

# Gen-Ex

A Heroic Adventure by Stan Ward  
Version 1.1

## A Stooper-Heroic Risus Supplement

**Background** – Shortly after the beginning of the 3<sup>rd</sup> millennium A.D., a series of news reports captured the attention of the American nation: sporadic reports of teens demonstrating “exceptional” powers. These teens became known as those with “exceptional genetic abilities” or “gen-ex.” for short.

Public opinion differed dramatically over what to do with these exceptional teens. Some wanted to “live and let live” while others wanted them to be monitored by the government.

Rumors began to circulate about an “Academy Ex” - a school for gen-ex students. Its location is unknown to the general public, and so is its benefactor. The school and its students are closely monitored by the U.S. Government (“We know *who* you are. We know *what* you are. And we know *how* to take you out . . . so behave.”) Students “enroll” at age 16 and “graduate” at age 21. No one has graduated yet, and the government is still discussing what to do with the gen-ex population. Suggestions range from military to scientific applications.

*Academy Ex* is located underground, below a ghost town outside of Roswell, New Mexico. Besides the typical school features (library, gymnasium, cafeteria, dorms, etc.) the school owns a *Stealth Helicopter* [4] to assist it with locating and picking up gen-ex candidates.

### **Scene One** - *If you choose to accept this mission . . .*

The school has just received news of a mutant sighting in the bayous of southern Louisiana. Your team’s mission is to (1) make contact with the mutant, (2) make sure he or she is safe, and (3) offer the opportunity to join Academy Ex. You will take the Stealth Helicopter. If one of your teammates does not have a piloting skill, use the two dice rule.

### **Scene Two** – *Ragin’ Cajuns*

Assuming your team is able to successfully pilot the helicopter (or find another means of transportation), you begin to search the backwoods bayous of southern Louisiana. Your team will stumble across a mob of angry Cajuns confronting a skinny, freckled, red headed 14-year-old boy. When the mob begins to charge the boy, he transforms into a plasma-wielding fiend! The mob will fall back, re-group, and attempt to take him. If the heroes are not able to make a stealthy entrance, they will soon be confronted as well. The Cajuns are armed with a variety of melee weapons, rocks, and pointy sticks.

100 Ragin’ Cajuns (5)

Plasma Boy – Plasma [3], Berserk (2), Cajun (2)

Once the Cajuns are dispersed, our heroes will deal with a berserk Plasma Boy. He will shoot streams of plasma at anyone who comes near. Before the PC's can communicate with Plasma Boy, they must overcome his Berserk cliché.

**Scene Three** – *Ragin' Cajuns Part Deux*

Once Plasma Boy is calmed down, the Cajuns show up with reinforcements! One mean Backwoods Bubba with his double barrel shotgun leads them. The PC's must get Plasma Boy out of there, willing or not. The Cajuns will shoot at the helicopter first (to make the PC's get away more difficult), and then will attempt to lynch the mutant heroes.

200 Ragin' Cajuns (6)  
Backwoods Bubba (4)

**Scene Four** – *Decisions, Decisions . . .*

After the dust and bayou mud settles, the PC's attempt to relocate Plasma Boy to a nice quiet spot and convince him of the benefits of joining Academy Ex.

**RISUS is the creative property of S. John Ross**

<http://www222.pair.com/sjohn/risus.htm>

**STOOPER HEROES is the creative property of Lord Zamiel Al'Shaitan**

<http://lordzamiel.is.dreaming.org/>