him, so put him up for adoption as a newborn. Anthony does not yet know he is adopted.

Because Darkness feels insecure around other superheroes, he prefers to work alone or follow the lead of senior heroes. He covers his uncertainty with an aura of mystery and avoids talking whenever possible. When he does speak, he affects a deep, raspy voice to cover his age.



# **DARK PHARAOH**

**Real Name:** Unknown

**Origin:** Unearthly

**PROWESS** 3  
**COORDINATION** 4  
**STRENGTH** 6  
**INTELLECT** 9  
**AWARENESS** 6  
**WILLPOWER** 9

**STAMINA** 15  
**DETERMINATION** \* - Villain

## **SPECIALTIES**

Languages Master  
Mental Resistance Master  
Occult Master  
Electronics Master  
Psychiatry Master

## **POWERS**

Wizardry 10 (Magic (Willpower))  
• Minion  
Emotion Control 10 - (Madness)  
Life Support 8 - All except sleeping and eating  
Mind Control Device 9  
Force Field 10  
Dimension Travel 7  
Immortality 10

## **QUALITIES**

- Identity : Avatar of Nyarlathotep
- Connections : Cultists
- Motivation : Cause madness and destruction
- Motivation : Fulfill the will of the Outer Gods



## **CHALLENGES**

- Enemy : The Necromancer
- Enemy : Various National and International Police Agencies
- Social : Completely amoral sociopath
- Weakness : Specially prepared magical weapons and charms weaken Powers

## **THE SECRET ORIGIN OF...**

# DARK PHARAOH

The Dark Pharaoh gets his name from his origin, not his appearance. He is an earthly avatar of Nyarlathotep, the Crawling Chaos. Nyarlathotep is a messenger and servitor of the Outer Gods. Their plans are unfathomable to mere mortals, but generally involve the potential destruction of earth or enslavement of all mankind. The Dark Pharaoh works to do their bidding here on earth. He accomplishes this by maintaining a devoted cult of followers willing to kill or die for him. He travels the world giving demonstrations of an advanced technological machine of his own construction. The demonstration involves a combination of magic and unearthly technology that leaves viewers speechless. The weak-minded become his thralls and persuade others to attend. His followers are present in all levels of society and likely include supers.

The Dark Pharaoh is completely amoral and views humans with the same level of respect and compassion that we view viruses. He always remains calm and serene, regardless of the events around him. This may be particularly disturbing to characters when he says the most awful or terrifying things with the emotion of someone reading a shopping list. Because the Dark Pharaoh is an avatar of a god, defeating him generally involves thwarting his latest scheme or disrupting his network of cultists. He rarely enters combat directly, preferring to summon unspeakable horrors from the outer dimensions to fight for him.



## ELITE

**Real Name:** Jordan Sanders

**Origin:** Transformed

**PROWESS** 5  
**COORDINATION** 7  
**STRENGTH** 3  
**INTELLECT** 6  
**AWARENESS** 7  
**WILLPOWER** 4

**STAMINA** 7  
**DETERMINATION** 1

### SPECIALTIES

Underwater Combat  
Martial Arts  
Languages

### POWERS

Aura 5  
Aquatic 6  
Mind Shield 5

### QUALITIES

- Connections : Defenders of the World
- Connections : Jackson Rogers - Boyfriend
- Motivation : Loves to Battle
- Identity : Nature Lover
- Epithet : Little Defender

### CHALLENGES

- Personal : Teenager
- Social : High School



## **THE SECRET ORIGIN OF...**



On a sailing trip with her family when she was 4, Jordan Sanders falls overboard while reaching out to touch a seagull. She sinks like a stone, yet miraculously, \*something\* intervenes -- to this day, Jordan does not know what precisely happened, but denizens of the ocean bestowed gifts upon her that saved her life. The fish give her the ability to breathe underwater. The eels give her the ability to defend herself by sheathing her body in electricity. And, upon her return to her parents' boat, the seagull that precipitated her fall speaks to her telepathically, apologizing for the mishap and giving her the ability to shield her mind. The gull, obviously far more than it appeared to be, then leaves the child with her grateful parents.

Jordan grows up, living a fairly normal life -- largely avoiding the use of her powers -- until high school. There she is approached by Shadowform (page 55), who tells her that as a native of the 22nd century, she recognizes Jordan as "Elite, Defender of the World" -- a great hero from history. Jordan Sanders -- Elite -- joins the group, to fulfill her destiny.



# GRAVEDIGGER

**Real Name:** Klaus Dugger

**Origin:** Birthright

**PROWESS** 4  
**COORDINATION** 5  
**STRENGTH** 7  
**INTELLECT** 2  
**AWARENESS** 2  
**WILLPOWER** 3

**STAMINA** 10

**DETERMINATION** 1

## **SPECIALTIES**

Weapons Expert (Shovel)

## **POWERS**

Leaping 6

Invulnerability 4

Strike 5 - Shovel

Resistance 5 (Afflictions)

## **QUALITIES**

- Connections : Mr. Burgess, Employer and Foster Father
- Motivation: To be a comic-book hero!
- Catchphrase: "Evil IS BAD!"

## **CHALLENGES**

- Personal: Gullible
- Social: Sinister Appearance



**THE SECRET ORIGIN OF...**

# **GRAVEDIGGER**

Abandoned by his parents at birth, the freakish Gravedigger was taken in by a local undertaker, Mr Burgess. An avid comicbook reader he quickly resolved to use his powers and mighty shovel to fight evil because evil is bad.



# GUARDIAN

**Real Name:** William Kage

**Origin:** None Specified

**PROWESS** 6  
**COORDINATION** 5  
**STRENGTH** 6  
**INTELLECT** 5  
**AWARENESS** 5  
**WILLPOWER** 5

**STAMINA** 11

**DETERMINATION** 2

## **SPECIALTIES**

Weapons Expert (Blades)

Weapons Expert (Guns)

Stealth

Military

Martial Arts

## **POWERS**

Blast Device 8 (Shooting) - Futuretech Handgun and Rifle

Invulnerability Device 4 - Futuretech Armour

Strike Device 7 (Slashing) - Futuretech

Monoblade

Regeneration 4 - Genemods and cybertech

## **QUALITIES**

- Connections : Defenders of Tomorrow
- Catchphrase : Let's solve this problem... Permanently!
- Motivation : Never let my dark future become reality
- Identity : William Kage, college football athlete



## **CHALLENGES**

- Social : Future Man
- Personal : Unable to trust superpowered individuals
- Personal : Brutal

***THE SECRET ORIGIN OF...***

# GUARDIAN

William Kage was born in the year 2030. In his time-line society considered superpowered individuals dangerous. The SBI, formerly the superhuman division of FBI, had been given authority to relocate them – forcibly if necessary. Not all supers had agreed to relocation, and terrorist groups appeared. At a young age William was recruited by SBI, receiving genetic and nanotechnological enhancements during his training so he would be able to fight and apprehend superpowered individuals.

At the age of 18, Kage and his squad responded to super activity near the ruins of QuanTech Labs. Swooping in on a gunship, the squad jumped out and faced a unknown but very powerful superhuman. After a vicious struggle, Kage followed the trail to a room full of ancient computers. As he blasted through a sealed vault door in pursuit everything went white...

Kage's next memory was of the same location – but now full of people trying to close the vault door behind him before everything got sucked into a black vortex, and so Kage was introduced to the year 2011.

Still conflicted about supers, William decided that to keep an eye on them he would join them. As Guardian he is one of the Defenders of Tomorrow, but stand ready to take action if they step out of line.



# HEKATE

**Real Name:** Kate Heck

**Origin:** Unknown

**PROWESS** 2  
**COORDINATION** 2  
**STRENGTH** 2  
**INTELLECT** 3  
**AWARENESS** 4  
**WILLPOWER** 7

**STAMINA** 9  
**DETERMINATION** \* - Villain

**SPECIALTIES**  
None

**POWERS**  
Danger Sense 8  
Emotion Control 9  
Fast Attack 1  
Wizardry 7  
• Telekinesis  
• Telekinetic Attack

**QUALITIES**  
• Epithet: Night-witch of the Moon's Dark Side;  
• Identity: Kate Heck

**CHALLENGES**  
• Personal: Lust for personal power  
• Personal: Jealous of any potential rival;  
• Weakness: Forbidden from directly harming Selene or her family and friends, or revealing her secret identity  
• Weakness: Fast Attack can be used only for Telekinesis/TK Attack, and TK/TK Attack can be used only once per round.



**THE SECRET ORIGIN OF...****HEKATE**

Hekate is an immortal witch from the dread ebon jungles and nightmare fungal forests of the moon's dark side; she has pacts with many alien entities of malevolent bent, and possesses her own formidable sorcerous powers. Or, perhaps she is Kate Heck, heiress, recent college graduate, and viciously venomous socialite. Her story is intimately bound up with that of the superhero Selene; the way Hekate tells it, when the queen of the moon decided to incarnate as a human child, the lunar witch decided to do the same, out of pure malice.

The two grew up in families that were acquainted with one another; they fought as infants, were rivals in high school, dated the same people – Kate always taking steps to make Selene's life miserable. When the time was right for the moon-queen to reveal herself, so did the night-witch – still forbidden by ancient oath to harm Selene directly, but feeling no such compunction regarding others.

**Character note:** *Hekate's identity-crossing rivalry could just as well be with a PC. Her Telekinesis manifests as her moon-demon servant, Chandra, who cannot be damaged, but is too stupid to act without verbal and gestural direction.*

# KID CALAMITY

**Real Name:** Calvin Jenkins

**Origin:** Gimmick

**PROWESS** 2  
**COORDINATION** 2  
**STRENGTH** 2  
**INTELLECT** 5  
**AWARENESS** 4  
**WILLPOWER** 2

**STAMINA** 4  
**DETERMINATION** 3

## SPECIALTIES

Athletics  
Power Mastery (Wizardry)  
Sidekicking  
Stealth

## POWERS

Danger Sense 8  
Probability Control (Good luck) 10  
Wizardry (Gadgets) 4

- Blast
- Swinging

## QUALITIES

- Connections: The Junior Justice Gang
- Connections: Local adult superteam
- Identity: Calvin Jenkins
- Motivation: Be a Real Superhero

## CHALLENGES

- Personal: Bad Luck
- Personal: Youth
- Personal : Insatiable Adrenaline Junkie
- Personal: Fearless trouble magnet





**THE SECRET ORIGIN OF...****Kid Calamity**

By the time he was two years old, Calvin Jenkins knew with iron-hard certainty what he wanted to be when he grew up: A superhero. When he grew to the ripe old age of ten, he decided it was time for him to start. Now he's eleven, and armed with some homemade gadgets and a total unwillingness to recognize danger, he goes out on any night he can fool his parents into thinking he's sleeping, to patrol for evil. Of course, in his suburban neighborhood, he doesn't often find it... but surprisingly, sometimes he does.

More than once, Kid Calamity has had to deal with real supervillains, aliens, monsters, and ordinary criminals; he's often had to be rescued by adult superheroes. Every time this happens, he's far more excited about meeting his idols than he is worried about the danger. Given any opportunity, he'll tag along on cases or otherwise offer help in the ongoing fight against evil; denied the opportunity, he'll try to help out anyway. His heart is pure gold, but it will take every ounce of his luck and his friends' efforts to get him to adulthood.

# KUMBHAKARNA

**Real Name:** None

**Origin:** Unearthly

**PROWESS** 6  
**COORDINATION** 3  
**STRENGTH** 6  
**INTELLECT** 3  
**AWARENESS** 3  
**WILLPOWER** 5

**STAMINA** 11  
**DETERMINATION** \* - Villain

**SPECIALTIES**  
Martial Arts Expert

**POWERS**  
Growth 10  
Invulnerability 7

**QUALITIES**  
• Epithet: The Odious Ogre

**CHALLENGES**  
• Personal: Monstrous appearance when using Growth  
• Personal: Inhuman appetites  
• Weakness: Requires periodic hibernation.



**THE SECRET ORIGIN OF...****KUMBHAKARNA**

The mythical Kumbhakarna was a rakshasa of prodigious size and strength, one of the mightiest warriors in all of creation. The present-day supervillain of that name neither confirms nor denies identity with the villain from the Ramayana, but the connections are suggestive. At “normal” size, he is a huge Indian man; when he uses his Growth, he comes to look more monstrous the larger he gets. Nothing is known of Kumbhakarna’s history before he destroyed Tallahassee in a berserk rampage, eating anything even remotely digestible and then falling unshakeably asleep afterwards; he has spent the intervening years in and out of prison, sometimes working for other supervillains and sometimes bound on his own schemes.



# KYUDO YUMI

**Real Name:** Gilbert Marcus

**Origin:** Gimmick

**PROWESS** 4  
**COORDINATION** 6  
**STRENGTH** 4  
**INTELLECT** 5  
**AWARENESS** 5  
**WILLPOWER** 6

**STAMINA** 10  
**DETERMINATION** 3

## **SPECIALTIES**

Weapons Master (Bows)  
Mental Resistance Expert

## **POWERS**

Blinding Device 4 - (Smoke Arrows)  
Burst  
Strike Device 6 (Bashing) - (Blunt Arrows)  
Swinging Device 5 - (Grappling Arrows)

## **QUALITIES**

- Epithet : Master of Kyujutsu (Zen Archery)
- Motivation : Perfection of himself through perfection of his Art
- Catchphrase : Control the mind or the mind controls you.
- Catchphrase : "I have a special arrow for just this occasion."

## **CHALLENGES**

- Personal : Strict Ethical Code (Zen Buddhist)
- Enemy : Black Dragon Ninja Clan
- Social : Seems aloof and indifferent



**THE SECRET ORIGIN OF...****KYUDO YUMI**

Gilbert "Gil" Marcus was a college student studying in Japan. While visiting a museum in Kyoto, a group of black clad figures swarmed the building. The ninja began killing security guards as they headed for the exhibit Gil was viewing. Without thinking, he grabbed an ancient bow from its display case and fired three arrows into the first three attackers. Soon, he had emptied the quiver into the would-be thieves and thwarted the robbery.

Gil became a media sensation celebrated in Japan and the world, but the Back Dragon Clan vowed to avenge their disgrace. As the ninja surrounded his hotel, Gil heard the sound of arrows flying through the night. He saw dozens of unconscious ninja on the ground and a masked man who told him to follow or die. The man told Gil that he had done a great service to his clan and he would repay Gil by teaching him the ways of Kyujutsu. The man added, "If you are able to listen and control your mind, you may live."

Yumi is a Zen warrior. He knows that calmness, not skill, is the true mark of a great warrior. Others sometimes mistake this calm for obliviousness or indifference. Nothing could be farther from the truth. Yumi is an intense warrior who is single-minded in his pursuit of justice.

# MAYET

**Real Name:** Kitty (Katherine) White

**Origin:** None Specified

**PROWESS** 3  
**COORDINATION** 5  
**STRENGTH** 3  
**INTELLECT** 6  
**AWARENESS** 5  
**WILLPOWER** 6

**STAMINA** 9  
**DETERMINATION** 2

## SPECIALTIES

Languages Expert  
Occult  
Mental Resistance

## POWERS

Mind Control 8  
Telekinesis 6  
• Defending (Telekinetic Bubble)  
• Moving (Flight)  
Telepathy 4

## QUALITIES

- Connections : Defenders of Tomorrow
- Identity : Withdrawn Language Student
- Motivation : To discover who she is, and where she came from
- Epithet : "My thoughts belong to me, and so do yours"

## CHALLENGES

- Personal : Lack of Empathy
- Social : Bookworm





## ***THE SECRET ORIGIN OF...***

# **MAYET**

Kitty White doesn't know a lot about herself, but she knows everything about you. Her early years is a puzzle she pieced together from stray thoughts at the orphanage where she grew up. An american couple, the Whites, apparently brought her back from Egypt, where she was given to them by her mother, who, clearly hunted by someone, something, disappeared into the narrow streets of Cairo.

Now, Mayet is hunted too. She can hear strange thoughts on the edge of her mind. Something about being chosen, about being a goddess of death and fulfilling her purpose. Kitty doesn't like the sound of what's coming, so she tries to blend in and hide. She's pretty, but she can make them not see that. She studies languages, but never speak a word. It's safest that way. Why talk to people anyway, when you can read their minds? Mayet reluctantly joined the Defenders of Tomorrow when they asked her. Maybe they can stand between her and whatever hunts her when it finally comes?

# THE MOOK

**Real Name:** Alexander Kidd

**Origin:** Birthright

**PROWESS** 6  
**COORDINATION** 4  
**STRENGTH** 5  
**INTELLECT** 5  
**AWARENESS** 5  
**WILLPOWER** 6

**STAMINA** 11  
**DETERMINATION** \*

## **SPECIALTIES**

Drive  
Criminology

## **POWERS**

Duplication 6  
Invulnerability 8

## **QUALITIES**

- Connections : Villain Network
- Epithet : Henchman For Hire
- Motivation : Money, Baby!

## **CHALLENGES**

- Social : Overbearing
- Weakness : Diamond Dust
- Personal: Won't Hurt Kids



**THE SECRET ORIGIN OF...****The MOOK MOOK MOOK**

Alexander was a petty crook just like his dad. Dad died during a robbery and one day he figured he would too. When that day arrived instead of dying in a hail of bullets; the bullets bounced off him and he spilt into several copies of himself. Since that day he has hired himself out to many super-villains as the Mook. His loyalty only lasting as long the money does.

He avoids hiring himself out to psychos and world conquering types if he can, but if the money is good enough the Mook will be there.



# NECROVORE

**Real Name:** Wallace Geoffery

**Origin:** Transformed

**PROWESS** 2

**COORDINATION** 3

**STRENGTH** 3

**INTELLECT** 7

**AWARENESS** 7

**WILLPOWER** 7

**STAMINA** 10

**DETERMINATION** \* - Villain

## SPECIALTIES

Occult Master

Science (Archeology)

## POWERS

Life Drain Device 8 - Crystal Skull

- Increase Stamina
- Close Range

Wizardry Device 7 - Crystal Skull

- Force Field
- Minion (The spirits of the victims of the skull)

Teleportation Device 6 - Crystal Skull

## QUALITIES

- Catchphrase : "Your soul will make an excellent addition to my collection."
- Identity : Failed academic
- Motivation : Increase his magical powers

## CHALLENGES

- Enemy : The White Witch
- Weakness : Without the skull, all mental Abilities drop to 3.



- Personal: People are nothing but potential minions.
- Social: Corpse-like appearance

**THE SECRET ORIGIN OF...****NECROVORE**

Wallace Geofferey was an associate professor of archeology at a small college. He had little hope of tenure and needed a discovery to make a name for himself. He found an obscure reference implying there might be undiscovered ruins in the Peruvian mountains. Wally traveled near the site and tried to hire a guide, but the locals refused and made dire warnings.

Wally dismissed their superstitious fears and trudged into the wilderness. He soon encountered the ruins and entered the central temple, where he found a perfectly shaped crystal skull. The skull was flawless and could not have been carved by human hands. Wally picked it up and felt arcane energies pulse through him. As Wally exited the temple, he saw the villagers amassed before him. The village elder told him to leave the skull and go home, warning that the skull's power was not meant for mortal man.

Wally refused, and the peasants fired upon him. Their bullets fell harmlessly aside, and the skull killed them, trapping their spirits. The feeling of absorbing their souls was euphoric. Wally took the name, Necrovore, meaning eater of the dead. He abandoned his academic aspirations and embarked on a life of crime.

# OMNI

**Real Name:** Wayne Garry

**Origin:** Birthright

**PROWESS** 4  
**COORDINATION** 6  
**STRENGTH** 8  
**INTELLECT** 5  
**AWARENESS** 5  
**WILLPOWER** 5

**STAMINA** 13

**DETERMINATION** 2

## SPECIALTIES

Martial Arts  
 Criminology  
 Business

## POWERS

Invulnerability 4  
 Leaping 6  
 Detection 3 (Emotion)  
 Ability Increase (Strength)

## QUALITIES

- Connections : Defenders of the World
- Catchphrase : I'm Omnitastic
- Epithet : Mr Perfect, the Golden Boy
- Motivation : International Adventurer
- Connections : Robert William - World Renown

Photographer

- Identity : Most perfect man in the World

## CHALLENGES

- Weakness : Low Self Control: He sees a problem he won't rest until he fixes it
- Personal : Hyperactive, Becomes bored easily





**THE SECRET ORIGIN OF...**

# **OMNI II**

Wayne has never experienced failure. In high school, he was the top athlete and academic. The same was true for college and graduate school; which he completed at age 21. He turned down professional sports and business offers. Fame and Fortune were easy for Wayne to obtain. The world had greater problems. Wayne was the man to fix them. On an adventure in the Far East he was captured by Doctor Sin. The Doctor experimented on Wayne with a new formula he was developing.

The formula changed him. His skin darkened to a deep bronze and as hard as metal. With his new found strength he broke the chains that bound him. His fight with the Qing Ri assassins destroyed the secret lab including the formula and notes with it.

From the fire and ashes rises Omni, a Defender of the World

Game play: He is the pulp adventurer of the 21st century. He is quick to use his fists and then wits to solve problems. His emotion power is his ability to read, lead, and charm people and they respond accordingly. It is why the Femme Fatale always falls in love with him.

# THE PEER

**Real Name:** Marshall Armstrong

**Origin:** Birthright

**PROWESS** 5  
**COORDINATION** 6  
**STRENGTH** 5  
**INTELLECT** 5  
**AWARENESS** 5  
**WILLPOWER** 5

**STAMINA** 10  
**DETERMINATION** 4

## **SPECIALTIES**

Criminology  
Investigation  
Law  
Weapon (six-shooter).

## **POWERS**

Blast 5  
Telekinesis 5

## **QUALITIES**

- Catchphrase: "Justice is never old-fashioned";
- Epithet: The White-Hat Wonder
- Connections: Sugarlump the Wonder Horse
- Identity: Marshall Armstrong, farmer

## **CHALLENGES**

- Blast depends on six-shooter
- Telekinesis depends on six-shooter or lasso



**THE SECRET ORIGIN OF...****THE  
PEER**

Marshall Armstrong was raised with old-fashioned values. When he saw his city under threat by criminals both mundane and metahuman, he knew that helping out was the right thing to do; it was as simple as that. Donning white hat and black mask, and dyeing his favorite horse to conceal her identity, he rode into town to show everybody that a private citizen with a clean conscience and good will could make all the difference in the world. He's been at the masked hero game for years now, and he's beloved in the city; he's scrupulously law-abiding, and will help a senior citizen carry his groceries as soon as he'll step in to stop a bank robbery. His aim with a six-gun (for which he's got an open-carry permit in his superheroic identity, so it's all legal) is deadly, but he never shoots to kill; he's more likely to use his bullets to knock weapons out of villains' hands. He'll set himself implacably against violent vigilante heroes just as soon as he'll oppose villains, and the rest of the city is likely to back him if he does.



# PRESTIGIO

**Real Name:** David Winston

**Origin:** Trained

**PROWESS** 5  
**COORDINATION** 6  
**STRENGTH** 3  
**INTELLECT** 4  
**AWARENESS** 5  
**WILLPOWER** 6

**STAMINA** 9

**DETERMINATION** 3

## SPECIALTIES

Investigation  
Sleight of Hand Master  
Performance Master (Stage Magic)

## POWERS

Wizardry 6 (Magic (Willpower)) - The Wand of Zoroaster

- Illusion
- Animation
- Teleportation

## QUALITIES

- Catchphrase : PRESTO!
- Epithet : The World's Greatest Magician
- Connections : Harry Blackthorne (the previous Prestigio)
- Catchphrase : Now you see it, now you don't!

## CHALLENGES

- Weakness : Loses powers without the Wand of Zoroaster
- Social : International celebrity recognized everywhere



**THE SECRET ORIGIN OF...****PRESTIGIO**

For centuries there has always been one stage magician rightfully called the World's Greatest and known only as the Prestigio. As one Prestigio ages, the title is passed to a worthy successor through the Wand of Zoroaster, an ancient magical device that gives the Prestigio his powers. In exchange for fame and fortune as the World's Greatest Magician, the Prestigio must use his gifts to right wrongs, defend the helpless, and bring the guilty to justice.

Currently the title of Prestigio is held by David Winston, a young, charismatic street performer originally from San Francisco. Winston is still learning the full extent of the powers the Wand of Zoroaster provides, and he is mentored by his elderly friend Harry Blackthorne, a retired magician and the previous Prestigio.

# QUEEN MALEVOLA

**Real Name:** Unknown

**Origin:** Birthright

**PROWESS** 8  
**COORDINATION** 3  
**STRENGTH** 8  
**INTELLECT** 6  
**AWARENESS** 3  
**WILLPOWER** 3

**STAMINA** 11  
**DETERMINATION** \* - Villain

**SPECIALTIES**  
None

**POWERS**  
Danger Sense 8  
Fast Attack 1  
Invulnerability 5  
Regeneration 5

**QUALITIES**

- Epithet: World's Wickedest Woman
- Identity: Fallen heir of a crimefighting luchador.

**CHALLENGES**

- Personal: Arrogant, vicious, and driven to rule the world





**THE SECRET ORIGIN OF...****QUEEN MALEVOLA**

El Benevolo – The Benevolent One, The Good Guy. One of Mexico's most famous crimefighting luchadors of the sixties and seventies, an era when it seemed that every other week America's southern neighbor was menaced by Aztec gods, space vampires, and demonic robots, only to be saved by the wrestling prowess of one or another superstar of the squared circle.

El Benevolo seemed unbeatable, almost an avatar of the best traits of his nation and his profession. When he settled down and married the wacky professor's beautiful daughter, he hoped for a son, one to whom he could pass down his mask and responsibilities. But from the moment he first saw his beautiful newborn daughter, he never again wished for any other heir.

He taught her everything he knew, making her a physical and mental wonder, as much at home dropping an Atomic Stun Elbow on a fifty-foot ape as she was inventing a raygun to counteract alien weather control devices. And just as her training was complete, for no clear reason, she rejected her father and all he stood for. She would not take on his mask – she would become La Malevola. La Reina Malevola. Queen Malevola.

# RAGGED JACK

**Real Name:** Unknown

**Origin:** Transformed

**PROWESS** 5  
**COORDINATION** 5  
**STRENGTH** 3  
**INTELLECT** 3  
**AWARENESS** 3  
**WILLPOWER** 3

**STAMINA** 6  
**DETERMINATION** 2

## **SPECIALTIES**

None

## **POWERS**

Aura (monstrous appendages) 5  
Blast (long monstrous appendages) 5  
Explosive Blast  
(LOTS of monstrous appendages) 5  
Transformation (Only to extrude alien body parts and biological weapons) 8.

## **QUALITIES**

- Connection: Street people; Epithet: Hero of the Forgotten Places.

## **CHALLENGES**

- Enemy: Mysterious alien forces
- Personal: Amnesia
- Social: Inhumanly hideous face
- Social: Destitute and without legal identity.



**THE SECRET ORIGIN OF...****RAGGED JACK**

Ragged Jack is unaware of his own origin; even his name was given to him by his fellow street people. His first clear memory is of awakening, naked, in a pile of garbage behind a derelict building, racked by nightmarish visions: Luminescent crab-fungi extracting his living viscera and replacing them with insect-worm symbiotes, chanting acolytes whose bodies moved strangely under their robes, insistent piping as he was forced to look upon... something, something which, mercifully, he could no longer recall.

The Pallid Mask, the Tattered King. The insistent impression that he was being made a vessel for something he was not meant to understand. The visions never resolved themselves into full memories; Ragged Jack was left with the nagging feeling that he was not complete, that something was waiting, perhaps watching him, to return some day and complete his change. For now, he uses his abilities to make sense of the world by bringing some justice to corners of the city where it's not often found.

**Character note:** *Jack's Transformation can, for simplicity, be used to simulate various Extra Body Parts.*



# ROCKETTE

**Real Name:** Rachel Knight

**Origin:** Transformed

**PROWESS** 6  
**COORDINATION** 5  
**STRENGTH** 8  
**INTELLECT** 5  
**AWARENESS** 6  
**WILLPOWER** 4

**STAMINA** 12  
**DETERMINATION** 3

## **SPECIALTIES**

Drive  
Mechanics  
Investigation

## **POWERS**

Superspeed 6  
Invulnerability: 7  
Ability Increase (Strength) 7

## **QUALITIES**

- Epithet: Nose for News
- Epithet: "The face of motorsports"
- Connections: The glamorous world of motor racing

## **CHALLENGES**

- Personal: Jealous Boyfriend
- Enemies: "someone" is after her
- Social: Not dedicated to crimefighting



***THE SECRET ORIGIN OF...*****ROCKETTE**

Rachel Knight was an up and coming racing driver on the Formula One circuit. Her team were experimenting with a new fuel mix when it exploded, seemingly vaporising the scientist who had concocted the mixture, but leaving Rachel with superpowers!

She is now superstrong, fast and invulnerable to damage and although she doesn't drive for her team anymore, she does act as their "spokesperson" and is the central figure of their advertising campaigns.

The family of the dead scientist launched a legal suit against the team, claiming negligence, but abruptly withdrew it.

As Rockette, Rachel also provides security for the team since a recent wave of unexplained mishaps and vandalism started to plague the racers.

This all keeps her rather busy, but when not involved in publicity or security work, she feels a certain moral obligation to use her powers to fight crime – even though it's not her top priority.

It's rumoured that she is secretly dating the mysterious vigilante known as The Whisper, but no one has any proof that the hero even exists!

# SCARLET SABRE

**Real Name:** Nadia Falkenberg

**Origin:** Transformed

**PROWESS** 5  
**COORDINATION** 6  
**STRENGTH** 5  
**INTELLECT** 3  
**AWARENESS** 3  
**WILLPOWER** 4

**STAMINA** 9  
**DETERMINATION** 1

## **SPECIALTIES**

Acrobatics  
Weapons Master (Broadsword)  
Military

## **POWERS**

Regeneration 6  
Strike 6 (Slashing)

## **QUALITIES**

- Catchphrase : "This will end badly."
- Motivation : Prove herself

## **CHALLENGES**

- Weakness : Does not suffer fools gladly
- Personal : Criminal Past (Jäger agent)





**THE SECRET ORIGIN OF...**

**SCARLET SABRE**

Nadia Falkenberg, AKA The Scarlet Sabre, is a former Jäger agent, a subversive Prussian organisation bent on world dominatation. When she realised she was simply being exploited by the Jäger she turned herself in to the police. While in prison Dr Tasman recruited her to help train young crimefighters in exchange for an early probation deal. She has since joined a heroine in her own right.

# SELENE

**Real Name:** Selene LaLune

**Origin:** Unearthly

**PROWESS** 4  
**COORDINATION** 4  
**STRENGTH** 2  
**INTELLECT** 4  
**AWARENESS** 8  
**WILLPOWER** 6

**STAMINA** 8  
**DETERMINATION** 1

**SPECIALTIES**  
Leadership Mastery

**POWERS**  
Detection (Cosmic) 3  
Dimension Travel 1  
Phasing 2  
Wizardry (Cosmic) 8

- Emotion Control
- Illusion

**QUALITIES**

- Connections: Numerous treaties with strange otherworldly beings
- Connections: Mortal friends and family;

**CHALLENGES**

- Enemy: Hekate/Kate Heck
- Weakness: Forbidden from directly harming Hekate or her mortal family or friends, or revealing her secret identity
- Weakness: Powers only work with the moon in the sky or on the moon.



**THE SECRET ORIGIN OF...****SELENE**

Selene – properly, Her Lunar Majesty Selene MLVII – is the Queen of the Moon; as such, she possesses powers over illusion and the unconscious common to all noble Selenites, and has a number of ancient pacts with quasi-tangible lunar beings. Or so the story goes. But of course, humanity has seen the moon -- many metahumans see it on a regular basis -- and it does not contain the thriving, utterly alien yet recognizably fantastic civilization Selene describes. Does she come from the moon of some other universe? From the qabalistic lunar realm of fantasy and the unconscious? From some stranger place? Perhaps she is simply a human – Selene LaLune – who manifested mutant dimension-warping powers in childhood and fell prey to her delusions.

Whatever the case, it is undeniably true that she can travel freely to her version of the moon, and even take others with her to its fantastical kingdoms and wildernesses. Perhaps, ultimately, the very nature of her story is to shift and change, like the moon.

**Character note:** *Many of Selene's Cosmic Power stunts involve calling upon alien entities to perform specific tasks. Her Detection involves tiny lunar goblin-viziers who appear to warn her of important events.*



# SEPHIRAH ELEVEN

**Real Name:** Unknown

**Origin:** Unearthly

**PROWESS** 2

**COORDINATION** 2

**STRENGTH** 2

**INTELLECT** 3

**AWARENESS** 3

**WILLPOWER** 8

**STAMINA** 10

**DETERMINATION** \* - Villain

## SPECIALTIES

Power Mastery: Affliction

Power Mastery: Transformation

Ray.

## POWERS

Affliction 8

Animation 8

Danger Sense 8

Detect (Emotion: Sadness) 10

Dimension Travel 1

Emotion Control (Sadness) 8

Fast Attack 6

Mind Control 8

Phasing 4

Transformation Ray 8



## QUALITIES

• Motivation: Destroy the universe and reassemble the parts;

• Motivation: Increase suffering and degradation.

## CHALLENGES

• Personal: Irreparably insane

• Social: Hideous appearance

• Weakness: Must feed on human misery

• Weakness: Mind Control and Transformation

Ray must be used together, and if either fails, both fail.

**THE SECRET ORIGIN OF...****SEPHIRAH ELEVEN**

Once, Sephirah Eleven was a mighty archmage and diabolist, making pacts with the darkest of demons and outfoxing them every time. But one day, he dared look beyond the floor of Hell itself, to the Vale of Hinnom, the crack in the Tree of Life, the other side of creation. The Things that lived there – the qliploth, shards of a previous creation – broke apart the archmage, mind and body, and reassembled him into something more to their alien liking. Now named Sephiroth Eleven, he works to reshape the world as he has been reshaped.

**Character Note:** *Sephirah Eleven's Animation power actually transforms a material object into its qliplothic equivalent – a hideous monstrosity best left to the GM to describe. His Transformation Ray/Mind Control combo transforms a living being in a similar fashion. His Dimension Travel takes him to the underbelly of creation, the qliplothic world.*

# SHADOWFORM

**Real Name:** Liz Jones

**Origin:** Birthright

**PROWESS** 5  
**COORDINATION** 8  
**STRENGTH** 4  
**INTELLECT** 4  
**AWARENESS** 6  
**WILLPOWER** 4

**STAMINA** 8

**DETERMINATION** 1

## SPECIALTIES

Art (Sculpture)  
Performance (Acting)  
Sleight of Hand

## POWERS

Transformation 7 (You have a "Tell") - Costume  
Colors remain when transforming  
Shrinking 7  
Stretching 5  
Growth 6

## QUALITIES

- Connections : Defender of the World
- Connections : Steve Willaims - Boyfriend
- Catchphrase : Its Hammering Time!
- Catchphrase : Its (whatever she changes into) Time!
- Epithet : Shapershifter for all Situations
- Identity : Physics Breaker
- Motivation : Help others
- Motivation : Just for the Joy of it



## CHALLENGES

- Personal : About to become engaged
- Enemy : The Troll
- Weakness : Heat makes very hard to hold different shapes



## **THE SECRET ORIGIN OF...**

# **SHADOWFORM**

As a child in the 22nd century, Liz Jones is kidnapped by a crew of time-travelling pirates, who tell her that she is destined to become the greatest warrior on Earth. The pirates travel the timeline, finding people of note, and attempting to warp them at an early age to suit the pirate's use. Aboard their timeship, Liz is exposed to a turquoise elixir of alien origin, which mutates her DNA, unlocking her ability to shapeshift. For years, the pirates train Liz in the use of the power, readying her as a weapon to use in their cause.

Liz bides her time, however -- and after six years, she leads a revolt against the pirates, saving her fellow prisoners. Using the time gate aboard the vessel, Liz returns the other prisoners to their original times, as the pirates fought fiercely to re-take the craft. After sending the last prisoner home, and with nobody to operate the gate for her, Liz crossed her fingers and leapt through the gate alone. Unfortunately, without an operator to fine-tune the landing, she missed her target by nearly 100 years, landing in the early 21st century.

Adopting the name Shadowform, she becomes a Defender of the World -- recognizing that famous group as her best chance to eventually return home to the 22nd century.

***Game play: Shadowform turns into different objects to accomplish her goals. It can be a key to open a locked door or a 24 foot hammer to smash Troll on the head.***

# TECHNOMAGE

**Real Name:** Jason Glensdale

**Origin:** None Specified

**PROWESS** 5  
**COORDINATION** 4  
**STRENGTH** 3  
**INTELLECT** 6  
**AWARENESS** 5  
**WILLPOWER** 3

**STAMINA** 6  
**DETERMINATION** 1

## SPECIALTIES

Aerial Combat  
Computers Master  
Electronics

## POWERS

Interface 9 - Does not need line of sight,  
near unlimited range  
Flight Device 6 - Rocket Boots  
Wizardry 7 (Gadgets (Intellect)) - Control  
of Technology

- Supersenses (High tech senses,  
low-light, radars, ultrasound, infrared aso.)
- Healing (Nanobots)
- Blast (Electrical blast)

## QUALITIES

- Identity : Jason Glensdale; ultimate geek  
hacker
- Motivation : To be cool!
- Connections : Defenders of Tomorrow
- Catchphrase : There is no tech, hi-or-low that  
can't be manipulated!

## CHALLENGES

- Personal : Reckless
- Personal : Heart of Gold
- Weakness : Must be in proximity to  
technology, or power fades





## ***THE SECRET ORIGIN OF...***

# **TECHNOMAGE**

Jason Glensdale is the ultimate teenage computer geek turned superpowered hero. Carefree and easygoing he enjoyed the discovery of his new talent and recklessly indulged in it. Being able to manipulate data at will made life easy, so easy. Good grades he already had, now they got better. The bank account got bigger too, chicks dig a guy with a cool car right, so why not get a Ferrari? Ultimately the search for bigger challenges combined with his recklessness soon got him deeper and deeper into trouble.

Then one day he found a way out, this also got him in contact with people like himself. And new friendships was formed. And suddenly he was supposed to be acting like a hero. He jumped into it with both feet first. Revelling at the opportunity and the challenge. Still unable to restrain himself he managed to place himself in harms way, but that's what heroes do when facing evil villains isn't it?

He also realized the scope of his powers, using it for his own benefit, and for the good of all. At least he thinks so. He has discovered parts of his origins being alien, but does still not fully comprehend how it really happened. Giving up a part of himself to let his alien «brother» return home sheds some light into his true nature. A selfless teenager, with a heart of gold. His eagerness and reckless attitude just as easy lands him in trouble as often as he gets others out of it.



# WOODY

**Real Name:** Stanley Kryzanowski

**Origin:** Transformed

**PROWESS** 6  
**COORDINATION** 2  
**STRENGTH** 2  
**INTELLECT** 3  
**AWARENESS** 6  
**WILLPOWER** 5

**STAMINA** 7  
**DETERMINATION** \* - Villain

## **SPECIALTIES**

Stealth Expert  
Performance (Comedy)  
Occult Master

## **POWERS**

Life Drain 5  
Possession 4

## **QUALITIES**

- Motivation : Transfer soul to a permanent living body
- Catchphrase : Any phrase that plays on the word "wood"

## **CHALLENGES**

- Social : Living Ventriloquist's Dummy
- Weakness : Fire
- Weakness : Stamina only regained through Life Drain



## ***THE SECRET ORIGIN OF...***



Stanley Kryzanowski was a second-rate ventriloquist and petty criminal who worked the seedy cocktail lounge circuit. In an effort to improve his abilities, both professionally and criminally, he began to study the occult, and his knowledge of the Dark Arts grew as he traveled from town to town. While attempting to crack the safe after hours in the venue his ventriloquist act was headlining at, the house manager returned to his office unexpectedly and caught him in the act. The manager pulled out a gun and fatally shot him in the chest, but before his body died, Stanley was able to transfer his soul into Woody, the wooden dummy he used in his stage act.

Now a living, animated ventriloquist's dummy, the former Stanley Kryzanowski has adapted his criminal activities to his new form and continues to study the occult in an attempt to transfer his soul permanently to a normal, living body (which he can only do temporarily through his Possession power now).

***As a nonliving object, Woody can only regain lost Stamina through his Life Drain power. In addition to his Life Drain attack, Woody will often use a knife (slashing damage 3) as a last resort weapon.***







