

ICONS

SUPERPOWERED ROLEPLAYING

BONUS ROGUES GALLERY

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Black Flame



QUALITIES

LEGACY HERO-TURNED-VILLAIN
GOTTA SCORE TO SETTLE

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
POWERS										
ELEMENTAL CONTROL - FIRE	1	2	3	4	5	6	7	8	9	10
FLIGHT	1	2	3	4	5	6	7	8	9	10
FORCE FIELD	1	2	3	4	5	6	7	8	9	10
SUPER SENSES - INFRAVISION	1	2	3	4	5	6	7	8	9	10
SPECIALTIES										
ACROBATICS	1	2	3	4	5	6	7	8	9	10
STEALTH	1	2	3	4	5	6	7	8	9	10
STAMINA										9

CHALLENGES

THE DREAM IS DEAD
WEAKNESS: VULNERABLE TO COLD

During the 1970s, the Black Flame was a popular “urban” superhero. Like many minority heroes of the period (including Black Ice (a thematic partner/love interest for a while), the Barrio Brawler, and the Chinese Dragon), the Black Flame chose a name that would make her an identifiable role model for minority children. The Black Flame primarily operated in the poor inner city, an area often neglected by “mainstream” heroes (an impression was ingrained by a televised interview with the Comet, who explained that he and other heroes rarely patrolled poor urban neighborhoods because they offered little opportunity for super villains). While her powers were formidable, the Black Flame often fought low-powered criminal threats such as gangs, pimps, crime lords and drug dealers.

The Black Flame faded from the scene in the late 1980s in order to settle down and start a family. In her secret identity, Donna Danson married a young lawyer and had a child, Jenna. Unfortunately, Donna’s husband was killed when he attempted to prosecute some gangsters. The Black Flame came out of retirement for vengeance, only to discover that she had brain cancer and it was eating away at her ability to control her powers. She’d cornered the thugs responsible for her husband’s death and flamed them, only to start a blaze that consumed four city blocks, killing four people and injuring many more. In order to protect Jenna, Donna did not come forward when calls were made for the Black Flame to stand trial and was never seen again.

By the turn of the millennium, Donna’s money had almost run out. Jenna, too young to recall the good times, grew up in relative poverty. In an effort to keep a low profile, Donna had not availed herself of any of the government programs available and took one low-paying job after the next to keep food on the table and a roof over their heads. When Jenna first manifested her powers as a young teen, Donna made her swear not to use them except to heat the house, cook food, or otherwise help provide necessities that they could no longer afford.

Jenna was angered at the public's treatment of her mother after so many years of helping others, but she kept her promise. She kept a low profile and ended up waitressing instead of going to college. Unfortunately, Donna's cancer finally consumed her and upon her death Jenna felt no compulsion to keep her promise. Donning her mother's old costume, the new Black Flame would take out vengeance on the city that turned its back on her mother.

Jenna has taken great pains to make the world believe that she is the same Black Flame from the old days. She wears her mother's old costume, which includes the then-fashionable flares, platform shoes and large earrings. While she has shorter hair (the afro wig was too difficult to manage), the new Black Flame speaks in the clichéd jive language that Jenna learned from blaxploitation films. She generally chooses partners-in-crime from minority groups and currently works with Baron Kriminel (an old enemy of her mother's). While Jenna realizes that Baron Kriminel knows that she is not the original Black Flame, Jenna does not know that it was a curse from the Baron that caused her mother's cancer nor that he was behind the gang that murdered her father. Should Jenna ever discover this, she would turn on the Baron in a heartbeat.

ADVENTURE IDEAS

- Black Ice comes out of retirement in order to stop his old partner. Unfortunately, the years have not been kind to the old superhero, as he is senile and his ice powers have degraded into less formidable water powers. Black Ice will refuse to believe that the new Black Flame is not his old friend, and he is a danger to himself and others while trying to stop her (GMs wishing to add an extra layer of complication can make Black Ice the Black Flame's real father).
- The Black Flame has decided to target city political candidates that are "unfriendly" to minority interests. With the help of Arobas, Pulsar, and Baron Kriminel, this "Freedom Four" threatens the stability of the city and the political process.
- Thought dead for several decades, a powerful arch-villain of the original Black Flame is back to settle the score with his old enemy. In a twist, the villain is really the son of the original, blaming the Black Flame for his father's death (in truth, the original tried to save him, but the villain's own machinations did him in). Can the heroes stop these two before they tear apart the neighborhood for a misremembered past?
- Supa D, a hip-hop star, starts using footage of the original Black Flame (along with other 70s urban heroes) in the videos for tracks from his mega-platinum CD, "Original Supa." His live shows include models dressed in versions of the Black Flame's costume, pole-dancing on platforms. Jenna is outraged by this, and decides to send a clear message of her disapproval by attacking Supa D's forthcoming concert at the Garden.
- Black Flame has the potential of being turned from a villain into a hero, in the best traditions of Bronze and Iron-Age comics. Perhaps the PCs learn of Baron Kriminel's involvement in her parent's deaths and choose to approach her, or perhaps the Black Flame sees the PCs fighting to help save a minority neighborhood in the city, or fighting a racist supervillain, and joins in -- a momentary alliance that may offer the PCs the opportunity to help Jenna truly honor her mother's memory, and re-ignite the Black Flame.

DIRGE

BONUS ROGUES



QUALITIES

"OPEN THE GATES AND LOOSE HELL!"

CONNECTIONS: SHIGG CULTISTS

THE MANY-FINGERED HAND OF SHIGG

ABILITIES										
PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										
0	1	2	3	4	5	6	7	8	9	10
HEIGHT: 5'7					WEIGHT: 135					
FIRST APPEARANCE: ALL-AMERICAN GIRL #6										
POWERS										
WIZARDRY - (magic)										
-EMOTION CONTROL										
-ILLUSION										
0	1	2	3	4	5	6	7	8	9	10
SPECIALTIES										
OCCULT - MASTER										STAMINA 15

CHALLENGES

PERSONAL - INSANE

DRIVEN TO BRING ABOUT REBIRTH OF SHIGG

CATATONIC WITHOUT MASK AND COWL OF SHIGG

August Pickman was a nobody. A small-time clerk in a small-time city, who dreamed of bigger things. One day, one of those Bigger Things dreamed of him, as well.

His mind was touched by the extradimensional entity known as Shigg — a formless chaos from beyond time and space, wrapped in madness and steeped in magic. It whispered to Pickman through his dreams — whispers of power and meaning. August Pickman quit his job the next morning and left for parts unknown. Shigg led Pickman across the globe, to the secret resting place of paired artifacts — the Mask and Cowl of Shigg. Shigg promised that the Mask and Cowl would make August Pickman a master of this world and all others.

Shigg lied. Upon donning the Mask and Cowl, August Pickman's mind was shattered completely. He was now completely transformed into "The Many-Fingered Hand of Shigg" -- the avatar tasked with bringing about the entity's rebirth into this universe.

August Pickman is now *literally* nobody. Without the Mask and Cowl, he is an empty shell, entirely catatonic.

ADVENTURE IDEAS

- There is only one plot hook appropriate to the level of threat posed by this creature -- the sort of massive, multi-title-spanning "crossover event" that comics companies roll out once per year or so. The story is that of Dirge's apocalyptic crusade against the denizens of this reality. This is a campaign-altering event. His goal, as simple as it is, is to bring about the rebirth of Shigg, and the end of the world. To defeat him will most likely require that the PC heroes team up with NPCs -- not only other heroes, but powerful villains such as Warlock and Rex Mundi -- putting aside all differences to save the world.

The Fox



QUALITIES

"CRAZY LIKE A FOX!"

FLIRT

IDENTITY: SUPERMODEL

ABILITIES

PROWESS

COORDINATION

STRENGTH

INTELLECT

AWARENESS

WILLPOWER

0 1 2 3 4 5 6 7 8 9 10

HEIGHT: 5'11

WEIGHT: 150

FIRST APPEARANCE: HANGMAN #17

POWERS

STRIKE (baton)

0 1 2 3 4 5 6 7 8 9 10

SPECIALTIES

AGROBATICS - EXPERT

MARTIAL ARTS - EXPERT

STAMINA

7

CHALLENGES

Craves Attention

Always rises to the bait

Britney Dane has always wanted attention. From beauty pageants to cheerleading to student government to prom queen, Britney has always been the center of her own self-absorbed little world. Psychiatrists would likely attribute this to a spoiled upbringing with nannies doting on her and mostly absentee parents, but Britney's natural beauty made such attention come easy. During college Britney became a fashion model and within a couple of years her face graced magazines, posters, and billboards all over the world. She was spokesperson for a number of beauty product lines and even had a couple of movie offers. Britney was on top of the world.

It all came crashing down one brutal summer evening. Okay, perhaps it was more of a "ping" than a "crash," but to Britney it made all the difference. It was the premier of her first movie roll, and Britney prepared for an evening of autographs, interviews, and photo-ops. Instead, her big debut was squashed by super-heroics. A battle between a hero and a villain broke out nearby and all of the reporters and camera people rushed to cover the story. Britney had been trumped, and this would be a turning point in her life.

Britney became obsessed with superbeings. Not one herself, Britney began taking every physical fitness course she could and hired the best physical trainers. She also secretly provided bail and legal support to small-time criminals in return for teaching her their tricks. Within a few years, Britney had all the makings of an acrobatic superhero. Unfortunately, superheroes only reacted to problems. If Britney wanted to steal the limelight, she needed to be proactive. Thus, Britney became a supervillain.

As the Fox, Britney pulls off high-profile crimes for the notoriety and publicity. She rarely cares what happens to the spoils, making her an ideal partner for another supervillain. The Fox also enjoys baiting and flirting with superheroes, partly due to her nature and partly because gossip and scandal

is good for headlines. Britney still maintains her modeling career and takes great pains to keep the two from crossing.

ADVENTURE IDEAS

- The Fox has become enamored with one of the heroes. She craves his attention and is constantly doing things to get it. Should the Fox learn his secret identity (or if it's public), she will invade his social life and interfere with any other romances.
- The Fox has stolen a piece of jewelry that actually contained secret information inside it. The heroes must first track her down, only to find that she let one of her minions keep it. The minion posted it on an internet auction site and sold it to a buyer. Can the heroes track the information down before it gets into the wrong hands?
- A serial killer has become infatuated with models and is stalking and killing them. The heroes are asked to protect a supermodel that's received death threats from this killer as she prepares for a photoshoot. Can the heroes stop the killer in time? Why is the Fox lurking in the shadows during their investigation?

THE GRUDGE



ABILITIES

PROWESS

COORDINATION

STRENGTH

INTELLECT

AWARENESS

WILLPOWER

0 1 2 3 4 5 6 7 8 9 10

HEIGHT: VARIES WEIGHT: VARIES

FIRST APPEARANCE: MIGHTY SAGUARO #50

POWERS

GROWTH

-ABILITY INCREASE (Strength)

-INVULNERABILITY

0 1 2 3 4 5 6 7 8 9 10

SPECIALTIES

SCIENCE - PHYSICS

SCIENCE - BIOLOGY

STAMINA

VAR.

QUALITIES

"DON'T MAKE ME ANGRY!"

"GRUDGE SMASH!!!"

CHALLENGES

RAGE

INTELLECT LOSS TIED TO GROWTH

Parnell Tarrant was a highly respected member of a prestigious Ivy League university's science faculty when it happened. He wasn't loved, it should be said; he wasn't a good teacher, and certainly wasn't a good friend to either students or colleagues. In fact, he seemed to take great joy in adding names to his list of enemies great and small.

His field of research was radiation and mutation. He spent long hours subjecting cats and rats and other unfortunate creatures to incredible doses of strange, barely-understood radiations. Until one day, he found himself caught in his own dosing machine, throbbing with unknowable power, his entire cellular matrix reconfiguring itself... and fired up with rage at the ones who had done this to him.

What he cannot admit, what he must never admit, is that he did this to himself. His own carelessness was to blame for the accident. It wasn't sabotage, it wasn't because he was distracted, it wasn't an elaborate conspiracy. It was just his own fallibility.

Parnell Tarrant has, since the accident, gone on to wreak havoc wherever he goes. He has a bad attitude and a short temper, and when someone rubs him the wrong way, he changes...

When Tarrant gets angry, he gets bigger. When he gets bigger, he gets more powerful, but also less intelligent and more likely to be driven by instinct and rage. Tarrant is a danger to himself and to the world. He's unpredictable, nearly unstoppable, entirely irrational and massively destructive. He doesn't care who gets hurt on his wanderings and rampages, and his own humanity is perched right on the brink.

Tarrant's Ability Boost and Invulnerability are linked to his Growth as bonus powers. As he gets angrier, his Growth increases by 1 level. Which each level of Growth, his Strength increases by

2 (to a maximum of 10), and his Invulnerability increases by 2 (to a Maximum of 10). His Intellect, however, reduces by 1. When his Intellect reaches 0, heroes will be unable to communicate with him, or calm him down in any way.

Game Masters should feel free to give The Grudge power stunts like Leaping, Blasts (pounding the ground), etc. as needed. The Grudge can be either a simple or a complicated adversary for a group of heroes. His Growth allows him to engage the characters in several ways, and there are some moral and ethical issues for heroes to work through - how much is Tarrant to blame for the Grudge's behavior? How much are the different forms the same person? How can the threat of the Grudge be stopped for good?

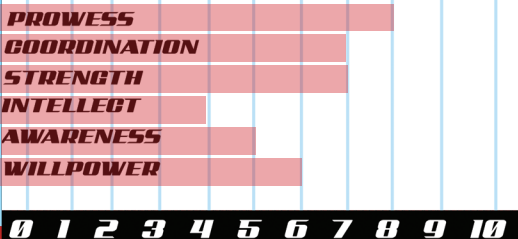
ADVENTURE IDEAS

- The Grudge gets stuck in his maximum form, and nothing seems able to change him back. The only solution is for the characters to make a journey into the monster's mind, there to find and remove the mental blocks that are holding him in that form.
- A major corporation in your campaign setting purchases the research conducted by Tarrant, and resumes it in their research center. In fairly short order they start promoting the Grudge treatment as a revolutionary new treatment for depression. Can they possibly be on the level, or will a whole bunch of guinea pigs turn into rampaging monsters as well?
- Tarrant appears on TV, promoting a new-age colony which helps visitors to find their inner peace. Is he sincere? Will the colony's treatment work? And does the colony have secrets of its own?

WARBRIDE



ABILITIES



HEIGHT: 5'11 **WEIGHT:** 160
FIRST APPEARANCE: ALL-AMERICAN GIRL #2

POWERS

IMMORTALITY
INVULNERABILITY
STRIKE - (Various Weapons)



SPECIALTIES

ACROBATICS
MARTIAL ARTS - MASTER

STAMINA

13

QUALITIES

THE CONSORT OF BATTLE
APOSTATE OF THE SISTERHOOD

CHALLENGES

ENEMY: THE SISTERHOOD

The Sisterhood is an ancient secret order of warrior women, who have battled to protect civilization throughout history. Warriors of the order have entered into the legends of the world, appearing in myth as Athena, Boudicca, Penthesilea and her Amazons, and Joan of Arc. The Sisterhood has stood against the forces of evil, sending forth operatives to champion the cause of civilization. In the thousands of years of the history of the Sisterhood, only one such operative has ever betrayed the order. Alethea: the woman known as Warbride.

In truth, there have been others -- women who have turned away from the teachings of the Sisterhood and looked to strike out on their own, to use their training for their own ends. In every previous circumstance, however, these apostates were killed by their fellow Sisters as soon as the betrayal was discovered. When Alethea's intentions became clear, however, The Sisterhood was shocked to discover that the betrayer was the finest warrior ever produced by the order -- all six of the Sisters sent to assassinate her were destroyed, and Alethea escaped.

Her name was stricken from the records of The Sisterhood. In their eyes, Alethea, their Sister, was dead. They referred to her now only by the title of the Consort of Battle -- the Warbride.

Warbride is a highly trained assassin, and uses her training to suit her own ends. She believes that the Sisterhood is mistaken in protecting civilization -- that it is corrupt and parts of it need to be allowed to die. In fact, like a gardner, she feels that it is her responsibility to remove those corrupted parts herself, to trim away the weak, diseased and unworthy parts in an effort to strengthen the greater whole and shape the growth in a positive direction. She feels that The Sisterhood should not be protecting civilization, but shaping it and ruling it....and if they have fallen so far from the path that they do not recognize this truth, then she will do it herself.

ADVENTURE IDEAS

- Warbride has decided that the leading candidate for President has the potential to lead the world in a direction contrary to what she sees as the best choice for the greater good. She has decided to assassinate him. The PCs must uncover the plot, and stop the world's best assassin.
- The Sisterhood has not given up on taking care of the problem themselves. A strike team of Sisters has been sent to the campaign city to track down Warbride and kill her. To find her, they begin by interrogation of any who have come into contact with her -- including the PCs. The appearance of a group of warrior women should lead to a classic mistaken-intentions fight. Once the Sisters have a lead on Warbride's location, how concerned will they be about protecting local citizenry and property from damage in their efforts to take her down? The PCs will have to become involved.
- Warbride decides that superheroes present too much of an unbalancing effect on the development and growth of civilization, and so decides to remove that problem herself. The PC heroes are alerted when a number of lesser superhero NPCs are killed....and then Warbride turns her attentions to the PCs themselves.
- Game Masters looking for a twist in the plot could instead eventually reveal that The Sisterhood is, in fact, a coldly sinister organization, and that Warbride's intentions are actually good -- she wants to protect civilization from the manipulations of the Sisterhood, who are behind most of the strife and conflict in the world. This could echo the classic comic-book tradition of taking a villain who has grown extremely popular and re-shaping them into an anti-hero.

WARLOCK



QUALITIES

SUPREME WIZARD OF THE EARTHLY PLANE

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

HEIGHT: 6'4 WEIGHT: 210
 FIRST APPEARANCE: ASTOUNDING HEX-MEN #1

POWERS										
WIZARDRY - Magic										
-ASTRAL PROJECTION. BLAST. FLIGHT. TELEKENESIS. TELEPATHY. TELEPORT										
IMMORTALITY										
0 1 2 3 4 5 6 7 8 9 10										

SPECIALTIES										
OCCULT - MASTER										
										STAMINA
										13

CHALLENGES

*HEAVY LIES THE CROWN
 THERE'S ALWAYS ANOTHER*

The Supreme Wizard of this plane of reality.... is a villain.

Baron Ehrhart von Karnstein, born an aristocrat in 1540, became a disciple of the dark arts. His aptitude for magic, fostered by his demonic masters, was the greatest the world has ever seen. He became the preeminent diabolist of his time, eventually conquering even death itself.

Over the centuries, Karnstein's power was held in check by his nemesis -- the supreme wizard of our plane, The Magus. Time and again, the two rivals struggled against one another in an eternal chess match of move and countermove. This balance of power lasted until The Magus grew too powerful to be contained within the realm of Earth, and was required to bestow his power upon another.

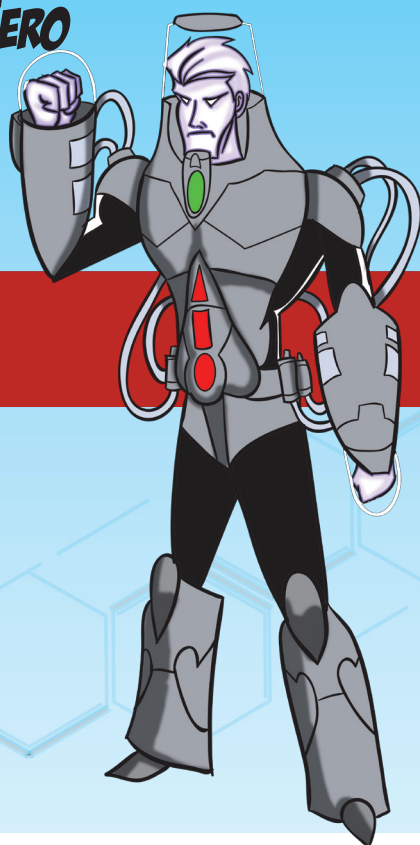
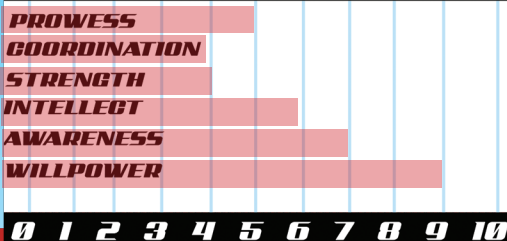
In 1939, The Magus departed our reality, and his mantle was taken up by a young wizard who donned a costume and took his place among the superhumans beginning to appear all over the world. He took the name "Doctor Arcane -- Master of Magic."

Karnstein battled with his new enemy on several occasions, gaining the new name "Warlock" in the world media. The power of his old nemesis was still there, present in the new super-wizard, but Doctor Arcane lacked the experience of The Magus....and so, on a fateful day in 1941, Warlock defeated Doctor Arcane, banishing him forever to one of the Hell Realms. On that day, Warlock became the supreme magical power of this plane.

Warlock's motivations as a villain are surprisingly status-quo -- he does not seek universal domination (he's already the most powerful magician in reality), nor does he seek any further aggrandizement of his powers. He actually takes his role as the supreme wizard fairly seriously — he does, actually, defend our plane from incursion by extra-planar threats — but only if he feels those threats somehow risk his own power. Simply put, he makes it his business to stop anything that might grow more powerful than himself. He's on top, and he intends to stay there.

ADVENTURE IDEAS

- Warlock will make his presence felt to any new PC hero with a magical theme. His intention is to demonstrate his superiority, and make it clear that he is the “big dog,” magically speaking -- and that as the supreme wizard, he has authority in all things magical. Does the PC hero try to defeat him, knowing that the Warlock's power *does* protect the Earth?
- Reality quakes from a battle between Warlock and another magical villain (perhaps Baron Kriminel, Serpent Sphinx or Dirge). While Warlock's attention is diverted by this struggle, extra-planar threats start to slip through the cracks into our world, wreaking havoc. The PCs must combat these threats, and try to figure out how to get the Warlock back on the job.
- The spirit of The Magus contacts the PC heroes, and sends them on a quest: To rescue Doctor Arcane from the Hell Realm where Warlock imprisoned him. The heroes must journey to hell, find the golden-age hero, break him out of hell, and then join him in what will surely be an epic final battle against Warlock for the mantle of supreme wizard!

ZERO**ABILITIES**

HEIGHT: 6'1

WEIGHT: 175

FIRST APPEARANCE: ATOMIC ROACH #41

POWERS**SPECIALTIES**

SCIENCE - PHYSICS - EXP.

ELECTRONICS

STAMINA

13

QUALITIES

MASTER OF ZERO POINT ENERGY

*"ZERO - MY NAME, YOUR CHANCES."***CHALLENGES**

POWERLESS WITHOUT SUIT.

WEAKNESS - SUIT CAN BE SHORTED OUT

Zero point energy is the vibrational energy retained by molecules even at a temperature of absolute zero. Since temperature is a measure of the intensity of molecular motion, molecules would be expected to come to rest at absolute zero. However, if molecular motion were to cease altogether, the atoms would each have a precisely known location and velocity (zero), and the uncertainty principle states that this cannot occur, since precise values of both position and velocity of an object cannot be known simultaneously. Thus, even molecules at absolute zero must have some zero-point energy.

Doctor Ellroy Newman was obsessed with zero point energy -- he believed that this inherent energy in all things could be tapped and used as a limitless power source. Nobody would fund his experiments, however -- leading Newman to a life of crime: initially thefts of materials and funding for his private experiments in zero energy.

Over the years, Newman perfected a zero point suit -- a device that allows him to tap into the energy present all around him, and utilize that power in amazing ways. He is constantly seeking to upgrade the suit -- he believes that he is only just beginning to tap into the potential of zero point energy and its applications. Initially, the suit enabled Newman (who goes by the pseudonym "Zero" to protect his identity) to fly, generate a forcefield and project blasts of energy. Recent experimentation led him to discover a surprising application of zero point energy -- by disrupting the energy that bonds the atoms of a being together, he can completely nullify a superhuman's powers for a short period of time.

He continues his experiments (and his crimes to both fund and test them) -- he currently believes that he may unlock the secret to completely disrupting those energy bonds, leading to the disintegration of the target.

ADVENTURE IDEAS

- Game Masters looking to launch a new campaign could use Zero's experiments as a convenient technobabble explanation for the new PCs origins. Zero attempts to create a teleportation device using zero point energy -- initially trying to remotely teleport an apple from his secret lab to a location on the other side of the continent. Something goes wrong, and the experiment releases a burst of strange extradimensional energy somewhere within the campaign city -- leading to several normal people (the PCs) being given superpowers!
- Zero is good for the traditional mad-scientist-stealing-from-high-tech-government-lab capers. PCs can be called in by AEGIS (or whatever super-governmental agency exists in your campaign) to deal with the threat posed by the Master of Zero Point Energy. Game Masters should mix things up when re-using Zero -- increase his power level, and give him a few new surprises that the PCs won't be ready for.
- Zero makes an excellent nemesis for a tech-based hero. He will become obsessed with his rival, and seek to counter him at every turn. Using this model, Zero will begin to develop additional device powers based on the PC hero's own abilities, or specifically designed to counter them.

COMING SOON FOR

ICONS

SUPERPOWERED ROLEPLAYING

BONUS ROGUES GALLERY

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