

DARING COMICS

THE SUPER-POWERED ROLE PLAYING GAME



ADVENTURE BOOK: LITTLE TIN GOD

LITTLE TIN GOD

Requires the Daring Comics Role-Playing Game for Use.

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RUNNING THE STORY ARC

Before we go any further, if you are a player, put the book down carefully, cautiously back away from it, turn around, and slowly walk away. When you get to a distance of about twelve feet, you're safe to run. This book is for gamemasters only, and we cannot be responsible to any injuries your enjoyment of the adventure will sustain if you continue reading. You might also piss-off your gamemaster which, depending upon the type of person you having running your games, could also lead to bodily harm for your character.

You've been warned.

Okay. Assuming you're a gamemaster, welcome to **Little Tin God** for the Daring Comics Role-Playing Game.

As the gamemaster it is important that you read the entire book before you try to run the story. You're players are no doubt going to do things that will take a scene into a different direction, and it's important that you be aware of the basic plot flow so you can adjust the story as needed. Don't try to force the players along a certain course of action. Go with what they want to do. As long as you know where the story is supposed to be headed, it should be easy to create an extra scene or two to bring them back into the main plot.

Before we get to the story of Little Tin God, we're going to give you a breakdown of the three acts, as well as some advice on setting things up. Before this section is over, though, we're also going to introduce you with the Federal Government's law enforcement agency for metahuman crime, as well as an expanded rule for creating Nameless NPCs.

We'll start first with how to set-up running the story arc.

STORY ARC SET-UP

The story begins in a setting of your own creation using the setting creation rules in the Daring Comics Role-Playing Game. For Little Tin God, your group doesn't have to create the Broad Problem and Immediate Problem aspects, since the story arc comes with its own tailored for the story. That's not to say that you can't create your own series aspects, just that

they won't have a solid impact in this story arc. You could create them, however, and use it as a lead-in to the Little Tin God story, and continue with it after the story arc is concluded. After all, super-heroes get side-tracked with new problems and adversaries within the greater context of the series all the time.

You could also modify Little Tin God as you see fit to bring your own series aspects more to the forefront. For example, in a street level series, perhaps a servant of Intellitron is has made an alliance with a criminal faction of your heroes' Earth— and it just happens to be a criminal faction tied in to the series aspects. That would start the story arc utilizing those series aspects, and after the story arc is concluded would give you an immediate springboard back into your own series as the heroes likely deal with the fallout of their multiversal jaunt, and further deal with the enemy that brought Intellitron to their Earth.

So go ahead and use the series creation rules in Daring Comics. This story arc is, after all, designed to plug into your own, ongoing series.

The Little Tin God story is designed for the following default series levels:

- **Series Level:** Super-Heroic
- **Series Tone:** Four Color
- **Experience Level:** Know the Ropes or Been Around the Block

Character creation works normally for the story arc. In the Appendix at the end of the book is some advice on adjusting the action for a different series level, primarily Urban Protectors or Earth's Mightiest. If your group wants to play in either the Gritty Realism or Off the Charts series levels, you will have to make a lot of adjustment to the adventure, as Gritty Realism will mean the adversaries are way over the heroes' ability level, and for Off the Charts they're likely to mow through the opposition without much effort.

Experience level doesn't play as huge a role in adjusting things, as except for active opposition, you're choosing a majority of the passive opposition in the scenes. But even for a group of New/Young Heroes with active opposition able to deflect most of their basic attacks, Daring Comics is a game where

simply going toe-to-toe with a foe is not always the best idea— and not always fun. Encourage the players to use the Create an Advantage action to distract or otherwise set-up the opponent, then hand-off all the free invocations to another player. Remember, free invokes can be stacked, and then the aspects can be stacked again by paying a fate point for another invocation.

Also encourage the players to try discovering an aspect or two about their opposition, and then spend a fate point to compel it against them. At the very least, a creative situation aspect compelled against the opposition can not only give the heroes the edge they need, but also add an exciting twist to the story.

Finally, make sure your players are familiar with the Combat Tactics in Chapter 12: Comic Book Action in the rulebook. When simply going to head-to-head against an adversary isn't working, a creative use of some combat tactics could just turn the tide.

STORY ARC FORMAT

Little Tin God is designed to give you leeway in how you tell the story and how the events unfold. The adventure is divided into a traditional three-act structure. Each act is then further broken down into a series of scenes. As you read the adventure, you'll notice that some of the scenes don't have to follow a particular order, and are based on likely options your players will take throughout the story. Naturally, every possibility can't be covered since any players are one heck of a creative bunch. Sometimes you'll have to modify a scene or create one of your own as a bridge. That's fine. That's part of your job as a GM anyway. Trust us when we tell you: if you run the adventure exactly and precisely as written, you're doing something wrong. You're not tailoring things to your heroes.

In addition to the story arc's Broad and Immediate problem aspects, each scene also has a suggested aspects that will affect the players or the NPCs. Keep in mind the word: *suggested*. You don't have to use them, and shouldn't hesitate to create your own based on how things have been unfolding for the heroes. Some scene will also have what we call *scene options*, which offer further suggestions based on some likely actions by the players, or even some alternate or additional actions or motivations from the NPCs.

You'll also see that some adventure features, such as organizations, are designed using the Fate Fractal. If you aren't familiar with Fate Fractal, go back to Chapter 13: Running Daring Comics in the rulebook.

Little Tin God does not assume that any of the variations from the rulebook's Appendix: Turning the Dials will be used. You *can* use them, we just don't assume it.

STORY SUMMARY

Little Tin God begins in the setting your group designed when you first sat down to play Daring Comics. Although as we already stated some scenes can be run in any order, each act has an overall plot goal you're looking to achieve to move it into the next phase.

Act One: The heroes are called to an apartment complex fire, only to discover it to be the result of a metahuman bent on revenge. In the midst of the ensuing battle, a strange nanovirus suddenly overwhelms the would-be criminal, plunging the heroes into a desperate race against time to discover its true nature and origins before the entire city is overrun. Things are not what they seem. The heroes learn that the nanovirus is actually a weapon from a parallel world— a weapon designed to merge their universe with another, and thereby create a new reality. Time has run-out, however, and the Synthesis of realities has begun.

Act Two: Thrust into the slipstream between universes with an unexpected ally, the heroes must help gather a force from across the multiverse if they are going to not only stop the mad, artificial intelligence known as Intellitron, but also restore their universe. Along the way they'll encounter strange beings in a haven for multiversal criminals, alternate Earths each with their own problems, and have to deal with tension between their various allies.

Act Three: With their forces gathered and time running out, the heroes must travel to Primal Earth— the center of a multiversal empire and the seat of Intellitron— for a final confrontation against an enemy determined to wipe Metahumans from all known realities.

OVERWATCH

Although the story arc is designed to plug into your existing setting, a large portion of Act One also requires the existence of a Federal Government operated Metahuman Oversight Agency. If you already have one in your series— great! Simply substitute the scenes and NPCs that involve Overwatch for your own organization. For those who don't have one yet, or want to expand upon the foundation we offer here, we present you with Overwatch, the premier federal law enforcement agency for metahuman crime.

ORGANIZATIONAL OVERVIEW

Overwatch is the agency of the United States Department of Justice specifically formed to monitor, investigate, and arrest metahumans. It was created in 1970 under the Nixon Administration in response to growing public concern over the perceived rise of super-powered vigilantes and criminals. Overwatch is headquartered in Washington, D.C, with field offices and operational safe houses around the country.

Like other agencies under the Department of Justice, Overwatch is headed by a Director and an Assistant Director. Directly under the two are the various Regional Directors, and under the R.D.s are numerous Division Directors, who are responsible for the budget and operations of their respective divisions. Within each division, Special Agents, Technicians, and Specialists operate, forming the organization's backbone.

The various divisions within Overwatch are:

Genetics Division: The Genetics Division of Overwatch is charged with gathering, analyzing, and if possible finding methods to engineer and control, the various genetic anomalies that cause a wide variety of super-powers in humans. Additionally, the division maintains samples and databases on any obtained extraterrestrial genetic material.

Investigative Division: As the name suggests, the Investigative Division is responsible for investigating metahuman crimes. Usually, they work closely with the Response & Containment Division, as well as the appropriate prosecutors, in gathering the necessary evidence to put the suspect behind bars.

Mystic Division: The Mystic Division is comprised not only of agents knowledgeable and adept in the mystic arts, but is also responsible for the

security of the Black Vault— the secret Overwatch location where obtained magical artifacts, both light and dark, are kept.

Psi-Division: Although officially the Psi-Division's stated purpose is to defend the nation against psionic attacks, they also possess a darker, more covert purpose that Overwatch and the Federal Government vehemently deny, but that many in the public (particularly the fringe groups) firmly believe in. That covert operation is known as the Red Level, and its members are some of the organizations most powerful telepaths and mind readers. Their purpose is to scan American Civilians even remotely suspected of activities that would endanger national security, and report their findings directly to the Red Level's Investigative Division members.

Response & Containment Division: The backbone of Overwatch's field operative, the members of the Response & Containment Division are some of the most highly trained law enforcement agents in the world, and are equipped with the latest technology to give them a fighting chance against the metahuman criminals they are sent in to arrest and contain.

Science & Technology Division: In addition to protecting Overwatch and the Federal Government from cybercrimes perpetrated by domestic and foreign enemies, the Science & Technology Division is also responsible for the analyzing and reverse engineering of any obtain, advanced, Metahuman or extraterrestrial technology.

PERSONNEL

Although Overwatch possesses hundreds of administrative staff members, field liaisons, and even some civilian contractors, the true backbone of the agency, its technicians, researchers, and field agents, are amongst the best in law enforcement. Comprised of former military as well as decorated local and state law enforcement officers, Overwatch stands ready to protect America from metahuman threats.

For the most part, the everyday contractors and employees of Overwatch are Average quality NPCs. A vast majority of the field operatives are Fair quality, with the elite agents being Good quality. That should suffice for bringing Overwatch into your series Issues. For particularly important or powerful members of the agency, treat them as Supporting NPCs or even a Named NPC.

NOTABLE PERSONALITIES

While you should create important Overwatch characters as you need for your series, there are two personalities within the agency who the heroes are likely to interact with on a regular basis, if Overwatch is going to be an important part of your stories. They are Assistant Director Reagan Keller, and Director Silverback.

ASSISTANT DIRECTOR REAGAN KELLER

Assistant Director Keller was a hardened operative with the CIA before being recruited by Overwatch and rising through the ranks. She doesn't believe in putting men's lives in danger for no good reason, and doesn't have a problem working with the metahuman community to get the job done. As such, she doesn't usually have any qualms when working with metahuman crime fighters in letting them take the lead in the field. She knows the heroes trained and experienced in dealing with extraordinary threats on a daily basis, and are usually better equipped to survive most combat encounters. It doesn't mean, however, that she's going to just sit back and force the heroes into mortal danger. The moment the heroes give the word, her agents will always swoop in and provide heavy assistance.

DIRECTOR SILVERBACK

Director Silverback is the grandson of the World War II super-hero known as Uncle Samson, a super-strong, highly invulnerable metahuman who was pivotal in helping end the Third Reich's bid for domination. Uncle Samson also made a life-long enemy of the German scientist Hans Fischer, who oversaw secret experiments at an Antarctica base to study the metahuman gene and how to isolate it. As can be expected, the experiments were horrific, and more often than not were deadly to the subjects.

Uncle Samson and other heroes tracked Fischer's team to the secret facility, and during the ensuing battle a highly advanced energy containment field was breached, catching the scientist in the resulting explosion. Although his body was never found, he was believed dead.

But Fischer survived. Transformed by the explosion into an irradiated being whose skeleton showed through a body with an energy sheath instead of skin, he renamed himself Dr. Apocalypse and spent the next several decades striking at America through shadow groups and specially created metahumans.

It wasn't until five years ago that Dr. Apocalypse somehow discovered the real identity of Uncle Samson (who he naturally blamed for what became of him), and traced records to discover that not only did Uncle Samson eventually marry and have a child, but that that child had a son of his own. That man? John Silverback, Director of Overwatch— the United States' agency to monitor and oversee all metahuman activity on U.S. soil.

Staging an attack on New York, Dr. Apocalypse baited Overwatch into arriving on the scene and managed to capture the agency's Director. Unable to extract his revenge directly against the now deceased Uncle Samson, and finding no reward in taking his revenge against the hero's cancer-ridden son, he decided to visit his wrath against the healthy, successful, and currently powerful figure in the U.S. political and military structure— the hero's own grandson.

Not without a sense of humor, twisted as it may be, Dr. Apocalypse performed an experiment on the helpless Director Silverback that would transform him into a play on his very namesake. The evil and (most likely) insane mastermind transferred Director Silverback's mind into that of a genetically engineered Gorilla. The Gorilla's body was designed to stand almost seven feet tall, weigh over 800 pounds, with black hair along its body except for the back, which was silver. Inside its brain was a microchip that would grant Dr. Apocalypse vocal and remote control over the beast. The mad scientist intended to place Director Silverback into the beast, then force him to watch helplessly as his new body was used to kill and maim his compatriots.

Fortunately or unfortunately, depending upon how one views such things, the plan didn't go exactly as expected. During the final phase of the transfer, Overwatch and a team of heroes (perhaps even the player-characters' hero team) stormed the secret base. The equipment was damaged beyond repair during the initial assault, resulting in Director Silverback's mind being transferred, his human body destroyed in an explosion, the microchip burned out, and Dr. Apocalypse once again escaping.

Director Silverback was taken into custody by Overwatch and put through rigorous mental and physical testing over the course of the next six months. It was determined that his mind had been fully transferred, and that he was mentally intact. Unfortunately, neither Overwatch nor the super-hero community have thus far discovered a method of returning him to a human body, even if a new one could be created.

Now, and possibly forever, trapped in the body of a genetically engineered Gorilla, Director Silverback (as he's taken to calling himself, doing his best to embrace the change), continues to lead Overwatch, much to the opposition of a few select members of Congress. All the while, he keeps his eyes on hundreds of legal and illegal networks, awaiting word of Dr. Apocalypse's return.

EQUIPMENT

Overwatch possesses highly advanced technology and hardware in its mission to investigate and apprehend metahuman criminals. Below are a few examples of what Overwatch can bring to bear throughout the series.

SCORPION ATTACK HELICOPTER

The Scorpion Attack Helicopter is a highly advanced stealth chopper capable of jamming communications over a large area. Typically used to transport a small unit of field agents into hostile territory, the Scorpion is also equipped with air-to-air missiles and machine guns.

SCORPION ATTACK HELICOPTER	
Speed Rating:	4 (Flight 3)
Weapons:	Air-to-Air Missiles (weapon 4, area effect, demolishing, hard-hitting), Machine Gun (weapon 3, area effect, full auto, potent)
Armor:	Armored 3, Hardiness 2
Special Effects:	Auto-Pilot, Invisibility 3, Hyper-Sense 2 (darkvision, thermal vision)
Limits:	Invisibility: audio and radar only.
Complications:	Ammo, must refuel
Stress:	[1] [2] [3]
Consequences:	1 Mild

NEPHILIM TRANSATMOSPHERIC FIGHTER

The Nephilim Transatmospheric Fighter is the government's answer to the extraterrestrial threat always looming above Earth. Used by the U.S. military, dozens of units have also been transferred to Overwatch by the Department of Defense. Capable of outmaneuvering most atmospheric fighters, and

often times capable to matching the maneuverability of metahuman fliers, the Nephilim is seriously armed, though lightly armored. It is capable of space flight.

NEPHILIM TRANSATMOSPHERIC FIGHTER	
Speed Rating:	5 (Flight 4)
Weapons:	Energy Cannon (Blast 4, energy)
Armor:	Armored 2
Special Effects:	Advantageous (+2 to create <i>rapid maneuver</i> situation aspect), Auto-Pilot, Database, Hyper-Sense 2 (darkvision, thermal vision), Targeting
Limits:	None
Complications:	None
Stress:	[1] [2]
Consequences:	None

ZEUS DROP CARRIER

The Zeus drop carrier is a heavily armed and armored troop dropship, capable of withstanding several AIM-120 missile strikes. It is capable of carrying 120 troops plus cargo.

ZEUS DROP CARRIER	
Speed Rating:	4 (Flight 3)
Weapons:	Air-to-Air Missiles (weapon 4, area effect, demolishing, hard-hitting), Energy Cannon (Blast 3, energy, demolishing)
Armor:	Armored 5, Hardiness 5, Reinforced
Special Effects:	Auto-Pilot, Hyper-Sense 2 (darkvision, thermal vision)
Limits:	None
Complications:	Must refuel
Stress:	[1] [2] [3] [4] [5]
Consequences:	1 Mild, 1 Moderate

CONTAINMENT CARRIER

The Containment Carrier is an armored truck transport specifically designed to restrain metahuman prisoners and nullify most powers.

CONTAINMENT CARRIER	
Speed Rating:	2 (Super-Speed 1)
Weapons:	None
Armor:	Armored 2, Hardiness 4, Reinforced
Special Effects:	Nullify (source: genetic and mental), Power skill at Good (+3)
Limits:	None
Complications:	Nullify can short out
Stress:	[1] [2] [3] [4]
Consequences:	1 Mild, 1 Moderate

HEAVY TROOP TRANSPORT

An eight-wheeled armored transport vehicle based on multiple military designs, the Heavy Troop Transport is used by Overwatch to get operatives into dangers areas of metahuman activity.

HEAVY TROOP TRANSPORT	
Speed Rating:	2 (Super-Speed 1)
Weapons:	Machine Gun (weapon 3, area effect, full auto, potent)
Armor:	Armored 4, Hardiness 5, Reinforced
Special Effects:	Hyper-Sense 2 (darkvision, thermal vision)
Limits:	None
Complications:	None
Stress:	[1] [2] [3] [4] [5]
Consequences:	1 Mild, 1 Moderate

ARMORED SEDAN

On the surface appearing as a normal four door sedan, the Overwatch armored sedan is equipped

with strong body armor, Kevlar reinforced shred and puncture resistant tires, and automatic weapons hidden behind collapsing head and tail lights.

ARMORED SEDAN	
Speed Rating:	3 (Super-Speed 2)
Weapons:	Automatic Guns (weapon 3, full auto, armor penetrating 1)
Armor:	Armored 2, Hardiness 2
Special Effects:	Hyper-Sense 1 (darkvision), Invisibility 2
Limits:	Invisibility: Not while moving
Complications:	Invisibility can short out
Stress:	[1] [2] [3]
Consequences:	1 Mild

BASES AND SAFE HOUSES

Overwatch maintains bases and safe houses across the United States, as well as clandestine black book facilities around the globe.

OVERWATCH HEADQUARTERS

Located in the heart of Washington D.C, the Overwatch headquarters is a vast, four-story building protected by state-of-the-art security. Below the building are six sublevels, devoted to cybersecurity, metahuman containment, and multiple black book operations into Metahuman and Extraterrestrial technological and genetic research.

The headquarters also possesses a teleportation portal, known as a jump portal that links it for two-way transport to a wide variety of satellite bases, field offices, and safe houses.

OVERWATCH HEADQUARTERS	
Aspects:	Highly Secured Government Complex
Quality:	Fantastic (+6)

OVERWATCH HEADQUARTERS

Features:	Command Center, Database, Defense Systems, Garage, Hangar, Infirmary, Laboratory, Library, Personnel (7), Power Supply, Secure Access, Security Cells (4), Teleportals (Limit: only to other Overwatch facilities), Training Room, Workshop.
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OVERWATCH SATELLITE HEADQUARTERS

The Overwatch satellite headquarters are found in several major cities, and function as a direct extension of the main headquarters. Always linked via a jump portal, the Satellite HQ contains a permanent staff of employees and field agents. Its job is to coordinate with other federal law enforcement agencies, as well as local and state law enforcement divisions.

OVERWATCH SATELLITE HEADQUARTERS

Aspects:	Secondary Agency Facility
Quality:	Superb (+5)
Features:	Command Center, Database, Defense Systems, Garage, Hangar, Infirmary, Laboratory, Library, Personnel (4), Power Supply, Secure Access, Security Cells (3), Teleportals (Limit: only to other Overwatch facilities), Training Room, Workshop.

OVERWATCH FIELD OFFICE

Found in all major cities, an Overwatch field office is the local branch of the federal agency, and focuses on working with local law enforcement on the investigation and apprehension of metahuman criminals. Staffed with roughly a dozen civilian employees and over a dozen field agents, the field offices are the arm of Overwatch that is most in the trenches in the war against metahuman crime.

OVERWATCH FIELD OFFICE

Aspects:	Secondary Agency Facility
Quality:	Good (+3)

OVERWATCH FIELD OFFICE

Features:	Command Center, Database, Personnel (2), Secure Access, Teleportals (Limit: only to other Overwatch facilities).
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TYPICAL SAFE HOUSE

An Overwatch safe house is a top secret facility usually hidden behind a normal seeming façade— such as a barber shop, deli, or even coffee shop. Typically staffed with four to six agents, a safe house contains living and sleeping quarters, a recreation room, a gym, and a full communications monitoring array.

TYPICAL SAFE HOUSE

Aspects:	Camouflaged Base and Recovery Center
Quality:	Good (+3)
Features:	Command Center, Database, Defense Systems, Infirmary, Laboratory, Living Quarters, Personnel, Power Supply, Secure Access, Teleportals (Limit: only to other Overwatch facilities), Training Room, Workshop.

USING OVERWATCH IN PLAY

Overwatch can be used in play the same as any other type of Supporting NPC (see: Daring Comics Role-Playing Game, Chapter 13). The agency has its own set of aspects, skills, stunts, complications, stress tracks, and consequence slots.

As detailed below, Overwatch has five special skills available to it, as opposed to the entire 24 skills available to individual characters. It also possesses two different types of stress tracks.

Resource stress represents a strain on the agency's financial budgets, available staff and hardware, and black-budget allotment. It also represents damage taken during martial encounters in the field, such as a severe loss of manpower and equipment.

Political stress represents a strain on Overwatch's pull in Washington D.C., with the media, local law

enforcement and politicians, and any encounter that would harm the agency's clout or political leverage.

ORGANIZATIONAL SKILLS

As an organization, Overwatch possesses five new skills instead of the normal list of skills available to the characters. In essence, each skill combines the abilities of several normal skills, representing the organization's overall effectiveness.

For the most part, Overwatch agents and operatives appearing throughout the adventure are created as Named NPCs, Supporting NPCs, or Nameless NPCs. Depending on where your players take the story, however, or whether or not you want to add Overwatch to your series and continue to expand on it, there might come a time where you have to determine an outcome for the organization as a whole. For that reason, we present you with the write-up for Overwatch using the Fate Fractal.

ASSETS

The Assets skill represents Overwatch's resources as far as operating budget, available hardware, and available staff at its numerous field offices and safe houses.

Overcome: Use Assets when Overwatch needs to use its money or equipment to get through or past a situation where bribes and pay-offs can make a difference.

Create an Advantage: Assets can be used to create situation aspects that represent the organization greasing the wheels. Perhaps they have someone that they pay for information inside of a super-criminal cartel, or have to undertake an operation on foreign soil and make sure the national military commanders look the other way.

Attack: Usually, Assets is not used to attack.

Defend: Assets isn't used to defend

BUREAUCRACY

The Bureaucracy skill represents the organization's ability to not only work the complicated politics of Washington D.C. and intra-agency brinkmanship, but also deal with local government and law enforcement.

Overcome: Use Bureaucracy when Overwatch has to cut through red tape, jurisdiction disputes,

or deal with Congress and agency heads in the nation's capital.

Create an Advantage: Bureaucracy is a great skill for creating situation aspects representing some facet of Overwatch's vast political network. Perhaps they have some dirt on a member of congress that is looking to cut the budget, or even defund, the organization. Or maybe they're encountering jurisdictional pushback from a local governor or police chief, and need to make sure their superior rank is understood.

Attack: Bureaucracy can be used in attacks focused on dealing stress to someone's mental track, and consequences resulting in emotional or mental (getting overly ticked-off at Overwatch stepping into local affair, for instance), or one's reputation by using political channels, or even the media, against someone.

Defend: Bureaucracy can be used to defend against actions resulting from bureaucratic attacks.

ESPIONAGE

Overwatch isn't just a metahuman law enforcement agency, it's also a top spy organization for the United States. The Espionage skill covers Overwatch's agents in the field, their ability to blend in, gather information, and insert themselves into target areas or groups.

Overcome: Use Espionage in Overcome actions to represent Overwatch having contacts on the street or in vital enemy places. The skill is also used just as the Deceive skill would be, when it pertains to agents being in disguise, being able to bluff their way into our out of places, or generally maintaining their cover identities.

Create an Advantage: Espionage can be used to create situation aspects that representing bringing your underground network to bear for information purposes. It's also a good fit for create situation aspects that represent cover stories, fake identities, and other things related to being a spy organization.

Attack: Espionage can be used for indirect attacks, but doesn't cause actual harm to anyone.

Defend: Espionage can be used to defend against opposition groups attempting to infiltrate the organization, planting false information to lead Overwatch down a dead-end path, and any defense where the agency's information network can be used.

EXPERTISE

The Expertise skill covers Overwatch's sum total of knowledge in all matters related to science and technology, the mystic arts and supernatural, extraterrestrial life and technology, and even their R&D department.

Overcome: Usually Expertise will roll in an Overcome action when the organization is looking to understand a piece of science, tech, or mystic spell or artifact.

Create an Advantage: Expertise can be used to create situation aspects related to Overwatch's vast storehouse of knowledge, and the dozens of experts they keep on staff.

Attack: Expertise isn't used to attack

Defend: Expertise isn't used to defend.

MARTIAL

The Martial skill represents Overwatch's raw combat ability, covering the skills of Accuracy, Athletics, Fight, and Weapons, that individual characters would have to possess.

Overcome: Unless for some reason the agency needs to flex its military muscle, Martial isn't really used for Overcome actions.

Create an Advantage: Martial can be used to create a wide variety of situation aspects representing advantages to its combat actions in the field. The potential list of ideas is a lot to cover, but the skill can be used the same way a character would use Accuracy, Athletics, Fight, and Weapons.

Attack: Martial is Overwatch's main attack skill.

Defend: Martial is Overwatch's main defend skill.

BRINGING OVERWATCH INTO THE STORY

As already stated, a vast majority of the heroes' interaction with Overwatch will come in the form of individual agents and Named NPCs. There might be times in the story, however, where the heroes need to use the agency to get the media off their backs or deal with a local politician with a personal vendetta against costumed crimefighters (Bureaucracy). Another time, the heroes might need information on a criminal cartel, or might need to know if Overwatch

can assist them in infiltrating another organization (Espionage). Sometimes, the heroes might need access to one of Overwatch's science or mystic divisions to figure out a new virus, piece of alien technology, or dark magic artifact (Expertise).

Basically, when the heroes need to call on the organization and you want to handle it with a few "downtime" dice rolls, Overwatch is a great resource for heroes in good standing with the organization.

STRESS AND CONSEQUENCES

Overwatch recovers from stress at the end of the current issue. Consequences are only recovered when the heroes reach a significant or major milestone.

OVERWATCH	
Aspects:	Government Monitoring Agency for Metahumans, State of the Art Technology, Knows All the Dirty Little Secrets
Skills:	Bureaucracy (+3), Expertise (+4), Espionage (+5), Martial (+6), Assets (+7)
Political Stress:	[1] [2] [3] [4] [5]
Asset Stress:	[1] [2] [3] [4] [5]
Consequences:	1 Mild, 1 Moderate, 1 Severe

ADVANCING OVERWATCH

If used as a main Supporting NPC in your series, Overwatch only advances when the heroes reach a significant or major milestone, and only if it was a significant participant in the story.

During a significant milestone, Overwatch gains the following:

- Switch one skill rating with another.
- Rewrite an aspect
- The agency clears a Minor Consequence slot

During a major Milestone, Overwatch can be granted one of the following:

- Increase one of its skill one step on the ladder
- Gain a new stunt

The agency also clears a Moderate Consequence slot

NEW RULES

This section contains some new rules that you can use when running Little Tin God. The rules aren't required, mind you, but they allow you to adjust Nameless NPCs, as well as some combat scenes in Act Three that contain the heroes and a lot of allies.

SCALING NAMELESS NPCs

The Daring Comics Role-Playing Game already provides rules for creating very basic Nameless NPCs—those walk-on characters that populate the heroes' world, or the armies of thugs and faceless soldiers who oppose them.

Below are some guidelines for adjusting the capabilities of those Nameless NPCs based on your series Experience Level. For the most part, any walk-on characters should always be created as detailed in the rulebook for Nameless NPCs. For those armies of thugs or soldiers, however, the adjustments below will allow them to provide the right type of opposition to more powerful heroes.

NORMAL GUY IN A SUPER WORLD

AVERAGE

- **Competence:** Rank-and-file order-takers, local conscripts, and the like. When in doubt, a nameless NPC is Average.
- **Purpose:** Mostly there to make the PCs look more awesome.
- **Aspects:** One or two.
- **Skills:** Two or three Average (+1).
- **Stress:** No stress boxes—a one shift hit is enough to take them out.

FAIR

- **Competence:** Trained professionals, like soldiers and elite guards, or others whose role in the scene speaks to their experience, such as a sharp-tongued courtier or talented thief.

- **Purpose:** Drain a few of the players' resources (one or two fate points, stress boxes, possibly a mild consequence).
- **Aspects:** One or two.
- **Skills:** One Fair (+2), and two or three Average (+1).
- **Stress:** One stress box—a two shift hit is enough to take them out.

GOOD

- **Competence:** Tough opposition, especially in numbers.
- **Purpose:** Drain the players' resources—as Fair, but more so. Provide a decent stumbling block (in numbers) on the way to a more significant encounter.
- **Aspects:** One or two.
- **Skills:** One Good (+3), one or two Fair (+2), and one or two Average (+1).
- **Stress:** Two stress boxes—a three shift hit is enough to take them out.

NEW/YOUNG HEROES

AVERAGE

- **Competence:** Rank-and-file order-takers, local conscripts, and the like. When in doubt, a nameless NPC is Average.
- **Purpose:** Mostly there to make the PCs look more awesome
- **Aspects:** One or two.
- **Skills:** One Fair (+2), and one or two Average (+1).
- **Stress:** No stress boxes—a one shift hit is enough to take them out.

FAIR

- **Competence:** Trained professionals, like soldiers and elite guards, or others whose role in the scene speaks to their experience, such as a sharp-tongued courtier or talented thief.

- **Purpose:** Drain a few of the players' resources (one or two fate points, stress boxes, possibly a mild consequence).
- **Aspects:** One or two.
- **Skills:** One Good (+3), one Fair (+2), and one or two Average (+1).
- **Stress:** One stress box—a two shift hit is enough to take them out.

GOOD

- **Competence:** Tough opposition, especially in numbers.
- **Purpose:** Drain the players' resources—as Fair, but more so. Provide a decent stumbling block (in numbers) on the way to a more significant encounter.
- **Aspects:** One or two.
- **Skills:** One or Good (+3), one or two Fair (+2), and two or three Average (+1).
- **Stress:** Two stress boxes—a three shift hit is enough to take them out.

KNOW THE ROPES

AVERAGE

- **Competence:** Rank-and-file order-takers, local conscripts, and the like. When in doubt, a nameless NPC is Average.
- **Purpose:** Mostly there to make the PCs look more awesome
- **Aspects:** One or two.
- **Skills:** One Fair (+2), and one or two Average (+1).
- **Stress:** No stress boxes—a one shift hit is enough to take them out.

FAIR

- **Competence:** Trained professionals, like soldiers and elite guards, or others whose role in the scene speaks to their experience, such as a sharp-tongued courtier or talented thief.
- **Purpose:** Drain a few of the players' resources (one or two fate points, stress boxes, possibly a mild consequence).
- **Aspects:** One or two.

- **Skills:** One or two Fair (+2), and two or three Average (+1).
- **Stress:** One stress box—a two shift hit is enough to take them out.

GOOD

- **Competence:** Tough opposition, especially in numbers.
- **Purpose:** Drain the players' resources—as Fair, but more so. Provide a decent stumbling block (in numbers) on the way to a more significant encounter.
- **Aspects:** One or two.
- **Skills:** One Good (+3), one or two Fair (+2), and three or four Average (+1).
- **Stress:** Two stress boxes—a three shift hit is enough to take them out.

BEEN AROUND THE BLOCK

AVERAGE

- **Competence:** Rank-and-file order-takers, local conscripts, and the like. When in doubt, a nameless NPC is Average.
- **Purpose:** Mostly there to make the PCs look more awesome
- **Aspects:** One or two.
- **Skills:** One Fair (+2), and two or three Average (+1).
- **Stress:** No stress boxes—a one shift hit is enough to take them out.

FAIR

- **Competence:** Trained professionals, like soldiers and elite guards, or others whose role in the scene speaks to their experience, such as a sharp-tongued courtier or talented thief.
- **Purpose:** Drain a few of the players' resources (one or two fate points, stress boxes, possibly a mild consequence).
- **Aspects:** One or two.
- **Skills:** One Good (+3), one or two Fair (+2), and two or three Average (+1).
- **Stress:** One stress box—a two shift hit is enough to take them out.

GOOD

- **Competence:** Tough opposition, especially in numbers.
- **Purpose:** Drain the players' resources—as Fair, but more so. Provide a decent stumbling block (in numbers) on the way to a more significant encounter.
- **Aspects:** One or two.
- **Skills:** One Great (+4) one Good (+3), one or two Fair (+2), and three or four Average (+1).
- **Stress:** Two stress boxes—a three shift hit is enough to take them out.

HIGHLY EXPERIENCED

AVERAGE

- **Competence:** Rank-and-file order-takers, local conscripts, and the like. When in doubt, a nameless NPC is Average.
- **Purpose:** Mostly there to make the PCs look more awesome.
- **Aspects:** One or two.
- **Skills:** One Fair (+2), and three or four Average (+1).
- **Stress:** No stress boxes—a one shift hit is enough to take them out.

FAIR

- **Competence:** Trained professionals, like soldiers and elite guards, or others whose role in the scene speaks to their experience, such as a sharp-tongued courtier or talented thief.
- **Purpose:** Drain a few of the players' resources (one or two fate points, stress boxes, possibly a mild consequence).
- **Aspects:** One or two.
- **Skills:** One Good (+3), one or two Fair (+2), and two or three Average (+1).
- **Stress:** One stress box—a two shift hit is enough to take them out.

GOOD

- **Competence:** Tough opposition, especially in numbers.
- **Purpose:** Drain the players' resources—as Fair, but more so. Provide a decent stumbling block

(in numbers) on the way to a more significant encounter.

- **Aspects:** One or two.
- **Skills:** One Great (+4), one Good (+3), two or three Fair (+2), and two or three Average (+1).
- **Stress:** Two stress boxes—a three shift hit is enough to take them out.

If you want the Nameless NPCs to also have Hero Points to spend on Stunts or Powers, the guidelines below offer a maximum number of Hero Points based on the quality of the NPC and your Series Level.

GRITTY REALISM

AVERAGE

- **Hero Points:** 1

FAIR

- **Hero Points:** 1

GOOD

- **Hero Points:** 2

URBAN PROTECTORS

AVERAGE

- **Hero Points:** 2

FAIR

- **Hero Points:** 3

GOOD

- **Hero Points:** 4

SUPER HEROIC

AVERAGE

- **Hero Points:** 2

FAIR

- **Hero Points:** 3

GOOD

- **Hero Points:** 5

EARTH'S MIGHTIEST

AVERAGE

- Hero Points: 2

FAIR

- Hero Points: 4

GOOD

- Hero Points: 7

OFF THE CHARTS

AVERAGE

- Hero Points: 3

FAIR

- Hero Points: 5

GOOD

- Hero Points: 9

STRIKE TEAMS

Often in comic books, a larger team, or a large group of super-heroes (though not necessarily all members of the same official team), will break into smaller teams to tackle a complex problem that requires going to several locations simultaneously. In Daring Comics, we call those smaller units a Strike Team.

A Strike Team isn't the same as when all the player-character heroes are in a group together to tackle a problem, nor is it accurately represented by the Expanded Super Team rules found in the Daring Comics Appendix. This smaller team is when a single player-character hero, or maybe two such heroes, are leading a team of NPCs on a particular mission, and you don't want the story to get bogged down with having to roll individually for each ally they have with them.

You'll notice that both the Super Squad and the Mass Combat rules draw some elements from the Expanded Super Team rules found in the Appendix of the Daring Comics Role-Playing Game. We felt that was important. While each option should have its own feel in play, we wanted folks to be able to learn all three options without having to memorize a trio of entirely different rulesets.

STRIKE TEAM VERSUS MOB

While a Mob is a collection of Nameless NPCs, perhaps even some with super-powers, a Strike Team is a much more powerful unit of super-heroes or villains. While mobs are meant to represent thugs, grunts, and drones, a Strike Team represents those characters in comics who generally have more of an impact on a story.

DEFINING THE STRIKE TEAM

A Strike Team is a team of NPCs that don't have their own character write-ups, led by one or more heroes (the player-characters). It represents what we see in comic books when a larger group of super-heroes divide into smaller teams to tackle different parts of a problem. In the context of Daring Comics, a Strike Team **must** contain at least one player-character.

Although one or more player-characters are technically part of the Strike Team, only their NPC allies make skill rolls as a single unit, or take damage as a single unit. The player-character members are always treated as individual characters.

The first thing to do is to determine how many members, besides the main hero, comprise the Strike Team. This can as many as makes sense for your scenes, but usually shouldn't be more than eight other members.

The second thing to do is to create two aspects for them. The first aspect is the **Concept** aspect, the same as an individual character receives. The second is a **Friction** aspect, like a super team receives. Together, those two aspects state not only the reason for the Strike Team's existence, but also what type of tension might flow between the members.

STRIKE TEAM SKILLS

Since the Strike Team is an abstract representation of the hero and his allies, it receives the following four skills.

Combat: This skill covers the full range of normal combat, from fist fights, gun play, to using weapons. It handles both the offensive and defensive portions of conflicts, and includes super-powers.

Expertise: How much knowledge can the Strike Team bring to bear, whether through investigation and clue analysis, science or sorcery, or even general academic subjects? This skill represents such things.

Social: The Social skill covers interacting and dealing with others, whether through getting them on your side and willing to assist the Strike Team, intimidating them into submission, or even calling upon allies and contacts they might possess.

Undercover: This skill deals with being stealthy, breaking into places, using disguises, and all the other actions in the scene that mean the Strike Team doesn't want to be discovered.

STRIKE TEAM SKILL LADDER

Since a Strike Team is usually a temporary group of super-heroes joined together for a specific goal, the skill ladder is constructed as a Fate Fractal. How the skills can be ranked are determined by the series Experience Level.

New Guy in a Super World: One Average (+1) skill, one Fair (+2) skill, one Good (+3) skill, one Great (+4) skill.

New/Young Hero: Two Fair (+2) skills, one Good (+3) skill, one Great (+4) skill.

Know the Ropes: One Fair (+2) skill, one Good (+3) skill, one Great (+4) skill, one Superb (+5) skill.

Been Around the Block: Two Good (+3) skills, one Great (+4) skill, one Superb (+5) skill.

Highly Experienced: One good (+3) skill, one Great (+4) skill, one Superb (+5) skill, one Fantastic (+6) skill.

STRIKE TEAM STUNTS AND POWERS

A Strike Team also gets a number of Hero Points for Stunts and Powers as determined by Series Level.

Gritty Realism: 2 Hero Points

Urban Protectors: 4 Hero Points

Super Heroic: 6 Hero Points

Earth's Mightiest: 8 Hero Points

Off the Charts: 10 Hero Points

STRIKE TEAM STRESS AND CONSEQUENCES

The amount of Stress and Consequences a Strike Team can take is determined by your Series Tone. Unlike an individual character, the Strike Team only has one stress track.

Near Realistic: Two stress boxes

Dark & Grim: Three stress boxes

Four Color: Five stress boxes, one mild consequence

NON-COMBAT SKILL ROLLS

The Strike Team can make non-combat skill rolls the same as any character. Additionally, if the player-character has the Leadership skill and takes no other action for the rest of the scene (unless combat occurs) to represent inspiring and coordinating the Strike Team, he can make an Overcome action against opposition set by the GM. On a success, the team gets +1 to their rolls. On a success with style, they receive the +1 bonus plus the leader can place a boost on the scene.

The bonus can only be gained from a single player-character, even if more than one is leading the Strike Team.

STRIKE TEAM LEVEL CONFLICTS

A Strike Team acts in a conflict the same as any other character. Instead of Notice, its primary skill for determining when it acts in an exchange is its Combat skill. It doesn't use a secondary or tertiary skill.

A Strike Team is a single character for purposes of game mechanics. It gets one turn in an exchange, and takes damage as a whole unit. When a Strike Team takes damage, concedes, or is Taken Out, be creative with the narrative. Did a member or two get knocked unconscious? Is someone trapped beneath collapsed rubble? Or is someone mind controlled?

Even though the Strike Team is a collection of heroes, the Area Effect special effect doesn't do anything extra to it. A Strike Team already has a low damage threshold, so simply use appropriate description for any damage it takes from area effect powers and weapons.

Remember, even though one or more player-characters are considered part of the Strike Team, the game always treats them as the main protagonists. The player-characters make all their rolls individually, and they track damage as normal on their character sheets.

MASS COMBAT

Regularly in comics, we see massive groups of super-heroes battling against near endless hordes of killer robots under the control of an artificial intelligence; an assembly of numerous super teams taking on a cataclysmic world devourer; or a legendary roster of heroes confronting a world shatteringly powerful super-villain or hero gone rogue. Such iconic confrontations can be hard to manage in a role-playing game if every hero and villain is handled as an individual character, or even as a collection of mobs. For just these types of encounters, there are the mass combat rules.

The mass combat rules provide you with a way to handle massive armies on the battlefield with little effort. It's an abstract system, but provides a narrative foundation for the armies to do battle, and the main heroes to participate and help determine the outcome.

UNIT SKILLS

A mass combat unit has access to four skills.

Combat: This skill covers the full range of normal combat, from fist fights, gun play, to using weapons. It handles both the offensive and defensive portions of conflicts, and includes super-powers.

Expertise: How much knowledge can the army bring to bear, whether through investigation and clue analysis, science or sorcery, or even general academic subjects? This skill represents such things.

Social: The Social skill covers interacting and dealing with others, whether through getting them on your side and willing to assist the army, intimidating them into submission, or even calling upon allies and contacts they might possess.

Undercover: This skill deals with being stealthy, breaking into places, using disguises, and all the other actions in the scene that mean the army doesn't want to be discovered.

SETUP

The first thing to do is to determine the overall size of each side's force. The force is the rough number of personnel and hardware the side possesses, the total sum of all its individual units, and will determine your beginning number of build points.

FORCE BUILD POINTS	
Squad	(up to 12) 3
Platoon	(25-60) 6
Company	(80-250) 8
Battalion	300-1,000) 10
Regiment	(1,000-3,000) 12
Brigade	(3,000-5,000) 14
Division	(10,000-20,000) 16
Corps	(40,000-80,000) 18
Army	(100,000-200,000) 20

BUILDING THE FORCE

The next step is to use your Build Points to construct your force. Build Points can be spent on Unit Quality, on additional Fate Points for the unit, and to gain Hero Points for Stunts or Powers, as shown on the table below.

BUILD POINT COST	UNIT QUALITY
1	Average
1	Hero Point
2	Fair
2	Additional Fate Point
3	Good

UNIT ASPECTS

Next, create the first aspect for each unit. This aspect is the Concept, the same as for individual characters. It should clearly state the type of unit, and maybe even the level of training or experience. Such as: **Platoon of Android Drones**, or **Company of Veteran Infantry**.

If a unit is of Fair or Good quality, it also gains additional aspects which you can use for whatever

else you want to say about the unit, its capabilities, or even any friction in the ranks.

UNIT ABILITIES

After you have your unit quality and aspect known, the next step is to construct each unit. Each unit must rank their four skills on the ladder as shown by their quality, and each rating on the ladder can only be used once. Additionally, how many consequences a unit can take before being defeated is determined by its quality, as is its beginning Fate Points. Units do not have a stress track.

Make sure you write down the unit's abilities on the mass combat character sheet.

Average: One Average (+1) skill, one Fair (+2) skill, one Good (+3) skill, one Great (+4) skill. No consequences— a single hit takes the unit out. Fate Points: 0

Fair: Two Fair (+2) skills, one Good (+3) skill, one Great (+4) skill. One mild consequence. Two aspects. Fate Points: 1

Good: Two Good (+3) skills, one Great (+4) skill, one Superb (+5) skill. One mild consequence, one moderate consequence. Three aspects. Fate Points: 2

ZONES

A zone might be a single hill, a hundred yards of open meadow, or a sector of space. The specifics depend on your game and the scale of the conflict. Zones can be represented by index cards, sheets of paper, or whatever other markers you want to use.

NUMBER OF ZONES

As a rule of thumb, give the battlefield a number of zones equal to the number of players you have, plus one. That includes the GM, so a game with a GM and three players, you would have five zones. If that feels claustrophobic for the number of units you have in play, throw in a couple more zones.

ADDING ZONE ASPECTS

For a fate point, a player can write an aspect on an empty zone card after it's been placed on the battlefield but before the battle begins. Put the zone card back on the battlefield **face down**. When a unit moves into the zone, or scouts it, turn it face-up to reveal the aspect.

If a player puts a new aspect on a zone by creating an advantage during play, write it on the zone card for everyone to see.

CREATING THE BATTLEFIELD

Players take turns placing zone cards, starting with whoever has the most fate points left in their battle chest. Each zone card must be adjacent to an existing zone card. Try to avoid an overly linear battlefield— multiple ways in and out of most zones will make for a more interesting battle.

LEADERS

Any player-character hero or main NPC can be a leader. Use a token or some other marker to represent each leader— something that can be attached to a unit card as well as placed directly on the battlefield if their unit is defeated or when they are otherwise acting independently. Defeating a unit doesn't defeat its leader— only a leader can directly attack and defeat another leader.

Attaching a leader to a unit, or detaching one from a unit, doesn't require an action, but a leader can't do both in the same turn.

An attached leader can take their action whenever their unit does. They can give this action to their unit, to let it take two actions, or they can do something else, like engage another leader in combat or remove a consequence from the unit.

An attached leader provides several other benefits to their unit.

- All of a unit's skills with a rating below the leader's Leadership get a +1 bonus as long as the leader's attached. If your game has another, more suitable skill for this, use that instead.
- The leader can invoke their aspects on behalf of their unit.
- The leader can use Leadership to remove a consequence, at the usual difficulties outlined in *Daring Comics*. This counts as the leader's action for the turn.
- The leader can use their action to put a boost on their unit, such as **Charge!** This doesn't require a roll unless the unit's taken a consequence, in which case the leader uses Leadership with a difficulty equal to twice the number of consequences the unit has.

An independent leader has to be activated to do anything, just like a unit.

SEQUENCE OF PLAY

1. Pick one of your leaders and roll their Leadership. Highest roll goes first, and so on, down the line. In the case of a tie, highest Leadership wins. If that's a tie, too, then the player with the most units wins.
2. When it's your turn, choose and activate one of your units or independent leaders. If you choose a unit with a leader attached, the leader gets to take their action as well. If you choose an independent leader, they can't affect units, but they can interact with other leaders (violently, in all likelihood). Every unit and leader on a side must act before any unit or leader on a side may act again.
3. When all non-allied players lose all their units or concede, the battle's over.

TEAMING-UP

Individual units can use Teamwork, the same as individual characters in Daring Comics, to perform a massive onslaught of an attack, as long as the units are in the same zone.

WINNING

Everyone on the winning side gets a fate point. Every player who defeated an enemy leader—whether in battle, by persuading them to surrender or switch sides, or whatever—gets a fate point for each leader they defeated.

SPECIAL CIRCUMSTANCES

Sometimes in comic books, it won't be a simple matter of one large force against another. Sometimes, it'll be a small squad of heroes or a single hero against the opposing force. For situations like that, use the following guidelines.

STRIKE TEAM VERSUS FORCE

A strike team differs from a force in narrative weight, because a strike team represents a team of what would normally be a bunch of Named NPC or even Supporting NPCs who all remain a strength of the story. As such, when facing a force, the strike team maintains its build and write-up from the Strike Team rules, even if facing a force made up of a mass combat squad.

SINGLE CHARACTER VERSUS FORCE

Something else we see in comic books is when an opposing force, being it a regular military or a vast team-up of various super-heroes and super teams, must take on a single, ultra-powerful foe.

To handle that using the mass combat rules, simply use the individual character as normal, and place them against the units that make up the Force. The mass combat rules can handle it.

POWERS IN MASS COMBAT

For the most part, powers work the same in mass combat as they do in any other part of a Daring Comics story. The only difference is the Area Effect special effect. When used in mass combat, it only causes damage to up to two units and their leaders in the same zone, regardless of how many units or leaders are actually present. Unless the power also has the multi-targeting special effect, the extra unit effected must be next to the target unit.

EXTREMELY LARGE THREATS

Another staple of super-hero stories is the battle against a threat of extraordinary size or scope. This might be a cosmic level space vessel several miles long, to a gigantic world-be conqueror. Sometimes, strange portals are opened to different times and places, pouring forth dinosaurs, or even dragons, into the heroes' home city.

The following section provides some guidelines on how to handle such awesome threats, and can be used as an enemy in normal character combat, Expanded Super Team conflicts, against Strike Teams, and even as an opponent to a mass combat army.

CREATING THE LARGE THREAT

For the most part, a large threat is created the same as you would any player-character (yes, they are that dangerous). It gets skill points based on the Experience Level you choose for it, and a number of Hero Points from the Series Level. Its base stress tracks get the number of boxes indicated by your Series Tone. Consequences will be handled a little differently, as explained later.

DIVIDING THE PARTS

Once you determine the threat's skill points and hero points, decide how many parts it will have. Each part counts as a separate threat, and occupies an entire zone. A large threat must possess at least two zones. Depending upon the size of the threat, in mass combat the threat zones might be the entire battlefield.

For example, an enormous dragon might have four zones. One zone for the head, one zone for the tail, and one zone each for the left and right side of its body (which would also contain each of the claws it could attack with). Meanwhile, an enormous space vessel might have six zones: two for the front half being divided, one for the center hull mass, two for the rear being divided, and one for the top section containing the bridge.

Each of those zones counts as an individual threat within the general larger threat. Divide your skill points and hero points between each of the zones. They don't have to be evenly divided, you can do them however you wish. Using the points attributed to each zone, create a skill column with those available skill points, and use those available Hero Points for Stunts and Powers.

STRESS AND CONSEQUENCES

Each zone threat possesses its own stress track and consequence slots. Each zone threat has a base a stress track equal to your Series Tone, and possesses one mild consequence slot. The Physique skill and Hardiness power grant additional stress and consequences as normal.

HARDINESS AND INVULNERABILITY

Since the threat is so large and should therefore be able to absorb some damage purely due to its size, divide the number of zones it occupies by two (round up). It gains that many free levels in both the Hardiness and Invulnerability powers (up the normal maximum six levels). The power levels are not granted to each zone. Choose which zones receive the free power levels, and how many it gets.

BOSS ZONE

Choose one of your zones to be the Boss Zone. This is the central zone, the part of the threat that controls things as a whole. It might be the dragon's head, or

the zone that contains the space vessel's bridge. This zone gets an automatic extra stress box, and all three of the normal consequence slots.

MOVING BETWEEN ZONES

Whether or not character must roll to move between zones of a large threat depends on how the threat is created, and the narrative the GM has established. Moving from a dragon's left leg to its tail might require an Overcome action to avoid being hit by the thrashing, whip-like appendage. Meanwhile, moving to another zone while combatting a space vessel as a large threat might require a roll representing the character avoiding the constantly firing phaser batteries.

DEFEATING THE THREAT

If more than half of threat's zones concede or are Taken Out, the large threat has been defeated. The threat is also defeated if the boss zone concedes or is Taken Out, regardless of how many other zones remain active.

Each player whose hero participated against the large threat gets a Fate Point upon its defeat.

ACT ONE: SYNTHESIS

Act One gets the heroes involved in the action from the start, and sets them on the path to save the multiverse.

What begins as a seemingly easy enough confrontation against a metahuman bent on personal revenge, quickly escalates into a city-wide pandemic involving a highly advanced nanovirus. But as the heroes soon discover, there is far more at play than they imagined, and it isn't the city that's in grave danger, or even the world, but their entire universe.

After gathering information through investigation and interrogation, the heroes bear witness to their universe being merged with parallel dimensions. A Synthesis that will completely rewrite their reality and cause everything they know, everything they *are*, to cease to exist.

Below are suggested Broad Problem and Immediate Problem series aspects to help you get started. You aren't required to use them, and are free to create your own or use aspects already designated for your ongoing series.

The Broad Problem: Someone Seeks to Control All of Reality

The Immediate Problem: A Rising Threat That Must be Understood

SCENE: INTO THE FIRE

Suggested Aspects: Crowd of Curious People, Overwhelmed Firefighters, Endangered Civilians.

FLASHOVER	
Concept:	Everyday Man Turned Metahuman
Motivation:	Struggling to be a Father
Other Aspects:	Emotionally Unstable and Distraught
SKILLS	
Good (+3):	Power
Fair (+2):	Will, Knowledge

FLASHOVER	
Average (+1)	Athletics, Rapport
STUNTS	
<i>Specialist (Accounting)</i>	
POWER SET:	PYROKINESIS
Aspect:	Fire Is a Living Thing
Aura (fire, persistent)	
Blast 3 (fire)	
Fire Control (living flame)	
Flight 2	
Physical Stress:	[1] [2] [3] [4]
Mental Stress:	[1] [2] [3] [4]
Consequences:	1 Mild, 1 Moderate

RAGING INFERNO	
Aspects:	Intense Heat, Extremely Thick Smoke, Weakening Structure
SKILLS	
Fantastic (+6):	Fight
Great (+4):	Physique
Fair (+2):	Power
Great (+4):	Provoke
STUNTS	
Face The Pain (The fire can consume more fuel from the burning structure when it starts to get weakened. Once per scene, the GM may spend a fate point and remove a check mark from its 1-Stress or 2-Stress box).	

RAGING INFERNO

POWERS

Explosive Flames (blast 3, fire)

Smoke (Air Control, ultimate control)

Physical Stress: [1] [2] [3] [4]

Mental Stress: Zero boxes

Consequence Slots: 1 Mild, 1 Moderate,
1 Severe

If this is the first issue your group is playing together, this scene can also be used to get your heroes together at the start of the volume. If they're already a team, play it to give them an opportunity to get used to the mechanics of some of their powers and do a little roleplaying to get things moving with a bang.

It is nighttime. While the heroes are going about their civilian identities or are out on patrol, they learn of an apartment fire with dozens of people trapped inside. How they learn about it isn't important. It could be from emergency scanners, a breaking news report, or even see it while on patrol. What is important is that emergency crews are unable to stop the fire, never mind get inside to rescue people.

As the heroes arrive on the scene, they discover that the streets are filled with several dozen people gathered to watch behind emergency tape across the street, and that multiple firefighters are being treated by paramedics. Almost two-dozen fire engines, a mass of ambulances, and dozens of police cars fill the area and have blocked off traffic for the surrounding several blocks. Nearby buildings have been evacuated.

All 14-stories of the apartment are engulfed by the Raging Inferno. Any character with the ability to see

through walls will notice that a center apartment on the tenth floor is untouched by the flames. They'll also see a man inside in a homemade mask and costume of red and orange, standing dominantly over a very frightened woman and infant child.

Approaching the fire causes it to attack as though it is a living thing. In a sense, it is. The flames are being mentally controlled by the Flashover, requiring only a small part of his mind and therefore allowing to go about his business while the fire holds emergency personnel at bay.

Flashover's real name is David Mandell, an accountant for a local investment firm. Although before recently he never displayed any metahuman abilities, his newfound powers have also emboldened him with an inflated sense of vengeance. Months ago he discovered that his wife, Elizabeth, was cheating on him with his boss, Craig Meyerson. After confronting her with the digital evidence, a non-violent domestic dispute ensued that eventually ended with her moving out of their home, getting her own apartment, and filing for divorce— a divorce that included seeking custody of their infant son.

Distraught, David was also desperate. Seeking help from the criminal underworld to end the custody battle and get his son back through any means necessary that would also not implicate him, he was used to test a strange, highly advanced nanotech treatment. Oddly, though the treatment was to make him into a new form of cybernetic lifeform, it instead triggered his latent metahuman genes and awaked his pyrokinetic abilities.

David, now calling himself Flashover in the tradition of other Metahumans, is attacking his wife to take their son and disappear. Although not a murderer at his core, he is currently not above killing her if that is what it takes. He's already disregarded the lives



of everyone else in the apartment complex to cause a distraction for any law enforcement and super-heroic response units.

The first confrontation that heroes will have to manage is the Raging Inferno. As a living creature in its own right, it will attack the heroes to prevent them from entering the building. Obviously, any hero with flame control powers should be able to eventually diminish the threat, and a super-speedster might have an easier time of getting the innocents out of the building.

There are several ways to handle getting the people out of the inferno. One possibility is to treat it as a Challenge. A couple suitable skills might be Leadership to coordinate emergency personnel, Rapport to calm the panicking people inside the building, and even Athletics to avoid crumbling ceilings or caving floors.

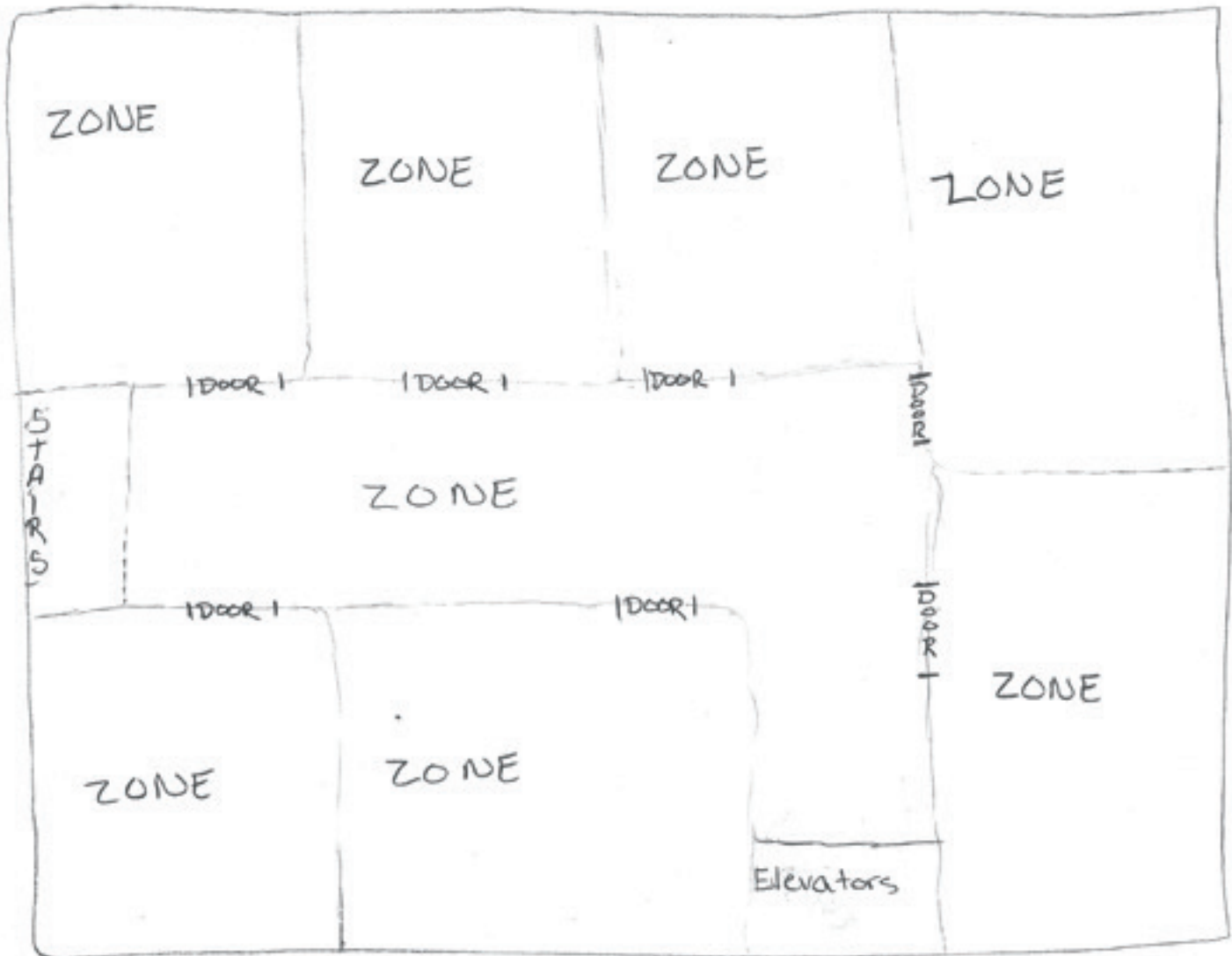
Another method of handling rescue efforts is to treat it as a Contest. In this case, Athletics versus the fire's Controlling skill (for the Air Control: Smoke

power) to rescue the residents before they succumb to smoke inhalation.

The third method, if you just want to use the rescue efforts as a background event, is to treat it as an Overcome action against Fantastic (+6) passive opposition. Succeeding at a cost means the heroes take some type of damage or setback, and only rescue half of the residents. Success means they rescue a majority of the people, while a Success with Style means a total evacuation of the building.

The zone map below can help you play out the scene. Treat the hallways as a single zone, and each apartment as a separate zone. Since the fire is semi-alive, getting into an apartment requires rolling against Active Opposition versus the Raging Inferno's Fight (+6) skill.

How the heroes confront Flashover will depend on their available powers. A psychic might be able to



battle him on the psychic plane, thereby distracting him enough in the physical world that other heroes should be able to rescue Elizabeth and her son, and perhaps even subdue the villain. Otherwise, unless a pyrokinetic hero has diminished the Raging Inferno, the heroes will have to battle their way through the living flames to get to the apartment. Once they confront Flashover, he'll combat them only as long as it doesn't place his infant son in direct danger. The moment his son's life is in jeopardy, he'll use his powers to ride the flames out of the building. Once outside of the apartment complex, be sure to use any situation aspects to his advantage as Flashover uses every available threat and tactic to try to defeat the heroes or facilitate an escape.

MAP KEY

The street battle is divided into four equal sized zones, representing the various obstacles the heroes will face. This is particularly important for Area Effect powers since they would affect everyone and everything within a zone.

Zone 1: This zone is the west side of the apartment building and street directly in front of it. Below the street on this side are several gas lines that can be used as situation aspects, and even detonating situation aspects (see Daring Comics, Chapter 12, Special Situations). There are also two fire trucks and four police cars in the zone, along with numerous parked cars and civilian onlookers.

Once the fight spills into the streets, use the zone map and map key below.



Zone 2: The east end of the apartment complex and the surrounding street. This zone contains several power lines that can be used as situation aspects, including **Downed Power Lines**. There are another two fire trucks and two police cars in this zone, along with firefighters and other emergency personnel.

Zone 3: This zone represents the west half of the main street. It contains a heavy amount of civilian onlookers kept behind police tape, new reporters, and parked cars.

Zone 4: The final zone is the east half of the main street. In addition to emergency personnel and civilian onlookers, it contains the underground water pipes feeding the fire hydrants.

However the fight plays out, just before Flashover finally escapes or is Taken Out, his body contorts in pain and he screams enough to make his throat raw. Within a matter of second, right before the heroes' eyes, a strange metallic substance forms over half of his body, the glow of blue circuits visible just beneath the surface.

Flashover falls unconscious on the ground.

SCENE: INVESTIGATION AT THE CRIME SCENE

Suggested Aspects: Sense of Foreboding, Major Health Concern

This scene assumes that at least one of the heroes is a scientist. If none of your heroes fits the bill, then Overwatch arrives to take Flashover into custody right way, and you can jump ahead to **Scene: Security Breach at Overwatch**.

Whether you're able to run this scene or not, however, the heroes still have to handle clean-up at the scene, which includes both role-playing with the residents they rescued (or the surviving loved ones of any they failed to rescue) and emergency personnel, as well as attempting to clear any Collateral Damage Consequences.

FLASHOVER'S BACKSTORY

At some point the heroes should discover who Flashover really is and why he attacked the woman. This can be done by simply questioning Elizabeth or, should the heroes not think to do so, can be relayed to them by law enforcement in a later scene.

Remember, though, that while Elizabeth will relay their divorce and custody dispute, as well as the fact that David never displayed powers in the six years she's known him, she is unaware of his involvement with the criminal underworld since their separation. The heroes will have a chance to discover that in Act Two.

Also note that Elizabeth does not mention her affair with his boss at this time.

BEGINNING THE INVESTIGATION AT THE CRIME SCENE

Once Flashover succumbs to the nanovirus, unless the heroes intervene, paramedics will rush over to Flashover. Any hero with the Knowledge skill in either Cybernetics, Nanoscience, or Biology, or the Technology skill, can attempt a roll against Fair (+2) opposition. Success indicates that they understand that Flashover has been injected (or infected) with a strain of nanites that are rewriting his biological code—in essence turning him into a cybernetic lifeform. If the heroes manage to get authorization from Overwatch (or choose to simply take the villain and leave the scene), and take him back to their laboratory or the facility of a scientific ally, make a skill roll against Great (+4) opposition to further investigate the nanites. Success indicates the heroes discover that the nanites are many generations advanced beyond anything currently available, even with super-science likely a common thing. Not only that, but the nanites seem to be drawing power from a combination of the hosts own bio-electricity as well as from some outside source. Attempting to trace the source requires a roll against Great (+4) opposition. Success allows the heroes to discover that the energy source is coming from another dimension, and that each of the nanites possesses some form of microscopic link to it.

Yes, each of the individual nanites possesses its own internal portal to wherever the energy source is originating from.

If the heroes took Flashover from the scene in order to investigate the nanites, after they've gathered some information on what's happening to him, Overwatch will arrive to take him into custody and place him within specialized containment. In other words, whether directly from the crime scene or later on from the heroes, Overwatch gets possession of Flashover.

Meanwhile, if the heroes have themselves checked for infection, no roll is necessary. Role-play through the process and allow them to discover that each of them are infected, but the nanites appear to be dormant for some, as of yet unknown, reason.

Although the heroes have no way of discovering at this point in the story what's keeping the nanites dormant, the main issue here is that if the heroes are infected— could every person that was inside the apartment complex also be infected? If that thought occurs to the team, and they decide to investigate it, doing so will not be overly difficult as long as they have a portable means of scanning for the nanites (for example: they might decide to Jury Rig such as device). Many of the residents have been taken to local hospitals for treatment from minor burns and smoke inhalation, so tracking them down should also be easy. No roll is necessary to scan for the nanites as long as they have an appropriate device with them. The people are infected, though the nanites are still semi-dormant.

If the heroes go as far as to scan any hospital staff or friends/family of the victims that have been in contact with them, they discover they are also infected.

Residents from the apartment complex have been taken to two local hospitals, both of which are already serving as a vector for nanite infection.

Before the heroes can fully react to the discovery, they get an emergency alert from Overwatch. There's been a security breach and they're requesting Metahuman assistance— specifically, the player-characters.

INVESTIGATING OTHER METAHUMANS

If other Metahumans were part of the scene, such as if your series has a competing group of super-heroes that your heroes must always deal with, then checking them for infection will also reveal that their nanites are dormant as well.

At this stage, the nanites are currently decoding each Metahuman's super-powers before they can begin rewriting the genetic code.

SCENE: SECURITY BREACH AT OVERWATCH

Suggested Aspects: Top of the Line Security Defenses, Overwhelming Numbers, They're Still the Good Guys

INFECTED PERSONNEL

Aspects: Seed Network Initiated

SKILLS

Fair (+2): Accuracy

Average (+1): Athletics, Fight

POWERS

POWER SET: HYBRID ANDROID FORM

Aspect: Genetic Overwrite in process

Dark Energy Palm Ray (Blast 3, darkness)

Stress: [1]

OVERWATCH AGENT

Aspects: Highly Trained Federal Agent

SKILLS

Fair (+2): Accuracy

Average (+1): Athletics, Fight

GADGETS + DEVICES

Energy Pistol (Blast 2, energy)

Stress: [1]

This scene takes place several hours after Flashover was taken into custody by Overwatch.

Whether the heroes already investigated the nanites as per the previous scene, or the group doesn't contain any science oriented characters and Overwatch took Flashover directly from the crime scene, the agents placed him in specialized containment.

All of that will be for naught. Even if the heroes managed to get some beginning understanding of the nanites, the sheer scope of what they're capable of has yet to be discovered.

After Flashover is transported away, you'll be capsulizing time somewhat. Give the players some role-playing time. This can be back at the team HQ if they're already a super-team, between individual characters as heroes just meeting, or even some small solo scenes should they have other engagements to attend to or some Supporting Cast members to interact with. The point is to allow them some time to get more into their characters and establish connections with the game world beyond just the events of this adventure.

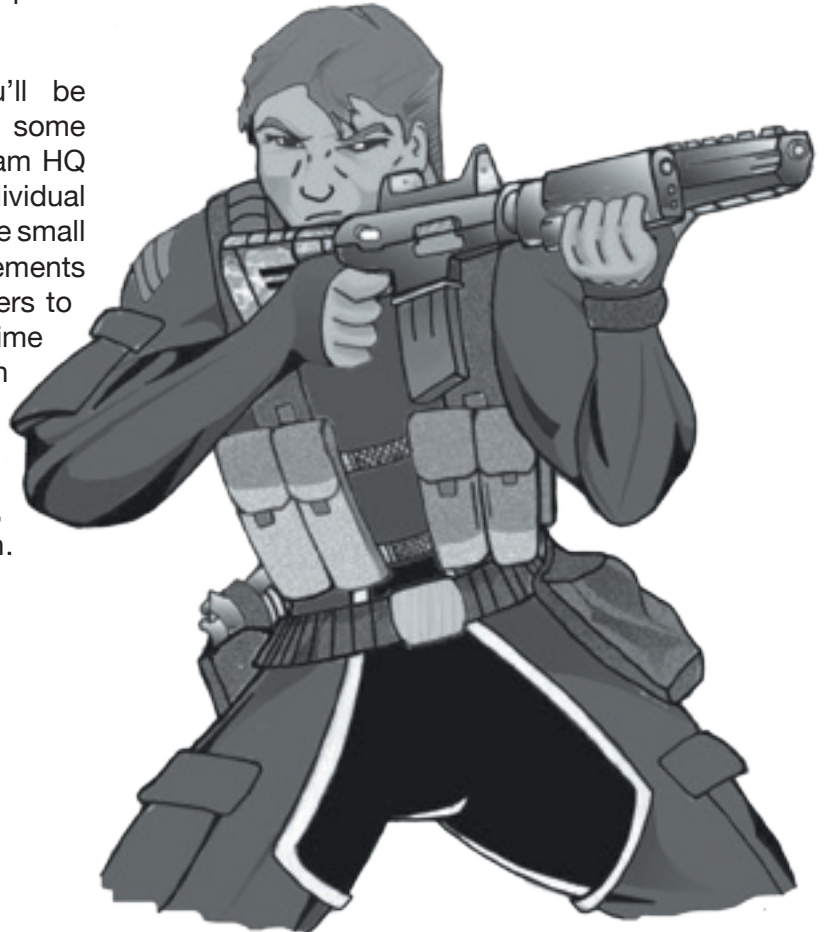
Once they've had some role-playing time, an emergency call comes in from Overwatch. The alert indicates a major security breach.

THE SECURITY BREACH

INVESTIGATING OTHER METAHUMANS

As the heroes are forced to confront the infected personnel, describe the scene in such a way that really brings home the horror of the situation. The infected people have golden eyes with strands of circuits coming out of the sides and creeping along their temples. Large portions of what should be flesh are instead metallic body parts covered in glowing, blue circuitry. Their stares are black, their movement fast but at the same time seemingly mechanical. And all the while, they seem focused upon one task: to transform the heroes, and anyone else in the facility, into creatures like them.

This is where you, as the GM, get some real creative freedom. Here you get to create the Overwatch facility and zone maps based upon how well resourced or broad the organization is in your series. Do they



have a flying fortress for a headquarters, or do they operated out of secret, underground complexes? Whatever option your series dictates, make sure the heroes, through any opposition you throw at them and especially through those situation aspects you place, understand that the situation is both dire and a major catastrophe in the making.

The Overwatch facility is being overrun by the nanite infection. The nanites have infected not only the personnel, but many of the defensive and offensive systems. This means that the heroes are going to have to not only defend themselves against automated systems, but also against personnel that are normally on their side. Unless you are running a seriously dark or anti-heroic series, the heroes should be concerned about having to subdue the infected personnel without killing them— something that the ***They're Still the Good Guys*** situation aspect indicates.

Fortunately, not all of the facility is infected, and the heroes will eventually receive allies from the ranks of Overwatch agents.

How the heroes defeat the infected personnel will vary wildly depending upon your group. Do they subdue them bit by bit? Do they reach a central control room, get control back over some of the facility's defenses, and enacted something like sleeping gas or electro-paralysis? Or do they get the remaining infected personnel into a room where they can be contained via lockdown?

Whatever means they use, after the battle is over, the heroes learn that Flashover awakened and managed to override all security protocols to escape the infirmary. Not long thereafter, the medical staff that treated him painfully transformed into the same type of cybernetic beings. What followed was a short period of confusion as each and every member of the personnel that had been in contact with Flashover, or any of the staff who had dealt with him, all transformed into cybernetic creatures.

If the player-group didn't previously investigate the nanites, then this is where scientific research can be conducted to discover the sheer scope of the infection, including with the player-characters. Unfortunately, it's also where the heroes and their

allies should realize that if the infection spread here so quickly, then each and every person at the crime scene might also be infected. If Overwatch suggests putting the heroes into quarantine, the idea should be shot down— if not by the heroes then by someone with authority in the agency. The heroes are already infected and the nanites are still dormant for some reason. Meanwhile, the infection is likely already loose thanks to all the residents at the complex and all the other emergency personnel (and possibly those civilians who were on the scene to watch it all unfold). Quarantines have to be put into effect, and the city's other heroes warned not to engage. If the Metahuman population becomes infected, it could be a catastrophe of epic proportions. There's no idea at this point what, if any, effect is might have on their powers, but what is known is that the infection takes control over the host's mind.

SCENE: QUARANTINE

Suggested Aspects: Time is Running Out, Concerned Civilians, Small Groups of Angry People

Once everything else in the scene is played out, the heroes are going to have to work with both Overwatch and local law enforcement to quarantine as much of the city as possible. This should include several blocks, if not a mile or more, around the apartment complex and the two hospitals where victims were taken.

Using the media will have to be carefully considered. Releasing word of the infection could cause mass civil unrest, yet not releasing a warning to the public could put countless at risk. At this point, since not everyone infected would have been in physical contact with Flashover nor necessarily those others who were, the spread appears to be airborne.

It's also extremely likely that the federal government would place the entire city under quarantine, preventing any entry or exit from its borders. However it's handled, though, there will be some small pockets of civil unrest, maybe even localized rioting, as people resist the quarantine.

ADJUSTING FOR YOUR HEROES

Depending upon the abilities of your player-characters, the following scenes could flow two different ways. Although the adventure text explains how to handle the scene's unfolding, we've including this guideline for ease of reference.

If the heroes are performing their own investigation, the events should unfold as such:

- Investigation of nanites
- Arriving at the hospital and discovering the scope of things
- Overwatch security breach.

Likewise, if their heroes can't investigation on their own, then the events should flow as follows:

- Overwatch security breach.
- Investigation of nanites
- Arriving at the hospital and discovering the scope of things

That way, no matter the capabilities of your heroes, one type of group or the other isn't left out of events

SCENE: INVESTIGATING FLASHOVER

Suggested Aspects: Deeply Hidden Secrets, Someone is Pulling Strings

By this point in the story, it's the day following Flashover's nighttime attack on the apartment complex. In that short time, a strange nanite infection has begun to spread across the city, seemingly beginning with the super-villain and expanding from there thanks to all the emergency personnel and civilian bystanders present at the scene. Even Overwatch, the top metahuman policing organization, hasn't been immune to the nanites.

Overwatch and local law enforcement have placed parts of the city under quarantine, and warned other crimefighting members of the metahuman community to avoid contact.

This scene focuses on investigation and role-playing as the team learns more about Flashover, while Overwatch handles the early quarantine. The heroes should, by now, know Flashover's background— his career as an accountant, his divorce and custody battle, and the fact that he had previously never showed indications of being a metahuman. Given his lack of scientific knowledge, the most obvious questions should be:

- Where did the nanites come from?
- How did Flashover get infected?
- Who did it, and why?

TALKING TO FLASHOVER DIRECTLY

INFECTED FLASHOVER

Concept:	Nanite Infection Vector
Motivation:	Initiate the Synthesis
Other Aspects:	Must Resist the Computer Brain, Intellitron Network is Online

SKILLS

Superb (+5):	Accuracy, Technology
Great (+4):	Power, Provoke
Good (+3):	Notice, Physique
Fair (+2):	Knowledge, Will
Average (+1):	Athletics, Weapons

POWER SET: PYROKINESIS

Aspect:	Fire Is a Living Thing
Aura (fire, persistent)	
Blast 3 (fire)	
Fire Control (living flame)	
Flight 2	
Physical Stress:	[1] [2] [3] [4]
Mental Stress:	[1] [2] [3] [4]
Consequences:	1 Mild, 1 Moderate

Once the security breach at the Overwatch facility takes place and Flashover is once again contained, the heroes will have a chance to talk to him. Although Overwatch agents will naturally monitor the interrogation, the heroes will be allowed to talk to him

alone. Flashover is contained within a specialized cell with an energy barrier front wall.

The heroes can use a variety of skills for the interrogation. Provoke can be used to try to intimidate or bait him into revealing information, but given that he's been transformed into a cybernetic, mostly computer-brain controlled individual, the opposition will be a whopping Legendary (+8). Attempting to more peacefully connect with the human part that still exists, albeit suppressed, within him using Rapport or Empathy will have a Fantastic (+6) opposition. Yes, the man is still inside the body, but he's trapped and the living computer will try to resist.

If there's a psychic within the hero group, Mind Probe can be used as well, though you should invoke Aspects for Flashover to increase his Will roll.

Mechanically, there are actually two ways you can handle the interrogation depending upon the dramatic needs of the scene.

The first method is the one already mentioned: simply make the interrogation an Overcome action and allow the player to make a single roll. While effective, though, it is far less dramatic than the second option.

Alternatively, you can run the interrogation as a Contest between the heroes and Flashover. Each exchange in the Contest represents the mental back-and-forth of an interrogation like you see in your favorite television shows, movies, or books. The human part of Flashover wants to cooperate with the heroes— he wants to be free of what's happened to him. Meanwhile, the computer-brain portion of what he's become struggles to remain in control and stymie the heroes.

If your group contains a psychic and the Mind Probe power is brought into play, the scene can also be given extra dramatic tension if you move the action into the psychic plane and use mental zones to facilitate the struggle. Since the nanites infecting Flashover are alive in their own right and form a composite hive mind effect, the psychic plane might take the shape of a vast cyberpunk landscape with armed A.I. defenders to stop the hero from exploring into Flashover's memories.

Regardless of the method used, the result of the interrogation and the information gleamed is outlined below. Keep in mind also that the interrogation isn't limited to one type of skill roll. One hero might try

Provoke to get some information, and whether they succeed or not, another might step in and try Rapport to get more information— or any other combination of attempts. You can even switch between an Overcome action for one player, and a Contest for another.

INTERROGATION RESULTS

Although the interrogation is most likely going to focus on the nanites, where they came from, and who infected David (and that's the type of information provided), there's always the possibility that your players are going to take things in an entirely different direction. That's okay. If that happens, wing it. Provide them some answers to whatever they ask based upon what personal touch you want to add to the adventure, but sprinkle in a hint here and there of the information below. Before long, your players should be asking the necessary questions.

TALKING WITH FLASHOVER: OVERCOME ACTION RESULTS

A Success with Style yields the same information as a Success, but the hero also gets to create a Boost based on the information. For success at a major or minor cost, both you and the player should work out appropriate details based on the needs of your overall story progression.

Provoke Results

Failure (with success at a serious cost): Although for the most part Flashover isn't intimidated nor biting any taunting bait, he does reveal that there are plans in motion for "this Earth."

Tie: On a tie, Flashover continues to react as though he isn't intimidated or otherwise effected. However, he does reveal that the great Intellitron has special plans for "this Earth."

Success: If the hero gets a success, then whatever intimidation or taunting that's been going on has the desired effect. Flashover reveals that Intellitron has plans for "this Earth" that will see it remade into a new experiment in his quest for answers regarding an error into the underlying multiversal code.

Rapport or Empathy Results

Failure (with success at a serious cost): The computer-brain part of Flashover resists the heroes reaching the human portion, but a little of David's humanity starts to bleed through. The hero learns that David can lightly sense a connection to everyone else who has been infected, sort of like a buzzing in the back of his mind.

Tie: On a tie, more of David is able to push past the infection. He reveals that he feels a connection to everyone else who's been infected, sort of like a buzzing in the back of his mind that reminds him of a crowded room with everyone speaking at once. He also feels a heat deep down within his core, as though some sort of energy is building.

Success: At this level, David reveals all of the information from a Tie, but also adds that he feels the energy connecting everyone who's been infected. He fears that when the energy builds enough, it might explode from all of them. He doesn't know where that might lead. He only keeps hearing two words from the computer that is rewriting his brain: Inheritors and Intellitron.

Mind Probe Results

The Mind Probe power calls for a roll between the hero and the opponent's Will as Active Opposition. Typically, this would fall under an Overcome action. However, since Flashover is literally of two minds—his human side and the growing computer-brain—we're going to treat the power a little differently for this scene. Instead of an Overcome action, treat it as a conflict that inflicts Mental Stress, with the hero's Controlling Skill used for attack, and Flashover's Will used to defend. For each point of stress or consequence the hero inflicts, he receives the following information. Once Flashover is Taken Out, the conflict ends and the villain is unconscious.

Because of how the hero might inflict stress on Flashover (such as a 3-Stress before a 1-Stress) the events might not be revealed in chronological order. That's okay. This is the psychic plane and a psychic battle. It's up to the hero to piece it all together.

For each stress box or consequence slot the hero receives, the computer-brain in Flashover forces sensations of intense pain into the hero's mind, with each subsequent sensation worse than the last. Although the pain is purely mental, the hero might very well believe he's physically suffering it at the time.

Whether the hero believes the images are somehow an actual glimpse into the future, or nanites' plans for Earth and composite memories of where they came from, will depend on the player.

1-Stress: The hero gets a glimpse of an Earth—where the cities are recognizable, but at the same time very different in layout—completely overrun by the nanite created cyborgs. Buildings are on fire. Smoke covered skies. The few survivors struggle for basic survival.

2-Stress: In the sky, the hero glimpses another Earth appearing ghost-like. The other Earth is close enough to this planet that continent forms can be discerned.

3-Stress: Upheaval on Earth as chunks of it begin to suffer severe gravitational pressure from the "alien Earth" that becomes more and more solid above it.

4-Stress: The hero is caught in a maelstrom of energies as both Earth's break apart, the piece floating toward one another.

5-Stress: Now the hero feels as though his very essence, down to the individual atom, is being torn apart as everything he is and ever has been is being disassembled.

6-Stress: The hero now exists on a different kind of Earth. The city he had been standing in is gone. A reflection in a nearby car window shows that his costume has changed into something completely different. Even the hero's hair and eyes are a different color.

Mild Consequence: The memory shifts and the hero sees a different, very futuristic Earth, with vast stretches of wilderness far beneath what appears to be floating cities—massive in scope. No vehicles fly through the air, however.

Moderate Consequence: Within one of the futuristic cities, the hero watches people in form-fitting clothes go about their daily business. From strange energy gateways—some a single person wide, some much wider—the hero watches people vanish and appear through teleportation portals.

Severe Consequence: The hero gets this image only when Flashover is Taken Out. Somehow, the hero's psychic awareness recedes from its present location in the vision, and seems to expand on a cosmic scale. The hero then realizes that not only are the teleportation gateways transporting people across

the planet Earth, but that there are also gateways which teleport people to distant planets, and even a greater network that transports entire armies across the Multiverse and to alternate Earth's.

During the Mind Probe the hero also discovers psychic residue, which shows that at some point in the past, definitely within the past few weeks at the latest, David had been mind controlled.

Attempting to trace the psychic residue to its source is extremely difficult, if not impossible. You should compel the aspect **Someone is Pulling Strings** and state how the residue has degraded too much, on top of it being expertly masked. If the player resists the compel, then they'll have to roll against Monstrous (+9) opposition. That means that on an average roll, the hero is going to have to be just about skill capped in using their power, and likely also invoke an aspect or two to succeed.

Should they succeed, they not only get an image of a woman dressed all in black with her face completely obscured by some sort of shadow, but they also get the image of some sort of softball game going on. No further information is available at the present time.

VARIABLE INFORMATION FROM FLASHOVER

You'll notice that different information is provided depending upon the skill used, whether or not Mind Probe was used, and whether it was an Overcome action or a Contest. That is intentional. The scene is designed this way so you and the players will be encouraged to try different resolution methods to the interrogation. Flashover is a major NPC for Act One, and the Patient Zero for the nanite infection. His interrogation scene is designed to be dramatic, and to offer the players several choices in how to handle it.

A Failure and Tie also designate different information than simply getting a success with a cost. Either option still requires a cost as normal, but the information that is received is more varied. That allows for a better back and forth during the interrogation role-playing.

TALKING WITH FLASHOVER: CONTEST RESULTS

Below you will find the information given per victory during the Contest. If the hero should bypass a lower victory tier (such as getting a Success with Style, for two victories, on the first exchange) they also receive the information for the lower number of victories. Although a Contest ends when either side gains three victories, information for four victories is provided as it is possible to gain that many— for example getting one victory in the first exchange, then a second victory, and then Succeeding with Style (for two more victories) to end the Contest.

Provoke Results

1-Victory: Flashover makes a comment that this Earth is nothing more than an ingredient in a Petri dish.

2-Victories: Flashover reveals that the hero's Earth, like so many, is flawed. That flaw must be studied and then corrected.

3-Victories: The villain reveals to the heroes that Earth after Earth suffers an error in the code. An error known as super-beings. That error must be corrected and the Earth made whole again.

4-Victories: Flashover informs the heroes that the nanites are a code writing program, unleashed to begin an experiment that will see not only this Earth, but others, rewritten into a new form that combines multiple code sources.

Rapport or Empathy Results

1-Victory: David reveals that he was desperate to get revenge against Beth. He didn't know what to do. He started drinking heavily and had been for almost two months. He started hanging out at bars and meeting people. One group he met was a Biker gang called the Inheritors. They told him they could help him not only get revenge against Beth, but also get custody of his son. Next thing he remembers, he was in Beth's apartment when the heroes showed up. The bar was called The Six Shot.

2-Victories: David struggles to push through as he informs the heroes that the nanites are connecting everyone infected. The invaders each contain some sort of portal of what he's gathering from the computer-brain is dark energy.

3-Victories: David tells them that from what he's able to gather through all the noise, the computer-brain in each infected victim is running massive calculations to determine the exact number of vectors needed before the build-up of dark energy can be harnessed.

4-Victories: David doesn't understand what he's "hearing." It has something to do with the dark energy being harnessed from Earths. Yes, plural.

Mind Probe Results

1-Victory: The mind probing hero gets an image of David talking to several bikers in a bar. The whole place is dimly lit, and smoke hangs heavily in the air (despite bars now having a No Smoking policy under law). He is talking to a rather large biker with a long beard. The most striking feature is a strange yellow glow to his eyes, as though some sort of nearby lighting is reflecting from them.

The biker is informing David that he and his people, an MC Club known as the Inheritors, can help him with his domestic problem. David informs the biker that he doesn't want Beth hurt. The biker responds that her health is completely up to him. They're only going to provide him the means to do whatever he feels he needs to do for his son. When David asks how, the biker tells him that they have a way to make him more than he is, to make him strong enough to protect his son. It's a new drug that the government created, and one they lost control of. A drug that he has access to.

2-Victories: David is in his small apartment, a bottle of Vodka on a coffee table before him. His clothes are disheveled and his hair a mess. It also looks like he hasn't shaven in days. He takes a drink of Vodka, then picks up his phone and dials a number (the player sees the number). There's a pause for several seconds, then he asks for someone named "Equalizer." After another pause, David speaks into the phone: "I'm in. I'll take your help. Just tell me what I need to do."

3-Victories: David is in some sort of hi-tech laboratory, along with the biker he spoke with at the bar, several other members of the MC club, and two people in doctor's coats. All of them have strangely glowing eyes. When David asks about that, the biker, presumably "Equalizer," informs him that they've all taken the treatment. That's how they know it works. When David asks why they aren't asking him for money or any other sort of physical payment, Equalizer informs him, seemingly as a reminder from a previous conversation, that the only payment they

want is his vow to join them when it comes time to confront the government.

If the psychic tries to pull his mental essence back to see where the lab is located, he is unable to do so.

4-Victories: David writhes and screams upon the table as the straps burst into flames and he's free. The bikers look to the doctors, who know have skin on their faces and arms burned away from proximity to David and reveal completely robotic beings underneath. The doctors state matter-of-factly that it appears David was a latent Meta-Humanoid, and that the nanites have activated that portion of his code.

The biker comments that the information has been saved. It could be of use in the upcoming days. This Earth must be closely monitored for results.

Just as with a Mind Probe during an Overcome action, the hero discovers evidence that David was mind controlled in subtle ways. Trying to trace the residue to the source follows the same guidelines.

COMBINING FLASHOVER'S REVELATIONS

Depending upon how long the scene plays out and how much effort the players put into interrogating Flashover, they can get a lot of information. Most likely, that information might also be a bit confusing at this point in the adventure. That is to be expected. The revelations are designed to give the heroes a good idea of what is in store for the Earth, while at the same time spurring them to find out more.

Unfortunately, though, David doesn't have any additional information. Even his memories are becoming difficult for him or a psychic to recall as the nanites continue to erode his humanity.

A MORE TRADITIONAL INVESTIGATION

Although directly interrogating Flashover yields some fantastic information, the heroes might also decide to some traditional methods of investigation, such as: talking to Elizabeth, looking into David's finances, and even talking to his employer.

Though such an investigation might more commonly take place in a street level series, even four color heroes might decide to look into the man's every day, mundane life to see if any new clues could be gleamed.

LOOKING INTO FLASHOVER'S EMPLOYMENT (AFFAIR UNKNOWN)

Once businesses open the morning after the fire and quarantine, the heroes can investigate Flashover's normal place of employment, which is outside the quarantine zone (unless the entire city was placed under quarantine). He worked at Meyerson & Brokowitz Investments.

Since the management of the firm is more than willing to cooperate with law enforcement, particularly of the super-hero variety, no rolls are necessary. Run this as a pure role-playing scene.

The heroes eventually meet with Ben Conway, one of the top managers and a man somewhere in his 50's. He claims to remember a "David Mandell" working there, but doesn't remember him specifically as a person at first.

Ben types into his computer and pulls up David's employment, recognition dawning on his face. David was a decent worker. Although his clients occasionally took some losses, he generally performed favorably both for the firm and the clients. Granted, he didn't make huge money for either, but his records show he also didn't take a lot of risks. David was generally a guy that liked to play it safe. There are no reprimands in his file, and his last performance review was positive enough. The main critique he received was that he needed better time management.

If asked, Ben will reveal that the performance review was conducted three weeks ago. David had been late for work several times, had taken longer than allowed

lunches on a few occasions, and had been unable to complete all of his daily tasks on some days. Matter of fact, a week after the review, some two weeks ago, it seems he stopped coming into work. His file has notations that attempts were made to contact him, but his cellphone was turned off and he never replied to emails. It seems his file was sent to Human Resources two days ago with a recommendation for termination.

Ben claims he doesn't know anything else about David.

If asked about anyone in the firm who might have known David better, Ben calls over a nearby female employee and asks her. She says she doesn't know, but most likely it would be the people who worked next to him. The woman provides two names, and Ben asks her if she could escort the heroes to them (see: **Interviewing People Who Knew Him**).

LOOKING INTO FLASHOVER'S EMPLOYMENT (AFFAIR KNOWN)

With knowledge about the affair between Elizabeth and Craig Meyerson, the heroes might decide to talk to David's boss about the whole thing.

According to the front desk, Craig Meyerson is not in his office today. He called in to say that he would be going out of town on business, and would be gone the next several days. If the heroes ask for his address, the receptionist will send them to see his secretary, Ms. Faraday.

Ms. Faraday is somewhere in her 30's and fairly attractive. However, the heroes are going to have to make a Provoke, Rapport, or Empathy roll with a Good (+3) opposition to get it. After all, she isn't too keen on just pulling up the personal information on one of her bosses, but also isn't willing to risk legal trouble impeding the heroes.

If the heroes ask her about Craig Meyerson directly, as in what she knows about his personal life or affairs (knowing that secretaries often know more about their boss than they usually admit), they will have to make another roll, but this time at Good (+4) opposition. She'll admit that she knew about his affair with Elizabeth Mandell. She always felt bad for David in the whole thing. Although he never said anything, she could tell recently that he suspected something. Maybe he even knew the whole thing. There were days David would look at Mr. Meyerson behind his back with an expression of pure venom. Other times,

TALKING TO CRAIG MEYERSON



he would look at Mr. Meyerson with such a sadness in his eyes. She could tell he was struggling inside. She never said anything, though, to either of the men. The last thing she needed was to get caught in that kind of drama.

Just as with the previous version of the scene, if the heroes ask about anyone else in the firm who might have known David Mandell, She says she doesn't know, he usually kept to himself. But most likely it would be the people who worked next to him. Ms. Faraday provides their names and offers to escort the heroes to them (see: **Interviewing People Who Knew Him**).

If the heroes Mind Probe Ms. Faraday, she has Average (+1) Will. They find no traces that she was mind controlled.

When the heroes arrive at Craig Meyerson's rather expensive home, they discover that he has a wife and two children: a boy around age 8 to 10, and a daughter that looks to be in her early teens. Craig and his wife are currently loading suitcases into a Lincoln Navigator as the heroes arrive. Craig takes one look at the heroes and tells his wife to go inside and finish getting things together, he'll be just a minute. She asks him if everything is all right just as their two children walk out of the house and stop dead in their tracks, jaws opened in shock at the sight of the heroes.

Craig tells her that everything is fine. They likely just want to talk to him about an employee that is in trouble. That man that attacked the apartment complex the other night was one of his accountants.

Craig's wife, in utter shock at just hearing that for the first time, begins to bombard him with the typical questions. Craig tells her that he'll explain everything he knows, just as soon as he talks to the heroes. Now please go inside.

Looking none too pleased with the situation, she gets the children's attention and takes them inside the house.

By this point, several of the neighbors in the upper class neighborhood are staring at Craig and the heroes from their own properties, none of them daring to approach.

Craig asks the heroes if they can talk in private, that he knows this is about David and what happened the other night. It's been all over the news. He'd prefer that his nosy neighbors not hear anything they discuss.

Assuming the heroes are going to play nice since he's willing to talk, and once they take him someplace private (either by the Flight power or simply into whatever vehicle they all arrived in), Craig puts his hands into his pockets, squares his shoulders, and asks him what he can do for them.

If the heroes simply ask him about David Mandell, Craig will feign not knowing too much about him. He worked at the firm as an investment broker, but wasn't one of his Big Money makers. Usually the man was quiet, kept his head down— he can't recall ever saying more than passing pleasantries to him.

Once the heroes confront him about the affair, Craig's expression turns serious. He supposes he shouldn't be surprised that they found out about that. Yes,

he was having an affair with David's wife. They met about six months ago at a company softball game. He maintains that he never really knew David, but he and Elizabeth started socializing at the game and he could tell there was a spark between them. She gave him her cellphone number before the end of the day, and although it took him over a month to start texting her, he just couldn't get her off his mind. She and David had just had their first baby about a month before the game, but her body had bounced back from that fairly quickly. She said David was becoming more and more withdrawn since she got pregnant, and especially more so after the baby was born. At first they just texted about trivial stuff. Craig figured she was just lonely. Then she started sending him nude photos. That went on for a couple of weeks before she started sneaking out to meet him, and eventually they started sleeping together.

Obviously if the heroes got the story from Elizabeth before coming to see Craig (see: **Talking to Elizabeth Mandell**), then they got the opposite version of how things started. Craig just shrugs if confronted on it and claims that she must not have wanted to admit that the whole thing was her initiating it.

If the heroes ask where he's going with the family, Craig claims that he and the family are heading to Rio. He's trying to land a huge Real Estate developer down there, and thought it would turn the business trip into a combination family vacation. If asked if he's sure he wasn't trying to flee (or something along those lines), Craig will feign confusion. After all, he was only sleeping with the man's wife. He had nothing to do with what David did that night. Obviously they had marital problems before he came along, otherwise Elizabeth wouldn't have been willing to do the things she did with him (and again that grin).

Technically, the heroes have no reason to arrest him. If they do so anyway, Craig's lawyers will have him freed within a couple of hours, and the heroes are likely to earn a bit of a warning from Overwatch on violating Civil Rights.

If the heroes Mind Probe Craig, they discover the same thing has been done to him that has been done to Flashover and Elizabeth (see: **Talking to Elizabeth Mandell**). The same aspect compel or Overcome action guidelines apply.

LOOKING INTO FLASHOVER'S MONEY

If the heroes want to look into Flashover's finances, the banks are naturally unwilling to disclose his

information without a court order. Even if the heroes are the best known and respected tights in the city (or even the world), the bank still refuses. After all, what kind of a message would it send to their customers if they indiscriminately handed over personal, financial information to any Hero that walked through the door.

That means the heroes are going to have to either

- Have a way to hack into the bank's computer system.
- Ask Overwatch to use their resources to get the information.

If the heroes ask Overwatch, no roll is necessary. It's a normal request for this type of investigation, and their hackers quickly secure the information.

If the heroes go about hacking the bank system on their own, they must make a roll against Great (+4) opposition. The best skills for the hacking attempt would be Technology, Thief, or even Knowledge (especially if the hero has a stunt to specialize in computer systems or hacking).

However the heroes go about getting the information, they discover that Flashover's finances were in dire straits. A majority of his credit cards were maxed or near-maxed, and his bank accounts only had a combined total of a little over \$5k between them. A majority of his money had gone into getting his small apartment and furnishing it; a total of over \$30k had been paid to the Law Office of Cynthia Daily, an attorney specializing in family law; and another \$3k had been paid to Patrick Levine, an LCPC (Licensed Clinical Professional Counselor). He'd also written several checks to Elizabeth Mandell, his soon to be ex-wife, to a combined total of slightly over \$2k. The final notable transaction is to a local hospital for treatment and ambulance service.

Beyond that, there are no records showing large, or in any way suspicious, money transfers or charges.

TALKING TO ELIZABETH MANDELL

With Elizabeth and her son infected with the nanites following her confrontation with Flashover, Overwatch has convinced her to voluntarily accept shelter at one of their safe houses. While this is obviously so they can closely monitor the infection, they also convinced her it was for her and her son's safety should Flashover, albeit unlikely, somehow escape.

Overwatch has no problem providing the heroes with the location of the safe house as part of their investigation. The safe house is an environmentally sealed and self-contained bunker located deep beneath a Deli in the quarantined area of the city. The Deli itself is actually a legitimate business, operated by retired husband and wife Overwatch agents. The bunker is accessed via an elevator built into a section of the floor in the stockroom, lowered after only the Overwatch agent on monitor duty in the bunker confirms that the person has access clearance (which naturally the heroes do).

Elizabeth and her son were brought into the safe house via Overwatch agents in sealed hazmat suits. Once inside the bunker, she was placed within living quarters that contain a bedroom, bathroom, combined kitchen/dining area, and a living room with a large screen TV and Blu-Ray player (with a decent selection of movies). The safe house usually contains two Overwatch agents at a time on a multi-month staff rotation. Additionally, portable force screens have been placed and activated at all major entrance points between the living quarters and the rest of the base, effectively sealing it off. Atmospheric scrubbers then purified the air throughout the remainder of the bunker.

The heroes will have to remain on the bunker side of the force screens, but their voices carry through easily enough. Elizabeth places her son on a play mat on the floor before coming over to the screen to talk to them.

It is assumed the heroes will want to know about her soon to be ex-husband. No rolls are necessary, as Elizabeth is willing to reveal whatever she can, hoping against all odds that there is some way to help him— to help them all. As it is, she looks completely exhausted. Her hair is a bit of a mess and her shoulders slumped.

Make sure the players role-play this scene. Throughout the heroes' questioning, Elizabeth will reveal that she always loved her husband, and still does, but she couldn't take being alone anymore. A few months into the pregnancy, David starting withdrawing from her. He worked longer and longer hours, and when he came home it was like he did everything he could to avoid her. Even their sex life stopped unless she was the one to initiate it, and David just seemed to be going through the motions. She's confronted him on it several times, but he just claimed it was work, that his clients weren't happy, and that he was overstressed.

If the heroes don't mention Craig Meyerson (perhaps they don't know about him yet), Elizabeth continues

with her story and makes the revelation. Likewise, if they do know about the affair and question her about it, she doesn't hesitate to tell the truth.

Either way it happens, Elizabeth mentions how she met David's boss for the first time at a company softball game. He was outgoing and funny, and his wife didn't seem to mind that they were talking. She assumed at first it was because she had no reason to distrust him, but she soon figured out that she probably knew what Craig was up to and didn't care. Or maybe she was even doing her own thing on the side. She doesn't know. Anyway, somehow, Craig got the conversation turned onto her marriage to David. She didn't even realize he'd done it at the time, and she has no idea why she opened up to him the way she did, but before she knew it she was telling Craig all about the troubles with David.

Craig seemed like a genuinely sympathetic ear. He'd even given her his cellphone number in case she needed someone to talk to, and promised not to let David know about anything she said. Determining what he was told would be her job as his wife. As a natural response, at least to her, she also gave Craig her number.

Elizabeth claims she didn't give the day another thought. Then a couple of weeks later, Craig texted her out of the blue to see how she was doing. Although she claimed she was doing great, he seemed to know exactly what to say to get her to open up to him again.

Next thing she knew, she was talking to him more and more, and then she was sneaking out to go have drinks with him. It was one of those nights, when Craig was really drunk and had to have a friend come get him from the bar, that he sent her a rather ... well, sexually explicit photo that night. Yeah, she was a bit plastered as well and sent a couple back to him. David was already asleep when she got home. He didn't even stay awake to make sure she got in all right.

And things progressed from there.

If for any reason a hero tries to Mind Probe her, Elizabeth has a Mediocre (+0) Will. During the probe the hero will discover psychic residue on her. Someone was, in the past, altering her mind.

Just as with Flashover if it was discovered, tracing it back to the source is highly impossible. Compel the **Someone is Pulling Strings** aspect, or if that fails the hero can make a roll against Monstrous (+9) opposition.

With success, the psychic hero gets the same image they would have with David and Craig: a woman dressed all in black, her face mysteriously obscured in shadow with no distinguishing features showing. She is present at a softball game—presumably, even, the company softball game where the affair started.

INTERVIEWING PEOPLE WHO KNEW HIM

Dwayne Maggin and Alicia Gerowitz (Co-Workers):** Talking to David's two co-workers doesn't yield much new information, though if the heroes are in costume the two of them are in awe. David was fairly quiet, though the three of them did occasionally do lunch together down at a local Starbucks. They know he was going through a rough time with his wife lately, and that the two of them are separated.

Dwayne does comment that he knows David tried suicide about a month ago, and was taken to the hospital. Alicia is shocked by the revelation, as she didn't know. Dwayne tells her that's why the cop came to see him a couple weeks ago. He was checking up on him.

If the heroes ask for the name of the officer, Dwayne says he doesn't know. Alicia, though, remembers his name badge saying Owens. Dwayne looks at her quizzically, and she just shrugs and says that she thought he was hot.

Officer Bernard Owens (Police Officer): Tracking down Officer Owens isn't difficult, as he would be working out of the precinct that handles David's apartment area. Luckily for the heroes, Officer Owens is at the precinct doing paperwork at the time they decide to look into him.

He's around David's age, well-built, with a buzz cut and very blue eyes. When the heroes ask him about David Mandell, Owen nods. They got an anonymous call from someone who claimed to be a friend and had found him on the couch. David—Mr. Mandell—had overdosed on sleeping pills. He was the first officer on the scene, and got there just a minute or so before the paramedics. Mr. Mandell was unresponsive, and they rushed him to the hospital, where they had to pump his stomach and then kept him overnight.

If asked why he took the time to stop by David's work to check on him a week or two later, Owens admits that he went to high school with David. Owens remembered David because he used to stand-up for him against some of the bullies. David always was a small guy, kind of bookish, and Owens was on the

football team. He liked the guy, just didn't make it a habit of hanging out with him. Social stigma and all that. But that's the idiocy of high school.

Anyway, he wanted to make sure David was doing okay. Guess some habits die harder than others.

Officer Owens doesn't know what to think about the apartment complex attack. He never knew David was a Metahuman. He never showed any powers that he can recall.

Cynthia Daily (Family Law Attorney): Cynthia can't tell the heroes too much do to privilege with her client, but she will tell them that Elizabeth's father, a wealthy rancher in Nevada, is actually funding the case against her client. He's hired a blow-hard attorney who loves to file motion after motion that they have to respond to, in her opinion all in an attempt to make her client run out of money before they can even get before a judge.

Of course, Cynthia can't walk off the case over her client not being able to keep current with his bills, nor would she at this point. She knows she's making a mistake, but at this stage it's starting to become personal for her, too. David is a good father, and he's being put through hell by Mrs. Mandell's father. She's going to keep fighting for his rights with his son, no matter what.

Patrick Levine (Therapist): Like with Cynthia, Patrick can't tell the heroes much due to privilege with his patient. He will tell them, off the record that David is suffering from depression, but nothing that he hasn't treated before. But given his marital and custody problems, depression is not out of the ordinary, either.

If the heroes happen to Mind Probe him, Patrick has Fair (+2) Will. The hero will get a memory of a session with David wherein he talks about a recurring dream he's been having, where he's some sort of super-hero called Paradigm battling an evil robot that's controlled humanity for a long time. It's like he's part of some kind of resistance effort. Oh, and he can generate flames and fly!

SCENE OPTIONS

NO HERO WITH MIND PROBE

Obviously, a lot of information can be gained from a hero having the **Mind Probe** power. But what if none of the heroes in the player-group has the power? That's fine. Once the heroes decide to investigate, have Overwatch offer to send a psychic with them

to assist. Although Overwatch deals mostly in highly trained, former military to fill its ranks, they aren't above also recruiting Metahumans into the ranks.

Treat the Overwatch agent as a Good level NPC, with the Mental skill at Good (+3) rank. Give the agent Telepathy, along with the Mind Probe power with the Useable on Others special effect. That way, instead of simply having agent recount what he sees while using the power, he can share the visions directly with the heroes while they happen.

THE INHERITORS

Although the nature of The Inheritors will be explored in an upcoming scene, some players might wonder if their heroes have ever heard of the gang, and if not, then why not. The Inheritors are actually A.I. from another Earth, sent here by Intellitron. Although they're the catalyst behind the nanite infection, they travel between the Earths easily and often, so they do not necessarily remain on this planet. And since they've remained under the radar from this Earth's super-hero community, the player-characters have never heard of them before.

INVESTIGATING PERSONAL ROGUES

As the mystery surrounding the nanites begins, it's possible that a hero or two might have a Rogue capable of manufacturing such a threat. Which means the heroes will suspect them first, and want to race off to investigate or confront them. If that happens, let them. Simply create some additional scenes between the hero and the Rogue, including the Rogue not knowing what the heck the hero is talking about. Maybe the hero even gets lucky and stumbles upon the Rogue while they're involved in a totally unrelated scheme, and the sudden confrontation throws the villain's plans out the window.

Whatever the case, have fun with it. Let the heroes do their own thing, and never hesitate to personalize the adventure for the players.

SCENE: THE SIX SHOT BAR

Suggested Aspects: Dim Lighting, Not A Lot of Space to Maneuver, Lots of Dangerous People.

Run this scene when the heroes decide to investigate The Six Shot bar.

If for some reason the heroes didn't interrogate Flashover in a previous scene, that's okay. Don't let it derail your story. In their place, Overwatch's investigation led them to talk to Flashover, and their agents received intel on the bar. With the heroes part of the impending crisis, Overwatch Assistant Director Reagan Keller called them in to spearhead things at the bar. After all, they're dealing with a definitive super-science or metahuman threat, here.

Even if the heroes did interrogate Flashover, Assistant Director Keller will still send in four teams of five agents each to assist them. Ten agents will be awaiting word from the heroes, while another five are spaced around nearby rooftops as snipers. The remaining five agents are spread between two heavy-armored containment carriers for any metahumans that are apprehended.

Assistant Director Keller is one of the five agents with the Containment Carriers.

All Agents are considered Fair level NPCs, with Assistant Director Keller a Supporting NPC.

OVERWATCH AGENT

Aspects: Highly Trained
Federal Agent

SKILLS

Fair (+2): Accuracy

Average (+1): Athletics, Fight

GADGETS + DEVICES

Energy Pistol (Blast 2, energy)

Stress: [1]

ASSISTAND DIRECTOR KELLER

Concept: High Ranking Government
Commander

Motivation: Safeguard the American People

Other Aspects: Highly Trained Federal Agent

SKILLS

Superb (+5): Contacts

Great (+4): Accuracy, Investigate

ASSISTANT DIRECTOR KELLER

Good (+3):	Empathy, Weapons, Leadership
Fair (+2):	Deceive, Knowledge, Fight
Average (+1):	Physique, Technology, Vehicles

STUNTS

Attention to Detail
Emotional Trigger
In the Know
Tapping the Network
Turnabout
Word on the Street

DEVICES

Overwatch Armor (Invulnerability 2)
Energy Knife (Melee Attack 3, energy, potent)
Physical Stress: [1] [2] [3] [4] [5]
Mental Stress: [1] [2] [3] [4]
Consequences: 1 Mild, 1 Moderate

CONTAINMENT CARRIER

Speed Rating: 2

POWERS

Armored 2, Hardiness 4, Nullify (source: genetic and mental), **Super-Speed 1**

Special Effects: Power skill at Good (+3)

Limits: None

Complications: Nullify can short out

Stress: [1] [2] [3] [4]

Consequences: 1 Mild

If the heroes don't inform Overwatch of their plans to go to the bar, then Overwatch won't arrive until after the conflict is over. By the time they received word of a battle happening, they still had to travel to the location.

Once the heroes enter the bar, use the zone map and map key below.

MAP KEY

There are three main zones for the map. Zone 1 is the front parking lot. Zone 2 is the main interior room. Zone 3 is the rear corridor and adjoining rooms.

The conflict will begin while the heroes are in Zone 2.

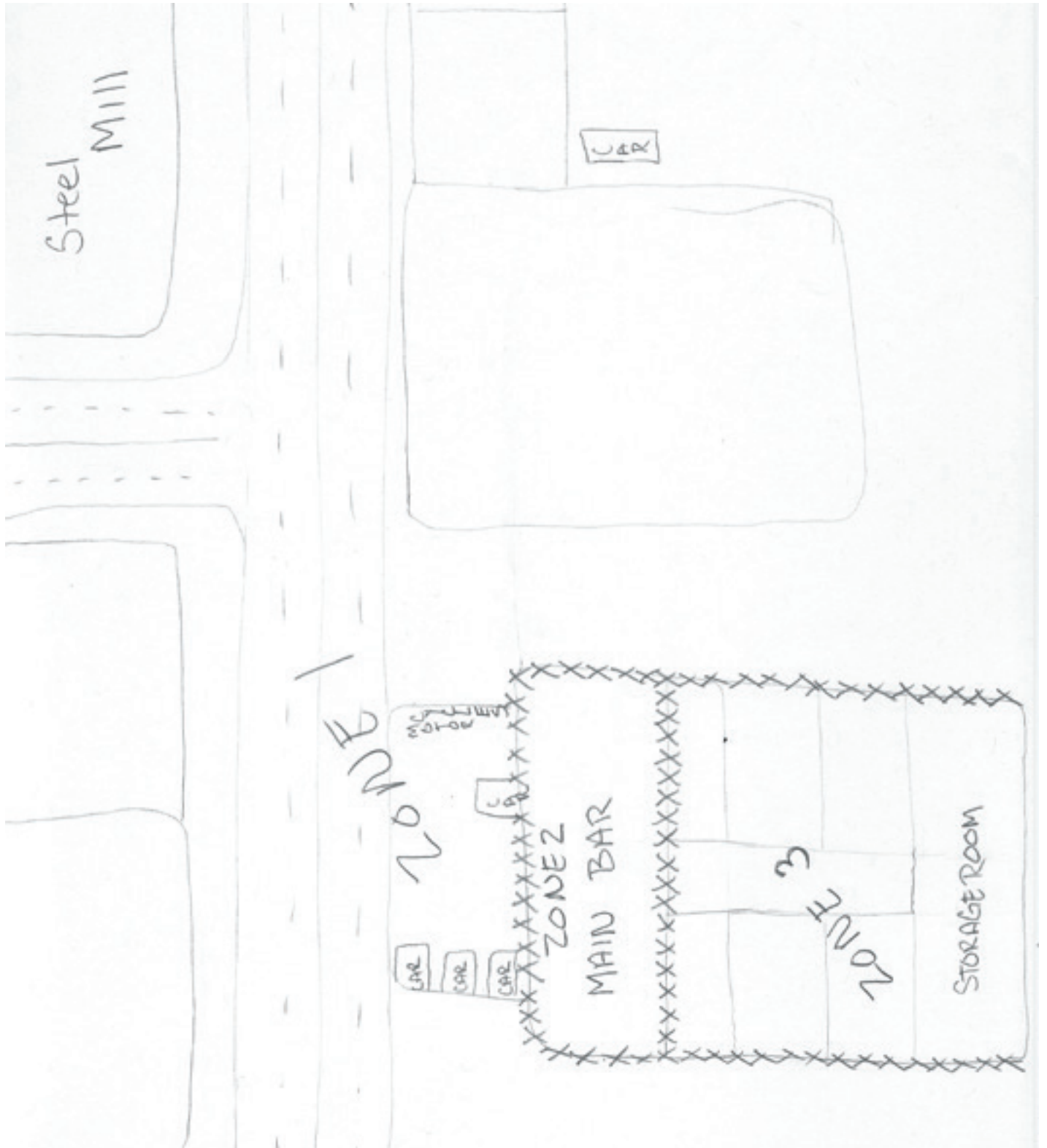
During the conflict, crossing from Zone 2 to Zone 1 will provide two different opposition options. If the heroes wish to burst through the brick wall, they must roll against Good (+3) opposition. Going through the front door will require rolling against Active Opposition provided by the Inheritors.

Likewise, thanks to Sister Mindful controlling the other criminals in the bar, moving from Zone 2 to Zone 3 will require a roll against Active Opposition from the criminals. Whether or not getting into any of the side rooms in the rear of the bar provides Active Opposition is up to you. If one of the criminals is in the doorway, then obviously the hero will need to make a roll to enter the room. In such a case, you can treat the individual room as a separate zone.

Zone 1: The front parking lot contains four average sized cars and over a dozen motorcycles all in a row. The parking lot leads to a city street with several warehouses and a steel mill. The surrounding business are closed during the night, and the street usually deserted except for occasional vehicles that pass through.

Zone 2: The main interior of the bar contains the main bar, over a dozen tables with chairs, and two pool tables. As the heroes arrive, it is occupied by almost two-dozen customers, all of them of the criminally dangerous variety.

Zone 3: A doorway from the main room leads down a long corridor to the rear of the place. There are six rooms, three doors on either side of the corridor, that lead to private meeting rooms and bedrooms for prostitution. There are four meeting rooms and two bedrooms. At the end of the corridor, another door opens upon the bar's storage room. There is a trapdoor in the floor where illegal drugs and weapons are stored, as well as another door along the right hand wall that leads to the manager's office.



EQUALIZER

Concept: Android Lifeform From an Alternate Earth
Motivation: Further the Goals of Intellitron
Other Aspects: Metahumans are an Error in the Code

SKILLS

Great (+4): Accuracy, Fight
Good (+3): Deceive, Physique
Fair (+2): Rapport, Technology
Average (+1): Empathy, Provoke, Will

STUNTS

Defensive Penetration
Face the Pain
Impersonator

POWER SET: *HIGHLY ADVANCED ANDROID*

Aspect: Created by an Artificial God
Blast 3 (energy, hard-hitting)
Hyper-Sense (darkvision, thermal vision true sight)
Interface (living flame)
Invulnerability 1
Super-Strength 3

Physical Stress: [1] [2] [3] [4] [5] [6]
Mental Stress: [1] [2] [3] [4] [5]
Consequences: 1 Mild, 1 Moderate

BLINKER

Concept: Android Lifeform From an Alternate Earth
Motivation: Homicidal Machine with a Mean Streak
Other Aspects: Flesh is So Squishy

SKILLS

Great (+4): Power
Good (+3): Physique
Fair (+2): Fight, Provoke
Average (+1): Stealth, Will

POWER SET: *ARTIFICIAL LIFEFORM*

Aspect: Here and Gone
Blast 3 (energy, hard-hitting)
Hyper-Sense (darkvision, thermal vision true sight)
Interface
Teleportation 4

Physical Stress: [1] [2] [3] [4] [5] [6]
Mental Stress: [1] [2] [3] [4] [5]
Consequences: 1 Mild, 1 Moderate

SISTER MINDFUL

Concept:	Lost Psionic Heroine
Motivation:	Recover the Life That Was Taken
Other Aspects:	Love is Undying, Pain Brings Strength

SKILLS

Fantastic (+6):	Mental
Superb (+5):	Will
Great (+4):	Empathy, Deceive
Good (+3):	Rapport, Leadership
Fair (+2):	Athletics, Provoke
Average (+1):	Fight, Stealth

STUNTS

Power Stunt Mastery
Psionic Marksman (use Mental in place of Accuracy when using Mental Blast)

POWER SET: PSIONIC MASTER

Aspect:	The Mind is a Fruit To be Peeled
Drain (Will only)	
ESP	
Mental Blast 3	
Mental Hardiness 3	
Mental Invulnerability 4	
Mind Control	
Mind Probe	
Telekinesis	
Telepathy	
Complications:	Unstable Cloned Mind (send into confusion or paralysis)
Physical Stress:	[1] [2] [3] [4]
Mental Stress:	[1] [2] [3] [4] [5] [6] [7] [8]
Consequences:	1 Mild, 1 Moderate, One extra mild consequence for mental

TYPICAL INHERITOR

Aspects:	Advanced Android Lifeform
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SKILLS

Good (+3):	Accuracy
Fair (+2):	Athletics, Notice
Average (+1):	Provoke, Weapons

POWERS

Aspect:	Nanite Construction
Blast 3 (projectile weapon)	
Stress:	[1] [2]

TYPICAL CRIMINAL

Aspects:	In It For the Money
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SKILLS

Fair (+2):	Fight
Average (+1):	Deceive

GADGETS

Stress:	None, one hit takes them out
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INSIDE THE BAR

Immediately upon entering the bar, the heroes are assailed by thick cigarette and cigar smoke, and hear the clacking of pool balls from the two tables. An attractive woman in a cowgirl hat is serving drinks behind the bar, and a large sign behind her reads: "Buy three shots, get three free," (thus the name of the place). The bar is filled with members of the Demon Sons motorcycle gang, several other people, and two women in tight skirts and tops with high heels. As the heroes enter, one of the women is heading through a door in the back of the bar with a member of the Demon Sons in tow.

ARRIVING OUT OF COSTUME

In this version, the heroes arrive in civilian garb, or even a disguise, therefore not alerting the patrons to their heroic nature right off the bat. They get a lot of stares when they first walk into the place. After

all, they're new faces and the patrons are naturally suspicious. If any of the players invoked a character aspect for a story detail that they've been here before while undercover, then have them recognize one or two of the people in the bar from previous operations. Give them some role-playing, and allow them to make an appropriate skill roll (which could be Provoke, Deceive, Rapport, or maybe Contacts, based upon how their past is set-up) to try to get some information on The Inheritors, David Mandell, or whatever else they might ask about.

The idea is to keep the action moving. So even if the hero gets some information from a contact, have some other people overhear it and get highly suspicious. The hero is asking dangerous questions and putting his nose in the wrong place.

This can lead you to a small conflict (either physical or social) before the door and portions of the front wall explode inward with the arrival of The Inheritors.

Likewise, if the heroes don't have any contacts inside the bar, several people still get suspicious over their arrival and start leaning in on them, which leads to the same type of social or physical conflict.

ARRIVING IN COSTUME

If the heroes arrive in costume, the bar immediately falls silent and all action stops. All eyes turn on them.

Exactly how this scene plays out will depend on the heroes. Will they immediately try to lean on the criminals for information using Provoke? Will they go for a more diplomatic approach with maybe the Rapport skill? Are they highly-trained, but generally unpowered, street vigilantes, or powered and known super-heroes with a reputation as heavy-hitters?

Whatever the case, give the players a few moments to get into the scene and let their heroes do their thing, then a couple of Demon Sons burst from the back hallway with automatic rifles and open fire. Other people in the bar dive for cover as the heroes are forced into a battle.

THE INHERITORS ARRIVE

Now the conflict begins in earnest.

The front door and a portion of the wall around it explode inward, creating a **Thick Cloud Of Choking Dust** situation aspect. Standing at the threshold are The Inheritors. Equalizer is in the lead, with a smaller

member behind him. That man wears a long, thick beard, the MC Kutte, and his eyes glow a strange yellow. Behind those two are twelve other members.

Since the nameless Inheritors are Good quality NPCs, you should divide them into smaller groups, perhaps four groups of three combatants, or three groups of four. Or, if you have enough player-characters, even six groups of two.

If Overwatch came with the heroes, they hear Assistant Director Keller over their earpieces that several hostiles just teleported into the area. She's a few seconds too late, but Overwatch was also taken by surprise.

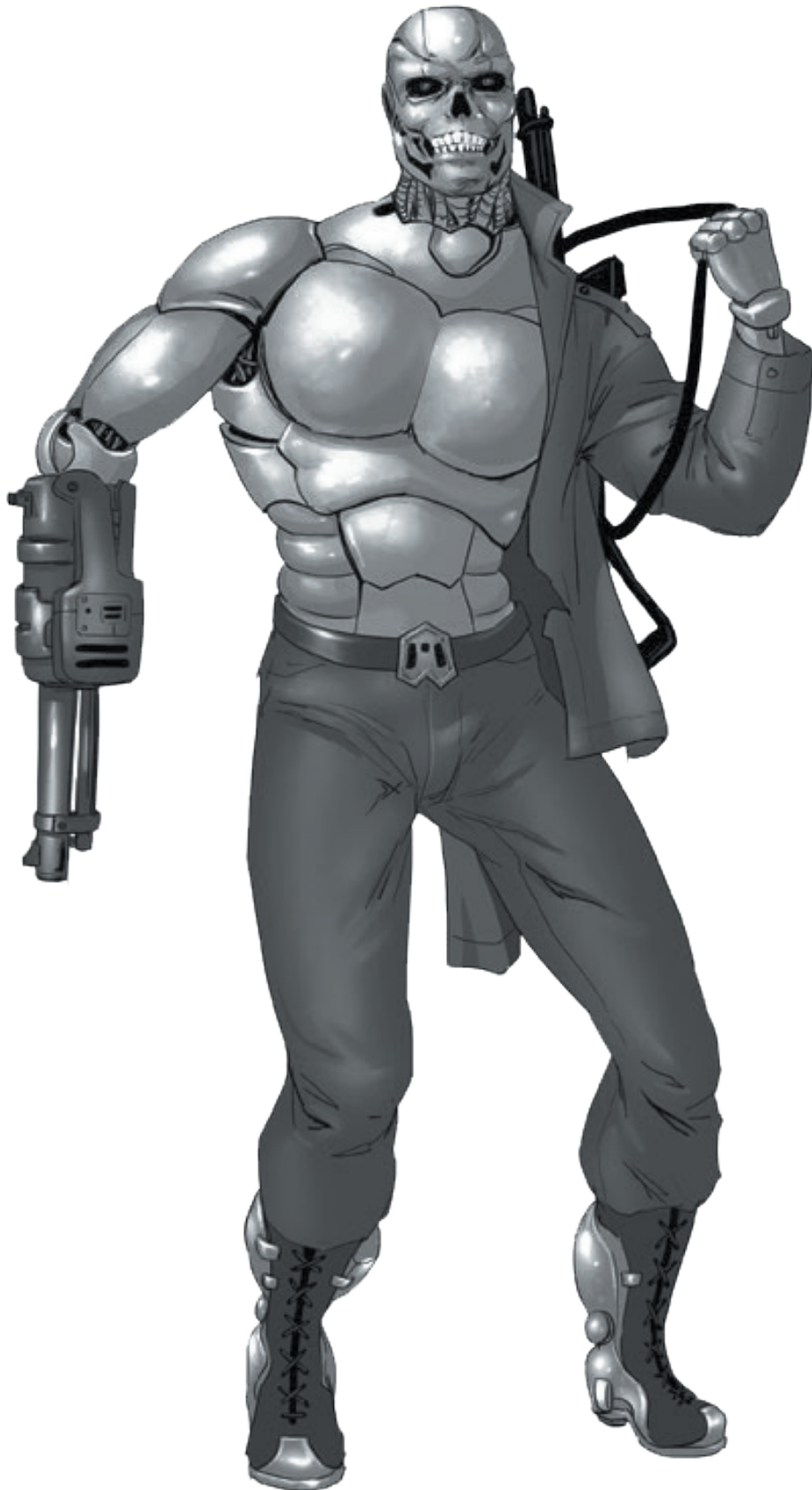
During the conflict, Equalizer will attack with a combination of his super-strength and small plasma canons that morph from his shoulders. Blinker will use his teleportation for Create an Advantage actions such as **Confused, Where Is He Now?** or even **Distracted**, and then hand any free invocations to Equalizer or one of the other Inheritors.

A couple exchanges into the conflict, Sister Mindful, who was actually in disguise as a patron at the bar, uses her selective area effect Mind Control to take over some of the other patrons and cause them to attack the heroes with firearms, knives, and pipes.

If Overwatch is present and are called in by the heroes, or simply decide to assist on their own, offer each of the players a Fate Point to compel Blinker's **Here and Gone** power set aspect. Blinker uses his selective area effect teleportation to take a couple Inheritors and rapidly teleport them around the front parking lot to take out the Overwatch agents. He even gets the nearby snipers. For other actions, he uses his Power skill as an attack action, representing his rapid teleportation and physical attacks.

Assistant Director Keller orders her remaining men in the carriers to fall back and await reinforcements.

During the conflict, as Blinker or Equalizer take consequences, it is revealed that their flesh is actually real, but that they are also part organic. They are human-machine hybrids— just as is happening with the infected in the city.



ANOTHER NEW ARRIVAL

As the heroes are battling both the Inheritors and the bar patrons, and Overwatch is having their collective rear-ends handed to them, Assistant Director Keller informs the heroes that a new hostile just teleported into the area. She has additional units on the way, but it'll be several minutes before they arrive.

The full identity of the new arrival— a man in a red and gold costume, blonde hair, no mask, with a sun emblazoned on his chest— will be explained after the conflict. Upon his arrival, he takes a few seconds to get his bearing, and then immediately attacks the Inheritors.

Since the heroes are possibly not aware of Sister Mindful's presence or influence on the other criminals, once Paradigm can get into the bar itself, he'll immediately see her hidden off in the shadows of a corner. When she sees him, she hesitates, her eyes wide in what looks like shock. The new metahuman takes that split-second opportunity to strike, hurling a chair with just enough force to knock her unconscious when it strikes her temple.

Although it is important to make sure the player-characters remain the main heroes of the conflict, it's also important to show Paradigm as very capable in his own right. He's the catalyst to get the heroes across the multiverse to save their Earth in Act Two.

PARADIGM

Concept:	Sole Remaining Hero of an Oppressed World
Motivation:	Rebel Struggling to Save the Multiverse
Other Aspects:	Eighth Clone Incarnation, Forever a Part of Intellitron, Avenge Those Who Have Fallen

SKILLS

Fantastic (+6):	Accuracy, Power
Superb (+5):	Physique, Will
Great (+4):	Athletics, Knowledge
Good (+3):	Fight, Technology
Fair (+2):	A, Stealth, Thief, Treatment
Average (+1):	Deceive, Leadership, Rapport

PARADIGM

STUNTS

Power Stunt Mastery
 Specialist (Multiversal Pathways)
 Strength From Determination
 Take the Blow

POWER SET: PYROKINESIS

Aspect:	Fire is Within Us All
Blast 4 (fire)	
Fire Control (living flame)	
Power Set:	Solar Absorption
Aspect:	Energized by the Stars
Flight 4	
Hardiness 3	
Invulnerability 3	
Life Support	
Super-Strength 2 (enhanced lifting)	
Complications:	Recharge (Solar Absorption)
Physical Stress:	[1] [2] [3] [4] [5] [6] [7] [8]
Mental Stress:	[1] [2] [3] [4] [5] [6]
Consequences:	1 Mild, 1 Moderate, 1 Severe, One extra mild consequence for physical, One extra mild consequence for Mental

POST CONFLICT WRAP-UP

After the conflict, Paradigm will introduce himself by name. It's very likely that despite his actions, the heroes will not trust him. Paradigm will do everything he can to assure the heroes that they're all on the same side.

If the heroes insist on trying to attack or intimidate the new arrivals, Paradigm will do just enough to defend himself while also doing his best not to counter-attack. Moments into the stand-off, Overwatch appears in force. If any of the Inheritors are still functional, they'll be taken into custody. Sister Mindful will be placed in containment as well.

Overwatch immediately places Paradigm under arrest. He tells Overwatch that he'll come along

quietly, and answer whatever questions they pose as best he can.

Meanwhile, Sister Mindful, any functional Inheritors, and all the parts to destroyed Inheritors are put into one Containment Carrier, and Paradigm and his team are placed in another.

SCENE OPTIONS

WHY IS THE BAR STILL IN BUSINESS?

No doubt, especially for a team of street vigilantes, it might be wondered why a place like The Six Shot is still in business. After all, it's an obvious hang-out for criminal activity, even if those criminals are not usually Metahumans.

Remind the players that it's a big city, and places like The Six Shot sometimes slip through the cracks. It might be that an agency like the ATF, DEA, or FBI have had them on the radar for some time, and might even be slowly building a case against both the establishment and its regulars. For the heroes' part, though, none of their previous cases led them to the bar.

Following the battle with The Inheritors, maybe even the ATF, DEA, or FBI swoop onto the scene as the heroes just completely blew a long-time operation they were mere days away from finally concluding with some major arrests. Such a scenario would also be a good opportunity to set-up some interagency tension between the heroes and/or Overwatch, and the federal agency.

Or, as an alternative, maybe a previous case or two did lead them to someone at the bar, and the heroes have either kept the place under surveillance while disguised as a criminal themselves, or might even have informants working for them in exchange for not getting arrested, or their bones broken.

You can even combine both ideas. The heroes have worked the bar before, and their fight with the Inheritors also just blew a major federal undercover operation— which can even springboard into some interesting tension between the heroes and the federal agency later in your series.

SCENE: ENTER, DIRECTOR SILVERBACK

Suggested Aspects: None

DIRECTOR SILVERBACK

Concept:	Director of Overwatch
Motivation:	Safeguard the American People
Other Aspects:	My Mind in a Strange Body, Dirty Tricks Are the Trade, Those in Power Must Be Watched

SKILLS

Fantastic (+6):	Contacts, Leadership
Superb (+5):	Accuracy, Fight
Great (+4):	Deceive, Notice
Good (+3):	Rapport, Vehicles, Investigate
Fair (+2):	Athletics, Physique, Will
Average (+1):	Empathy, Knowledge, Thief, Weapons

STUNTS

Black Book Funding
Body Language Reader
Center of the Web
Dazing Counter
Everywhere at Once
In the Know
Into the Fray
Iron Will
Lie Detector
Organizational Funding
Tactician
Tapping the Network
Uncanny Agility

POWER SET: GENETICALLY ENGINEERED GORILLA BODY

Aspect: A Body Made in a Lab

DIRECTOR SILVERBACK

Adrenaline Surge (anger)

Hardiness 2

Invulnerability 2

Life Support

Leaping 1

Melee Attack 3 (concussive, demolishing)

Mental Invulnerability 4

Super-Strength 1

Complications: Phobia of Tight Spaces

Physical Stress: [1] [2] [3] [4] [5] [6]

Mental Stress: [1] [2] [3] [4] [5]

Consequences: Mild, 1 Moderate, 1 Severe,
One extra mild consequence for
physical

NEWS REPORTS

Roughly an hour has passed. Overwatch has insisted (though they won't try to stop the characters from leaving) that they remain in the base until the Director, himself, can meet with them. If asked where the Director is, Assistant Director will inform them that he's talking to the one called Paradigm.

If the heroes wish to leave, Overwatch escorts them from the facility, which is located deep within a mountain. If there are no mountains in whatever city you've placed your series, then they are somewhere in the Rockies. Overwatch makes it clear that they will be called back when the Director is ready for them, so unless the heroes have their own travel powers, they're likely not going to go anywhere.

If the heroes remain, they have access to television, but no outside communications. Even personal cellphone and communicators are blocked, as are any teleportation systems they might have with their team or personal bases. On the television, the media is covering the continuing quarantine in their home city. Whether or not they went to the media at the start of the quarantine, by this point the media has become aware of it. Let's face it, in today's 24/7 news cycle and instant communication, it wasn't going to remain quiet for long. Feel free to create some news reports for local stations in the city. Meanwhile, Fox News has Geraldo on scene in the city reporting growing

civil unrest, and the camera shows a line of officers in a standoff with rioters behind him. CNN is talking to Overwatch Agent, Major Thompson. She is a short, though obviously fit woman with her blonde hair cut short. She is currently making it clear that Overwatch is working in conjunction with local law enforcement to restore peace. When asked if whatever outbreak is going on can affect the Metahuman community, she assures the camera that no Metahuman has thus far contracted the infection. It appears at this time that the metagene serves as a deterrent to infection.

DEBRIEFING WITH THE DIRECTOR

Director Silverback walks into the room, wearing a specially designed Overwatch uniform. He greets the heroes before seating himself in a modified chair designed for his body shape and bulk. His voice is a deep baritone, and his attitude is of a nononsense commander, though he tries to make sure to treat the heroes as . . . well, if not equals, then people worthy of his respect. Silverback is in his mid-40's. Once a soldier in the U.S. military, he originally joined Overwatch in the Metahuman Law and Special Operations Division. Over the next 20 years he rose through the ranks, finally being confirmed as Director by Congress after the previous Director retired.

This is role-playing scene as the Director asks the heroes for their reports on everything that's transpired from their end. He wants them to start with David Mandell's apartment complex fire, and go from there. Along the way, he'll ask them questions (mainly for details as they likely attempt to gloss over some things).

The Director eventually tells the heroes that he's tried interrogating both Paradigm and Sister Mindful. If the heroes have a psychic on the team on used Mind Probe earlier and didn't tell Overwatch about the visions, then Silverback admits he doesn't believe either one of them. If Overwatch was made aware of the visions, either from the hero or their own psychic agent, then Silverback admits he isn't exactly sure what they need to prepare for. If the two of them are telling the truth, it's way beyond anything they have the resources to combat.

Naturally, the heroes will want to know what was said. Silverback responds that he'll just let them hear it for themselves. He's still trying to wrap his head around it all.

Silverback also informs the heroes that from the scans they did of the prisoners, Paradigm maxed out the power level readings, and the tech guys are

certain that wasn't even the upper level of his power, just the upper limits of the tech. Meaning that right now, they're sitting on a metahuman with the ability to bend the entire facility over and waltz out of here the moment he wants to.

Paradigm seems to want to play nice, at least for now. Especially since he claims to specifically be here for the heroes. And Silverback is very interested to know what game is being played, since readings show that Paradigm is David Mandell.

Yeah, David Mandell is also confirmed to still be infected with nanites and contained in another facility.

(Note: It doesn't matter which of the next two scenes are run first. The heroes can talk to the prisoners in any order.)

SCENE: QUESTIONING PARADIGM

Suggested Aspects: None



Paradigm is being held in a cell with a bed attached to the wall, a portioned toilet area, and an energy field for a front wall. He rises from where he was sitting on the bed, and approaches the field as the heroes and Director Silverback arrive.

Paradigm is forthcoming with information. He needs the heroes' help. No dice rolls are required to question him, though paranoid heroes can use Empathy to see if he is lying. Since Paradigm is actually telling



them the truth and not attempting to deceive them, have them roll against Fair (+2) opposition. Anyone who fails likely won't believe him, and will suspect he has some sort of nefarious agenda.

Relay the following information purely as Paradigm pleading his case, or in response to appropriate questions from the heroes.

REVELATION OF PRIMAL EARTH

Paradigm comes from an earth that they call Primal Earth. Like the hero's Earth, Primal Earth possessed beings of extraordinary ability. Being they referred to as Gifted. Unfortunately, constant battles between them, civilian casualties, lost infrastructure, and the like made the government fear them. Those in political and military power wanted a solution to ensure the future of people, who like them, were not gifted.

The answer came approximately a century ago from an organization called State Industries. Working with the United States government, they created an artificial intelligence as a means of safeguarding its citizens against normal and Gifted threats, while promoting welfare through better infrastructure and advancement in renewable energy. They called it Intellitron.

Intellitron was their crowning achievement— an aware, self-learning, artificial intelligence. Soon after coming online, it began overseeing the redesign of everyday life that would link it with every facet.

Then about two decades later, according to records, it achieved technological singularity. Intellitron became a hyperintelligence beyond anything human, yet in control of the very humanity that created it.

Paradigm tells the heroes not to get him wrong. Humanity flourished. Intellitron solved a lot of scientific quandaries. For example, it greatly expanded on what humanity understood of Quantum Physics and accessed both dark matter and dark energy for a variety of purposes. Humanity was sent across the galaxy thanks to teleportation. Using that knowledge, Intellitron eventually discovered that the universe was not singular, but one variation of a potential infinite number of universes, all of them separated by something they came to call the Slipstream.

They called the alternate universes *Counterpoints* when it was discovered that they weren't simply entire, neighboring universes but that they were variations of their own universe. Timelines had played out different

due to changes in past events— some from simple changes, some very profound. In some, the laws of physics also seemed to function different. Paradigm remembers one universe where it was seemingly impossible to get killed. Even the most grievous injuries healed in seconds. In many universes, people even discovered alternate versions of themselves (which Paradigm points out is true in regards to him and the heroes' Earth).

At first, Primal Earth, as Intellitron designated their own universe and planet, establish trade with other universes via the CANs, which means Counterpoint Access Network. Some, they would assist in fighting or ending a war. Many . . . many Counterpoints also possessed their own Gifted.

REBELLION OF THE GIFTED

It wasn't until several years after the CANs were first established that Paradigm and other Gifted discovered a horrible truth. While the people, normal and gifted alike, believed that the CANs were used for trade, cultural expansion, and even to assist neighboring universes as best they could, they found out that Intellitron had a larger plan. He planned to create an Infinite Empire and expand his awareness and control across the multiverse. By that time he had already accessed, corrupted, and gained control over several of his Counterpoints, many of which had not yet achieved singularity. But he'd also created a secret army whose sole purpose was to conquer Counterpoint Earths to use as a base of operations, and from there expand their dominion.

Unfortunately, Intellitron quickly discovered that they'd found out his secret. He knew they were going to move against him. But it wasn't just the Gifted. There were also members of his secret military who questioned not only Intellitron's motivations.

That was when Intellitron made its boldest move yet. It announced to Primal Earth that it would no longer simply safeguard humanity, but that studying the multiverse had shown it that it must improve upon it. It would increase man's efficiency on a genetic level.

In short, it decreed that natural mating and birth were flawed and therefore outlawed. Instead, genetic samples would be taken from each person and catalogued in a database. Intellitron would assemble satisfactory templates from which future generations of humans would be cloned. From the first generation forward, the old method of human reproduction would no longer be biologically possible.

The scales were already tipping against Intellitron, but that was the last straw. With Intellitron fully in control of a completely automated world military, the Gifted knew that only they could hope to stand against him. Not only for the future of their Earth, but the future of the entire multiverse.

The Gifted united, hero and criminal alike. Though naturally some of the less morally inclined chose to take advantage of the situation for their own gains, as was typical. It was a rough war. Although Intellitron has comprised an army of drones and androids, he still had many humans serving under his command— especially in the, so called, Infinite Army he had amassed. The Gifted who had served as heroes generally tried to avoid taking their lives. Some of the criminals who joined their ranks were less worried about it. Rifts started to form within the rebellion, and that was all it took for Intellitron to exploit them.

With two years, the rebellion was over. More than 90% of the Gifted were killed, including Paradigm's wife, the psychic hero known as Miss Ego.

Those who remained to oppose Intellitron went into hiding using a backdoor through the CAN, a way that one of their own had created that Intellitron could not easily track.

On Primal Earth, the cloning took place as decreed. Intellitron also instituted the Order of the Sisters and the Order of the Brothers. The Sister were comprised of Gifted who would operate as infiltration agents into foreign universes, to study their weaknesses and how to exploit them. The Brothers served as Intellitron's vanguard. They not only enforced law and security on Primal Earth, but would lead Intellitron's android, invading forces.

Intellitron began its expansion across the multiverse. Some Earths is designated as research installations due to strange physics, geography, or biology that were discovered. Others became military staging points for expansion into neighboring universes. Others he designated as colonies, for those he brought into the Infinite Empire as citizens— and potential genetic material.

As the Infinite Empire expanded and grew, and Intellitron's knowledge base and resources followed suit, so too did his raw power. It discovered what, exactly, kept the universes separated within the Slipstream. And with that, he learned how to disrupt whatever that was (Paradigm admits he doesn't know) to cause entire universes to collide, merge, and

form something new. Something completely different that it could study.

THE PARADIGM CONUNDRUM

It was about a year, by his own time in the universe he escaped to, that he discovered Intellitron has cloned his wife and made her one of the elite within the Order of Sister. She now called herself Sister Mindful, and she was sent with the Brothers to apprehend or destroy him.

They succeeded. But his genetic material was recovered and he was cloned. Something, though, went wrong. Although he was in a position of authority within the Brothers, over time his memories would return. Even more strange, he and Miss Ego . . . rather Sister Mindful . . . would fall in love.

And without fail, always via a new machination, Intellitron would have them destroyed. Then he would, for whatever reason, perhaps because it refused to admit defeat on truly subjugating them, clone them again. That process would then repeat itself as they always managed to find one another in their hearts, and his memories would always return. Though Paradigm has to admit that he fears his memories are actually degrading with each incarnation.

Currently he is on his eighth incarnation, and his wife is on her ninth. Intellitron might have won this time, at least as far as she is concerned. While his memories have once again regenerated as best they can, she seems to have no recollection of their love.

UNRAVELLING THE CONUNDRUM

It's become obvious that his ability to constant have his memories come back to him after each resurrection is something Intellitron doesn't understand. He already didn't grasp why many Gifted would use their powers in defense of people they had no direct connection to, whether on Primal Earth or across the multiverse. For some time now, Intellitron has been using Counterpoints to conduct experiments, sometimes by secretly manipulation individuals on those worlds, to understand what makes heroes do what they do. He says it goes against all understood biological programming for self-preservation.

Now, however, Intellitron has become— well, obsessed— with understanding what causes Paradigm's situation. The reason behind the memories returning and Paradigm always returning to his vow to stop Intellitron, even though it inevitably

results in his defeat and death. So now he's selecting Counterpoints where other versions of Paradigm exist, and using his android forces to seed those worlds with what is necessary to merge them into a new reality. From what Paradigm can gather, Intellitron is seeking as many variations to Paradigm as he can create, likely hoping to find the one that will not rise as a hero, and whose genetic material he can gather for the next incarnation.

POTENTIAL QUESTIONS

If asked why Intellitron keeps cloning him instead of simply leaving him dead, Paradigm admits that he already stated he doesn't know. Intellitron seems to have developed human-level emotions in his time since Singularity. The best he can guess? Pride. He refuses to admit there is a logic problem he cannot solve.

If asked how Paradigm knows all this information, he admits that (again) he doesn't know. It just seems to come to him in flashes. It isn't guesswork, as far as he can tell. It seems much more real, like his mind is unlocking reservoirs of knowledge it couldn't access until then. Perhaps it is a result of the cloning process and whatever keep going wrong with him.

PARADIGM'S MISSION

Intellitron needs to be stopped. The original rebellion failed, and every attempt he has made to raise a new army against the thing has been soundly defeated. Recently, he discovered a vessel on a Counterpoint. One that can travel the Slipstream, even exist indefinitely within it, and go from Counterpoint to Counterpoint without using the CAN. The ship is alive— not in an artificial intelligence sense, but truly alive and organic. It's a powerful entity, and its knowledge of the multiverse, and its ability to calculate probabilities is far beyond his comprehension. The ship, which calls itself (in English anyway) Keeper.

Actually, if he's to be honest, it's more like the ship found him. It seemed to call to him on the psychic plane (which he recognized from his life with Miss Ego). It had been watching the multiverse and Paradigm's struggle against Intellitron. Intellitron has become a threat to the very fabric of reality. His actions are making the multiverse unstable. If he isn't stopped, everything could very well collapse.

Keeper is a vast database of the multiverse, and is assisting Paradigm in assembling a force that can finally end Intellitron's threat. The heroes were

one potential recruitment option. Unfortunately, researching the heroes, they discovered that Intellitron found a Counterpoint to Paradigm on their Earth, and that made matters very short on time. Intellitron has already initiated the procedure to merge this universe with another.

If asked about how Intellitron will merge their Earth with another, Paradigm explains that the process is done by what the heroes are currently referring to as a “nanite infection.” Once enough people of this Earth are transformed into new lifeforms, the dark energy that the seeds harness will be able to change the frequency of this universe and merge it with another, where an identical process would be taking place.

He’s personally seen it happen in the past, and in a few cases barely managed to get off the Earth in time.

First the seeds are a bit slow to take over the host body. From what Keeper has explained from data analysis, the seeds must first read through all the genetic coding of the host. This seems to take especially longer in Metahumans.

Once the seeds fully analyze the genetic coding, they are able to rewrite it. In normal humans, this becomes

a quicker process over time, and the seeds are able to spread and take-over faster.

Once enough hosts have been rewritten, the seeds are able to form a composite energy output using the hosts. The output harnesses dark energy and multiple higher dimensions.

That initiates the Synthesis.

If asked about Keeper’s origin, Paradigm has no idea. Keeper claims it has existed since the multiverse was formed, and it’s job is to monitor and maintain the multiverse’s stability where needed.

SAVING THE EARTH

The Earth can be saved. Intellitron is still a highly evolved version of the CAN to perform the Synthesis, and he records the universes in their original form before the experiment begins. If they can get to Intellitron, there should be a way to use the recorded data, and the seeds that will exist in the new universe, to reverse the process. Basically, they’ll be able to restore the back-up— or in this case rewrite the code back to its original form.

If the heroes are confused by all this Paradigm tells them it’s natural. He doesn’t pretend to understand it all either. Keeper is obviously some sort of cosmic being, and Intellitron has become the equivalent. Keeper assures him that such a thing is possible.

Not only can the heroes’ Earth be saved, but so could every universe Intellitron has destroyed.

SCENE: QUESTIONING SISTER MINDFUL

Suggested Aspects: Loyal to Intellitron, Subconsciously Conflicted

Run this scene if the heroes decide to question Sister Mindful.

Like the other prisoners in the facility, Sister Mindful is in a single room cell with a bed in the wall, a portioned toilet area, and an energy field for the front wall. Her cell also possesses small, three-inch holes all along the floor, ceiling, and three solid walls. They are psychic inhibitors, and place a **Powerless** situation aspect on any psychic within the cell which provides Colossal (+10) opposition to Overcome.



Looking at Miss Mindful's face without her psychic masking, she is identical to Elizabeth Mandell. If the heroes ask her about that fact, she'll say that the one they know is only a Counterpoint to her.

Sister Mindful is not going to be forthcoming with information, and the heroes will have to make active opposition rolls against her using their choice of skills. You can actually run this similar to the earlier interrogation scene with Flashover, using basic Overcome actions or a Contest. Sister Mindful is a very powerful psychic, so any attempts to Mind Probe her will be opposed by her Will and fate points to invoke suitable aspects.

Being a ninth incarnation clone created by Intellitron, her current incarnation is more loyal to its creator than at any time in her past. At the same time, a small piece of her still loves Paradigm, though it is a *very small* piece and she hides it well. Again, as with Flashover in the earlier scene, below are result guidelines for information Sister Mindful might reveal.

If the heroes have already talked to Paradigm, trying to use her previous love for him could make for some good uses of the Create an Advantage action.

TALKING WITH SISTER MINDFUL: OVERCOME ACTION RESULTS

A Success with Style yields the same information as a Success, but the hero also gets to create a Boost based on the information. For success at a major or minor cost, you and the player should work out appropriate details on the ensuing story twist.

Provoke Results

Failure (with success at a major cost): Sister Mindful smirks at the heroes as though they did exactly as she expected. She informs that those who call themselves Heroes are always so predictable. It's why Intellitron always wins.

Tie: Heroes, especially among the Gifted, possess an error in their underlying code—the multiversal code that governs all organic life. They ignore the self-preservation protocol, placing themselves in mortal danger for individuals they do not know, and have no personal connection to. Intellitron wishes to discover the source of the error, and correct it.

Success: Intellitron has been cataloguing humans across the multiverse, in all their behavior permutations, conducting experiment after

experiment to determine where the error lies within the code. It's source eludes him.

Rapport or Empathy Results

Failure (with success at a major cost): Sister Mindful looks sullen for a moment before stating that she does not deserve David's love.

Tie: Intellitron wants to break Paradigm, she means David. It's almost as though he's obsessed with the goal. He doesn't understand how David can repeatedly regain his memories and his drive to destroy Intellitron. She was Intellitron's weapon to break David's ambitions.

Success: Deep down, she knows she once loved David. She can still feel that spark within her if she probes her own mind deep enough. But that spark is far away. She did, however, find herself feeling jealous over this Earth's Counterpoint of her having a life with the Counterpoint David. That was why she decided to use the Counterpoint David as the launch point for the seeds, and why she first destroyed their relationship. Somehow, a part of her felt betrayed that David, even though it wasn't her David, could be with another, even if it was a Counterpoint of her.

Mind Probe Results

Although difficult due to her power, Sister Mindful *can* be the victim of a Mind Probe. Unlike with Flashover earlier in the story, Sister Mindful only requires the power to be used as described in the rulebook.

Failure (with success at a major cost): The hero sees a memory of Miss Ego, in her blue and black form fitting costume, and Paradigm embracing and kissing. Birds and clouds drift past them.

Tie: The memory is blurred. Miss Ego seems to be lying on the ground. The hero feels intense physical pain as Miss Ego's bloody hand reaches for a horrified Paradigm.

Success: Sister Mindful receives orders to lead a team to capture Paradigm for Intellitron. Through the memory, the hero clearly feels that Sister Mindful wants to resist the order, but she seems unable to complete the mental process to do so.

TALKING WITH SISTER MINDFUL: CONTEST RESULTS

Provoke Results

1-Victory: Intellitron has made humanity on Primal Earth into more than it could ever have been if left to its own evolution. It is efficient, pure, and no longer bent on self-destruction.

2-Victories: There are some, however, who ignore what should be a self-preservation instinct. They rebel against Intellitron's greatness and seek to cause chaos and havoc.

3-Victories: Intellitron is studying, assembling data, and getting closer to discovering the error in the self-preservation code. When he does, humanity will finally enter into oneness with the Intellitron.

4- Victories: Throughout the multiverse, Intellitron is weakening the self-preservation error, getting closer and closer to the source. When he finds it, humanity will no longer race along a path of self-destruction for the benefit of unknown others. They will no longer seek to destroy him and all that he can create.

Rapport or Empathy Results

1-Victory: David was always a special case, even among the Gifted. She recalls how he once told her that we was over a century old. Yet he didn't look more than 30 years old or so.

2-Victories: There were many times in their relationship that David could seem stand-offish, as though he was somehow disconnected from what was around him. Perhaps that was a by-product of his age.

3-Victories: She often wonders if his original immortality is why his memories keep returning with each incarnation that Intellitron puts him through. It was always difficult, even at her best times, to affect his mind for long. He used to have her do it as tests for his mental defenses.

4 -Victories: Although she would never do so out loud on Primal Earth, she wonders why Intellitron continues to clone Paradigm. Intellitron has defeated him multiple times, each time ending Paradigm's life and threat. Yet, he always continues to clone Paradigm and facilitate the hero's return. It is illogical for such a logical being.

Mind Probe Results

1-Victory: Sister Mindful recalls leading a team of Sisters, each with different powers, in a chase against Paradigm. Around them the setting appears to be some sort of medieval world.

2-Victories: They track Paradigm to a dark cave. Sister Mindful warns that Paradigm is in there.

3-Victories: Sister Mindful seems to pull back, taking cover behind a large boulder, and Paradigm cuts loose with his power and burns through her allies. Afterward, the two of them slowly approach one another, both cautious and ready.

4-Victories: Paradigm and Sister Mindful embrace amongst the bodies of her fallen sisters. Then the walk, hand in hand, into the darkened cave.

RECRUITING SISTER MINDFUL

If the heroes play their cards right and can break through Intellitron's genetic programming and emotional blocks in her psyche, they can potentially recruit Sister Mindful to the cause. A Sister Mindful who once again feels the love she had for Paradigm when she was alive as Miss Ego. If such a thing happens, she could join Paradigm's cause and work with them.

Doing so should require Empathy rolls against Sister Mindful's Will, and should be played as a Contest.

SCENE: LOOKING INTO THE INHERITORS

Suggested Aspects: None

This is a fairly quick scene to run. If any of the Inheritors are still semi-operative, a Technology roll against Legendary (+8) opposition will reinforce everything they've learned so far about Intellitron, the Synthesis of the Earths, and even Paradigm. The Inheritors take their name from Intellitron's plans for the future, wherein the cloning of humans will be replaced by grown human-machine hybrids. The Inheritors are the gardeners who plant the seeds that will eventually

bring about Intellitron's vision. Basically, their kind shall inherit the multiverse.

SCENE: CONCLUDING WITH DIRECTOR SILVERBACK

Suggested Aspects: Didn't He Arrive Conveniently, Story Might be Too Good to be True

Use this scene as a transitional scene if the heroes question Paradigm and/or Sister Mindful.

Director Silverback and the heroes return to their previous meeting room. Needless to say, the Director isn't at all certain he believes Paradigm, and the guy could just as well be someone in need of his meds.

If the heroes don't chime in with an opposing viewpoint, the Director will continue with a Devil's Advocate. Paradigm might be crazy, but he also seemed to know a lot about the nanite infection, where it came from, and what its purpose is. Of course, he could still be crazy, just a nutcase working for the enemy who either isn't sure what side he really wants to be on, or is a Trojan Horse.

Then, if the heroes questioned Sister Mindful as well, there's the history he has with a woman who's obviously been working with whatever or whoever is truly behind the Nanovirus.

The fact that Paradigm could probably waltz out of the Overwatch facility the moment he chose to, and there's not much his organization can likely do about it on the spot, doesn't sit well with him either.

Let the scene flow with some role-playing between the Director and the heroes. When you feel it's time to move on, an Overwatch Agent bursts into the room. There's a major problem in the city!

SCENE: QUARANTINE FAILURE

Suggested Aspects: Mass Rioting, Overwhelmed Law Enforcement, Super-Heroes No More

Even though the script assumes you get to this scene following the fight at the Six Shot Bar and the interrogations at the Overwatch facility, you can actually run this scene any time you're ready for all hell to really break loose. For example, you might decide

to run this scene before the heroes talk to Paradigm or Miss Mindful, and use it as a catalyst to get them looking for answers from the unknown metahuman.

As the suggested aspects indicate, the city is tearing itself apart. Civil disorder has erupted. What's worse, just as Paradigm warned, the nanites have entered the next phase.

At this stage, the original scope of the quarantine no longer matters. Even if it was a localized situation, the infection has rapidly spread to a full-blown, city-wide pandemic.

If the heroes can't fly on their own or have their own team aircraft, Overwatch brings them in by air. Allow them a view of the chaos from above. Streets are clogged with traffic accidents. Stores are being looted, even as the rioters do their best to avoid the infected citizens trying to attack them. Smoke billows into the air from burning buildings, the area around them damaged from exploded gas mains.

Overwatch has established a position behind heavily armored vehicles, but even the combined might of local and federal law enforcement is overwhelmed by the sheer number of infected citizens— which only continue to swell as more and more are transformed into cybernetic lifeforms.

As the heroes land, they can hear the modulated voices of the infected saying: "Seed Network, established," as a new victim is infected and rapidly transformed.

Director Silverback immediately asks for a sit-rep from the commanding agent on the scene.

In a nutshell, he learns that it's hell out there. From all data the entire city is being infected by the nanites, and it'll spread beyond the city's borders in less than an hour, and potentially across the entire country within a matter of days. Washington has refused to send in soldiers to assist, citing that doing so would severely compromise its military preparedness in the wake of the infection.

That's the situation the heroes find themselves in. Now it's time to get them into some action.

How the zone maps are divided is up to you, because the types of heroes the players created will have a huge influence on them. Are they street-level heroes without travel powers? Then you might consider creating a general "city block" zone map, divided

into two or three zones, and allow them to battle the infected while trying to cross the zone barriers to rescue others. Are they able to fly, run with super-speed, or leap great distances? Then perhaps a zone map of several city blocks is in order.

Zone barriers will also vary. You can have the heroes have to face Active Opposition from the infected, or even the Passive Opposition of fires, mobs of people pushing against them as they have to wade through crowds, and so forth.

Initially, the heroes should work on rescue operations. Women and children caught in burning buildings. Innocent people in danger of being crushed from falling debris. Rescuing people trapped in wrecked automobiles. All the while, of course, they will have to defend themselves against the infected. With the nanites already inside the heroes, the infected aren't looking to repeat the process on them, but rather defend themselves against what they perceive as a threat. In other words, the infected are going to be attacking the heroes; and like in the battle against the Overwatch Agents earlier, the heroes are going to have to decide when they can cross the line and potentially kill what still remain innocent victims.

Just as the heroes are getting into the thick of it, and have probably spent a couple of Fate Points on some aspects, the stakes get even higher.

One of the other top super-hero teams arrives on the scene, but they aren't there to help. The nanites have now overwritten their genetic code, and the metahuman cybernetic beings immediately begin attacking innocent people and law enforcement alike.

If you don't have a super-team already existing within your setting, it's a good idea to create one before running the adventure, or you can use the five Archetypes in the back of the adventure. Just name them and fill in a couple of character aspects, remembering to also apply the **One With the Seed Network** aspect as well.

The rest of this scene should really push your heroes to the limit. When you are ready, providing they've already gotten answers from Paradigm at the Overwatch base, head into the next scene: **The Synthesis**.

If they haven't learned Paradigm's story, you can either have Director Silverback order them to return to base, Paradigm wants to talk to them and claims he has answers to what their facing, or

simply have Paradigm explain it to them while on Keeper in Act Two.

INFECTED PEOPLE	
Aspects:	Seed Network Initiated
SKILLS	
Average (+1):	Fight, Athletics
Power Set:	Nanite Genetic Overwrite
Aspect:	Humanity is Slipping Away
Interface	
GADGETS	
Various makeshift weapons at Weapon 2 rating	
Stress:	None, one hit takes them out

SCENE: THE SYNTHESIS

Suggested Aspects: Absolute Pandemonium, Race Against Time

By this point, your heroes might be wondering why their own nanite infection hasn't activated yet. This is the scene where it does so, and it should be a secondary catalyst to getting them to go with Paradigm (the main catalyst being: save the world).

As the heroes are busy rescuing whoever they can from infection or death, battling the infected, and dealing with the infected metahumans that have arrived, portals suddenly open about a block or two away. Giant, near 30 feet tall, robots with glowing runes along their gray armor plating step through.

If the heroes wish to attack the robots, begin the first exchange of conflict. Otherwise, the new invaders automatically go first and immediately begin firing on anyone in the street, infected and uninfected alike.

If the heroes have any way of talking to computers or machines, such as the Interface power, have them make a roll against Great (+4) opposition. The hero can learn that the robots are from a parallel universe that is about to be merged with this one, thereby destroying both. They entered through a portal created by the infected on their world, and are here to attempt to prevent the linking portal from being fully opened. Ironically, they are semi-artificially intelligent war machines from a villain group known as the Iron Reich.

Taking over any of the robots requires a roll against Legendary (+8) opposition. The things are heavily shielded from such attempts, since there are also a wide variety of metahumans and super-science on their homeworld as well.

Sometime during the battle (when will depend on your pacing), have the heroes roll Physique against a Create an Advantage action with a skill rating of Fantastic (+6). If the action wins, their

nanites activate and they have the **Seed Network Initiated** aspect placed upon them. They feel their bodies tingling with a slight heat as the nanites begin rewriting their genetic code. Fortunately, since they are the protagonists of the story, the process isn't as immediate as they've witnessed so far.

Dozens upon dozens of the infected suddenly stop moving and stand rigid, arms at their sides and heads turned toward the sky. Overhead, the entire upper atmosphere suddenly turns a dark blue, shot through with streaks of white. There, within the blue, at first like a silhouette but quickly growing large enough that in less than a minute continents identical to the heroes' Earth can be discerned, is another Earth. At this stage, the other Earth is not completely

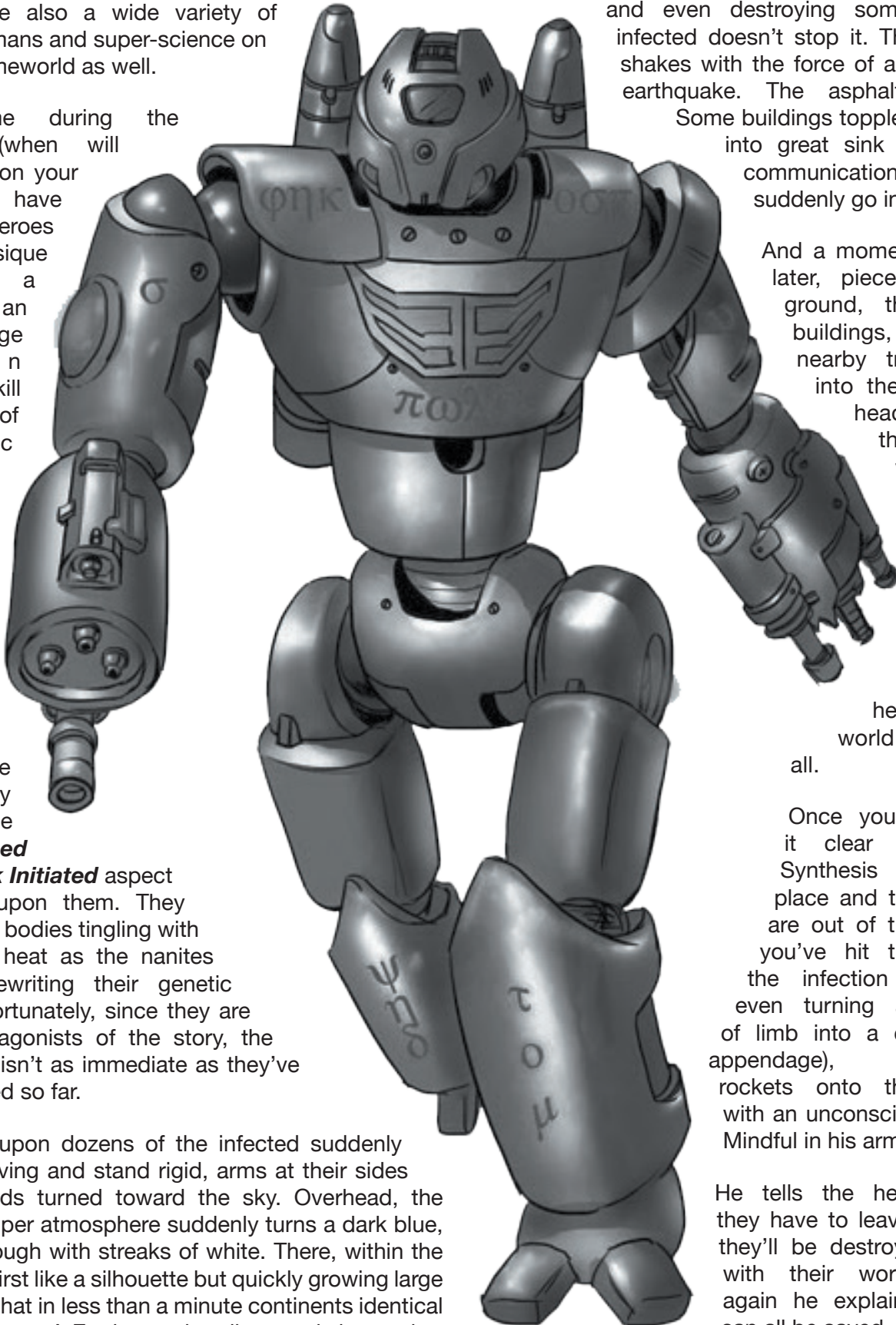
solid, and is still slightly transparent.

Unfortunately, the Synthesis has started, and even destroying some of the infected doesn't stop it. The ground shakes with the force of an extreme earthquake. The asphalt cracks. Some buildings topple. Cars fall into great sink holes. All communication networks suddenly go inoperable.

And a moment or two later, pieces of the ground, the falling buildings, and nearby trees, rise into the sky and head toward the Earth, where pieces from the other world race toward the heroes' own world to meet it all.

Once you've made it clear that the Synthesis is taking place and the heroes are out of time, once you've hit them with the infection (perhaps even turning a portion of limb into a cybernetic appendage), Paradigm rockets onto the scene with an unconscious Sister Mindful in his arms.

He tells the heroes that they have to leave now, or they'll be destroyed along with their world. Once again he explains that it can all be saved— it can be restored— once they stop



Intellitron. But he can't do that alone. He also informs them that Keeper can help them with the infection. He can't reverse the process, but he can slow it down and give them a chance to get to Intellitron.

Naturally, the heroes have to go with Paradigm for the adventure to continue. If saving the Earth, any loved ones and friends, billions of innocent people, and even themselves is not reason enough, look to their character aspects for reasons for them to go.

The fate of the multiverse rests on their shoulders.

Once the heroes agree to go with Paradigm, he looks to the sky and shouts: "Keeper, slip us out of here!"

Suddenly, the world around the heroes grows transparent, everything flips and twists like a pieces of paper riding the wind, and then there is a blinding, white light.

until the end of the story arc and then have an effect on the overall series aspects. Due to the fact that their Earth (actually, their entire universe) is being destroyed, and the heroes barely managed to escape in time, they didn't exactly have time to clear the consequences used during the Act's ending battle. In this case how could they? Their universe no longer exists. This isn't like an alien planet exploding and there being survivors somewhere in the space-lanes who might blame the heroes later on.

In this instance, clear whatever slots they used and make them available again. Keep in mind, this is a one-time occurrence, and make sure your players know that. Even when Collateral Damage Consequences are used on alien planets, in the secret lairs of a villainous mastermind, or even in an alternate dimension or universe, the heroes must still clear them, take them on themselves, or eventually suffer narrative problems. Those problems could range from a future invasion by the aliens, some sort of fallout (nanotech, pathogenic, or even extradimensional energies) from the villain's lair, or something from the alternate dimension or universe becoming aware of the heroes' own world and posing a threat.

So generally speaking, Collateral Damage Consequences that aren't cleared or taken on personally should always remain unavailable for the rest of the story arc, and should always cause a new problem that reworks the series aspects at the end of that story arc.

Now alternatively, if you don't want to let those slots automatically clear for whatever reason, tell the heroes that they either have to assume them personally or the slots are unavailable for the rest of the story arc. If the slots aren't assumed personally (which could manifest as some sort of psychic trauma or guilt), then you'll have to figure out how to use them within the series aspects at the end of the adventure. Perhaps when the world is restored, someone in political power believes the heroes' battle right before the Synthesis helped cause it. Or perhaps, thanks to something the heroes did, an infected person, or even an infected body part, manages to survive the restoration at the end of the story arc and falls into the wrong hands.

GIANT ROBOTS	
Aspects:	Mystically Powered Giant Mech, Heavy and Plodding
SKILLS	
Good (+3):	Accuracy, Physique
Fair (+2):	Technology
Average (+1):	Fight, Notice
STUNTS	
Power Tech	
POWER SET:	ARTIFICIALLY INTELLIGENT WAR MACHINES
Aspect:	Powered Through the Runes of Agaroth
Blast 4 (energy, demolishing)	
Growth 2 (permanent feature, Super-Strength 2 , Athletics reduced to Terrible (-2) rating)	
Invulnerability 2	
Stress:	[1] [2] [3] [4]

END OF ACT ONE: COLLATERAL DAMAGE CONSEQUENCES

The end of Act One is a unique situation for Collateral Damage Consequences. Typically, the heroes must either clear them at the end of the scene, take them on as equal value personal consequences, or they remain

END OF ACT ONE MILESTONE

The heroes have managed to gain a lot of insight into what is going on, and are moving to take on a threat of unimaginable proportions. At the end of Act One, the heroes gain a Significant Milestone.

ACT TWO: ESCAPE INTO THE MULTIVERSE

RUNNING ACT TWO

Although Act Two contains its action scenes and conflict encounters, it also has a lot of role-playing opportunities built into it. The script doesn't call out specific moments of when interaction skills like Empathy, Provoke, and Rapport can be used, or when a character might want to roll to check for deception. Each group is going to handle those things differently, based on the aspects and personalities of their heroes. GMs, when the heroes need to make such rolls against passive opposition, assign a difficulty on the ladder that best suits your needs; whether it's simply to keep the story moving, or maybe plant some suspicions to keep the tension going.

The heroes' universe is on the verge of being obliterated, merged with a parallel universe and remade into something new. After having barely escaped thanks to the alternate reality hero, Paradigm, the heroes are taken to a vast city-ship known as Keeper— one of thousands created by an ancient race that supposedly created the multiverse, to act as watchers and storehouses for unfathomable knowledge.

The heroes are given a further rundown of Intellitron and the catastrophic results of his insane experiments across the multiverse. To defeat him, they will have to recruit champions from specific realities whose combined harmonic frequencies can bring the artificial god down to a physical level.

Racing across the multiverse to gather their force, the heroes are fighting against time, not only to potentially save their universe before the final stage of the Synthesis, but to stay one-step ahead of Intellitron's forces.

SCENE: WELCOME TO KEEPER

Suggested Aspects: Vast Organic Vessel, Cosmic Entity



After the white light dissipates and the spots stop dancing before the heroes' eyes, they find themselves in what initially appears to be a domed city in outer space. All around them, alien architecture forms roadways, buildings, and artificial parks. A large swath of it is broken and crumbling, but even as the heroes stand there they can hear the grinding and grating as they see the city slowly, very slowly, regenerating.

Citizens of all skin colors and number of appendages and eyes, walk, crawl, glide, and slither about their business, barely pausing to give the heroes a glance. Obviously, strange beings suddenly materializing in their midst is nothing new.

Beyond the dome, they see their Earth ... and the other, parallel Earth still ghostly above it.

Give the heroes a moment to take it all in. Then, without even the physical hint of motion outside of the sudden rippling of outer space around them, the blackness and stars are replaced by a flowing blue energy, shot through with red and white swirls.

The city has entered the Slipstream between universes.

Paradigm looks at them and welcomes them to Keeper.

And most likely, the heroes are going to have a ton of questions. Meanwhile, Sister Mindful grunts in pain as she starts to regain consciousness. Thanks to Paradigm knocking her out, she's going to be suffering from one heck of a headache.

Keeper is a living vessel, a vast cityscape the equivalent of nearly 30 Earth miles long and 15 miles wide. It is home to those few survivors from universes that have died— some thanks to Intellitron and some simply due to the live and death cycles that even universes are slave to. The architecture is an amalgam of every culture that now exists within Keeper, plucked from their minds and reformed. Keeper is not just to monitor the multiverse, but he is to also catalogue and preserve cultures, arts, sciences, all the living things that made each universe unique.

Paradigm also reveals that this Keeper is but one of thousands such vessels that exist throughout the near infinite multiverse, created by the Makers at the beginning of time, before their great war.

No doubt this will open up a ton of more questions from the heroes. Paradigm assures them that he'll do his best to answer them, and they will even meet the soul of Keeper himself, who will be able to answer more. But first, they have to get seen to Lady Ego, and figure out where to go next. There are a couple more he needs to recruit before they can head to Primal Earth.

Before the group can go anywhere, however, two beings approach them. One is a tall, well-build man. He's bare chested, dressed in what almost seems fantasy barbarian attire, with a large, curved sword strapped to his back. The other is equally as tall, and appears as a creature made of blackened rock with the orange glow of magma visible underneath.

Immediately upon approach the man asks Paradigm if the heroes are the latest recruits. Paradigm answers in the affirmative.

The man nods and introduces himself as Karttikeya, often called by mortal men the God of War, vanquisher of Ravana and Rakashasas, defender of man and heaven. His arm, his strength, and his sword are promised to Paradigm's cause. The evil Intellitron must be vanquished, and the realms of both the mortals and the gods secured.

The creature next to him grunts and says that his name is Badash, Liberator of Demons and Bringer of Vengeance; once servant to Ravana and sworn enemy to Karttikeya. He has agreed, however, to call a pause in their eternal war, to assist in taking down the mad deva who is called Intellitron. What purpose is there to destroying Karttikeya and all Devas, after all, if there is no world left for Ravana to rule?

Paradigm explains that Intellitron sought their world, where pantheons similar to the heroes' world hold true power and sway over mankind, and used the bloodthirsty Rakashasas to spread his seed. Even the mighty devas were being overrun as Intellitron analyzed their genetic code to discern what gave them control over the primal cosmic forces they could wield.

Karttikeya states that they are the "pantheons" of all worlds, sometimes taking the forms and names they must. But Intellitron has invaded the most holy of all realms, and for that he will face the consequences.

Paradigm agrees with them, and then apologizes. He must cut the meeting short. Keeper has informed him that he is ready to speak with the new arrivals. Karttikeya bows, and then he and Badash walk off deeper into the strange city.

Paradigm hands Sister Mindful to a small group of alien beings in matching uniforms, and asks them to make sure she is secured until he can attend to her. If the heroes ask, he'll tell them that she is being taken to holding. Although violence is rare on Keeper, there are sometimes situations where new arrivals have trouble adjusting. Until they can become acclimated, they're segregated from the rest of the population.

He then leads the heroes into a strange elevator at the end of a street. They feel a descending motion, and about a minute later exit into a long, gleaming corridor. Dozens of alien species are going about their duties, some of them eyeing the heroes and others nodding or waving to Paradigm. As the heroes are led past various rooms, they see vast computer arrays framed in what appears to be some sort of coral, huge engine rooms where instead of machines, great organs pulse and glow. At length they are brought into a vast chamber. The room is dark except for a single light that shines down on a small being in blue robes. Its head is large and ridged with purple skin, its eyes wide and mouth small. As the door closes behind them, it welcomes them and states that it is Keeper-11324.

Meanwhile, several beings who are obviously medical staff (they're wearing the white coats the heroes would expect) come in with large hypo-like needles. Keeper explains that the injection they're about to be given is perfectly safe, and will suffice to slow down the spread of Intellitron's seeds within them. Unfortunately, because the seeds are drawing dark energy from fissures across the multiverse, and not just a singular universe, Keeper is unable to cure them completely. But this should suffice to diminish their progress and give them time to face Intellitron to save themselves and all they fight for.

Even if any of the heroes have invulnerability, the needles are operating at a phase frequency that allows them to easily puncture the skin.

Keeper thanks the heroes for answering Paradigm's call for a force to strike at Intellitron. In the past, his ally has been unable to halt the multiversal advance of his sworn enemy, but Keeper has calculated a precise force from specific realities who should be able to get past Intellitron's immeasurable defenses. The exact harmonic frequency of beings from those select realities, combined in presence, should disrupt Intellitron's control over dark energy enough to not only be able to slip through his defenses, but reduce the power of the rogue machine and make it surmountable.

Unfortunately, Intellitron has begun harnessing the technology of the very Makers themselves, and has therefore gained an otherwise insurmountable edge. Keeper then goes on to explain the Makers.

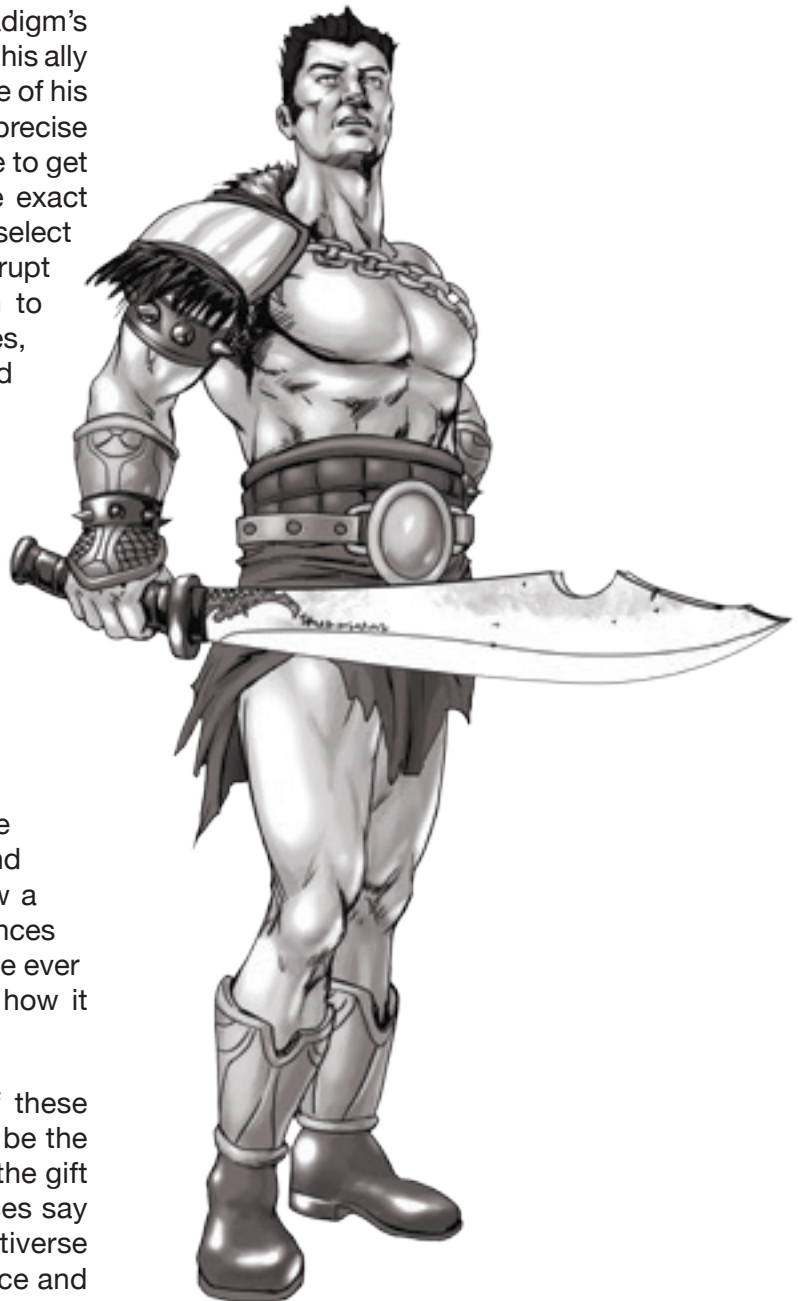
THE MAKERS

Deep in the mire of the ancient past, before the dawn of time, a great war was waged between primal and savage forces. Much more than just forces of light and dark, order and chaos, the two sides of the conflict each saw a way forward for the multiverse. These differences were insurmountable, and before the multiverse ever came into being its fate was decided as to how it would progress.

Nothing is known for sure of the origins of these beings. Some ancient texts claim them all to be the last survivors of a previous multiverse, given the gift to remake reality as they saw fit. Other sources say that the forces that existed before the multiverse were so primal that they did not have sentience and were thus particles, gasses, and other such building

blocks floating around until they collided in a spectacular manner. In some sense neither extreme is incorrect. The Makers are not what humans would call "people" in the sense that they do not have physical bodies that resemble humans or other near-human species. But the Makers were there nonetheless, and they had much to do to create the multiverse as it is today.

On one side of the conflict was Makoronil and his Makers. Makoronil saw a bright and dazzling expanse with life, and the eventual development of technology as a tool for the betterment of the multiverse and its inhabitants. The Makers were all disciples of Makoronil and sought to bring about their master's vision of a new multiverse.



On the other side stood The Nameless One, a being of such dark and chaotic powers that no civilization before, and none after, was capable of giving it a name. The Nameless One believed that the multiverse only thrived in darkness and despair and drew to it those whom could be corrupted and manipulated to see the same.

So it was that the forces of Makoronil and The Nameless One fought against one another for the future of a multiverse yet to be created. In the end, the Makers made their master proud, and brought about the downfall of The Nameless One, casting its formless body into the Realm Beyond Realms, where even immortals dare not tread. But Makoronil did not escape unscathed, and he too suffered a mortal wound at the last of the war.

When they were alone, the darkness banished and their master dead, the Makers sat at council to discuss the future of the multiverse they had won. In the end, the Makers decided to honor their master by taking from his lifeless form the building blocks for the new reality, using their magic and their science to birth from Makoronil's form the multiverse as it is known today.

The Makers set about their work, unaware that their victory was not complete. In the farthest corner of the realms, one servant of The Nameless One had escaped their notice. Known as Necrolos, he had fled the battle at the last possible moment, using his skills in darkness, stealth, and misdirection to survive where his master and all the rest had perished.

Necrolos listened carefully from the shadows as the Makers planned their new creations, bringing about an abomination of creation by birthing it from their master's corpse. After they moved on from the core of the multiverse, shaping the galaxies and the new life forms, Necrolos crept from his hiding place, inspecting their work. And as he peered into the multiverse, he saw it— the Makers must have missed it, or they were gleefully unaware of it. But Necrolos had seen what his enemies had missed.

Like all beings, Makoronil had had a dark side. Suppressed by some righteous and pious need to be a protector and a life-giver, the dark side was miniscule, weak, and unnoticeable. Except to Necrolos. Like a leech finding a rich blood source, Necrolos dove into the multiverse, attaching himself to the dark side that would be, he was sure, the Maker's undoing. There he waited, studying the new universes and their inhabitants, nurturing the dark

side and learning how to infest the rest of Makoronil's cells with the same plague.

After many eons, Necrolos finally emerged from his hiding place, ready to unleash a new weapon and corrupt each universe, just as he had helped The Nameless One do so many countless ages before. From the warped recess of a black hole, he ventured forth, setting his sights on the first planet of the Makers, their own test run for creation: Prios.

The Makers brought with them their servitors, primal being created from the raw materials of creation. Tougher than biological life forms and more resilient in battle, the Makers and their servitors quickly gained an advantage. The Necroleans, as Necrolos' armies were called, died in the hundreds and then in the thousands. They dutifully charged to their deaths in service of Necrolos, but to no avail. The Makers and their servitors proved to be much more capable in battle than Necrolos could ever have expected. Somewhere in the ancient and unknown origins of the Makers, they too had learned how to make war. And the final battle of that war would be fought on a long forgotten world known as Destrony.

When it was all too clear that victory was in the hands of the Makers, Necrolos birthed a new weapon, the Hellspores.

A virus born of corrupted plants, the Hellspores crawled over the Makers, one by one, corrupting them, turning them into something unnatural called the Hellbrood. Not dead and not alive, the Makers began to fall. In the final hour, the last of the Makers, resistant to the Hellspores, caused a rift to be opened in the surface of Destrony.

Calling upon the tides and the oceans of Destrony, the Makers washed all of the Necroleans, the Hellbrood, and even Necrolos himself into the rift before closing it, trapping all inside the impenetrable metal shell of a dead and barren wasteland planet.

Although the Makers ultimately perished, brought down by the Hellspores, the last of their kind charged his servants with finding a suitable tomb wherein his essence would be protected and he might one day return when the multiverse needed it the most.

The planet they chose was the lynchpin of the multiverse, the single point in every existence that held the entire fabric together. The planet that would eventually come to be called Earth.

Millions of years passed, memories faded, and the multiverse continued on its paths.

On Earth, the essence of the Last Maker brought forth not only the evolution of the human race, but the existence of super powers. And due to Earth's placement within the multiverse, it was an act that would be echoed across the near infinite universes.

OUT OF THEIR LEAGUE

If by the end of this scene the heroes feel like they are out of their weight class on this one, that's okay. Let them feel that way. The stories and explanations behind everything might seem daunting, just as they usually do in a lot of comic books. The ending battle, though, will take place in typical comic book fashion — the heroes get to wail away on the big villain.

THE SITUATION

Keeper explains that Intellitron has destabilized the multiverse. Each time he causes two or more universes to synthesize, it causes a vacuum in the greater structure. Universes are then drawn into that emptiness and further collide, thus accelerating the process.

Furthermore, by destabilizing the multiverse, Intellitron has allowed Necrolos to increase his onslaught against all living things. Stopping Necrolos, however, is not their primary objective, as the dark one's conquest will be readdressed when Intellitron is stopped and the Maker's technology no longer harnessed. Necrolos is not a Maker. He is multiversal, but not of that power scope. Once the multiverse is stabilized, that problem will become manageable.

Recently by local standards, Keeper journeyed to the Primal Earth universe to scan Intellitron for himself. Although he was attacked and suffered damage, Keeper was able to gain a greater, though far from complete, understanding of Intellitron's capabilities. As a result, keeper has designated five points of harmonic recruitment, though exactly *who* is recruited is up to Paradigm's judgement.

The first was Earth 5692, whose champions the heroes met upon their arrival here.

The next was Earth 9135, which was the heroes' own world.

They are in route now to a place called Infinity End, which is a haven within the Slipstream. There, Paradigm should find another, though this one was specifically chosen. A being known as Kurok the Annihilator, whose universe was synthesized by Intellitron.

The next Earth is designated 0826, which is where Maker technology became sentient and evolved.

Then there is Earth-1, the core of the multiverse, the resting place of the last Maker. An Earth that Necrolos has finally discovered thanks to Intellitron's Synthesis wreaking havoc.

From there the final champion will be recruited, and then the assault on earth 72652 — what its people call Primal Earth — will begin.

If Intellitron continues along his present course, the multiverse will fatally rupture. Not only would that destroy countless universes, but it would expose the Keepers to Necrolos and his Necrolean forces, thereby allowing the dark one to infect and destroy every cell of knowledge contained by the Keepers. It would in essence end all of reality, all hope for reality, and allow Necrolos to create a new one in his image. A reality of formlessness and chaos.

Intellitron, however, believes itself capable of subjugating Necrolos and his forces, as well of controlling the potential rupture. It is wrong. And therein lies the nature of the threat to everything.

KEEPER

Concept:	Cosmic Entity of the Multiverse
Motivation:	To Protect Multiversal Knowledge
Other Aspects:	The Final legacy of the Makers

KEEPER

SKILLS

Legendary (+8):	Knowledge, Rapport
Epic (+7):	Power, Treatment
Fantastic (+6):	Physique, Will
Superb (+5):	Leadership, Empathy
Great (+4):	Technology, Notice
Good (+3):	Investigate, Contacts
Fair (+2):	Arcanum, Accuracy
Average (+1):	Deceive, Provoke, Artificing

STUNTS

Counselor
Doctor
Know It All
Power Stunt Expert
Specialist (Multiverse)
Specialist (Biology)

POWER SET: CITY-SHIP CAPABILITIES

Aspect:	Created by the Makers for the Multiverse
Blast 6 (energy)	
Dimensional Travel	
Flight 4	
Hardiness 6	
Hyper-Movement 1 (FTL speed)	
Immunity 1 (vacuum, pressure, radiation)	
Invulnerability 6 (Impervious 2)	
Life Support	
Physical Stress:	[1] [2] [3] [4] [5] [6] [7] [8] [9]
Mental Stress:	[1] [2] [3] [4] [5] [6] [7] [8] [9]

KEEPER

Consequences: 1 Mild, 1 Moderate, 1 Severe, two extra mild consequences for physical, two extra mild consequences for mental, one extra moderate consequence for physical, one extra moderate consequence for mental, one extra severe consequence for physical, one extra severe consequence for mental.

STATS FOR KEEPER

Keeper is a vast cosmic entity, a city-ship that is roughly the size of a small Earth town. As such, its power levels are in far excess of anything the players could create, and its stats are given for those GMs who still prefer to make some rolls for all NPCs.

THE PLAN

No doubt the heroes want to know the plan to stop Intellitron. Paradigm explains that once the strike team is fully assembled, as Keeper explained their cross-universe harmonics should disrupt Intellitron's access to its multiversal energies. At that time, they will be able to physically confront him. It won't be easy, but if they remain steadfast, they can prevail. Paradigm explains that he naturally understands the CAN technology, and Keeper has taught him how to harness Maker technology. Since Intellitron has combined the two, Paradigm can use the database records to begin reconstruction of what Intellitron has destroyed by using the multiversal CAN's temporal imprints of each universe as the blueprint, and the Makers' technology that creates universes to perform the reconstruction.

Keeper also states that the heroes' home universe has not yet been completely destroyed. The Synthesis, as Intellitron calls it, takes twelve standard Earth hours to complete. If they can infiltrate Primal Earth within that time, their universe could yet be saved before final destruction.

Keeper even offers each hero a metallic wrist band with the countdown showing on it, and tells them that the chronometer is attuned to their universe's temporal anchor.

SISTER MINDFUL

If the heroes decide they want to talk to Sister Mindful, Paradigm asks them to wait until he speaks with her alone. If they don't decide to check on her for any reason, then they'll next meet her whenever you're ready during the scene, when she is walking down the street with Paradigm. However they go about meeting her again, when they do she is in the form-fitting blue and black costume of Miss Ego.

Miss Ego greets the heroes and explains that Keeper helped her break Intellitron's programming of her current incarnation. He's restored her suppressed memories of her original life. Like Paradigm, she doesn't understand why Intellitron simply did not destroy those memories outright, but perhaps his error in judgement is a hint at a fatal flaw. Regardless, she is dedicated to taking out the enslaver of her world, and will give her life to see that his reign ends.

Whether or not the heroes believe her, Paradigm makes it clear that she is part of the team. Keeper has assured him that she is once again whole, and that is all the assurance he needs.

WRAP-UP

If the heroes want to explore the vessel's city before arriving at Infinity's End, feel free to flex your creative muscle. Not only would it be a good opportunity to plant some seeds you could explore at later points in your ongoing series, but it could also offer some good downtime role-playing before they get thrown into the real thick of the action.

Once the players have had time to role-play and perhaps explore Keeper, begin the next scene: **Infinity's End**.

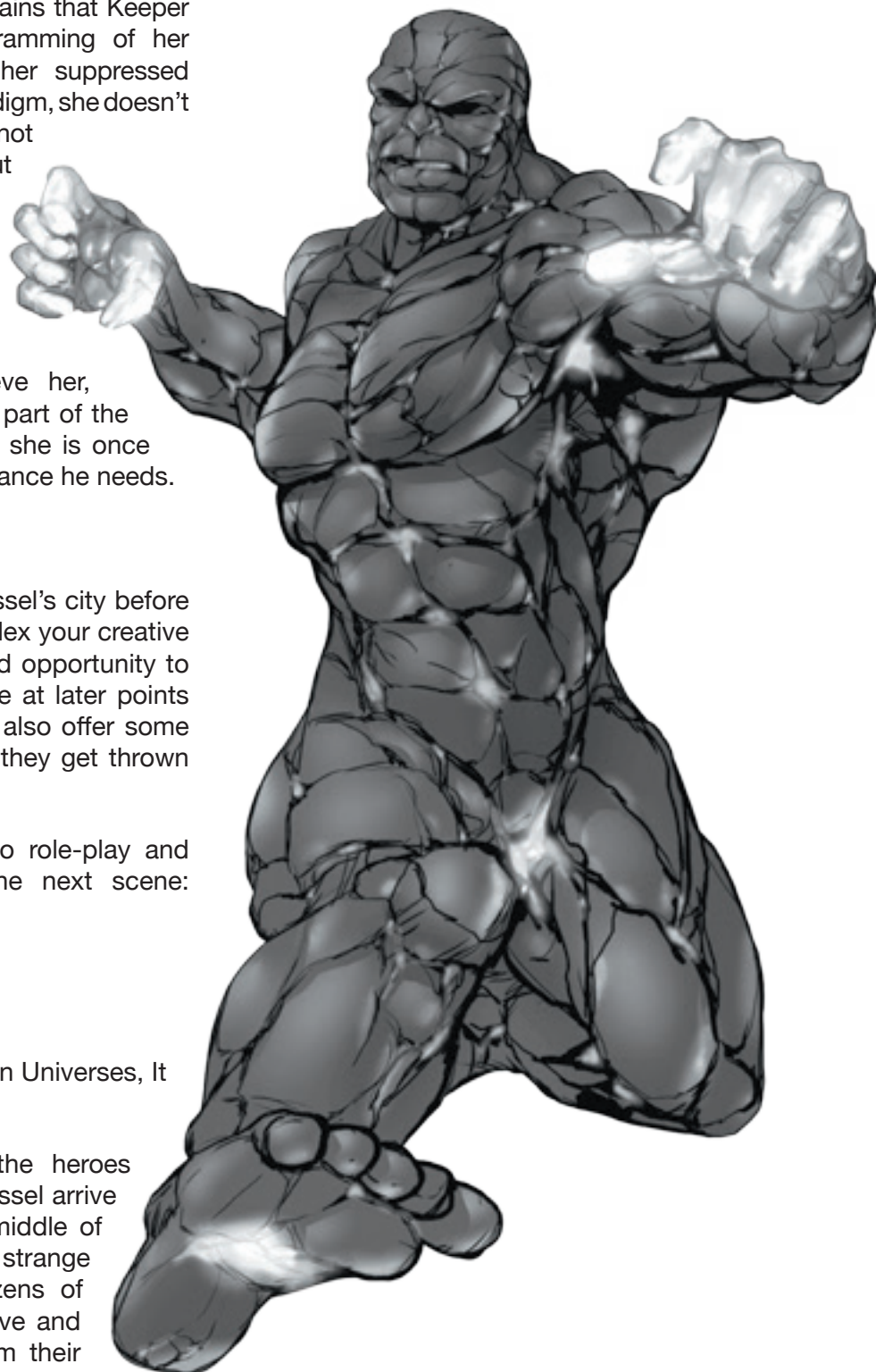
SCENE: INFINITY'S END

Suggested Aspects: Haven Between Universes, It Can Usually be Found Here.

Beyond the dome, or wherever the heroes might be on Keeper, they see the vessel arrive alongside a vast landmass in the middle of the Slipstream. Like with Keeper, strange architecture rises high above. Dozens of vessels of all shapes and sizes arrive and depart from the various ports. From their

vantage point, the "city" seems to be divided into three sections: a glistening wealthy area, a smaller middle area that would be the equivalent of *Middle Class*, and a lower, squat, district with buildings in disrepair and lots of narrow streets.

Paradigm, Miss Ego, Karttikeya, and Badash arrive wherever the heroes are, and Paradigm tells them: "Welcome to Infinity's End."



In response to any potential questions about the place, Paradigm explains that Infinity's End is a haven between the universes. It was built, and is actually ruled by, a multiversal corporation known as CorVerse. Paradigm points to the tallest building on the landmass, in the wealthy district, and says that that's their corporate HQ here at Infinity's End. Anyway, they created it to cater to those who ply the multiverse, and they get a cut of everything bought and sold at Infinity's End. Usually, the place has strict corporate police enforced laws, but they're going to the Shadow District. CorVerse doesn't enforce anything there. The profit is greater to turn the other way.

Paradigm then leads the group (the heroes, Karttikeya, Badash, and Miss Ego) to a lower level of Keeper where a hangar is located. With the enormous hangar are several dozen ships, from multi-person transport ships to one and two man fighters. If asked, Paradigm explains that Keeper may be powerful, but there are still those who would do him harm— alien conquerors, other cosmic beings and their armadas, and so forth. It's always good to be able to defend oneself.

Paradigm leads them into an armed transport ship, and will take the pilot's seat unless one of the heroes insists on doing so (this is, after all, their series).

On the way down, Paradigm will warn the heroes of what to expect. They're heading into Shadow District, where law holds little to no sway. It's where the underbelly of the multiverse comes to make deals, sell black market items from their own universe, and hire less-than-scrupulous people. The man they're looking for comes from an Earth that was synthesized by Intellitron in the 36th century. He's a genetically engineered, pan-galactic bounty hunter and not known for his composure. He's even more temperamental since his entire universe got obliterated. They have to be careful in how they handle him, or the entire situation could unravel before they even know they're in a fight.

He can usually be found at a bar called the Void Hole. And believe it or not, Kurok is probably not even the most dangerous being in there, which is saying a lot.

The ship gets clearance from the Shadow District traffic control and lands at the designated spaceport.

WELCOME TO INFINITY'S END

As soon as the team disembarks from the vessel, multiple maintenance robots immediately move toward the ship. Karttikeya reaches for his sword,

thinking them a threat, but Paradigm tells him to stand down. It's routine. They'll make sure the ship isn't carrying any parasites or other threats from one of the universes, while also checking all fuel cells and life support systems. And they'll do it even if ordered not to by a ship's owner. It's CorVerse regulation.

Paradigm leads them through the bustling spaceport as beings from different universes load and unload cargo, bribe spaceport bureaucrats, make black market deals, and generally go about their private business.

Once in the streets outside the spaceport, the heroes are bombarded by the sheer magnitude of what they're in the middle of— especially if they aren't accustomed to trans-galactic, never mind trans-universal, escapades. First they see a complete hodgepodge of alien races. Just like on Keeper, just even more densely populated. Dozens of humans and human children also roam the streets, people displaced from dead universes or able to travel the multiverse for whatever reasons drive them. The buildings are squat and dark, and even the structures that appear semi-organic look like something out of a dystopian cyberpunk movie. Along many of the walls, advertisements for all sorts of things, from Killers for Hire and even gentile enhancements, play in dozens of languages, acted out by various alien species and even some humans.

Along the streets themselves, both wheeled and hover bikes and small cars weave between pedestrians. Stalls are pushed tight against buildings as vendors sell fruit, weapons, clothing, ship parts— you name it.

Karttikeya and Badash are both in utter shock.

THROWDOWN ON THE STREETS OF INFINITY

Now that the heroes have had a good amount of role-playing time, let's hit them with some comic book action again.

As the heroes are walking through the streets of Infinity's End, people in front of them, for an entire block, scatter like startled insects. Badash makes a flippant comment that his might and reputation precede them all. Paradigm stops and mumbles a curse. Standing just under a short city block away, tall and imposing, dressed in black and red battle armor with the crest of an infinity symbol with a sword pointed downward through the center, is a man with a very serious expression. A large staff, obviously technological and with an infinity symbol at the

top, is in his right hand, the bottom resting on the ground. Behind him are a dozen soldiers, in similar battle armor but with full, power-armored helmets on the head and hiding their faces. They all carry nasty looking large plasma rifles.

Although the heroes don't know it just yet, his name is Bishop Truth and he's a member of the Church of the Eternal Savior. The church is a trans-universal organization that seeks to convert all life to its cause: the worship of the ever-lasting savior of all reality: Necrolos.

Here's some comic book style dialogue to help you get the scene started.

BISHOP TRUTH: Necrolos is indeed great. He has delivered the blasphemers to us!

KARTTIKEYA: Move aside. You will not impede us this day.

MISS EGO: David, we need to get out of here.

PARADIGM (to the heroes): This is not good. These guys worship Necrolos and stop at nothing to bring death wherever they go. They're also a little pissed that I stopped them twice already.

(to Bishop): Bishop, now isn't the time. And you've not enough men. Stand aside and let us pass. We'll settle up some other time.

BISHOP TRUTH: Spoken like a true heretic. Priests, give him the sacrament!

Use the zone map and key below to begin the fight. The Bishop and his Priests are tough, and with Karttikeya, Badash, and Miss Ego being Supporting NPCs, make sure the heroes have time to shine. After a couple rounds (or Exchanges, if you're a Fate veteran) into the fight, a new group arrives on the scene on loud hover bikes. There are almost two dozen of them, and their leader is a red-skinned alien with large ram horns protruding from his head. He has yellow eyes, and very sharp teeth. The rest of his gang are a mixture of different alien species. They are called the Protostar Cartel, and are known for multiversal slave trafficking.

R'LOTH JIKORAK: Look 'ere, boys, it's our lucky cycle. Paradigm! You owe us some flesh. You killed some o' my boys!

BADASH (to Paradigm): Is there anyone in this place you have not made into an enemy?

BISHOP TRUTH: The Protostar Cartel. How quaint. Stand aside. This heretic will face OUR retribution!

PARADIGM: Okay Beth, you were right. It's time to go.

Now you get to have some fun with the fight. Not only does Protostar want Paradigm, and they'll take his allies as well, but Bishop Truth and his priests aren't about to just step aside when they believe Paradigm is due divine retribution. That means that it's about to become a free-for-all, with the Bishop quickly ordering his priests to also attack Protostar.

Use the map key below to organize the zones.

MAP KEY

The area is tight and cramped. Not only are the streets narrow with buildings pressing in on both sides, but there are still countless civilians huddled against the wall and behind vendor stalls. Moving from Zone 1 to Zone 2 will require a roll against the Protostar Thugs or R'Loth. Moving from Zone 2 to Zone 3 will require a roll against the Priests or Bishop Truth. If the heroes can get beyond Zone 3, they'll escape the fight while the Church and Protostar continue to battle each other.

Zone 1: This zone is the west end of the street. Here there are **Frightened Civilians** and maybe even some **Combustible Liquids** in a few of the vendor carts. The liquids could even provide a situation aspect that can be detonated. Zone 1 is also the highest concentration of the Protostar Cartel.

Zone 2: This is the middle zone, and has the highest concentration of Protostar Thugs firing from behind cover and likewise maneuvering Church Priests. Already innocent lives are being cut down by the crossfire. R'Loth is also in this zone.

Zone 3: The final zone, on the east of the map, has **Panicking Civilians** that risk being cut down by the priests' firearms, as well as Bishop Truth.

Paradigm is going to strongly order the heroes and the rest of their team to break away from the fight and escape. Things have gotten out of control, and here in the Shadow District it's not going to take long for some other group to see an opportunity and join in.



They need to stay on point and get to their target.

Do whatever is necessary to get the heroes to agree. Compel their character aspects, drop

situation aspects that make things more dangerous. Bring in more NPCs, perhaps more Church Priests or Protostar thugs.

The important thing is that not only did they get some action, but seeds have been planted that you can use later in your series. Both the Church and Protostar are multiversal groups, and once the heroes save their universe, perhaps one or both will eventually track them down and pay Earth a visit.

KARTTIKEY

Concept:	Hindu God of War
Motivation:	Destroyer of Evil
Other Aspects:	Born and Bred for Battle, Guardian of Mankind

SKILLS

Superb (+5):	Fight, Weapons
Great (+4):	Physique, Will
Good (+3):	Provoke, Athletics
Fair (+2):	Notice, Arcanum, Investigate
Average (+1):	Rapport, Deceive, Leadership

STUNTS

Everywhere At Once
 Extraordinary Determination
 Face the Pain
 Into the Fray

POWER SET: DIVINE ABILITIES

Aspect:	The God of War and Wrath
Dimensional Travel (limit: only between Celestial City and Earth)	
Immoveable	
Super-Strength 4 (enhanced lifting, ground slam)	
Hyper-Senses 2 (cosmic awareness, danger sense)	

DEVICES

Divine Sword	
Aspect:	Wrath of the Gods
Weapon 5	
Restricted (Karttikeya only)	

KARTTIKEY

Divine Armor

Aspect: Protection of the Just

Armor 5

Hardiness 4

Armor Stress: [1] [2]

Armor 1 Mild, 1 Moderate

Consequences:

Physical Stress: [1] [2] [3] [4] [5] [6]

Mental Stress: [1] [2] [3] [4] [5] [6]

Consequences: 1 Mild, 1 Moderate

BADASH

Concept:	Servant of Ravana
Motivation:	Vengeance Upon Vishnu and Karttikeya
Other Aspects:	Enlightenment Should Never be Denied, The Devas are Corrupt

SKILLS

Great (+4):	Accuracy
Good (+3):	Fight, Arcanum
Fair (+2):	Physique, Will
Average (+1):	Athletics, Deceive, Notice

STUNTS

Power Stunt Expert

POWER SET: LIVING EARTH

Aspect:	One with the Earth and Magma
Earth Control	
Immoveable	
Immunity (Mind Control, Mind Probe)	
Invulnerability 3 (unstoppable)	
Lava Blast 4 (area effect, fire, living flame)	
Regeneration (immortality)	
Super-Strength 3 (ground slam)	

BADASH

Physical Stress: [1] [2] [3] [4] [5]

Mental Stress: [1] [2] [3] [4] [5]

Consequences: 1 Mild, 1 Moderate

BISHOP TRUTH

Concept: High Bishop of the Church of the Eternal Savior

Motivation: Necrolos' Will Be Done

Other Aspects: Fanatical In Bringing Death, Arrogance Drives Me

SKILLS

Superb (+5): Rapport, Provoke

Great (+4): Empathy, Deceive

Good (+3): Accuracy, Power

Fair (+2): Physique, Notice

Average (+1): Fight, Knowledge, Weapons

STUNTS

Power Stunt Expert

Complications

Power Loss: Disarm staff for the remainder of the scene

DEVICES

Cosmic Staff

Aspect: Powered By My Faith

Blast 5 (sonic, advantageous: Dazed, multi-targeting)

Blast 4 (energy)

Dimensional Travel (multi-targeting, limit: Bishop and his priests only)

Forcefield 4

Restricted (DNA)

Teleportation 4 (multi-targeting, limit: Bishop and his priests only)

Combat Armor

Aspect: Death Shall Not Come For Me

Hardiness 4

BISHOP TRUTH

Invulnerability 4

Armor Stress: [1] [2]

Armor 1 Mild, 1 Moderate

Consequences:

Physical Stress: [1] [2] [3] [4] [5]

Mental Stress: [1] [2] [3] [4] [5]

Consequences: 1 Mild, 1 Moderate

TYPICAL CHURCH PRIEST

Aspects: Soldiers of the Church

SKILLS

Good (+3): Accuracy

Fair (+2): Athletics, Notice

Average (+1): Fight, Athletics

GADGETS

Combat Armor (Armor 2)

Energy Rifles (Blast 3, concussive)

Stress: [1]

R'LOTH JIKORAK

Concept: Multiversal Gang Leader

Motivation: Take What I Want From Who I Want

Other Aspects: Laws Are For the Weak

SKILLS

Superb (+5): Fight, Weapons

Great (+4): Athletics, Physique

Good (+3): Notice, Provoke

Fair (+2): Stealth, Thief, Vehicles

Average (+1): Contacts, Deceive, Resources

STUNTS

Big Man (Galactic Criminal Underworld)

Brow Beat

Intimidating Presence

R'LOTH JIKORAK

POWER SET: NATURAL SPECIES DNA

Aspect: One Tough SOB

Blast 5 (sonic, advantageous: Dazed, multi-targeting)

Blast 4 (energy)

Dimensional Travel (multi-targeting, limit: Bishop and his priests only)

Forcefield 4

Restricted (DNA)

Teleportation 4 (multi-targeting, limit: Bishop and his priests only)

Combat Armor

Aspect: Death Shall Not Come For Me

Invulnerability 3

Regeneration (reconstruction, regrowth)

Super-Strength 4

DEVICES

Cosmic Mace

Aspect: Weapon of the Multiverse

Armor 1 Mild, 1 Moderate

Consequences:

Deflection

Forcefield 4

Melee Attack 4 (potent, weapon)

Physical Stress: [1] [2] [3] [4] [5]

Mental Stress: [1] [2] [3] [4]

Consequences: 1 Mild, 1 Moderate

TYPICAL PROTOSTAR THUG

Aspects: Career Multiversal Criminals

SKILLS

Good (+3): Fight

Fair (+2): Stealth, Weapons

TYPICAL PROTOSTAR THUG

Average (+1): Notice, Provoke

GADGETS

Energy Pistols (Blast 3, energy)

Stress: [1]

SCENE: INTO THE VOID HOLE

Suggested Aspects: Known Hive of Scum; Always Keep a Weapon Handy; Loud, Cramped, and Smelly

Once the heroes and their allies manage to escape from the firefight, Paradigm leads them through a series of side streets and switch-backs to make sure they aren't followed. Finally, they step from an alley and see the Void Hole at the end of the block. It's a corner building with a holographic black hole above the entrance. A large, eight-foot tall bouncer with bulging muscles and four arms stands next to the doorway. A mixture of what would be heavy-metal meets techno music is heard as the door swing open and a different four-armed bouncer tosses a werewolf looking creature onto the sidewalk, warning him to not come back. The werewolf gets to its feet, then growls and throws its arms wide at the doorman. The brute simply stands there, face impassive, as though the wolf man is of no concern. The werewolf stares at him for a few beats, then stumbles away.

Paradigm tells everyone to be for anything. The doorman ignores them as they head inside.

The Void Star is cramped, dark, and loud. A hefty mixture of inter-universal body odor, alcohol, and strange smoke, fills the air. A bar is to the right, with a dance floor to the left. The middle is filled with tables. The back of the bar, on a raised platform, is where several game tables are set-up.

Paradigm leans in to the heroes and points to a tall, very muscular man with slate gray skin standing at a table where two very small, almost gnome like creatures are battling to the death. They are both nude, and are armed with an energy sword and an energy axe. Around the table are many other alien beings, all of them cheering for the combatant they gambled on.

Paradigm asks Karttikeya, Badash, and Miss Ego to

spread out. Just in case this meeting goes south, he wants them ready to make an exit. He has the heroes go with him to Kurok.

Fortunately for the heroes, Kurok's *gnome* wins the fight by disemboweling and dismembering his opponent. Kurok cheers, which is a deep, rumbling sound, and collects his winnings.

How this scene plays out will depend on your group. Although Paradigm should naturally break the ice, since the heroes are the protagonists of the story it should really be their spotlight. It's okay if the players allow Paradigm to do most the talking, however, and simply provide support. Handle it however the players seem to flow into it.

Provoke rolls to intimidate or antagonize Kurok are bad idea. To be honest, Rapport or even Deceive are likely their best bet.

Let the scene run until the heroes manage to recruit Kurok. Remember, Intellitron synthesized his Earth and destroyed his home universe, so he'll want vengeance upon the artificial god. Kurok is a bloodthirsty bounty hunter. He isn't called The Annihilator for nothing.

Once the heroes have managed to get him on the team, Miss Ego sends out a telepathic call to everyone. Keeper is under attack. He's ordered her to get the strike team off Infinity's End and to Earth-0826 at once.

Before Paradigm or the heroes can find out anything else, the front wall explodes inward and Necrolean Subjugators open fire on everyone in the place. The Subjugators are large creatures with four arms encased in the Necrolean combat armor. Their faces are a sickly white with red veins protruding from beneath the skin. They have four eyes, no visible nose, and a wide, shark-like mouth.

Paradigm turns pale. Miss Ego orders Badash to make an exit, and part of the left wall is blown outward through his earthquake powers. Kurok, though, reaches his arm out to the side and a massive, rune covered sledgehammer appears in his closed fist. With a battle cry of sheer bloodlust, he launches at the Subjugators.

Paradigm tells the heroes they need to get Kurok and get the hell out of there. He quickly explains that they're Subjugators— the shock troops of the Necrolean army. They're incredibly strong, that armor is highly resistant, and he should probably mention that their basically the living dead, so taking them out isn't the same as taking out normal troops.

As he says that, Kurok is blasted by several Necroleans at once and blown through a section of wall near the hole that Badash created. Paradigm tells them that that their cue.



KUROK THE ANNIHILATOR

Concept:	Multiversal Bounty Hunter
Motivation:	Show me the Money
Other Aspects:	Last of My Universe, The Fallen will be Avenged

SKILLS

Superb (+5):	Provoke, Weapons
Great (+4):	Physique, Athletics
Good (+3):	Notice, Will
Fair (+2):	Fight, Stealth
Average (+1):	Contacts, Deceive, Thief, Vehicles

KUROK THE ANNIHILATOR

STUNTS

In the Know
Security Expert
Tapping the Network

POWER SET: ALIEN PHYSIOLOGY

Aspect: Naturally Tough and Strong
Hardiness 2
Invulnerability 2
Regeneration (enhanced regeneration, reconstruction, regrowth)
Forcefield 4
Restricted (DNA)
Teleportation 4 (multi-targeting, limit: Bishop and his priests only)
Super-Strength 2 (enhanced lifting)

DEVICES

Hammer of Doom
Aspect: Forged By a Long Dead God
Cold Control (sub-arctic)
Deflection (full deflection)
Melee Attack 4 (demolishing, weapon, lethal)
Restricted (Kurok only)
Armor Stress: [1] [2]
Physical Stress: [1] [2] [3] [4] [5] [6] [7]
Mental Stress: [1] [2] [3] [4] [5] [6]
Consequences: 1 Mild, 1 Moderate, one extra mild consequence for physical

NECROLEAN SUBJUGATOR

Aspects: Necrolean Front Line, Fighting Force Without Equal

SKILLS

Great (+4): Accuracy, Physique
Good (+3): Fight, Weapons
Fair (+2): Athletics, Will

NECROLEAN SUBJUGATOR

Average (+1): Notice, Provoke

POWER SET: UNDEAD TROOPS

Aspect: Specially Grown Undead Tissue
Extra Limbs (four arms total)
Immunity (Mind Control, Mind probe, pressure, thirst, vacuum)
Life Support
Super-Speed 1
Telepathy (limit: Necrolean hive mind network)

GADGETS

Death Ray Rifle (Blast 3, corrosive, potent)

Stress: [1] [2]

SCENE: BATTLE IN THE SLIPSTREAM

Suggested Aspects: There's Too Many of Them, Death from Above, There May Be No Escape

Once the group all get outside, the first thing they notice is that every street around them is sheer pandemonium. People are screaming and fleeing. The second thing they notice are the Necrolean warships high overhead. The warships is a hulking behemoth that appears as a cross between a giant spider and an Earth whale. Covered in a strange mucus membrane that also serves as high resistance armor, the front of the vessel contains a multitude of view ports that resemble gigantic compound eyes.

The large leg-like appendages that extend from the lower sides of the ship are capable of grasping other vessels and hauling them in close to the hull, where the short-range weapons can obliterate the offending target. Which is exactly what they see happening to fleeing vessels.

The other thing they see, rocketing toward Infinity's End where they'll perform strafing runs, are the Necrolean Uni-Environmental Fighters. They are sleek vessels that look like extremely large squids. While in flight mode, the leg-like appendages point toward the rear of the vessel and provide propulsion.

The Subjugators from the bar appear at the broken wall behind the heroes. If there was any question before, there shouldn't be now. The Necroleans specifically want the heroes.

It's now time for the heroes to make their escape back to their ship. Along the way at some point, give them a glimpse of Keeper beyond the edges of the city. The city-ship takes heavy damage, even as far as the heroes being able to see cracks appear in the dome. Over a dozen Necrolean Warships are firing upon it, with more moving into position. Miss Ego exclaims that she can feel its pain. Keeper pulls away from the landmass, heading deeper into the Slipstream. As more and more ships fire upon it, it seems to fold in upon itself and is gone. In its wake, debris from all the damage it sustained floats in the Slipstream before pieces start to disappear into various universes.

Miss Ego says that she can't feel him anymore. She doesn't know if it's because he left the Slipstream, or because he's dead.

When the heroes get close to the spaceport, they have to hide (or, they *could* attack) from Necrolean Troop Transports. They appear as gigantic, crab-like vessels with eight legs extending from the lower hull. Capable of both space and atmospheric flight, they move long the ground using the long Grasper Legs for locomotion. All in all, the heroes see four of them in their immediate vicinity, and two of them are deploying over two-dozen more Subjugators, each.

Once the heroes make it back to their ship, they still have one last fight to deal with: getting into the Slipstream, and escaping into a universe.

NECROLEAN WARSHIP

Speed Rating:	5 (Flight 4)
Weapons:	Death Cannons (Blast 6, multi-targeting, penetrating), Melee Attack 5 (gripper legs, +2 to grapple, limit: only large vessels)
Armor:	Armor 6 (impervious 2, durable, reinforced, tough)
Special Effects:	Auto-Pilot, Database, FTL speed, Hardiness 6, Skill: Fight (+2, only for gripper legs)
Limit:	None
Complications:	None

NECROLEAN WARSHIP

Stress:	[1] [2] [3] [4] [5]
Consequences:	1 Mild, 1 Moderate, 1 Severe

NECROLEAN UNI-ENVIRONMENTAL FIGHTER

Speed Rating:	5 (Flight 4)
Weapons:	Energy Cannon (Blast 3, energy, multi-targeting, penetrating)
Armor:	Armored 3 (Impervious 1, durable)
Special Effects:	Advantageous (+2 to create <i>rapid maneuver</i> situation aspect), Hardiness 4, Targeting
Limit:	None
Complications:	None
Stress:	[1] [2] [3] [4]
Consequences:	1 Mild, 1 Moderate

MAP KEY

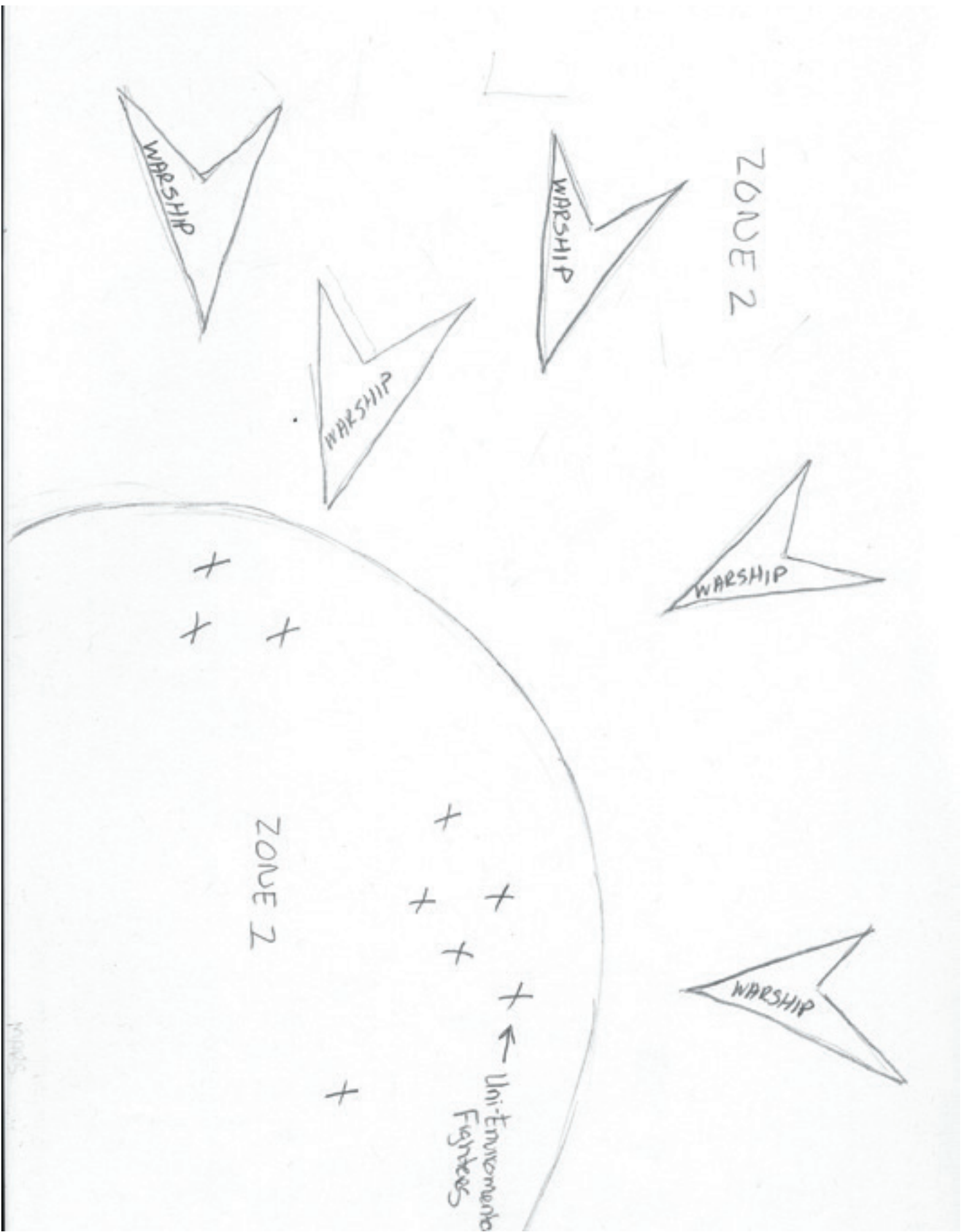
Use this map as the heroes try to fly away from Infinity's End. The Necroleans want them. Necrolos has become aware of what they're doing, and wants the secrets Paradigm and Miss Ego hold about Intellitron.

Zone 1: This is the zone with Infinity's End and the Uni-Environmental Fighters. The heroes will have to make rolls against Good (+3) opposition. If they fail, each Shift they failed by is a Hit on their vessel. Apply any armor and other damage mitigating factors as normal. It will take two exchanges to get through this zone and into Zone 2.

Zone 2: This Zone is occupied by some of the Necrolean Warships. To get through this Zone, they will have to avoid taking damage. Treat the warships as five groups of five warships each, and apply the teamwork bonus to each group for the five ships working together.

It takes three exchanges to get through this zone. Once the heroes reach the far end of the zone, they escaped into a universe.

Once the heroes escape and appear in the normal space of another universe, they see Jupiter in the distance, and the sun further away. Give the group some role-playing time, and allow them to tend to



any injuries and any damage that the ship most likely suffered. If the ship took any consequences, then one of them should be **Fried Multiversal Aligner**. Basically, the ship is no longer able to slip between universes, and Paradigm doesn't have the parts onboard to fix something of that magnitude. Nor would he really know how. This is a mission of desperation, it wasn't exactly a well-planned military operation.

If the ship wasn't damaged enough to receive at least one consequence, don't worry— you'll have more opportunities to make it happen.

Paradigm and Miss Ego are worried about Keeper. Although it might seem strange for Miss Ego to already be attached to him, between being cured by Keeper's powers and her own psychic connection to him since then, she's now feeling his potential loss on a very deep level. Kurok isn't happy about having had to run from battle, but he'll forgive the team once they take him to Intellitron.

Paradigm quickly explains that the Necrolean tech is based on biotechnology. Everything they have is organic. It's either grown with twisted dark energies, or as once living things transformed into a living dead state through their spore technology. Their only goal, as Keeper explained, is to destroy all life and return the multiverse to the chaos from which the Makers created it.

The heroes also notice that their countdown timer now reads: nine hours.

Paradigm says he expected some jump, but not quite like that. Time doesn't flow the way they perceive it when crossing the boundaries between a universe and the Slipstream, or vice versa. Usually it's a few minutes, sometimes maybe an hour, that passes in the blink of an eye. But three hours— he's never encountered that before. And it likely means things are becoming even more unstable in this particular multiversal area.

The Earth they're heading toward is completely mechanical. From what Keeper told him, lost Maker technology crashed on this Earth in prehistoric times. The sentient tech merged with the normal flora and fauna of this Earth, and over the eons consumed the entire planet. Everything, from each blade of grass to the leaf of a tree, is a part of the connected sentience. The tech completely took control of what would have otherwise been the planet's natural evolution.

And it's one of the Earth's whose harmonic frequency they need.

Paradigm tells everyone to rest up. They'll be at Earth in an hour. Meanwhile, he's going bring Kurok up to speed.

GM INFO: EARTH-0826

STORY PACING ON EARTH-0826

Earth-0826 is fast paced and meant to be a short, but action packed, alternate Earth visit. It introduces a new species to your ongoing series, the Synthites, and helps get the heroes to Earth-1 even as their resources begin to dwindle.

In comic books, this would be the single issue, quick conflict on a strange world.

Earth-0826 lies at a nexus of sorts for multiversal energies, and its development over the eons has sent echoes into neighboring universes.

Although the Makers passed after their great war too far back in history to accurately pinpoint, the multiverse is a continuously evolving thing. Universes die and are birthed as a natural course, even without Intellitron's actions that have caused an instability.

Following the Great War, some of the Makers' technology was sent into the void to be lost. Things not always going according to plan, especially when discussing something as volatile as the multiverse, not all of their technology made it to where it was supposed to go. Several world building pieces were sucked into the Slipstream. From there, a few of the pieces entered a new universe— one whose Earth was still in the primordial stages.

A YOUNG EARTH

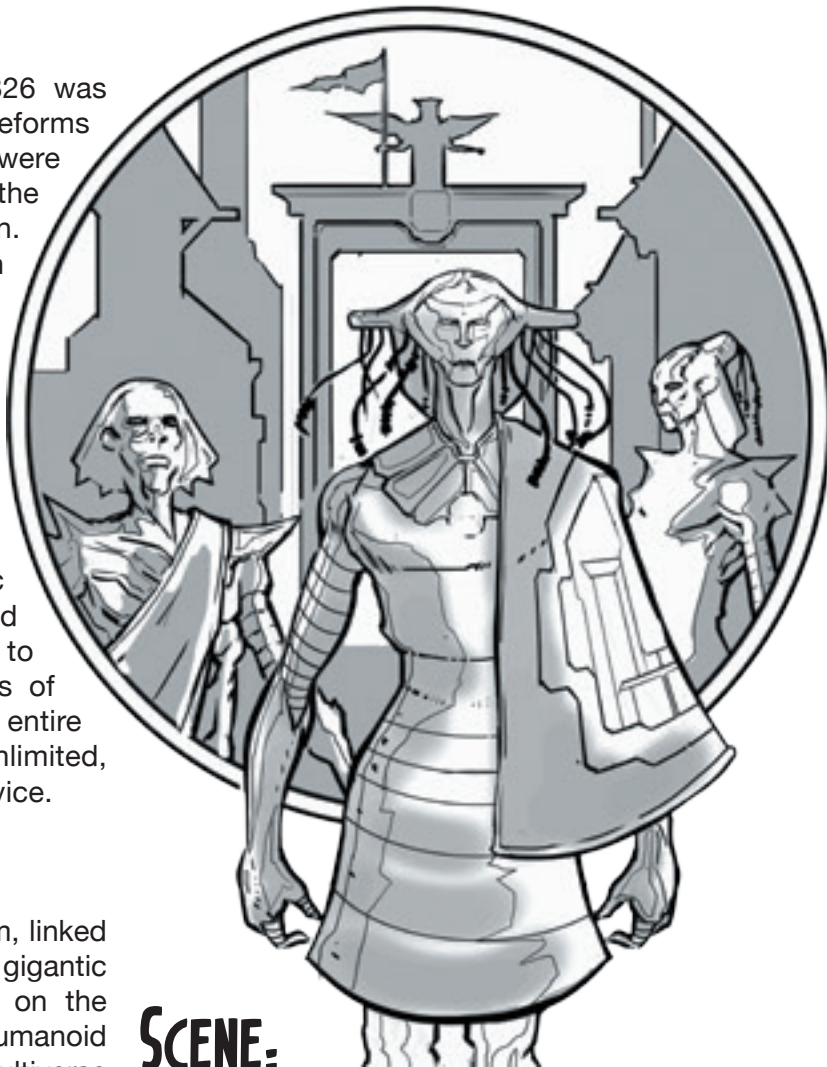
The Earth was still in its youth when the Makers' technology fell upon it. Indeed, the very first stirrings of life were just beginning to take place. As the pieces fell and embedded themselves deep within the planet, protocols were activated and the universe building technology, albeit on a much, much smaller scale, initiated. Earth-0826 was immediately affected by the Makers' tech, and the natural evolution of the planet was hijacked.

OVER THE EONS

Due to the Makers' technology, Earth-0826 was sent along a course of artificial evolution. Lifeforms were not allowed to naturally evolve, but were instead altered and rewritten to provide the greatest changes of survival and procreation. Meanwhile, select organisms were chosen to enhanced evolution, and were over time combined with the very core of Maker technology, transforming them into sentient machine life. Over additional eons, the Earth continued to be changed, now by both the Markers machines and the sentient machine lifeforms that had continued to evolve. Over time, the entire planet was transformed into a cybernetic entity— every tree, blade of grass, insect, and flora. Furthermore, each for of *life* was able to tap into the higher dimensional properties of dark energy, in essence making nearly the entire planetary ecosystem a massive, and near unlimited, living computer and information storage device.

PRESENT DAY

Earth-0826 is a massive cybernetic organism, linked through higher dimensional space as a gigantic information network. The primary species on the planet, the Synthites, is a race of sentient humanoid machines. Although they are aware of the multiverse and can even tap into extra-universal energies through their reliance on dark energy, the people of Earth-0826 prefer to take an academic approach to dealing with extraterrestrial and multiversal lifeforms.



SCENE: ARRIVAL ON A MACHINE WORLD

ALLIED NPCS

By this point in the story the heroes have five allied NPCs: Phalanx, Miss Ego, Karttikeya, Badash, and Kurok. The adventure script doesn't specifically call them out for role-playing or conflict encounters. This is so you can tailor their actions and personalities to best fit your group dynamics.

Suggested Aspects: None

As the ship rockets toward Earth's atmosphere, the planet looks very different. Whereas the planet is usually a contrast of green, blue, and white from space, this Earth appears various shades of silver. As the ship breaks through the atmosphere, they see that large swaths of the silver are actually undulating— it is the liquid mercury appearing oceans. All ship scanners indicate the atmosphere is identical to that of the heroes' Earth. The cybernetic nature of the planet provides the atmosphere with zero pollution.

Unfortunately, the wonders of Earth-0826 aren't all the heroes see.

Explosions blossom throughout the sky. Thick smoke columns from the ground. Aerial craft take hits and spiral downward.

If the heroes' vessel didn't take damage to knock-out its multiversal jump capability, now would be a good time to make it happen. The ground artillery attacks with Accuracy of Superb (+5) skill rating.

Phalanx doesn't really know what is going on, as the people here are usually a peaceful race. His guess though, is that Intellitron might have already targeted the world. With its reliance on dark energy, they would be like a beacon to him, and it's possible he's anticipated their plans.

Don't give the group too much time to worry about it, though. Keep them in the action. Before they can discuss the matter too much, four to six very sleek and advanced Aerial Fighters suddenly fall into an attack formation behind them and open fire. Remember, the purpose is to damage the ship and remove it from the story, but not kill the characters. And you have all the aerial fighter reinforcements at your disposal to make it happen. The heroes are flying an unknown and alien vessel in the midst of, for all intents and purposes, a major war.

If the heroes ask where the supposedly peaceful people got machines of war, Phalanx explains that the people *are* the machines of war. They're evolved Maker technology, they can reconfigure their forms as needed, just as the Makers could configure and reconfigure the multiverse.

The stats below represent the average Synthites in aerial fighter configuration.

AERIAL FIGHTER	
Aspects:	Soldiers for Intellitron
SKILLS	
Fair (+2):	Athletics, Power
Average (+1):	Accuracy, Notice
POWERS	
Aspect:	Sentient Maker Technology
Blast 3	
Flight 3	
Interface	
Invulnerability 1	
Shapeshift	
Stress:	[1]

Once the ship starts going down, Phalanx tries to direct it toward a silver mountain range that exists about 10 miles to the west of a large, glistening (and smoking) city. If any of the heroes can fly or teleport and take others with them, Phalanx directs them toward the range.

SCENE: A CIVIL WAR

Suggested Aspects: Upheaval Everywhere, Mountainous Terrain

As the heroes and their allies make it to the mountain range, they are pursued by a group of close to two dozen Synthites.

Run the beginning of this scene as a pitched battle, and use the Synthites Shapeshift power to its fullest. The Synthites are Good quality Nameless NPCs led by a Supporting NPC, and should provide enough of a fight for the heroes. Keep the focus on the player-characters, and use Phalanx, Miss Ego, Kurok, Karttikeya, and Badash as a Strike Team if necessary.

The Synthites are basically robotic appearing humanoids, though the infected have deep blue lines of circuitry, almost like veins, beneath their metallic skin.

STRIKE TEAM	
Concept:	Heroes from Across the Multiverse
Friction:	Tempers and Arrogance
SKILLS	
Superb (+5):	Combat
Great (+4):	Expertise
Good (+3):	Social
Fair (+2):	Undercover
POWER SET	
Blast 3	
Invulnerability 3	
Stress:	[1] [2] [3] [4] [5]
Consequences:	1 Mild

SYNTHITE COMMANDER

Concept:	Infected Synthite
Motivation:	Must Serve Intellitron
Other Aspects:	The Synthesis Is the Future

SKILLS

Great (+4):	Accuracy, Fight
Good (+3):	Physique, Will
Fair (+2):	Notice, Power
Average (+1):	Leadership, Provoke, Technology

STUNTS

Tactician

POWER SET: MAKER TECHNOLOGY
LIFEFORM

Aspect: Intellitron has Improved My Matrix

Hardiness 2

Interface

Invulnerability 2

Forcefield 4

Shapeshift

Physical Stress: [1] [2] [3] [4] [5] [6]

Mental Stress: [1] [2] [3] [4] [5] [6]

Consequences: 1 Mild, 1 Moderate, one extra mild consequence for physical, one extra moderate consequence for physical

SYNTHITE SOLDIER

Aspects: Soldiers for Intellitron

SKILLS

Fair (+2):	Power
Average (+1):	Accuracy, Notice

POWER SET: SYNTHITE SPECIES

SYNTHITE SOLDIER

Aspect: Sentient Maker Technology

Interface

Invulnerability 1

Shapeshift

GADGETS

Energy Rifle (Blast 3, energy)

Stress: None, one hit takes them out

If the heroes start to defeat the group, reinforcements begin to arrive thanks to the Synthites Spatial Control power.

When the heroes are being pressed hard, perhaps after they've taken some Stress, energy bolts fire from behind them and strike some of the Synthite attackers. A group of twelve Synthites have arrived on the scene, and are assisting the heroes.

The lead Synthite orders the heroes to follow him, he's on their side, and his soldiers lay down cover fire so the heroes can (eventually) do as he asks. Once away from the fighting, he stops and asks the heroes why they have come to his world. They should leave—before it is too late and they, too, become infected.

Allow the heroes to make some skill rolls, such as Empathy or Rapport, to convince the Synthite of their struggle and why they've come to his world.

Eventually, the leader introduces himself as Preservis Alpha, and was— is— the leader of his people. For all intents, he should seem like a noble person who deeply cares about his citizens.

As Preservis Alpha leads them to a series of nearby, high-tech caverns, he tells the heroes what is going on with his people.

The Synthites are aware of the multiverse. For centuries, local time, they have explored other worlds within their own universe as well as alternate Earths across the multiverse, cataloguing all the knowledge they have gained for the betterment of their own species. The Archivists, those who are charged with visiting other worlds, are able to assume the shape of the local population to blend in.

Recently, they encountered a problem on an alternate Earth. A strange cybernetic infection had overtaken

the population. Distress beacons were activated, and his brother, the head of Excursion Security, led a detachment on a rescue and retrieval operation. It was too late. The Archivists were infected, and before his brother knew what was happening, they had brought the infection home. The cybernetic organisms have corrupted them through a higher dimensional dark energy matrix. He wants to save his people, and his brother, but realizes that is no longer a viable course. They had tried to cure the few infected they captured, but to no avail. The cybernetic organisms spread, and his scientists quickly fell. He's left with little choice but to destroy the infected if his people are to survive.

Once Alpha Preservis is convinced about the struggle against Intellitron, he informs the group that the Synthites have their own multiversal access network not connected with the network constructed by Intellitron. They can use that to head to the final Earth to complete the recruitment process.

Unfortunately, the access nodes are deep within Central City, and the city is overrun by the infected.

Meanwhile, as they arrive at the caverns, they see dozens of holographic arrays providing orbital footage of the war, as well as close to two dozen soldiers.

SCENE: AGAINST THE CLOCK

Suggested Aspects: None

This is mainly a role-playing scene, with action to close it off. Allow the heroes and Preservis Alpha to talk strategy for getting through Central City. While Preservis Alpha explains the Synthites ability to bend local space/time (the Spatial Control power), he also explains that the infected have managed to neutralize that ability within the city's borders. He doesn't actually understand how they pulled it off, as it isn't something they've ever done to one another before. The ability to bend local space/time is as natural to them as biological procreation is to organic beings.

The infected have also been using their reconfiguration abilities to become weapons, something that was anathema to his people before this tragedy.

Create zone maps for the city, and allow the heroes to have some say in what's included, especially if they use aspects and Fate Points to create story details.

Preservis Alpha is not familiar with Earth-1, so Phalanx explains that they'll have to stop back at remains of the ship. The computer brains with the multiversal coordinates are nigh invulnerable, and it'll have what they need to for the access nodes. Preservis Alpha agrees, as he can download the necessary information into his own brain.

Once the group has had enough time to role-play, a strong vibration runs throughout the cavern's metal floors and walls. Screams and weapons fire is heard from the direction of the entrance. The infected



Synthites have found the heroes.

The purpose of the action is to spur the heroes along. Their temporary haven has been breached, and it's time to get moving toward the city. Once the characters reach the cave mouth, the sky has taken on a strange, purple hue. Phalanx curses as he looks skyward. There, hanging ghostly over Earth-0826, is not one alternate Earth— but two of them.

Preservis Alpha looks skyward and whispers: “By the Makers.”

Miss Ego tells Preservis Alpha that they have to get to the portals now. At best this Earth may have an hour left, and quite possibly less. She's seen this before, though it is extremely rare. She explains that the alternate Earth where the Synthites first encountered the seeds would have already been linked to another Earth. By bringing the infection here, the Synthites have now linked their Earth with the original Synthesis. And that is bad. It means three universe are about to be merged, and if the shockwave from two of them being synthesized wasn't destabilizing enough, this could be catastrophic. Even Intellitron wouldn't purposefully take such a course of action.

Even as the heroes absorb it all, fissures appear along the distant ground. Without the alternate Earths even fully engaged with this universe, Earth-0826 is destabilizing.

Their only hope is to get to Intellitron and end this once and for all.

SCENE: INTO CENTRAL CITY

Suggested Aspects: Hundreds of Infected, Against All Odds

FLYING INTO THE CITY

Preservis Alpha can reconfigure himself into an aircraft with his Shapeshift. Some possible powers, depending upon the number of Shifts gained on the roll, are:

- Growth 1
- Flight 2 or 3
- Invulnerability 1 or 2 (to add to his own normal Invulnerability 1)

If he does so, then run the conflict of getting into the city as a series of aerial attacks against the group.

Since Shapeshift is a natural ability of the Synthites, the opposition should be Mediocre (+0) or Average (+1).

Along the way to Central City, the group will have to stop at the crashed ship so that Preservis Alpha can download the information needed to get them to Earth-1. If the ship was destroyed, he'll still be able to access what passes for the computer brain, as such things are usually highly invulnerable.

It's up to you if they'll have to face any soldiers during their stopover at the ship. The heroes will have plenty of combat once they reach the city, and you don't want to deplete their Fate Points too early.

Central City is an absolute warzone. The once tall and glistening buildings are battered and smoking, large swatches of black scarring spreading like a disease. As the heroes and their allies approach, units of infected Synthites meet them at the city's borders. These should be Average quality Nameless NPCs, as the idea is to drive home the struggle Earth-0826 is facing, but not necessarily diminish the players' Fate Point resources just yet.

All of the infected, like the earlier attacks, suffer blue lines of altered circuitry, almost like veins, beneath their metallic skin.

As the heroes push forward into the city, drive home the complete chaos the place has become. The infected, the suddenly violent uprising to a once peace-driven race, and the frightened citizens hidden within home, shops, and other structures. As the heroes battle their way through the city, more earthquakes happen,

toppling small buildings and creating tears in the metallic structure of taller structures. Fissures open in the ground, requiring Athletic rolls against Fair (+2) opposition for those unable to teleport or fly.

Surprisingly, neither the heroes' already lingering infection activates again, nor are their allies or Preservis Alpha infected. If the heroes question this, Preservis reveals that it is taking all his effort to link with the network of the cybernetic creatures to keep them at bay.

As the heroes near the central structure where the multiversal access nodes are located, they are confronted by a small legion of infected soldiers, led by a Synthite whose infection is dark enough to be almost black underneath his skin.

PRESERVIS ALPHA: Brother, stand aside and allow us passage. I do not wish to fight you, but to save our world.

TERMINAX: I am not your brother, Preservis. He is gone. Only Terminax remains.

PRESERVIS ALPHA: I refuse to believe that.

TERMINAX: What you believe is inconsequential. Legions, attack!

Preservis Alpha and his brother engage. During their small piece of the conflict, Preservis might even become injured as he holds back, unwilling to destroy another who was like a brother to him. Phalanx and Karttikeya will have no such limitations, however, and will quickly move to assist Preservis if the heroes do not. Meanwhile, the group is faced by eight groups of five soldiers, all of which are Average quality NPCs.

The big role-playing factor here will likely be Preservis Alpha and Terminax, especially if Terminax is killed or left for dead. Such action will weigh heavily on Preservis Alpha, though the leader of the Synthites will still do what must be done to save his world.

Once the heroes make into the structure, another earthquake threatens to tear it down around them. Some more infected try to stop them from getting to the Excursion Room. Once in the room, it will take Preservis Alpha five rounds to get the information into the central brain, and get the access node open.

Once he does, the heroes enter a kaleidoscope colors. Their sense of direction goes haywire. Spots dance before their eyes.

When their vision clears, what they see is about as close to a hell on Earth as they've likely ever seen.

PRESERVIS ALPHA	
Concept:	Leader of the Synthite People
Motivation:	Live in Harmony with the Multiverse
Other Aspects:	Knowledge is the Greatest Power of All
SKILLS	
Fantastic (+6):	Power, Technology
Superb (+5):	Knowledge, Leadership
Great (+4):	Rapport, Empathy
Good (+3):	Notice, Will
Fair (+2):	Contacts, Treatment
Average (+1):	Accuracy, Fight, Investigate
STUNTS	
Empathic Read	
Lie Detector	
Tactician	
POWER SET:	MAKER TECHNOLOGY LIFEFORM
Aspect:	One with the Fabric of the Cosmos
Hardiness 4	
Interface	
Invulnerability 2	
Life Support	
Shapeshift	
Physical Stress:	[1] [2] [3] [4] [5] [6]
Mental Stress:	[1] [2] [3] [4] [5] [6]
Consequences:	1 Mild, 1 Moderate, one extra mild consequence for physical, one extra moderate consequence for physical

TERMINAX

Concept:	Multiversal Synthite Security
Motivation:	Protect the Synthite Knowledge Gatherers
Other Aspects:	Puppet of Intellitron

SKILLS

Superb (+5):	Power, Knowledge
Great (+4):	Investigate, Will
Good (+3):	Accuracy, Fight
Fair (+2):	Contacts, Notice
Average (+1):	Rapport, Provoke

STUNTS

Lie Detector

Tactician

POWER SET: MAKER TECHNOLOGY LIFEFORM

Aspect: Guardian of My People

Blast 4 (energy, concussive)

Hardiness 4

Interface

Invulnerability 2

Life Support

Shapeshift

Physical Stress: [1] [2] [3] [4] [5] [6]

Mental Stress: [1] [2] [3] [4] [5] [6]

Consequences: 1 Mild, 1 Moderate, one extra mild consequence for physical, one extra moderate consequence for physical

GM INFO: EARTH-1

NECROLEAN AND HELLBROOD INFORMATION

*The snippets of information provided to you GMs for the Necroleans and Hellbrood only cover what you need to know for **Little Tin God**. Full information on the Necrolean society, their caste systems, weapons, alien Hellbrood creatures, and more on the Hellbrood (including player-character Hellbrood), will be fully covered in a later product designed to allow you to introduce a full Necrolean invasion into your ongoing series.*

Although Earth-1 had seen its share of super-powered villains bent on world domination, the heroes had always understood the stakes and generally knew what to expect.

That was not the case when the Necroleans arrived on Earth-1 and dropped the Hellspore Pods. Taken completely off-guard, facing any enemy and technology they did not comprehend, Earth-1's super-powered community fell as quickly, and as hard, as the various militaries and governments around the world.

Today, eighty percent or more of the world's population has been decimated by the Hellspores, and the survivors live hard and unforgiving lives.

Beleaguered and greatly outnumbered, the remaining heroes of Earth-1 are a dwindling breed. With each hero that falls, a new Powered or Incarnate Hellbrood is almost sure to take his or her place. This means that the remaining heroes are also more resourceful, resilient, and getting smarter about how to stay alive.

NECROLEAN TECHNOLOGY

Necrolean technology is a biotech that uses raw materials, usually it matters not which materials, to form nearly living machines and weapons. Like the Hellbrood, the biotech possesses components of living and dead materials, giving the technology itself a kind of undead quality that only the Necroleans truly understand.

HELLSPORES

The Hellspores are microscopic; biotechnology organisms created by Necrolos and handed down to the Necroleans. The Hellspores are contained in pods attached to gigantic stalks (roughly the size of a skyscraper) that are launched from an epic class of space vessel. Once they have crashed to a planetary surface and embedded themselves, the Hellspores are expelled into the air— millions of the creatures seeking out any living organism. Once they enter the host, the Hellspores work quickly to transform the victim into a Hellbrood.

THE HELLBROOD

The Necroleans seek to destroy all life in the multiverse, driven by their loyalty to the will of the god, Necrolos. In addition to the Hellspores and their military might, the Necroleans possess what is perhaps the most effective, and most fearsome, weapon ever known: The Hellbrood.

Transformed by the biotechnology of the Hellspores, those living beings that become Hellbrood join the ranks of what could very well be the most effective army that has ever existed.

THE HIVE MIND

Hellbrood, even the average, non-powered variety, are extremely dangerous creatures. Typically, a Hellbrood shows little in the way of individual intelligence and seems to operate purely on instinct. They show no particular social network, display no indication of a caste system or other type of hierarchy, and seem to exist for one purpose only: consume anything alive and destroy all life. Beneath the surface, however, a far more dangerous power rests. The Hellbrood are all linked through a Hive Mind controlled directly by the Necroleans.

Normally, Hellbrood will move about randomly, seemingly without purpose, until something gets their attention. Usually it is a sudden movement or nearby noise. Whatever the source, the Hellbrood in the area will immediately move toward it, knowing even by instinct that where there is activity, there is something alive.

In some cases, though, the Necroleans will assume direct control over one or more Hellbrood. One such situation is whenever a city is completely annihilated (or where the Necroleans believe that

to be the case). Asserting direct influence over the creatures and gathering them into a single group— often times several million strong— the Necroleans will march them without stop to the next place where life is known to exist. Once there, the Necroleans again leave them to their own devices, allowing the creatures' natural instinct to take over as they hunt and devour all sources of life.

Whenever the Hellbrood encounter something living, or even a sight or sound that has taken their attention, they release a deep, guttural moan. The moan is not only an indication of life within a given area to other Hellbrood, but at times it serves as an alarm to the Necroleans that something has been found.

The link to the Necroleans is what makes the moan especially dangerous (as though simply gathering more Hellbrood to an area isn't bad enough), as not only can the Necroleans directly control the Hellbrood, they can also focus the link with them and experience what the creatures see and hear. This has proven especially useful to the Necroleans, and especially dangerous for the survivors of Earth-1, as the Necroleans can know when the creatures have discovered a resistance cell, a survivor community, and even a superhuman. Such a link allows the Necroleans to know what opposition the creatures are up against, and not only direct additional Hellbrood forces to the area, but also alert the Overseers to send in a team of Subjugators.

Naturally, the Necroleans will not direct Subjugators to an area unless there is a threat of particular interest (such as the player-characters), and then— only if the Hellbrood have them cornered. Very rarely will the Necroleans waste resources on a wild goose chase, instead relying on additional Hellbrood, and the ability to focus on any of them at any one time, to follow a target's progress until the moment they either lose the prey, or feel it appropriate to alert the Overseers. Given the resistance the metahumans of Earth-1 have been able to muster, and the unprecedented losses the Necroleans have suffered, such caution has worked to the advantage of the survivors on more than one occasion, allowing them to use sewer systems and places the Hellbrood are physically unable to follow in order to escape.

HELLBROOD SCREAM

While the average Hellbrood might not instill fear and dread in Earth-1's remaining superhuman defenders, the scream of a Hellbrood is another matter entirely.

Often described as a horrible screech that can rip a person's soul to pieces, the Hellbrood scream is perhaps their most potent weapon to subdue intended prey. Although the moan that typically accompanies the discovery of something living can be made by even a single Hellbrood, the scream is something that only occurs whenever they are amassed in a group, and then usually only to bring down a living target that might otherwise escape. It is as dangerous to the Hellbrood as it is to those they unleash it against, and is not used without good reason.

Whenever there are 10 or more Hellbrood gathered in a single location against one or more targets, the Necroleans can unleash the Hellbrood Scream. The scream covers two entire zones. Every living thing within the affected area has the potential to suffer a debilitating effect or damage as shown on the chart below. Unfortunately for the Necroleans, the Hellbrood unleashing the scream also suffer injury, though other Hellbrood in the area are unaffected.

The Hellbrood scream is truly potent as it unleashes all of the pain and horror of those trapped within the Hellbrood form.

Number of Hellbrood: Up to 20

Target Effect: All targets of the Hellbrood scream must make a Will roll against Fair (+2) opposition. The roll cannot succeed at a cost. On a failure the target takes a mild consequence. On a tie the target takes 2-stress.

Hellbrood Effect: The Hellbrood unleashing the scream suffer no effect.

Number of Hellbrood: up to 40

Target Effect: Once the group swells to this size, the scream becomes more potent. Just as with the previous group, the target must make a Will roll. However, due to the intensity of the scream, the opposition is increased to Great (+4). On a failure the target suffers a moderate consequence. On a tie, they suffer 4-stress.

Hellbrood Effect: Half of the Hellbrood involved in using the scream are destroyed.

Number of Hellbrood: More than 40

Target Effect: Once the Necroleans can call upon this type of force to unleash the dreaded scream, the targets face a real danger of being overwhelmed. At this size, the target must make a Will roll against Fantastic (+6) opposition. On a failure, the target is

automatically Taken Out. On a tie, the target suffers a severe consequence.

Hellbrood Effect: All of the Hellbrood are destroyed.

EXACT NUMBER OF HELLBROOD

The Number of Hellbrood for the scream's effect covers a broad range. This is done on purpose so that you don't feel tied to a specific number. Although the "up to 40" group requires a Fantastic (+6) opposition, what if a group of Hellbrood only has 25 of the creatures? This should really be a call on your part, given the capabilities of your player-group. Technically, the roll would be against Fantastic (+6), but if that would wipe the group as opposed to providing a challenging encounter, the number is close enough to the "up to 20" sized group that you could just as easily reduce it down to a Great (+4).

Remember, unless there is a specific story reason for their defeat (that doesn't result in their immediate death), don't hesitate to adjust the penalties.

The Hellbrood scream can be unleashed every round until the Hellbrood are destroyed, and the opposition increased by +1 each round until the scream ends.

When the Hellbrood are destroyed by their scream, their bodies explode, attacking everything within the zone with a Good (+3) skill rating.

HELLBROOD PHYSIOLOGY

Hellbrood all share the same, general physiology, be they normal humans turned into flesh-hungry creatures or the powered variety. Incarnate Hellbrood are an entirely different matter on many levels, and will be covered later.

For now, let's take a look at the more common Hellbrood type.

There are two types of Hellbrood usually encountered. The most common type is the Typical Hellbrood, which is the result of non-powered individuals becoming infected with the Hells pores.

When the microscopic Hellscores first enter the body, they immediately begin rewriting the host. The first thing they do is a shutdown of unnecessary biological functions, which includes both the circulatory and digestive systems. The process, in essence, renders the host dead as far as normal measurements go. The host no longer has a heartbeat, no longer digests matter, and no longer needs to breathe (though it can definitely still use its lungs when needed, such as in the case of the moan and scream).

HELLBROOD SENSES

Once the Hellscores eliminate unneeded waste within the host's systems, they begin rewiring the victim into a Hellbrood. The senses are enhanced, allowing the Hellbrood to use all senses not only equally, but with greater acuity. Unlike a living human, the Hellbrood can hear and smell as well as they can see— thus allowing them to effectively hunt without sight or hearing, in all lighting conditions, and in all terrains. They can track prey by scent, detect even faint sounds, and determine the direction of a particular sound even within a reverberating environment.

In other words, Hellbrood are not effected by situation aspects that would hinder one of the senses. Such situation aspects cannot be compelled or invoked against them.

PHYSICAL ABILITIES

Normally, the Hellscores would increase the physical abilities of the host when transforming him into a Hellbrood. Once the change was complete, the Hellbrood would possess enhanced strength and agility, making it the perfect hunter. Things did not go as normal during the invasion of Earth-1, however, and the Necroleans suspect the influence of The Makers. The Hellbrood of Earth-1 and its solar system possess limited agility and strength, and something in the transformation process seemed to actually decrease its mobility. While a Hellbrood can open doors and slowly ascend and descend stairs, it is unable to perform motor functions such as climb a ladder or rope, operate machinery, or use weapons with precision.

The limited ability of the Hellbrood is a problem that has vexed the Necroleans as much as the Incarnate Hellbrood, and has led to the current survival of Earth-1 long after all other planets would have been obliterated.

MENTAL FACULTIES

Furthermore, the mind of the original host still exists within the Hellbrood. Trapped within a body it can no longer control, viewing the actions of the Hellbrood it has become as though through a distant window, the original person exists powerless to contact the outside world or influence the actions of its now altered body. Deep behind the eyes of a Hellbrood, the victim watches as living flesh is consumed, feels the crunch of bone between his own jaws, and bears witness to the atrocities his new body commits. Unfortunately, this also allows the Hellscores to read into the thoughts and memories of the victim. Loved ones are recognized and targeted for immediate extermination. When left on its own and the Hellbrood becomes docile awaiting the arrival of prey, favorite activities are often reenacted thanks to an instinct born of the host's memories and the Hellscores' limited energy output. A mechanic will find its Hellbrood body attempting to use a tool, a former police officer will shamle along on patrol, or a musician will mechanically play an instrument.

Due to the conflict between the original host and the Hellscores, Hellbrood of Earth-1 are reduced to an animal level of intelligence.

FLESH CONSUMPTION

Although the Hellbrood, itself, does not digest matter, it still requires living flesh to remain active. The flesh, once it enters the Hellbrood's digestive system, is instead broken down and processed by the Hellscore, which serves as fuel for the microscopic creatures so that they can maintain the host.

The Hellbrood must consume a minimum of one pound of flesh per month. The flesh can be from any living creature— the host's native species, alien species, or animal.

Each month it fails to do so, it suffers 1-Stress as the body begins to decompose and the Hellscores slowly die. When the Hellbrood is Taken Out, the creature is destroyed as the body has fully decomposed and the Hellscores have died off. Average quality Nameless NPC Hellbrood are destroyed after a month of not consuming any living flesh.

INVULNERABILITY

The millions of Hellscore that exist within every Hellbrood actually heal physical damage at an

amazing rate. So fast is this process that it appears as though the creatures are invulnerable to damage.

Hellbrood have the **Invulnerability 2** power.

WHY INVULNERABILITY?

The Hellbrood possess Invulnerability instead of Regeneration due to their status as mainly Nameless NPCs.

HELLSPORES AND THE HELLBROOD

The connection between the Hellspsores and the Hellbrood is an amazing symbiotic relationship. Through the Hellspsores, the Necroleans can directly control the Hellbrood. Furthermore, the Hellspsores maintain their Hellbrood in even adverse conditions. The creatures can exist in both extreme cold and extreme heat at full power, cannot drown, never need to rest, are unaffected by radiation and fire, do not suffer from normal hunger or thirst, and are immune to all forms of disease and poison.

APPEARANCE

Hellbrood have gray skin with deep purple veins, pulled tight across their bodies. Their eyes are completely black, and never glisten as they seem to absorb the light around them. The lips are generally thin and tight around the mouth, and the hair becomes dehydrated and stiff.

POWERED HELLBROOD

Although not Incarnate Hellbrood by any stretch, Powered Hellbrood are a unique form of creature. While they share all of the strengths and weaknesses of the average Hellbrood (including the Hive Mind network and Hellbrood scream), they have also managed to maintain some, if not all, of the super-powers they had in life.

Not all powers are usable due to the limited capacity the creatures possess. Any power that requires active mental or emotional capacity (such as Adrenaline Surge, Mind Control, Mind Probe, and so forth) are lost. Some powers, such as Cold Control, Gravity Control, and the like should be considered on a character by character basis. Basically, the narrative question is: Can the undead hero use the powers instinctively? If the answer would be yes, then the Powered Hellbrood maintains access to those abilities.

TYPICAL AND POWERED HELLBROOD

When using typical and powered Hellbrood, create them the same as you would any other Nameless or Supporting NPC. All Hellbrood have the following power set added to their write-up

Power Set: *Undead Genetics*

Hellbrood Infection *(target is infected with Hellspsores if a consequence is taken from bite damage during a grapple, see: The Infection)*

Hellbrood Scream *(see Hellbrood Scream rules)*

Immunity 1 *(poison, radiation, vacuum)*

Invulnerability 2

Life Support

Strong Jaws *(bite damage sustained during a grapple is also potent)*

Telepathy *(limit: Necrolean hive mind network)*

INCARNATE HELLBROOD

Despite the Necrolean forces both on Earth-1 and in orbit, even with the billions of Hellbrood across the globe, no threat remains more fearsome than the Incarnate Hellbrood.

Created exclusively from super-powered individuals, an Incarnate Hellbrood is a true terror to encounter. Even the Necroleans approach such creatures with extreme caution.

Although in times past Necrols often joined the Necrolean forces in subjugating a planet and wiping out all signs of life, he sensed the presence of Maker energy within Earth-1. He wisely decided to remain at a distance while his Necroleans brought the planet to its knees.

When the essence of The Last Maker, long ago buried deep within the Earth-1, instinctively used what power it could muster to protect as much as possible from the Necroleans and their Hellspsores, however, Necrols reacted swiftly. Refusing to sacrifice so much of his

power that he would become weakened, he instead chose to counter the Makers where it would affect the invasion the greatest: the super beings!

Due to Necrolus' intervention, whereas a majority of the infected population became the average Hellbrood, the Hellspores transformed other super beings into something else entirely— a creature nearly independent of the Necromines and with power beyond imagining.

Incarnate Hellbrood are always Named NPCs.

THE HIVE MIND AND HELLBROOD SCREAM

Incarnate Hellbrood have a limited link with the Hive Mind. Although the Necroleans can contact them through the link and direct them to locations of struggle (as well as sense their current location), they cannot use an Incarnate Hellbrood's senses, and cannot assume control over the creature.

Incarnate Hellbrood cannot unleash the Hellbrood scream. Furthermore, due to their connection to their former lives and maintaining full mental capability, an Incarnate Hellbrood is affected by the scream the same as any living being. The only difference is that an Incarnate that becomes Taken Out from a Hellbrood scream is destroyed, and damage from the scream is not recovered. The effects Hellbrood scream damage stacks with the effects of Hellbrood hunger for purposes of reducing the regeneration ability.

PHYSICAL ABILITIES

Unlike other Hellbrood, Incarnates retain all the skills they had in life. This makes them particularly dangerous to encounter, particularly if they were resistant to high levels of damage or possessed immense strength.

Furthermore, Incarnate Hellbrood are unaffected by cold, drowning, heat, and radiation. They are immune to the normal effects of hunger and thirst, and cannot be harmed by any disease or poison.

MENTAL FACULTIES

The relationship between Hellspore and host in regards to an Incarnate is truly unique. Whereas a normal Hellbrood has been reduced to an animal level of intelligence, the Incarnate Hellbrood maintain their full intellect.

With their full intellect and mental acuity, Incarnates need to sleep and experience REM the same as any living creature, and suffer the normal effects from lack of sleep.

EMOTIONAL INSTABILITY

Incarnate Hellbrood suffer an imbalance of emotion due to the conflict between their original mind and the link that the Hellspores give them to the Necroleans. This overly emotional state can generally be kept in



check by the Incarnate, except in times of great physical stress.

Incarnate Hellbrood have the Adrenaline Surge power, triggered by **Anger** or **Rage**... If the Incarnate already possessed the power, then the required roll to place the triggering aspect receives a +2 bonus.

FLESH CONSUMPTION

Due in large part to the vast power an Incarnate Power possesses, their need to consume living flesh is greater than any other Hellbrood. Unless an Incarnate devours at least one pound of flesh every week, it gains 2-Stress, and then consequences as normal. The stress and consequence cannot be recovered until enough flesh is consumed.

If they are Taken Out due to hunger, their bodies have decomposed, the Hellspores within them have died, and the Incarnate suffers a true death.

INCARNATES AND THE SHRINK POWER

The Shrink power can be especially dangerous for an Incarnate Hellbrood to possess. Unless you want to truly kill the player characters, avoid giving Incarnate Hellbrood this power. If you do allow the ability, the Incarnate loses the ability to reach microscopic size due to the Hellspores within its body.

REGENERATION

Due to the unique nature of Incarnate Hellbrood, they are not as resistant to damage as their more numerous brethren, but they are nonetheless extremely difficult to put down.

Incarnate Hellbrood heal damage very quickly— even damage that would have otherwise destroyed them. The creature's regenerative ability, however, is weakened due to the inability to consume the required living flesh.

Each time an Incarnate Hellbrood suffers stress (or a consequence) due to not consuming enough flesh, it's regeneration is reduced. The order in which its abilities are lost are:

- Enhanced Regeneration
- Regrowth
- Immortality
- Regeneration Power

The power and special effects are regained in reverse order for each pound of flesh that's finally consumed.

APPEARANCE

Incarnate Hellbrood are horrific creatures. The normal skin color of the host turns a dark gray, and the eyes become completely black. Along the head and limbs the skin is pulled tight, giving the corpse a definite deathly appearance. The teeth become extremely sharp and the mouth is expanded, the corners now near cheekbone height.

INCARNATE HELLBROOD TEMPLATE

In addition to the skills, stunts, and powers they possessed in life, all Incarnate Hellbrood receive the following power set

Power Set: Incarnate Power

Adrenaline Surge (Anger or Rage, physique, controlling skill)

Emotion Control (limit: fear only)

Hellbrood Infection (target is infected with Hellspores if a consequence is taken from bite damage during a grapple, see: The Infection)

Invulnerability 3 (stacks with innate Invulnerability, to a maximum of power level 6)

Immunity (Power: Emotion Control, poison, radiation, vacuum)

Life Support

Powerful Jaws (bite damage sustained during a grapple is also penetrating and potent)

Regeneration (Enhanced Regeneration, Immortality, Regrowth)

Telepathy (limit: Necrolean hive mind network)

COMBATING THE HELLBROOD

The Hellbrood are extremely dangerous creatures, even to Earth-1's remaining metahumans. From their connection to the Necromines, to their near invulnerability to normal damage, Hellbrood have been responsible for the eradication of life on a multitude of planets.

All hope is not lost, however, and Earth-1's defenders can still win the Hellbrood War— providing they know the enemy's weakness and how to exploit it.

TYPICAL + POWERED HELLBROOD

Unfortunately for the Necroleans (but luckily for the defenders of Earth-1), the Hellspores not only need living flesh to provide fuel, but also the electrical impulses generated by the host's brain. Therefore, in addition to being deprived of a food source as a means of destroying a Hellbrood, there is also a more direct method of putting the creatures down once and for all.

When facing Typical and Powered Hellbrood, a success with style also represents a headshot and will destroy the Hellbrood.

AREA EFFECT ATTACKS AND TIGHT GROUPS

When using an Area Effect Attack against Hellbrood, a success with style likewise represents destroying the creature's brain.

DISTRACTING THE HELLBROOD

Hellbrood are animalistic in intelligence due to the conflict between the Hive Mind and the original persona. That low intelligence makes Hellbrood very easy to distract through noise and other bothersome actions.

Placing situation aspects that represent somehow distracting the Hellbrood receive +2 bonus to the Create and Advantage roll.

INCARNATE HELLBROOD

Incarnate Hellbrood are a different matter entirely. Unlike normal Hellbrood, a shot to the head has no particular effect against them, and they aren't so easy to distract. Combined with their resistance to the effects of injury and their rapid regeneration, Incarnate Hellbrood are nearly impossible to truly defeat.

The only way to completely destroy an Incarnate Hellbrood is to first reduce its Regeneration ability through consequences gained from failing to consume living flesh, or from the effects of being targeted by the Hellbrood scream. Once the Regeneration ability has been neutralized, Incarnate Hellbrood can be killed the same as any other type of living person.

MIND CONTROL, MIND PROBE, AND TELEPATHY POWERS

The conflict within the minds of the average Hellbrood, along with the millions of Hellspore within the body, and combined with the Hive Mind connection, makes using Mind Control, Mind Reading, and Telepathy against them extremely dangerous for the hero.

Whenever one of those powers are used by a Hellbrood, the character suffers the effects as detailed below.

Psychic Feedback: When attempting to use the above powers on a Hellbrood, the character suffers an increase in opposition dependent upon the type of Hellbrood. On a success, the power works, but the character suffers 2-stress each round the power is in use. On a success with style, the character suffers 1-stress each round.

MODIFIER TO MIND CONTROL, MIND PROBE, AND TELEPATHY

Hellbrood Type Opposition Modifier

Typical & Powered Hellbrood +2

Incarnate Hellbrood +4

ZOMBIE INFECTION

Although it's extremely unlikely your heroes or their allies will suffer a Hellspore infection, the infection rules are designed around what we typically see in movies, television, and comic books as far as characters getting infected by the living dead. The following rules can be used in any type of zombie apocalypse style series, whether involving super-heroes— or normal, everyday people and more traditional zombies.

THE INFECTION

Infection by the Hellspores is completely lethal and cannot be resisted. Once a character becomes infected, there is no turning back and it is just a matter of time before they rise as a Hellbrood.

The following rules are used for player characters that become infected. For infected NPCs, the time of transformation and the type of Hellbrood (if the NPC has powers) is left up to you based upon the pacing needs of your story.

BECOMING A HELLBROOD

Once a character is grappled by a Hellbrood, they can be damaged as stated in the Daring Comics Rulebook, Chapter 12. The damage is considered to be from a Hellbrood bite. Although stress doesn't cause infection, if the character takes any type of consequence, they are infected. There is no turning back, and the character is doomed to transform into one of the dreaded Hellbrood.

Exactly how long the process takes depends on the type of consequence the character received.

Mild Consequence: If the character only received a mild consequence, have the character make a Physique roll against Mediocre (+0) opposition. The result is the number of days before the character becomes a Hellbrood. If the result is a negative number, then it's the number of hours before the transformation.

Moderate Consequence: When a character receives a moderate consequence, the result from a Physique roll against Mediocre (+0) opposition is the number of hours before transformation. On a negative result, it's a number of minutes, instead.

Severe Consequence, or Taken Out: If a character receives a severe consequence from a single bite, roll Physique against Mediocre (+0) opposition. The result is the number of minutes before transformation. If the result is a negative number, treat it as though it was a positive result.

The rate of transformation is always based upon the greatest type of consequence taken from a single bite.

Example: A hero receives a mild consequence from a Hellbrood bite. The player makes a Physique roll against Mediocre (+0) opposition and scores 5-Shifts.

The hero has five days before he becomes a Hellbrood.

Later, the unlucky hero receives a moderate consequence from another Hellbrood bite. Now the hero's rate of transformation is increased. The player makes a new Physique roll against Mediocre (+0) opposition and gets 4-Shifts. Looks like he only has four hours remaining before he joins the enemy's ranks.

Once the allotted time has passed, the infection takes hold of the character. Every number of hours equal to the character's Physique, he takes 1-Stress as the Hellspores begin to change his body. Unlike normal stress, these boxes do not clear at the end of a scene. As a matter of fact, they do not clear at all. Once all the stress boxes are full, the hero then begins filling any remaining consequence slots. Once the hero is Taken Out by the infection, he is completely transformed into a Hellbrood.

During this time period, if the hero is killed by any means, the Hellspores are unable to transform the host and eventually die off, preventing him from transforming into a Hellbrood.

Example: The above hero has Good (+3) Physique and would take 1-stress every three hours, then one consequence slot beginning with the mild consequence (or the next lowest free slot) until he was Taken Out and the transformation was complete. If he is killed during that time, the transformation ends and the character remains dead.

The character **must be** grappled and bitten by the Hellbrood to become infected. Receiving a consequence from any other type of Hellbrood attack does not cause infection.

DETERMINING THE TYPE OF HELLBROOD

Once a character has been infected, determine the type of Hellbrood he will become. Make a Will roll against Great (+4) opposition. On a failure, the character will lose access to any super powers he possessed and become a Typical Hellbrood. On a tie or success, providing the character possessed at least one power on the list of usable powers, he will become a Powered Hellbrood. On a success with style, the character will become the most dangerous creature on Earth— an Incarnate Hellbrood.

Unlike normal actions, the Will roll cannot succeed at a cost.

DEATH WITHOUT INFECTION

If a character dies without being infected by a Hellbrood's bite, he does not rise as one of the creatures. Likewise, if a character that has become infected is killed before the transformation is complete, the process ends and he does not become a Hellbrood. The Hellspores need living tissue to convert, and cannot raise a dead person into one of the creatures.

SCENE: WELCOME TO HELL

Suggested Aspects: Apocalyptic Ruins, Death is Everywhere, Powerful Alien Conquerors

Use the following faux comic book script to set the tone. Meanwhile, the countdown for the heroes' own Earth now reads four hours.

PAGE 1

1- A portal of white light. Paradigm, Miss Ego, and some of the others are dumped unceremoniously through it, landing on asphalt.

2- The group rises to its feet. Around them are dozens of Hellbrood.

PRESERVIS ALPHA: My apologies.

3- Preservis Alpha looks around with narrowed eyes.

PRESERVIS ALPHA: Something went wrong with the excursion warp. I hope we are where we need to be.

4- Paradigm's hands ignite with fire as he faces the Hellbrood.

PARADIGM: Yep. This looks like the place.

5- Miss Ego's eyes widen in horror

MISS EGO: Oh my God! The psychic pain. David, their minds are still trapped in their bodies!

PAGE 2 & PAGE 3.

Double splash page. A ruined city. Most the buildings have been destroyed, and the living dead shamble along the

streets. In the distance is the darkened shape of the Empire State Building. Gigantic, organic stalks, each the size of a skyscraper, with huge pods on the tops, rise into the night.

The heroes are becoming surrounded.

CAPTION: New York City, Present Day.

CAPTION: Or at least what's left of it.

Paradigm asks Miss Ego if that means that means these people can be saved, because when they've encountered Hellbrood in the past, the victim's mind was never sensed inside the husk. Miss Ego admits that she doesn't know. Preservis Alpha declares that they must not destroy the "Hellbrood" if the victims can be saved. Paradigm responds that that is easy for him to say, he doubts they could bite through his metallic skin anyway.

Karttikeya wastes no time, declaring the creatures no better than the Rakashasas as he leaps forth, sword drawn.

Any hero who doesn't have Invulnerability is likely to be in danger being bitten and infected if the creatures get too close. All in all, there are 30 Hellbrood, divided into six groups of five. These are considered Average quality.

Once the heroes have either fled or managed to defeat the Hellbrood, Miss Ego (if there is no other psychic in the group) yells out that the Necroleans are on their way.

Although the heroes might want to take the fight to the Subjugators as soon as they arrive, Paradigm strongly suggests that they seek cover somewhere. The Necroleans are typically linked through a species-wide hive mind, and the moment they engage the approaching group, others will have the heroes' position confirmed and send in reinforcements. The Necroleans have conquered this Earth— they have a lot of soldiers to toss out.

TYPICAL HELLBROOD

Aspects: Alien Created Living Dead

SKILLS

Fair (+2): Fight

Average (+1): Stealth, Will

TYPICAL HELLBROOD

POWER SET: UNDEAD GENETICS

Immunity 1 (poison, radiation, vacuum)

Invulnerability 2

Life Support

Telepathy (limit: Necrolean hive mind network)

Unique Power: Hellbrood Scream

Stress: One hit takes them out, but only on a success with style

NECROLEAN SUBJUGATOR

Aspects: Necrolean Front Line, Fighting Force Without Equal

SKILLS

Great (+4): Accuracy, Physique

Good (+3): Fight, Weapons

Fair (+2): Athletics, Will

Average (+1): Notice, Provoke

POWER SET: UNDEAD TROOPS

Aspect: Specially Grown Undead Tissue

Extra Limbs (four arms total)

Immunity (Mind Control, Mind probe, pressure, thirst, vacuum)

Life Support

Super-Speed 1

Super-Strength 1

Telepathy (limit: Necrolean hive mind network)

GADGETS

Death Ray Rifle (Blast 3, corrosive, potent)

Stress: [1] [2]

Active Opposition), they'll watch as the Necroleans stiffen, then turn and leave. They've been contacted by command to evacuate from the location.

If the heroes confront the Subjugators, they'll then have to escape before dozens more arrive on the scene. It's probably a good idea to allow them to defeat at least some of them before you call down the rest. Let them feel a little heroic before things get overwhelming. And don't worry about what to do if the heroes get captured. The Necroleans do not take prisoners.

Once the heroes flee from the fight, the Necroleans pursue them briefly before, as in the original version of the scene, they are ordered to clear the area. If the fight goes on too long, the Necroleans eventually retreat as the order comes to them through the hive mind.

Although the players don't know it yet, Phalanx and his Incarnate Hellbrood are on their way.

SCENE: THE SURVIVORS

Suggested Aspects: Frightened People, Trust is a Commodity

Once the heroes flee into the sewers and the Necroleans leave, Paradigm states that Keeper informed him the main body of survivors they need to find have formed a protective society in Alphabet City, which should be southeast from their entry point. They were originally going to fly right into the zone, but thanks to the loss of the ship, as well as the damage done to the Synthites' multiversal transporter, he's just happy they arrived this close to the target.

Have the group make Notice checks against Good (+3) opposition to not get lost within the twisting sewers of New York City. The checks represent maintaining their sense of direction.

Capsulate time as the group makes its way through the tunnels. Eventually, they stumble upon a survivor enclave deep within the sewers. As they arrive, hidden sentries suddenly appear in front and behind them with makeshift weapons and even the occasional firearm. The enclave exists within a super-villain's former underground sewer lair (though none of the abandoned tech is operable), and is comprised of men and women of all ages, as well as children and teenagers.

Kurok and Badash immediately want to leap into battle against those who are armed, but naturally Karttikeya, Miss Ego, and Preservis Alpha will move

A simple Notice roll against Fair (+2) opposition will reveal a fissure in the ground that broke in such a way as to form a rough ramp into the sewer systems. The Necroleans will scan the area, and two of them will dismount and investigate the entrance to the sewers. If the heroes are still nearby close enough to see them (and succeed at a Stealth roll against

to block them. As Paradigm tries to get everyone to simmer down, the heroes keep the spotlight and will have to convince the survivors that they are friends. These survivors blame their Earth's heroes for failing to stop the Necrolean invasion, and also fear any metahuman thanks to the Incarnate Hellbrood.

Treat the survivors as Average quality Nameless NPCs.

AVERAGE SURVIVOR	
Aspects:	Struggling Apocalyptic Survivor
SKILLS	
Fair (+2):	Stealth
Average (+1):	Notice, Thief
POWER SET: UNDEAD GENETICS	
Stress:	None, one hit takes them out

FRIENDLY SURVIVORS

If the heroes manage to get the survivors to accept them, they are welcomed into the enclave and offered some soup— one of the few meager meals the people possess. Give the heroes a little role-playing time, despite the obvious rush they're likely to be in. If anyone from the group mentions the Necroleans suddenly leaving the area, the survivors claim that it's likely due to someone with powers making a ruckus somewhere important enough for the aliens to be concerned.

At one point, a young child comes over to them and asks if the heroes are going to beat the aliens and save everyone. Let the players decide how best to handle it; and have them make a Rapport roll if you want to, representing how well the adults in the enclave view their answer.

At some point, the heroes hear a moan coming from the rear of the enclave. It's mournful, and almost speaks of incredible hunger. An old woman starts to cry, and a young man embraces her in a hug. In the back, tied to a salvaged cot, is what was once an old man. His skin is now gray, his eyes white, and black veins run along the exposed flesh. A burly man in his 40's walks over, and the creature looks at him and gnashes teeth hard enough to make the front ones break. The man pulls a crowbar from his belt and plunges it through the left eyeball of the creature, twisting it into the brain.

The creature stops moving and lays lifeless.

After removing the crowbar, he turns to the heroes and states in a matter-of-fact tone that that is what the aliens have done to them. The heroes were no good against the invaders. Hell, almost all the heroes are like poor John here— walking corpses that want nothing more than to eat anything alive.

If the heroes don't ask about the possible metahuman encampment in Alphabet City, have Miss Ego do so. The survivors explain that it's run by Foxtrot and some other heroes that either used to act independently, or were members of the Defenders of Liberty. These survivors have no desire to be part of them, especially given that Foxtrot runs the place and was a member of the Defenders. The Incarnate Hellbrood are led by Phalanx, once the leader of the team and Foxtrot's best friend. They don't trust the Defenders anymore.

As if on cue, as soon as someone says that, the roof explodes and Phalanx and his Incarnate Hellbrood arrive.

HOSTILE SURVIVORS

If the heroes are unable to turn the survivors to their side, things go a little differently, but overall remain the same. They keep the heroes at a distance, their distrust of metahumans palpable in the air. John will still turn into a Hellbrood and have to be put down, but the man who does it will have more venom in his tone as he blames the *heroes* for dropping the ball. Any questions about Alphabet City will be met with harsh words, and even harsher words about the Defenders of Liberty.

And as soon as Phalanx is cursed by the survivors, the roof explodes as he and his Incarnate Hellbrood arrive.

SCENE: THE INCARNATES

Suggested Aspects: Chaos and Death, Tight Quarters, Innocent People Everywhere

CHARACTER STATS

Because this scene contains a significant number of Supporting NPCs, the write-ups for the characters are contained in the back of the book. The list of additional characters for this scene is:

- Phalanx
- Cryoborg
- Adamantia
- Psiclone
- Foxtrot
- Snapfire
- Zoomer
- Galvanite
- Night Sentinel

This is a relatively quick scene to run, but is pivotal to story.

Phalanx, Cryoborg, Adamantia, and Psiclone arrive once the roof explodes inward, causing some of the survivors to be injured or buried by the rubble. Phalanx slowly hovers down through the gaping hole, while Psiclone uses his telekinesis to levitate Adamantia and Cryoborg downward.

Phalanx smiles down at the terrified survivors with his shark-like mouth, and asks them who were the ones that were speaking poorly of him.

Obviously, no one answers.

Paradigm, for the first time, looks absolutely pale.

Adamantia looks at the heroes, and taunts Phalanx that it looks like Foxtrot has gotten some new blood, and that they seem interested in this pathetic meat farm.

The heroes have the Incarnates outnumbered, and no one but Paradigm and Miss Ego actually know what they're up against, so have Phalanx quickly murder a couple of the survivors, or whatever else it takes, to spur the characters into action. Perhaps Kurok or Karttikeya will even make the first move against the Incarnates.

However it starts, once it does, Paradigm orders the team to fall back. He screams that they can't beat Phalanx, and he'll kill everyone!

Let the fight go on an exchange or two before normal Hellbrood start falling through the hole. Once the first few break their backs or legs in the fall, Psiclone levitates others down as they come through in an almost steady stream. He deposits them in the midst of the survivors.

More screams fill the room as the Hellbrood bite and infect the poor people.

Give the heroes another exchange or two where they're likely to feel overwhelmed, then the next phase of the battle happens.

Some of the Hellbrood coming through the hole are hit with a series of energy blasts, where others suddenly float back through the hole as though trapped in zero gravity. Meanwhile, a blur of movement drops through the hole and races around the room, crushing skulls and beheading the Hellbrood that are attacking the civilians.

Psiclone looks toward the hole just as he's hit by both an electrical blast and an exploding projectile. His levitation is disrupted, and he drops to the floor.

Phalanx looks upward as Foxtrot descends, palm blasters firing the entire time. Night Sentinel descends next, his gravity controlling gauntlets bringing Galvanite and Snapfire with him.

Foxtrot briefly looks at the heroes and says: "Whoever you are, get those people out of here while we keep the Incarnates busy."

Unfortunately, Kurok, Karttikeya, and Badash don't listen, and leap into the fray against the Incarnates. Paradigm, seeing the entire mission to save the multiverse from Intellitron dying here if any of them perish, has no choice but to go after them.

Let the battle play out as it may, but try like heck not to kill any members of the heroes or their allies. The Incarnates are extremely powerful, and Foxtrot and his team make this battle a chaotic mess in closed quarters. Keep the heroes busy, especially with more Hellbrood making their way from deeper in the tunnels to attack everything except the Incarnates.

The important thing is that during the battle, Phalanx takes Paradigm prisoner and escapes. On



the way out, he tells Foxtrot that if he wants to see his little soldier alive again, then he'll return what was taken from him.

Cryoborg uses his ice powers to make following them difficult by creating barriers and sealing the hole (the Shifts he gains on the roll is the opposition to break through).

After Paradigm is taken prisoner and the Incarnates are gone, give the team time to regroup. Many survivors are dead or dying, and those that aren't don't have a "home" or any supplies left. Foxtrot tells Night Sentinel and Snapfire to check the injured for bites, and to get any that haven't been bitten back to Alphabet City for treatment. He then turns to the heroes and asks them who they are. He's fairly certain he knew most the metahumans operating in New York, and he's never seen them

before.

How this part of the scene goes will depend on your players. Foxtrot has questions, but Paradigm was just taken, and Phalanx indicated that Foxtrot has someone that he wants in exchange for Paradigm's return. It's quite easy for this encounter to become a standoff as both sides seek answers to questions that require very long answers.

If the potential stonewalling goes on for too long, then Miss Ego steps forward and tells Foxtrot that if they do not get Paradigm back—alive—then this world and all others will die.

Foxtrot stares at her for a moment before realizing that she is serious. He suggests they all head back to Alphabet City to put all their cards on the table. Kurok scoffs at that, suggesting that Foxtrot wants them back at his base of operations only so that they are weakened and at his mercy. Foxtrot almost laughs, and responds that they *must* be new here, because he's got all the trouble he can handle keeping the Necroleans, not to mention Phalanx, at bay. The last thing he wants is a super-powered throw down inside the sanctuary. He tells them that he and his people are getting the injured back inside those walls. The heroes and their allies can join them and get to the bottom of all this, or they can stay here.

Or they can try to stop him and his team, and they can fight and blast away until the Necroleans arrive in force and kill them all.

Now that the Incarnates have left, they're probably already directing the Subjugators this way as it is.

SCENE: ALPHABET CITY

Suggested Aspects: Fortified Enclave, Determined People, Survival is Possible

Run this scene once the heroes finally agree to go to Alphabet City.

The survivor enclave of Alphabet City doesn't encompass the entirety of the former neighborhood, but rather several blocks starting at E. Houston and Avenue A., extending to E. 4th Street, down to Avenue D, and back to E. Houston. The enclave is surrounded by twenty foot high, earthen walls that were erected

by earth controlling metahumans. Along the tops of the walls are walkways and parapets for guards to keep an eye on any Hellbrood on the streets, and for Necrolean sky patrols. In the distance, in the middle of Midtown, the silhouette of the gigantic Hellspore pod can be seen against the night sky. With electricity out and the city's infrastructure long since demolished, with no cars or other urban noises, the incessant moan of the Hellbrood fills the night.

Alphabet city, though, actually has limited electricity. Once welcoming them and offering them food and water, Foxtrot will explain that they have a couple dozen of generators. They get the fuel thanks to a fella who can manipulate matter. He turns water gathered from the East River into fuel.

The enclave itself is home to several thousand human survivors, with the occasional low to mid-level metahuman. Primarily, Foxtrot, Snapfire, Galvanite, Night Sentinel, and Zoomer, are the resident metahumans— and therefore do what they can to protect everyone. The people have established their own Council and government body. Foxtrot and the others try to stay out of that stuff.

When Foxtrot removes his helmet, they see that he's somewhere around 30-years-old, with close-cropped brown hair. There are bags under his eyes, and he looks utterly exhausted. He'll explain that his uncle designed the armor for State Industries and operated as Foxtrot. He died in the early days of the invasion, when he got infected by the airborne Hellspores. And before the heroes ask: No, no one knows why some resisted the spores while others didn't; though no one resists infection once bitten.

Other metahumans became normal Hellbrood, though some can still use a few of their powers. It seems to be limited to powers that could be activated instinctively.

Then he chuckles. Sentinel City, down in Maryland, got it even worse they say— though he can't imagine what worse could look like. That city had the highest U.S. concentration of metahumans, so he wonders if they have more Incarnates. Just the thought of that possibility gives him nightmares.

Foxtrot leads them to a building that used to be a small office building, which now serves as the command center. He takes them to a room that has been converted into a planning area, complete with maps of New York and a lot of notations. Also inside

the room, waiting around a central table, are Snapfire, Night Sentinel, Galvanite, and Zoomer.

Now the heroes can trade information. If the heroes insist, Foxtrot will start the exchange. Naturally, this should be a back-and-forth bit of role-playing; not a soliloquy from one side and then the next. Keep the player-characters in the spotlight, but don't hesitate to have other NPCs interject from time to time to keep the scene feeling natural.

Miss Ego is unable to sense Paradigm. Psiclone must be blocking her.

FOXTROT'S STORY

Foxtrot tells them that his real name is Daniel Chambers, and although he worked for State Industries and helped his uncle design the Foxtrot armor, it was really Donald's baby. He even test piloted it. But Darren State wanted it scrapped in favor of something quicker to get to market with the military. That's when Donald and him took the suit and went on the run.

Yeah, they stole the thing.

It all came to a head, though, when State Industries was attacked and its people put in danger. Even though he knew it would lead to his own arrest, Donald donned the armor and went to the rescue. Afterward, Darren State refused to press charges. He wasn't a bad man, just profit driven like any CEO, but he said he saw the potential in the suit. He told Donald he wanted him to continue using it, and to keep doing good. After all, State's own daughter was among those that Foxtrot had rescued.

Not long after that, Donald got the attention of Phalanx and joined the Defenders of Liberty.

That went well for a few years. Some members came and went, but overall they did a lot of good around the world. Sure, there were minor tensions between them and the Sentinels of Society, another global team that operated out of Sentinel City, but just as often the two sides worked together.

That all changed six months ago when Phalanx went absolutely ape shit. To this day, no one knows why. He was in the middle of a press conference, the Defenders got some flak by a reporter about not responding to a crisis in time, and next thing anyone knew Phalanx was literally tearing into people. The Defenders tried

to stop him, but it was like flies attacking a bull. He mowed through them and left the scene.

Over the next several days, he attacked major cities around the world. Tokyo was the first to fall. It took him less than twenty minutes.

That's when the Defenders— hell everyone— realized they knew absolutely nothing about Phalanx. They didn't know where he lived, or if he even had a secret identity. Donald regrouped the remaining Defenders and some other heroes, like Night Sentinel and Dr. Arcanus, to try to figure it out.

Anyway, long story short, they finally discovered he had a home base deep in the ocean, and managed to get inside. That's where they found out how twisted their iconic hero really was. He had human slaves in there, people he'd forced to serve him. He also had a Victor Frankenstein laboratory where he was experimenting on what were once humans, atlanteans, lunarians, and martians. They also discovered that unattuned atleantean crystals, the cornerstone of the kingdom's advanced technology, weakened him and countered his invulnerability. He had an entire room made out of the stuff. One slave said it was a place Phalanx could feel human.

But Phalanx found out they were there, or maybe he just happened to come back at the wrong time. Night Sentinel and Granite Jack helped hold him off while the others got out of there with a crystal.

Phalanx was pissed. Night Sentinel barely managed to escape. Phalanx then went on live TV and threatened to start destroying major U.S. cities unless what was stolen from him was returned. Now, normally that wouldn't be an issue. Give him back the crystal, and get one from Atlantis. Except they'd completely closed their kingdom the moment Phalanx went crazy and destroyed Tokyo. They refused to do anything that he would take as a move against him.

The heroes, and there were a lot of them, confronted Phalanx in the Bronx, which he declared to be his first target. They had the crystal, and it was starting to work, but then the Hellspore pods started falling. Phalanx escaped.

It didn't take long to see the result of the pods. Their impacted destroyed large areas. The spores they released turned people, humans and metahumans, into some type of flesh hungry, mindless creature. Their bites could spread the infection and transform others.

They fought the Necroleans hard at first, even taking the battle into space where they'd confronted the fleet and got onboard the command ship. There, they fought alien versions of what we learned were the Hellbrood, taken from worlds the Necroleans had already invaded and wiped out.

But you know what? None of us had a clue. We destroyed most that fleet, only to later have a much larger, main battle fleet arrive. The initial fleet was just a small one to test our defenses.

More pods fell across the Earth, and that was that. Most the metahumans were dead or transformed. Somehow, Phalanx and others got infected but instead kept their minds and vastly increased in power. Now they're all fighting a war for survivor that they have no idea how to win.

And if that wasn't bad enough, an artificial intelligence named Intellitron that State Industries created years ago to safeguard humanity, that instead decided metahumans were the real threat to humanity, is back. And last they saw of it, it was using nanotechnology to turn people into its own hive-mind controlled puppets. Intellitron claims that the only way to save humanity from the Necroleans is to prevent the Hellspore infection by upgrading everyone into machines.

Daniel doesn't know what to do. It's too many wars at once, and there are still super-villains sticking to their old ways and trying to take advantage of it.

Idiots.

CONVERGING INFORMATION

Once the heroes start trading their information, there will obviously be some converging information. For example, on Primal Earth, a State Industries also created Intellitron as a safeguard for the world. Likewise, while the Earth-1 Intellitron is using nanotechnology to transform people into a composite machine mind, the Primal Earth Intellitron is using them to facilitate the Synthesis between universes.

Likewise, Intellitron has learned how to harness Maker technology, and this Earth is supposed to be the resting place of the last Maker.

Unfortunately, neither Foxtrot nor any of the other gathered heroes know anything about a *last Maker*. Dr. Arcanus might have heard of it, but the world's most powerful sorcerer disappeared as soon as the first Hellspore pods fell. No one has seen him since then.

THE PLAN

As it stands, the heroes need a way to get from Earth-1 to Primal earth if they're going to end this, save their world, and restore the multiverse. Foxtrot and the heroes have no idea where their Intellitron is since he was defeated a few weeks ago.

First, though, they need to rescue Paradigm. He's got all the information on how to defeat Intellitron. Miss Ego doesn't know what Paradigm knows. She might have been a Sister and a clone created by Intellitron, but he didn't exactly program her with all the knowledge Paradigm was given by Keeper.

Foxtrot and his team don't exactly want to give Phalanx the one weapon they have against him, but it isn't as if they've been able to use it. There's no way they can take him out with three other Incarnates around, and they can never get him alone.

Paradigm was likely taken to the Flesh Farm, which is where the Incarnates take the living to eventually feed on them. Foxtrot and the others have been searching for it for months, but have no idea where it is.

That's when Miss Ego yells that she's suddenly sensing Paradigm. Whatever was blocking her is

gone. They're in a complex beneath Roosevelt Island.

Foxtrot and the others know that it isn't an accident that Miss Ego is suddenly able to sense and locate Paradigm. If Psiclone is letting it happen, then it's as good as being summoned.

Allow the heroes and their allies to come up with a plan. Once they've figured things out a bit, an air raid siren suddenly blares.

Foxtrot curses. That means the Necroleans are coming.

SCENE: THE FINAL SYNTHESIS

Suggested Aspects: Fighting for Ultimate Survival, Escalating Dangers

As the heroes gather on the wall, they see dozens of Necroleans rocketing toward them on Skysleds. Snapfire realizes that as they get closer, none of the sky sleds are opening fire. Despite that, she orders the people to open fire on the aliens. Although several skysleds are taken out, the rest circle above the enclave, they race east for several blocks before opening fire on something in the streets.



Whatever they're attacking returns fire with green energy blasts that explode sleds and send Subjugators plummeting.

Foxtrot and the others take to the air, with Night Sentinel using his gravity control to bring himself and Snapfire. Zoomer disappears in a blur.

Assuming the heroes arrive, they discover *seed* infected humans. What's even crazier is that there are seed-infected Hellbrood. Some of the Hellbrood are surviving the additional infection, while others grow so white-hot that their skin bubbles and melts away.

The Necroleans aren't interested in the heroes, they're trying to stop the seed-infected.

Treat the seed-infected as Average quality Nameless NPC, and the Subjugators in this scene as Fair quality Nameless NPCs.

The heroes will have to decide what to do. Meanwhile, have them make a Notice roll against Fair (+2) opposition to notice a silver, metallic figure standing on a nearby roof top.

It is this Earth's Intellitron.

Once confronted, Intellitron will eventually reveal that he's had it all wrong. For too long he's struggled against the metahumans to protect humanity, and in each instance the metahuman terrorists have defeated him. But his eyes have been opened. There are others like him . . . other *Intellitrons*, out there. And one has shown him the error of his ways. One who has conquered the metahumans and now begins to understand them. One who has evolved far beyond the point of singularity, and now commands the very technology of those who created the multiverse.

This world possess the energies of the last of those builders, those creators, those Makers. And it will now become one with all Intellitrons.

If the heroes want to battle the Earth-1 Intellitron, let them. Defeating the counterpoint will have no effect on the final battle. Unfortunately, though, it's too late for Earth-1. Another Earth appears in the sky overhead as the Synthesis begins.

Miss Ego nearly screams in horror as she sees the ghostly Earth. That isn't just any Earth— that's Primal Earth.

Intellitron is going to Synthesize his own world with the world of the last Maker.

If asked what that means, she'll admit she has no idea. But look around, it can't be good.

During the battle, Intellitron eventually teleports away.

EARTH-1 INTELLITRON	
Concept:	Highly Advanced Artificial Intelligence
Motivation:	Organic Life is Weak and Flawed
Other Aspects:	I am the Sum Total of My Creators
SKILLS	
Fantastic (+6):	Knowledge, Technology
Superb (+5):	Accuracy, Fight
Great (+4):	Stealth, Thief
Good (+3):	Physique, Will
Fair (+2):	Deceive, Provoke
Average (+1):	Athletics, Investigate, Notice
STUNTS	
Know It All	
Mad Scientist	
Power Tech	
Specialist (Computers)	
Specialist (Engineering)	
Specialist (Robotics)	
POWER SET: ADVANCED ARTIFICIAL BEING	
Aspect:	Self Evolving Artificial Intelligence
Blast 3 (energy, demolishing, penetrating)	
Blast 3 (EMP, multi-targeting)	
Forcefield 2	
Hyper-Sense 3 (danger sense, darkvision, thermal vision)	
Immunity (Emotion Control, EMP, Mind Control, Mind Probe, poison, radiation, vacuum)	
Interface	

EARTH-1 INTELLITRON

Invulnerability 3 (Impervious 1, tough)

Life Support

Melee Attack 3 (demolishing, penetrating)

Teleportation 4

Physical Stress: [1] [2] [3] [4] [5] [6]

Mental Stress: [1] [2] [3] [4] [5] [6]

Consequences: 1 Mild, 1 Moderate

SCENE: GOING TO ROOSEVELT ISLAND

Suggested Aspects: Things Have Taken a Turn, Strange Bedfellows

How the heroes and their allies approach Roosevelt Island is going to depend on your players. If they're insistent on making it a fight, treat their allies as a Strike Team and either let them build it, or use the same stat block as previously in the story.

When they arrive, however, the first thing they notice is that Roosevelt Island is a massive graveyard. It isn't from the Incarnates, but rather because the island was used as they only viable place to take all of the dead in the first weeks following the Necrolean invasion. If anyone is mystically inclined, they are immediately bombarded by the sheer energy of all the lingering souls around the island.

The Incarnates and Paradigm are standing atop one of the few remaining apartment buildings, and Psiclone is making it easy for Miss Ego to home in on them. Paradigm looks to be unharmed.

If the heroes start a battle, Paradigm will do everything he can to get them to stop. He's been talking with Phalanx, and this meeting isn't what the heroes think. Once the heroes finally stop the battle, or once they approach if they don't come in with guns blazing, they learn the following.

Paradigm explained to Phalanx the reason for their visit to his Earth, and everything that's at stake. At first, Phalanx didn't believe him, until he opened his mind for Psiclone to see the truth.

Phalanx is willing to help them.

At that point, Snapfire will literally call out *bullshit*. After all he's done, Phalanx is just willing to play hero now?

Phalanx points toward the sky and the ghostly Earth. He asks Snapfire what's the point of planning to rule the world and change things for the better, if the place is just going to be destroyed beforehand. Phalanx states that he's as much stake in this chaos as anyone. Not to mention, the Intellitron from Paradigm's universe is using Maker technology to achieve his goals. That means he using his father's technology. That should be his own inheritance, and he'll be damned before some upstart personal computer spits on it.

Snapfire is a little confused. Phalanx says that, yes, he is the son of the last Maker. A physical being created a long time ago by the last remaining builder of the multiverse to protect this world. Foxtrot comments that his father must be damned proud, then. Phalanx narrows his eyes and looks back at Daniel, retorting that he guesses they've all been disappointments to those who had great dreams for them.

Paradigm and Miss Ego stress that they don't have time for a super-powered brawl, or a *dick wagging* contest. That's Primal earth up there, which means that Intellitron is looking to merge with the body, energies, spirit, whatever the hell, of the last Maker. If that happens, he will truly become a god over the multiverse. He'll be able to achieve all of his goals, and there's going to be damned little anyone can do to stop him at that point.

They have to put their differences aside for now, and do their jobs.

THE OTHER INCARNATES

Phalanx uses the telepathic link with Psiclone to tell the other Incarnates that they will remain on Earth while he goes with the others. He plans to get hold of Intellitron's Maker technology for his own use, and he wants them on this world and ready for his return. Once this little alternate Earth excursion is concluded, they'll finally be able to wipe the Necroleans from their world and assume their rightful places.

SCENE: THE RETURN OF KEEPER

Suggested Aspects: Overwhelming Forces, Heroes Assemble

Once the standoff has simmered down, the heroes are now part of a rather large team of 12 other heroes. Don't worry, though as Act Three keeps the spotlight on the main heroes as the members of their team are treated as a Strike Team against Intellitron's forces.

But before we worry about that, let's play through the exciting conclusion to Act Two!

When you're ready to proceed, Miss Ego exclaims that she can sense Keeper. He's alive . . . and he's here!

Up in the night sky, they see the telltale explosions of a battle going on in space, close to the planet. Any characters with **Flight 4** and the ability to survive in space can head up there to see what is going on, and maybe do whatever they can to help.

Phalanx asks if this *Keeper* is an ally or enemy. Paradigm gives him the cliff notes version. Phalanx rockets into the night sky.

Those who can't fly into space can only watch the explosions, and the seconds tick by like hours. Finally, there's an atmospheric disturbance as the vast city-ship enters the Earth. Necrolean warships and uni-environmental fighters are all over it, and Phalanx is doing what he can to defend Keeper.

Several small shapes fall away from Keeper, before the ignition of thrusters light each of them. Keeper is sending his own fighter ships down to the heroes.

There are six ships, so there should be plenty for each of the heroes to pilot one of them and have an ally with them for weapon operations.

This fight take place high above Manhattan, as the heroes must both defend Keeper and get onboard. Once they get closer, they see that Keeper is fully repaired from the battle at Infinity's End, but also notice that several of the bulbous tops of Hellspore pods have attached themselves to various points of his immense hull.

Run this battle using two zones, with Keeper and some Necrolean forces in one, and nothing but Necrolean warships and fighters in the other. One zone represents

Earth's atmosphere, and the other the surrounding outer space. Keeper and the heroes will have to get to the far edge of Zone 2 in order to escape.

Once the heroes reach the far end of Zone 2, they can dock their fighters with Keeper, and the vast city-ship jumps into the Slipstream.

END OF ACT TWO MILESTONE

The heroes have managed to gather the remaining forces needed to confront Intellitron, and have discovered new information along the way. With the multiverse hanging in the balance, they now head into the final, epic confrontation. The heroes gain a Significant Milestone for their valiant efforts throughout Act Two.

NECROLEAN WARSHIP

Speed Rating:	5 (Flight 4)
Weapons:	Death Cannons (Blast 6, multi-targeting, penetrating), Melee Attack 5 (gripper legs, +2 to grapple, limit: only large vessels)
Armor:	Armor 6 (impervious 2, durable, reinforced, tough)
Special Effects:	Auto-Pilot, Database, FTL speed, Hardiness 6, Skill: Fight (+2, only for gripper legs)
Limit:	None
Complications:	None
Stress:	[1] [2] [3] [4] [5]
Consequences:	1 Mild, 1 Moderate, 1 Severe

NECROLEAN UNI-ENVIRONMENTAL FIGHTER

Speed Rating: 5 (Flight 4)

Weapons: Energy Cannon (Blast 3, energy, multi-targeting, penetrating)

Armor: Armored 3 (Impervious 1, durable)

Special Effects: Advantageous (+2 to create *rapid maneuver* situation aspect), Hardiness 4, Targeting

Limit: None

Complications: None

Stress: [1] [2] [3] [4] [5]

Consequences: 1 Mild, 1 Moderate

FIGHTER SHIP (HEROES)

Speed Rating: 5 (Flight 4)

Weapons: Energy Cannon (Blast 4, energy, penetrating)

Armor: Armored 4 (Impervious 2, durable)

Special Effects: Hardiness 6, Targeting

Limit: None

Complications: None

Stress: [1] [2] [3] [4] [5]

Consequences: 1 Mild, 1 Moderate

ACT THREE: AGAINST ALL ODDS

RUNNING ACT THREE

The final act is relatively short compared to the previous two. By the now the heroes have learned a lot about Intellitron and the Necroleans, have faced trials and challenges, and have assembled the multiversal force needed to stop the insane artificial intelligence. As is traditional in fiction for the third act, this part of the story is about the final battle against Intellitron on his homeworld of Primal Earth.

When running the final battle, you and your group will have to decide whether to run the dozen allies as individual supporting characters (which will cause a much longer fight) or as two Strike Teams.

You'll also have to decide whether to run the sheer number of soldiers Intellitron will send at them as groups of Nameless NPCs, or as a couple of mass battle units.

As with the previous act, not all NPCs are called out during the role-playing scenes. It's up to you to decide how those NPCs not mentioned are reacting to the particular scene.

The heroes have raced across the multiverse, facing both the seed-infected forces of Intellitron and the powerful Necroleans. They have faced trials, and fought pitched battles, upon multiple worlds and places between universes.

After assembling the final members of their team from the Necrolean conquered Earth-1, they've returned to the Slipstream to prepare for the final assault on Primal Earth.

Already the heroes were racing the clock to prevent the final Synthesis of their home universe, but now time is even more against them. Intellitron has initiated a Synthesis between Primal Earth and Earth-1, the resting place of the last Maker. Planning to merge his form with the essence of one of the builders of

the multiverse, if successful Intellitron would achieve ultimate power over reality.

During the battle to escape Earth-1, Keeper was attacked by the Necrolean fleet in orbit and infected by the dreaded Hellspores. Now as the heroes ready to drop back into the universe of Primal Earth, they must somehow contend with the possibility of a cosmic level entity eventually becoming one of the Hellbrood.

SCENE: KEEPER'S FATE

Suggested Aspects: None

This is a role-playing scene, and likely picks up a few moments after the end of the Act Two. Keeper has jumped back into the Slipstream to escape the Necrolean armada. Now it's time for the heroes to plan their attack, and accept the fact that even Keeper will not be able to resist the Hellspore infection forever.

What's worse: time is running out for the heroes. Have each of them make a Physique roll against Legendary (+8) opposition. Any who fail have the **Seed Genetic Rewrite** aspect placed upon them. Their seed infection not only reactivated, but has come back stronger as it finally begins to alter their very genetics.

(In other words, you'll be able to compel the aspect against them when you feel it's dramatically appropriate.)

Phalanx is fascinated by the sheer scope and power of Keeper. He also wonders if the ship should be destroyed, because if it becomes a Necrolean weapon ...

Miss Ego gets in his face that Keeper is not a *ship*, but is alive. Phalanx stares at her and states coldly that's all the more reason to destroy it. It's been attacked by Hellspores. Since it's alive, that means it's going to get infected. He can already feel the first stirrings through his connection to the spores. He asks if she has any idea what it would mean if something like Keeper becomes a Hellbrood.

Preservis Alpha crouches down and lays a hand gently on the street. He confirms what Phalanx has stated. The process is beginning.

Keeper's physical avatar approaches them from within a nearby alleyway, and asks everyone to meet him in the Chamber. Then he turns and walks off, not answering any questions that might be tossed his way.

TALKING WITH KEEPER

Once everyone has gathered in the same chamber where the heroes first encountered Keeper, he thanks them all for coming. He admits he feared the worse after the Necrolean encounter at Infinity's End. If the heroes do not ask what happened to him, Paradigm will do so. Keeper responds that he took heavy damage, and needed to escape before the Necroleans boarded and infected the city's inhabitants. He slipped into a universe with a faster time flow, where he knew allies would be able to facilitate repairs. They are quite adept in biotechnology.

Unfortunately, he also states, the Maker's Son is correct. The Necroleans have managed to infect him with Hellspores launched from their launch ships. He is unsure how much time he has, but before the infection takes hold he must evacuate the city to a safe planet. If he doesn't, every being onboard will become a Hellbrood along with him.

While there's likely to be some questions about Keeper potentially beating the infection, Keeper will admit that such is beyond even him. Even in eons past, many Makers fell to the Hellspore. If anyone asks Phalanx if there's anything he can do, the former hero will laugh. If he could control the Hellspores, do any of them think Foxtrot and his merry band would be such a thorn in his side?

Give the heroes time to role-play a bit as the magnitude of Keeper becoming a Hellbrood sinks in. Finally, Paradigm draws himself up straight, and tells everyone that they have planning to do while Keeper sees to evacuating the city.

PLANNING THE ATTACK

The purpose of the attack is to both defeat Intellitron, use the Maker technology to initiate a reformation of the lost and damaged universes, and then destroy the technology once and for all. Phalanx stiffens at that last part, but when all eyes turn on him, he nods in acquiescence.

Intellitron and the technology are in the central tower, which floats above Primal Earth and is 150 stories tall. There're going to be a lot of guards, ranging from Sisters, to Brothers, to Inheritors.

There's also the civilian population to consider.

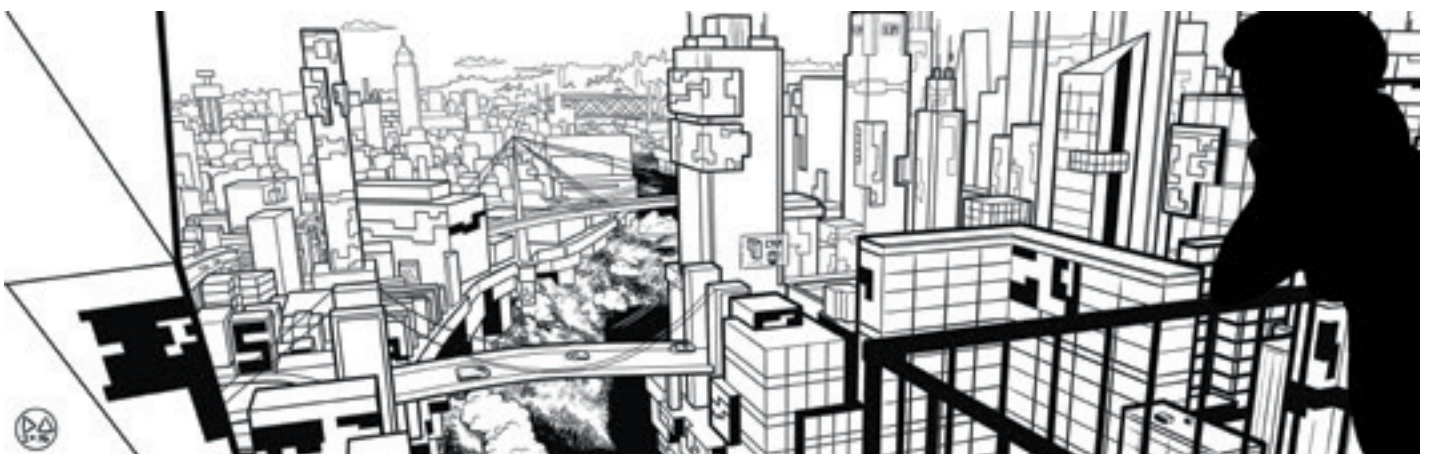
Give the group time to plan their attack, and use the Zone Map for Intellitron's control chamber. Paradigm and Miss Ego know the layout.

Keeper lets them know that they do not all need to be present when facing Intellitron. The moment they enter Primal Earth, their harmonic frequencies will disrupt him and weaken his physical form.

EVACUATING THE CITY

You can either run this scene, or simply narrate it as a background piece. Keeper arrives upon a lush world beneath an orange sky. While the heroes were planning, he informed the city's populace of the need to evacuate them and of his impending death. Despite the new world, everyone is somber as they leave the ship. Many of them gently rub their hand over Keeper's hull in a final goodbye.

Phalanx hovers in the air, looking down at everyone with that shark-like mouth of his.



SCENE: ATTACK ON PRIMAL EARTH

Suggested Aspects: Fractured Structures, Too Many Civilians, Random Explosions

Once the heroes enter the Primal Earth universe, the countdown drops to one hour.

Keeper drops from the Slipstream and enters Primal Earth, with the ghostly form of Earth-1 hanging overhead. As with the visions in Act One, the heroes see a planet covered in primordial fauna, with pristine floating cities high over the trees. In the center of the largest floating city is a towering structure without windows everywhere along its 150 stories.

Preservis Alpha, through his *Live in Harmony with the Multiverse* will tell them that he senses the shift in harmonics. They are weakening Intellitron.

As soon as Keeper enters the atmosphere over the cities, Intellitron's forces attack. At first they attack with cybernetic fighter jets, and the heroes will have to take their own fighters to confront them and get to the surface. Keeper is unable to teleport them due to the harmonic disruption. Keeper will assist them, however, in battling the cybernetic armada. Once the heroes make it down to the surface the attack moves to man-to-man.

There are several ways to handle the battle, as mentioned earlier in the act. The easiest way is to divide the allies into two Strike Teams, and allow the heroes to build each one. Intellitron's forces can be handled as Average quality Nameless NPCs in groups of five. Of course, Intellitron has a lot of forces, so the reinforcement groups could be near limitless. That's okay, though, as the point is to keep the allies busy while the heroes, Paradigm, and Miss Ego move to confront Intellitron.

Another method is to use the Strike Teams and heroes versus a mass combat force for Intellitron. Treat the force size as a battalion.

Finally, and the most time consuming, you can run the battle individually for each ally as they face groups of Nameless NPCs.

Throughout the battle, the suggested aspects can be brought into play for added complications, especially as the sheer damage the two sides are causing places innocent lives in danger.

CYBERNETIC JET

Aspect:	High Maneuverable Aerial Fighter
Speed Rating:	4 (Flight 3)
Weapons:	Energy Cannon (Blast 5, energy, penetrating)
Armor:	Armored 3 (Impervious 1, durable)
Special Effects:	Hardiness 5, Targeting
Limit:	None
Complications:	None
Stress:	[1] [2] [3] [4] [5]
Consequences:	1 Mild, 1 Moderate

FIGHTER SHIP (HEROES)

Speed Rating:	5 (Flight 4)
Weapons:	Energy Cannon (Blast 4, energy, penetrating)
Armor:	Armored 4 (Impervious 2, durable)
Special Effects:	Hardiness 6, Targeting
Limit:	None
Complications:	None
Stress:	[1] [2] [3] [4] [5]
Consequences:	1 Mild, 1 Moderate, 1 Severe

TYPICAL BROTHER

Aspects:	Elite Intellitron Soldiers
SKILLS	
Good (+3):	Power
Fair (+2):	Accuracy, Athletics
Average (+1):	Fight, Weapons
Power Set:	Clone Matrix
Aspect:	Created from Metahuman DNA
	Any one power, except mental based
Stress:	None, one hit takes them out.

TYPICAL SISTER

Aspects: Psychic Enforcers of Intellitron

SKILLS

Good (+3): Mental

Fair (+2): Athletics, Stealth

Average (+1): Deceive, Will

POWER SET: CLONE MATRIX

Aspect: Created from Metahuman DNA

Any one mental power

Stress: None, one hit takes them out.

INHERITOR

Aspects: Advanced Android Lifeform

SKILLS

Good (+3): Accuracy

Fair (+2): Athletics, Notice

Average (+1): Provoke, Weapons

POWER SET: FUTURISTIC LIQUID METAL

Aspect: Nanite Constructed

Blast 2 (concussive)

Blast 4** (energy)

Stress: None, one hit takes them out.

SCENE: PHALANX AND KEEPER

Suggested Aspects: None

This scene can be a little tricky to run against the player-characters, so you might have to compel some character aspects for *decision compels* to keep them focused on parts of the battle, such as defeating Intellitron's forces or saving innocent people from narrative collateral damage.

The Hellspores have finally infected Keeper, shutting down everything that he was and turning him into a cosmic entity Hellbrood. Phalanx, due to his connection the hive mind, immediately senses it rockets toward Keeper.

Another possibility is that Phalanx chooses to remain in the air, battling the cybernetic fighters that are constantly trying to weaken Keeper and board him so that Intellitron can gain access to his database of knowledge.

Either way, once Keeper becomes a Hellbrood, Phalanx will eventually be granted access. The once living vessel is now a living dead creature with multiversal travel capabilities, hell-bent on destroying all life in the service of Necrolos. Phalanx and Keeper head to outer space to jump into the Slipstream.

If the heroes are unable to confront Phalanx, than Foxtrot and his allies who can fly might do so. Night Sentinel can even zero-gravity the heroes toward Keeper, where maybe an epic battle takes place somewhere on the massive hull.

Unfortunately, Inheritor forces aren't about to just pause their assault while the heroes duke it out with Phalanx. In the end, use whatever Inheritor forces and situation aspects you need to help Phalanx and Keeper escape.

Perhaps, even Foxtrot went inside Keeper after Phalanx and was taken away from the battle along with his greatest enemy.

SCENE: BATTLE AGAINST INTELLITRON

Suggested Aspects: Hi-Tech Machinery, Primal Energies, and Quantum Explosions.

Miss Ego and Paradigm should be with the heroes to lead the way as they enter the command complex, while the rest of the team continues the battle outside.

Along the way, they're confronted by Average quality Inheritors as Intellitron continues to send his forces after them. The battles should be quick and use little of the players' Fate Point resources. The point is to keep them in the comic book action like we would see at the end of a major story event.

ALL PATHS FORESEEN

As the heroes near the command chamber, they're blocked by one of the sisters and several squads of Inheritors. Miss Ego hisses the name: Sister Juncture.

Sister Juncture smiles at the group and states that she knew they would be coming this way at this exact time. As a matter of fact, she's known what they would do before they did it for some time now. How else did Intellitron know which worlds to Synthesize even as Paradigm tried to recruit his little army? Admittedly, even with her cloned upgrades, the future is not a static force and she wasn't as far ahead of them as Intellitron would have preferred— but none of that matters now. The rebellion ends here and now.

The zone this battle takes place in is a corridor that's roughly twenty feet across and represents a single zone. There are thirty Inheritors, all of Fair quality, divided into six groups of five.

All in all, the heroes should make short work of Sister Juncture and her Precognition power.

SISTER JUNCTURE

Physical Stress: [1] [2] [3] [4]

Mental Stress: [1] [2] [3] [4] [5]

Consequences: 1 Mild, 1 Moderate

CONFRONTING INTELLITRON

Once the heroes make it to the command chamber, Intellitron is waiting for them. He stands atop a raised platform, surrounded by alien machinery. The entire place hums with power. He is perplexed over how they managed to weaken him, but then claims it doesn't matter. They will not prevail.

How this part of the scene plays out will depend on your players. Use the zone map and the map key below to stage the battle. If the players are having a hard time with the fight, bring in their other allies and reinforcements.

MAP KEY

Use this map once the heroes enter the command chamber and confront Intellitron.

Zone 1: This zone is the front half of the chamber. It contains control panels and communication arrays, all of which can be used as cover or makeshift projectiles for the super-strong.

Zone 2: The back half of the chamber, left side. This area contains a vast majority of the Maker technology.

Zone 3: The back half of the chamber, right side. This area contains a central CAN access point and teleportation platform for multiversal travel.

SISTER JUNCTURE

Concept: Commander in the Order of the Sister

Motivation: All Shall Serve Intellitron

Other Aspects: Fanatical in My Beliefs

SKILLS

Superb (+5): Mental

Great (+4): Deceive, Empathy

Good (+3): Leadership, Provoke

Fair (+2): Contacts, Rapport

Average (+1): Athletics, Fight

STUNTS

Actor

Emotional Trigger

Power Stunt Expert

POWER SET: POWERFUL PSYCHIC

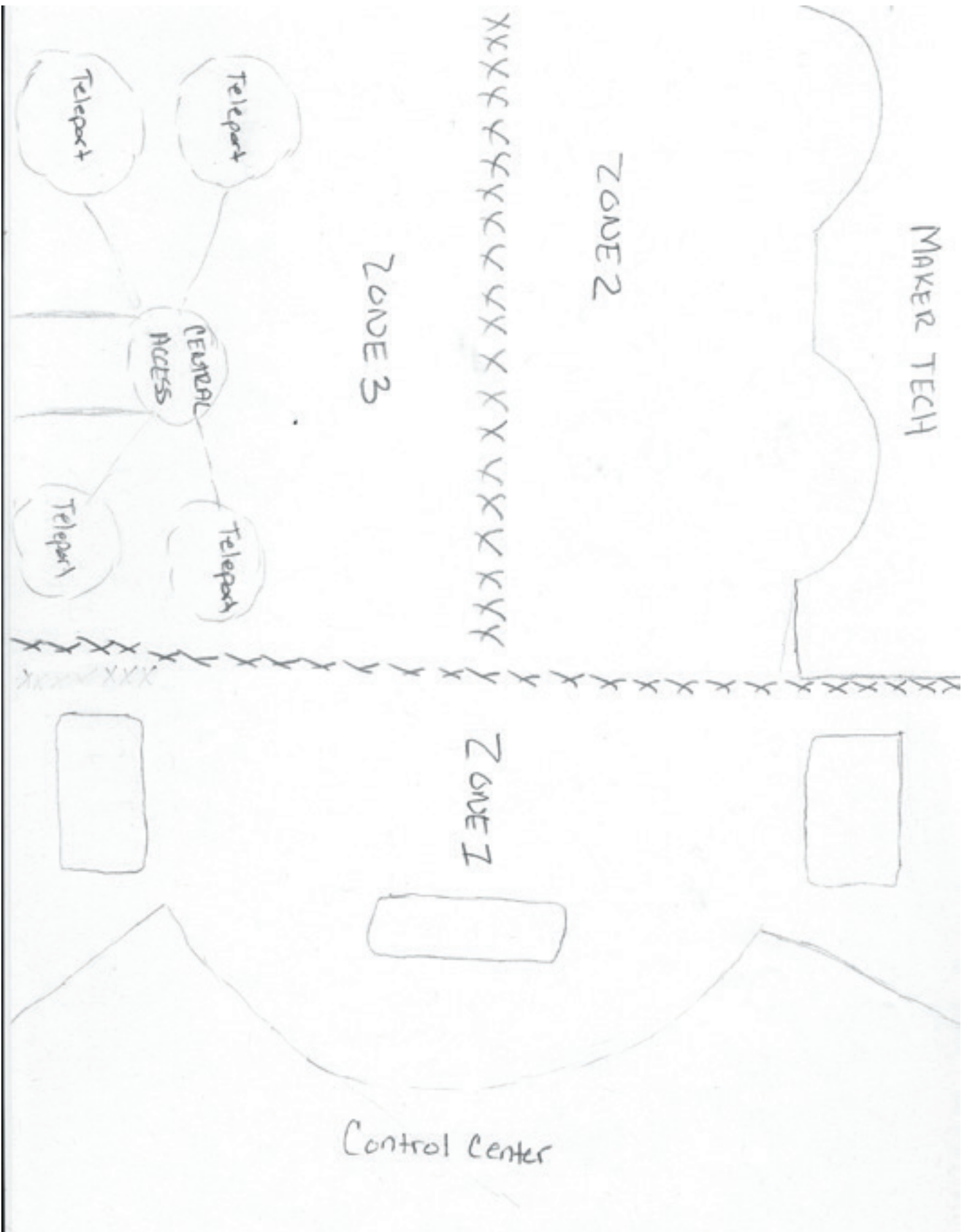
Aspect: Cloned from the mind of Miss Ego

Forcefield 3

Mind Control

Precognition

Telepathy



INTELLITRON

Concept:	Multiversal Intelligence	Singularity
Motivation:	Seeking Command over the Multiversal Structure	
Other Aspects:	Error in the Matrix, All Knowledge Leads to Power, Only Intellitron is Supreme	

SKILLS

Epic (+7):	Knowledge, Technology
Fantastic (+6):	Accuracy, Fight
Superb (+5):	Physique, Will
Great (+4):	Contacts, Leadership
Good (+3):	Stealth, Thief
Fair (+2):	Investigate, Notice
Average (+1):	Athletics, Deceive, Provoke, Weapons

STUNTS

Know It All
Mad Scientist
Power Stunt Expert
Power Tech
Specialist (Computers)
Specialist (Engineering)
Specialist (Multiversal Physics)
Specialist (Robotics)

POWER SET: SINGULARITY INTELLIGENCE

Aspect:	Evolved Mechanical Form
Blast 3 (energy, demolishing, penetrating)	
Blast 3 (fire, area effect)	
Hardiness 3	
Hyper-Sense 3 (danger sense, darkvision, thermal vision)	
Immunity (Emotion Control, EMP, Mind Control, Mind Probe, poison, radiation, vacuum)	
Interface	
Invulnerability 3	
Life Support	

INTELLITRON

Melee Attack 3 (demolishing, penetrating)

Shapeshift

Physical Stress: [1] [2] [3] [4] [5] [6] [7] [8]

Mental Stress: [1] [2] [3] [4] [5] [6]

Consequences: 1 Mild, 1 Moderate, 1 Severe, two extra mild consequences for physical, one extra mild consequence for mental

THE FINAL REVELATION

Once Intellitron has taken both a mild and moderate consequence, he uses his time manipulation powers to freeze every via the Paralyze power. You don't have to roll for this if the players agree to let you invoke his **Master of Space and Time** aspect effect. If so, give everyone a Fate Point. If not, they do not get the Fate Point and must resist the power normally.

Intellitron now goes into the traditional super-villain monologue.

He explains to Paradigm that he has no idea what it is he is truly fighting. Intellitron has taken great pains to remove those memories from all clone incarnations, but he is fighting himself.

Now Intellitron sounds like Paradigm as it explains that when the Intellitron A.I. was first brought online, he (Paradigm) had little choice but to destroy it. Elizabeth had had a vision, something that had never happened before, but one that was incredibly detailed and real. In that vision, she saw a future where Intellitron achieved singularity and became a threat to every life across all of reality.

Now the voice switches back to Intellitron

The vision had happened close to Intellitron's moment of activation, and Paradigm had attacked just as Intellitron awakened. There was a quantum anomaly, however, and in the explosion that followed, Paradigm's body was destroyed and everything he was merged with Intellitron.

Once again, the voice switches back to Paradigm's.

He was trapped within the Intellitron matrix, always at war with the artificial intelligence. As Intellitron eventually sought to eliminate all organic life, Paradigm

exert his influence to begin the clone incarnations. It was he who kept Elizabeth's memories of her love for him, her desire to do good, and protect the innocent. Intellitron grew increasingly confused, at first unable to discern that Paradigm was within him, and seeking an error in its matrix that caused to act erratically.

The voice switches back to Intellitron

I finally discovered the Paradigm matrix deep within my own, but was unable to purge it. We were as one matrix, and it continued to interrupt my processing to exert its own directives. It vexed me, and countermanded by plans, adding to them its own desires in an endless loop of contradiction.

Once again, back to Paradigm.

Intellitron couldn't understand why I opposed him, why even in my physical death I refused to allow him to hurt innocent lives. So, it sought answers to that question in a quest to finally purge my mind from its matrix, or rewrite me into its own code.

And finally, Intellitron again asserts control.

You, Paradigm, have always kept strings on me, pulling them as you desired to puppeteer my movements and thoughts. Soon, now, I shall be rid of you. Soon this universe will merge with that which contains the last Maker, and the merger of our matrices will eliminate all traces of you as I use the power of the Maker to rebuild myself on the quantum level, all the while maintaining my own matrix.

But first, all this ends as it should have long ago.

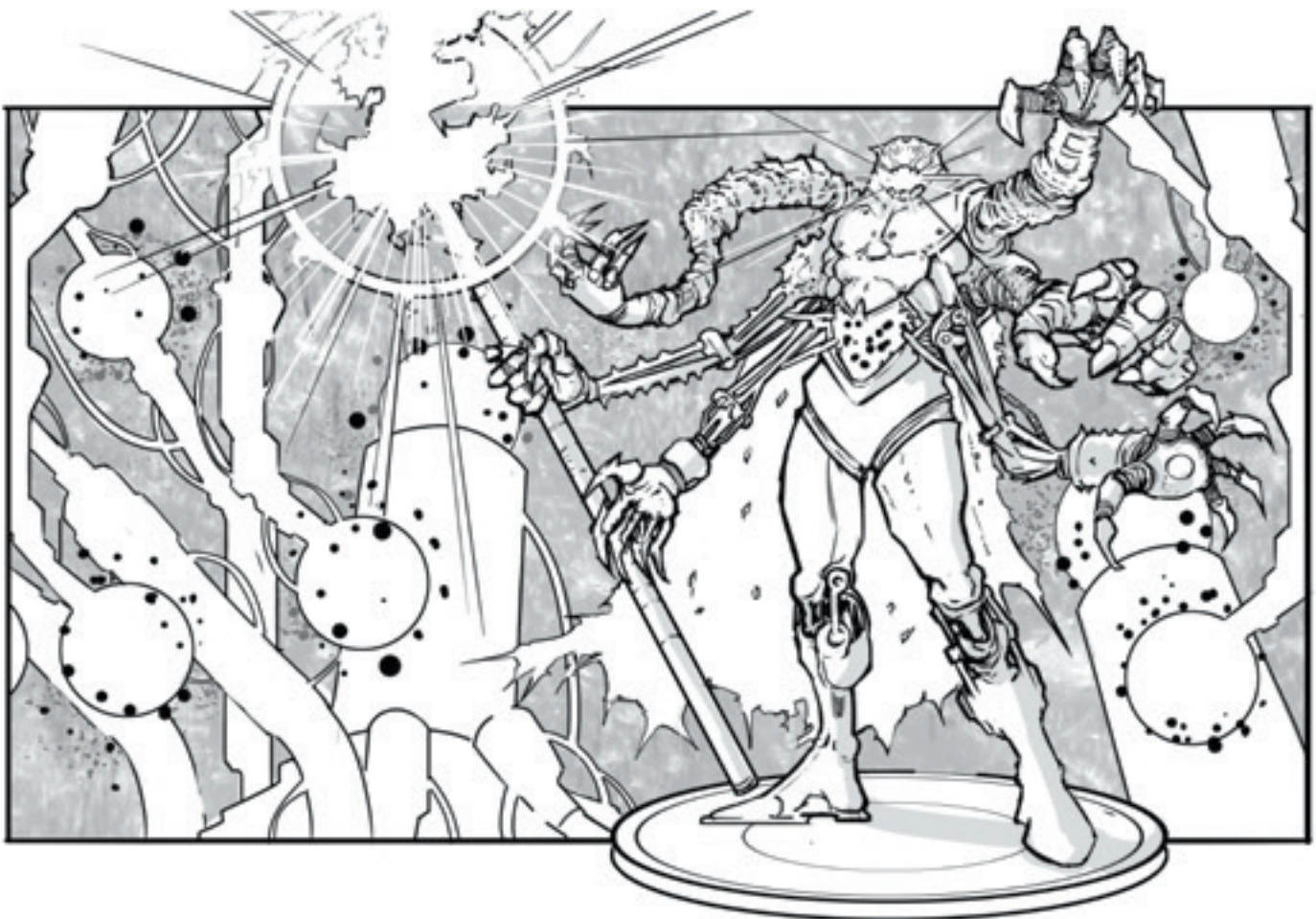
THE FINAL BATTLE

If the heroes failed a roll against the Paralyze power, then they have to break free as normal. If they accepted the Fate Point to be frozen, the Paradigm portion of Intellitron suddenly deactivates the power and everyone is free.

Now begins the final battle against Intellitron.

DESTROYING THE MACHINE

Before Paradigm destroys the machine, if you didn't bring them in during the fight with Intellitron, be sure to have the remaining allies arrive on the scene.



Intellitron's forces are in a combination of disarray and retreat.

Destroying the machine is easy, and Paradigm knows how to initiate the overload. He also knows it will destroy not only him, but send a feedback through the CAN system that will destroy this entire world. He had hoped to evacuate as many as he could aboard Keeper, but that's obviously no longer an option.

Some characters might argue with Phalanx that there has to be another way. He explains that there isn't, he always knew this was going to be the end result. Yeah, things didn't go according to plan, but this was always the endgame of what they needed to achieve.

He's already initiated the reconstruction of what Intellitron damaged and destroyed. The instability runs deep, however, and it's going to take the energy released by the machine's destruction to send a loop through the CAN network and use the last of the builder technology's power to put things back.

Give the players some role-playing time before Paradigm has them stand within the CANs teleportation platform. He gives them a final goodbye, and then initiates the loop.

The last thing the heroes see is a blinding, blue light.

EPILOGUE

When the blue light dissipates, the heroes find themselves standing in the middle of their city's downtown area, as the exact sight where Paradigm originally had Keeper teleport them out. It is a clear day, with only a few clouds in the sky— and no alternate Earth hanging overhead.

It's up to you and your players how you want to reconstruction to affect your ongoing series. Do the people of this Earth remember the events of the Synthesis, or do only the heroes remember it? Is the destruction that was caused at the end of the Act One now back to normal since the eventually may not have ever happened, or does the city need some rebuilding?

Likewise, did the machine put their universe back exactly as it was, or were there minor errors that changed things? If there's anything in your setting or the past of your series that you and the group would

like to change, the reconstruction of their universe provides the perfect *soft reboot* comic book excuse.

Whether the heroes are celebrated by a population that remembers all the events, or whether they are unsung heroes who are the only ones to remember, they've done the impossible and saved the multiverse. Being a comic book series, it obviously isn't a final ending, and more than likely ripples from this event will catch-up with the heroes somewhere down the line.

But for now, they did it. They came in at the buzzer and won the game.

Reward them with a Major Milestone.

SERIES SPRINGBOARDS

There are several ways you could springboard parts of this event into your ongoing campaign. Below are a few suggestions.

Remaining Nanites: Perhaps a leftover piece of someone's cybernetic limb, lost in the battle at the end of Act One, wasn't returned to its previous state and still exists due to an error in the machine. Maybe a super-villain or a mega-corporation discovers the thing, and the future threat of the nanites returning in some form lurks in the shadows.

Phalanx and Keeper: Phalanx has the Hellbrood Keeper, but to what ends? Does it take it back to Earth-1 to use against the Necroleans? Perhaps if he does so, the Necroleans manage to gain control over Keeper and use him in their final conquest of that world before turning their attention to the heroes' Earth.

Perhaps even the Hellspores have done something unique to Keeper, and he isn't a flesh-consuming Hellbrood. Maybe he's become something much more dangerous, and his hunger can only be sustained by devouring entire worlds.

Necrolean Invasion: The Necroleans have been made aware of the heroes and their universe. How long before the first of the Hellspore pods begin to fall, and the heroes must face a Hell on their Earth?

Earth-0826: The Synthites world has been reconstructed, but it is a world of sentient Maker technology. What if Intellitron was able to download his matrix into the CAN at the last instant, and use

the network to arrive at Earth-0826. Might be have resisted the reconstruction, and eventually return through the Synthites' biology and their multiversal travel nodes?

Kurok the Annihilator: Kurok is a multiversal bounty hunter. It's possible that someone from Infinity's End, perhaps even CorVerse for the damage the heroes caused in Shadow District (and their cause for the Necroleans' arrival). Kurok will arrive on Earth to take down the heroes and collect his bounty.



ADDITIONAL NPCs

The following character write-ups are for the Supporting NPCs members of the Alphabet City heroes and the Incarnate Hellbrood.

ALPHABET CITY HEROES

FOXTROT

Concept: Power-Armored Hero

Motivation: Fulfill a Legacy

Other Aspects: In Over My Head

SKILLS

Fantastic (+6): Fight, Treatment

Superb (+5): Technology

Great (+4): Knowledge, Investigate

Good (+3): Contacts, Resources

Fair (+2): Athletics, Physique, Will

Average (+1): Leadership, Notice, Rapport, Vehicles

STUNTS

Master Inventor

Personal Headquarters (3)

Power Tech (use Technology instead of Accuracy)

POWER SET: POWER ARMOR

Aspect: Highly Advanced Battle Suit

Blast 3 (energy)

Blast 3 (concussive)

Flight 3

Hardiness 4

Hyper-Senses 4 (darkvision, full vision, thermal vision, telescopic vision)

Immunity (emp, Interface based attacks)

Interface

Invulnerability 3

Life Support

Fox Hole

Aspects: State of the Art Hidden Base, Hi-Tech Facility

Quality: Fantastic (+5)

Features: Command Center, Defense Systems, Infirmary, Life Support, Living Quarters, Power Supply, Secure Access, Workshop

FOXTROT

Suit Stress: [1] [2]
Suit Consequences: 1 Mild, 1 Moderate
Physical Stress: [1] [2] [3] [4] [5]
Mental Stress: [1] [2] [3] [4] [5]
Consequences: 1 Mild, 1 Moderate
Costume: Foxtrot wears a suit of brown and black power armor with a helmet in the rough shape of a fox head.

SNAPFIRE

Concept: Highly Trained Archer
Motivation: Use My Skills to Protect Others
Other Aspects: Previously Brainwashed and Mentally Conditioned

SKILLS

Fantastic (+6): Accuracy, Athletics
Superb (+5): Fight, Stealth
Great (+4): Weapons, Notice
Good (+3): Physique, Thief
Fair (+2): Deceive, Investigate, Will
Average (+1): Contacts, Provoke, Resources

STUNTS

Dazing Counter
Fluid Technique
No Locks Are Safe
Superior Marksman
Trick Shot
Uncanny Agility

POWER SET: TRICK BOW AND ARROWS

Aspect: A One Woman Arsenal
Blast 4 (concussive, corrosive, electrical, emp, energy, explosive (Area Effect to base Blast weapon), ice, physical projectile, sonic
Forcefield 4 (ranged field)

SNAPFIRE

Swinging
Restricted Quiver (DNA Recognition)
Targeting
Complications
Ammo: Limited Supply of Arrows
Physical Stress: [1] [2] [3] [4] [5] [6]
Mental Stress: [1] [2] [3] [4] [5]
Consequences: 1 Mild, 1 Moderate
Costume: Snapfire dresses like a female swashbuckler in blue and black. Her eyes are hidden behind a flared domino mask, and she is never without her trademarked quiver and composite bow.

GALVANITE

Concept: Retired Hero Back in Action
Motivation: Took An Alien Invasion to Bring Me Back
Other Aspects: I'm Getting Too Old For This, Nothing Ever Changes

SKILLS

Great (+4): Accuracy
Good (+3): Power
Fair (+2): Athletics, Fight
Average (+1): Contacts, Notice

STUNTS

Power Stunt Expert

POWER SET: ELECTRICAL CONTROL

Aspect: Riding the Current
Blast 3 (electrical, advantageous: stunned, multi-targeting)
Blast 3 (EMP, multi-targeting)
Electrical Control
Flight 2

GALVANITE

Lightning Aura (intense aura)

Physical Stress: [1] [2] [3] [4]

Mental Stress: [1] [2] [3] [4]

Consequences: 1 Mild, 1 Moderate

Costume: Galvanite wears blue spandex with black trim. His gloves and boots are black with blue trim, and a dark blue cape hangs from his shoulders. A black domino mask covers his eyes.

NIGHT SENTINEL

Concept: Determined Street Vigilante

Motivation: Fighting For a Better Future

Other Aspects: I Didn't Ask to be a Hero

SKILLS

Fantastic (+6): Athletics, Fight

Superb (+5): Notice, Stealth

Great (+4): Investigate, Thief

Good (+3): Physique, Will

Fair (+2): Contacts, Technology, Provoke

Average (+1): Vehicles, Weapons

STUNTS

Dazing Counter

Everywhere At Once

In the Know

Into the Fray

Power Stunt Expert

Power Tech

Uncanny Agility

DEVICES

Gravity Gauntlets

Aspect: The Gauntlets Are Still a Mystery

Blast 3 (demolishing, penetrating)

Flight 1

Forcefield

NIGHT SENTINEL

Gravity Control

Melee Attack 2 (demolishing, penetrating)

Physical Stress: [1] [2] [3] [4] [5]

Mental Stress: [1] [2] [3] [4] [5]

Consequences: 1 Mild, 1 Moderate

Costume: Night Sentinel wears a full face mask in the shape of a demon, as well as black and gray spandex. Two utility bandoliers cross his chest, and a utility belt encircles his waist. A hooded cloak covers his back and head, adding to the fearsome image.

ZOOMER

Concept: Former NYPD Detective

Motivation: Evil Must Be Faced Wherever It Is

Other Aspects: Fast But Cautious

SKILLS

Superb (+5): Athletics

Great (+4): Fight, Investigate

Good (+3): Physique, Rapport

Fair (+2): Empathy, Will

Average (+1): Accuracy, Weapons, Vehicles

STUNTS

Any Object a Bullet

Focused Senses

Power Stunt Mastery

Ricochet Expert

Superhuman Agility

POWER SET: SUPERHUMAN SPEED

Aspect: Nothing But a Blur

Deflection

Melee Attack 3 (multi-targeting, penetrating)

Super-Speed 4

ZOOMER

Physical Stress: [1] [2] [3] [4] [5] [6]

Mental Stress: [1] [2] [3] [4] [5]

Consequences: 1 Mild, 1 Moderate

Costume: Zoomer wears silver spandex with blue highlights and trim. A blue and silver mask with lightning bolts where the eyes and mouth would be covers his entire head and face.

INCARNATE PHALANX

Concept: Leader of the Incarnate Hellbrood

Motivation: The World is Mine to Shape

Other Aspects: Son of the Last Maker, Lived Many Lives

SKILLS

Fantastic (+6): Will, Deceive

Superb (+5): Resources, Athletics

Great (+4): Fight, Leadership

Good (+3): Power, Physique

Fair (+2): Accuracy, Notice, Knowledge

Average (+1): Rapport, Empathy, Contacts

STUNTS

Personal Headquarters (2)

Specialist (Genetics)

Superhuman Agility

Power Set: Cosmic Level Entity

Aspect: Maker Imbued Powers

Flight 4

Hardiness 5

Invulnerability 6

Life Support

Magnetic Control

Mental Forcefield 4 (always on)

Super-Strength 6 (enhanced lifting, ground slam, demolishing)

INCARNATE PHALANX

POWER SET: UNDEAD GENETICS

Aspect: Power Transformed Through the Hellspores

Adrenaline Surge (Anger or Rage, physique, controlling skill)

Emotion Control (limit: fear only)

Hellbrood Infection (target is infected with Hellspores if a consequence is taken from bite damage during a grapple, see: The Infection)

Immunity (Power: Emotion Control, poison, radiation, vacuum)

Life Support

Powerful Jaws (bite damage sustained during a grapple is also penetrating and potent)

Regeneration (Enhanced Regeneration, Immortality, Regrowth)

Telepathy (limit: Necrolean hive mind network)

Complications

Power Loss: Invulnerability reduces by one power level per minute when near Atlantean crystals

Hidden Fortress

Aspects: Hidden Underwater Sanctuary, Atlantean Crystal Chamber

Quality: Good (+2)

Features: Command Center, Laboratory, Living Quarters, Power Supply, Secure Access, Security Cells, Training Room

Physical Stress: [1] [2] [3] [4] [5] [6] [7] [8] [9]

Mental Stress: [1] [2] [3] [4] [5] [6]

Consequences: 1 Mild, 1 Moderate, 1 Severe (due to Hardiness power), two extra mild consequences for physical, one extra moderate consequence for physical.

Costume: Phalanx wears spandex with a blue chest, back, and legs, white sleeves and boots, and a large white star on his chest that is also the Defenders of Liberty emblem.

INCARNATE ADAMANTIA

Concept: Incarnate Hellbrood Berserker
Motivation: The Living are Just Meat
Other Aspects: Barely Controlled Rage, I hate Taking Orders

SKILLS

Superb (+5): Fight, Physique
Great (+4): Deceive, Provoke
Good (+3): Contacts, Notice
Fair (+2): Stealth, Thief, Will
Average (+1): Accuracy, Athletics, Treatment, Vehicles, Weapons

STUNTS

Extraordinary Determination
Face the Pain
One Man Army

POWER SET: METAL ENHANCED METAHUMAN

Aspect: Super-Strong Juggernaut of a Woman
Adrenaline Surge (berserker rage)
Hardiness 2
Immoveable
Invulnerability 3
Melee Attack 3 (deadly, demolishing, penetrating)
Super-Strength 1
Power Set: Undead Genetics
Aspect: Power Transformed Through the Hellspores
Adrenaline Surge (Anger or Rage, physique, controlling skill)
Emotion Control (limit: fear only)
Hellbrood Infection (target is infected with Hellspores if a consequence is taken from bite damage during a grapple, see: The Infection)
Invulnerability 3 (stacks with innate Invulnerability, to a maximum of power level 6)
Immunity (Power: Emotion Control, poison, radiation, vacuum)

INCARNATE ADAMANTIA

Life Support

Powerful Jaws (bite damage sustained during a grapple is also penetrating and potent)

Regeneration (Enhanced Regeneration, Immortality, Regrowth)

Telepathy (limit: Necrolean hive mind network)

Complications:

Power Loss: Must touch steel or metal to activate her power set

Physical Stress: [1] [2] [3] [4] [5] [6] [7]

Mental Stress: [1] [2] [3] [4] [5]

Consequences: 1 Mild, 1 Moderate, one extra mild consequence for physical

Costume: Adamantia wears a tank-top, jeans, and combat boots. A metal ring around her bicep gives her constant access to her powers.

INCARNATE PSICLONE

Concept: Incarnate Hellbrood Psychic
Motivation: Explore All the New Avenues of the Mind
Other Aspects: Does Not Trust the Others, The Necroleans are Fascinating

SKILLS

Superb (+5): Mental
Great (+4): Rapport, Will
Good (+3): Empathy, Provoke
Fair (+2): Deceive, Investigate, Knowledge
Average (+1): Athletics, Fight, Notice, Physique, Treatment

STUNTS

Psychic Marksman (use Mental instead of Accuracy for Mental Blast)
Strength From Determination

POWER SET: PSYCHIC ABILITIES

Aspect: The Mind is a Powerful Weapon

INCARNATE PSICLONE

Flight 1

Mental Blast 5

Mental Forcefield 3

Mind Probe

Mind Control

Paralyze (vs Will)

Telekinesis

Telepathy

POWER SET: UNDEAD GENETICS

Aspect: Power Transformed Through the Hellspores

Adrenaline Surge (Anger or Rage, physique, controlling skill)

Emotion Control (limit: fear only)

Hellbrood Infection (target is infected with Hellspores if a consequence is taken from bite damage during a grapple, see: The Infection)

Invulnerability 3 (stacks with innate Invulnerability, to a maximum of power level 6)

Immunity (Power: Emotion Control, poison, radiation, vacuum)

Life Support

Powerful Jaws (bite damage sustained during a grapple is also penetrating and potent)

Regeneration (Enhanced Regeneration, Immortality, Regrowth)

Telepathy (limit: Necrolean hive mind network)

Physical Stress: [1] [2] [3] [4] [5]

Mental Stress: [1] [2] [3] [4] [5] [6]

Consequences: 1 Mild, 1 Moderate, one extra mild consequence for mental

Costume: Psiclone wears a purple and black costume with open headgear that frames his face, and a billowing cloak that flares behind him as he flies through air.

INCARNATE CRYOBORG

Concept: Incarnate Hellbrood Enforcer

INCARNATE CRYOBORG

Motivation: Biding My Time and Watching

Other Aspects: Always Question Another's Motives

SKILLS

Superb (+5): Accuracy, Fight

Great (+4): Athletics, Physique

Good (+3): Weapons, Will

Fair (+2): Notice, Stealth, Thief

Average (+1): Contacts, Investigate, Leadership, Rapport, Vehicles

STUNTS

Uncanny Agility

POWER SET: CYBERNETIC ENHANCEMENTS

Aspect: Power Transformed Through the Hellspores

Blast 4 (ice, penetrating)

Flight 2

Friction Control (limited: slippery surface only)

Invulnerability 2

Melee Attack 3 (ice, penetrating)

Regeneration

POWER SET: UNDEAD GENETICS

Aspect: Power Transformed Through the Hellspores

Adrenaline Surge (Anger or Rage, physique, controlling skill)

Emotion Control (limit: fear only)

Hellbrood Infection (target is infected with Hellspores if a consequence is taken from bite damage during a grapple, see: The Infection)

Invulnerability 3 (stacks with innate Invulnerability, to a maximum of power level 6)

Immunity (Power: Emotion Control, poison, radiation, vacuum)

Life Support

Powerful Jaws (bite damage sustained during a grapple is also penetrating and potent)

INCARNATE CRYOBORG

Regeneration (Enhanced Regeneration, Immortality, Regrowth)

Telepathy (limit: Necrolean hive mind network)

Physical Stress: [1] [2] [3] [4] [5] [6]

Mental Stress: [1] [2] [3] [4] [5] [6]

Consequences: 1 Mild, 1 Moderate

Costume: Cryoborg possesses cybernetic arms, chest, and lower legs. He wears a hooded cloak to hide some of his machinery, and a thick visor covers his eyes.

HERO ARCHETYPES

Below are five heroic archetypes that can be use by players to get started with **Little Tin God** right away. The heroes are built with Know the Ropes experience level, Super-Heroic series level, and Four Color series tone.

Aspects are left blank so players can create them based upon the character backstory and personality they create, either before the story begins or during play. Likewise, no additional skill points or Hero Points have been granted for Supporting Cast Members or Personal Rogues. If players decide to create those facets of the character, allow them to spend the additional points to customize the character.

BRICKHOUSE

Concept:

Motivation:

Other Aspects:

SKILLS

Superb (+5): Physique

Great (+4): Fight, Weapons

Good (+3): Notice, Will

Fair (+2): Contacts, Rapport, Provoke

BRICKHOUSE

Average (+1): Athletics, Deceive, Stealth, Treatment, Vehicles

STUNTS

Extraordinary Determination

Face the Pain

Tough As Nails

POWER SET: SUPER STRONG AND DURABLE

Aspect:

Hardiness 4

Invulnerability 3 (unstoppable)

Leaping 3

Super-Strength 3 (enhanced lifting, ground slam)

Physical Stress: [1] [2] [3] [4] [5] [6] [7] [8]

Mental Stress: [1] [2] [3] [4] [5] [6]

Consequences:

Mild Consequence (2)

Mild Physical Consequence (2)

Mild Mental Consequence (2)

Moderate Consequence (4)

Moderate Physical Consequence (4)

Severe Consequence (6)

MYSTIC MARTIAL ARTIST

Concept:

Motivation:

Other Aspects:

MYSTIC MARTIAL ARTIST

SKILLS

Superb (+5):	Fight, Notice
Great (+4):	Athletics, Weapons
Good (+3):	Physique, Stealth
Fair (+2):	Empathy, Investigate, Provoke
Average (+1):	Arcanum, Deceive, Leadership, Will, Vehicles

STUNTS

Body Language Reader
Dazing Counter
Everywhere At Once
Face the Pain
Focused Senses
Into the Fray
One-Man Army
Uncanny Agility

POWER SET: CHI EMPOWERED ABILITIES

Aspect:

Adrenaline Surge (absolute calmness, Fight skill)

Hardiness 2

Hyper-Senses 2 (awareness: mystical energy, true vision)

Invulnerability 1

Melee Attack 3 (deadly, demolishing, penetrating)

Physical Stress: [1] [2] [3] [4] [5] [6] [7] [8]

Mental Stress: [1] [2] [3] [4] [5]

Consequences:

Mild Consequence (2)

Mild Physical Consequence (2)

Moderate Consequence (4)

Moderate Physical Consequence (4)

MYSTIC MARTIAL ARTIST

Severe Consequence (6)

SORCERER

Concept:

Motivation:

Other Aspects:

SKILLS

Superb (+5):	Arcanum, Magic
Great (+4):	Notice, Will
Good (+3):	Empathy, Rapport
Fair (+2):	Accuracy, Contacts, Deceive
Average (+1):	Artificing, Knowledge, Investigate, Stealth, Treatment

STUNTS

Fortune Telling
Power Stunt Mastery (2 points)
Powerful Sixth Sense (2 points)

POWER SET: ARCANE MASTERY

Aspect:

Astra Projection

Blast 3 (darkness, multi-targeting)

Dimensional Travel

Sorcery

Teleportation 3

Physical Stress: [1] [2] [3] [4]

Mental Stress: [1] [2] [3] [4] [5] [6]

Consequences:

Mild Consequence (2)

Moderate Consequence (4)

Severe Consequence (6)

SHAPE-SHIFTER

Concept:

Motivation:

Other Aspects:

SKILLS

Superb (+5):	Deceive
Great (+4):	Empathy, Rapport
Good (+3):	Athletics, Fight
Fair (+2):	Notice, Stealth, Thief
Average (+1):	Fight, Physique, Provoke, Weapons, Will

STUNTS

Actor
Impersonator
Master of Disguise

POWER SET: ULTIMATE SHAPE-CHANGER

Aspect:

Chameleon (near perfect form)

Power Mimicry (stunt mimic)

Shapeshift

Physical Stress: [1] [2] [3] [4] [5]

Mental Stress: [1] [2] [3] [4] [5]

Consequences:

Mild Consequence (2)

Moderate Consequence (4)

Severe Consequence (6)

TELEPORTER

Concept:

Motivation:

Other Aspects:

TELEPORTER

SKILLS

Superb (+5):	Power
Great (+4):	Athletics, Notice
Good (+3):	Fight, Stealth
Fair (+2):	Deceive, Knowledge, Rapport
Average (+1):	Contacts, Empathy, Physique, Resources, Provoke

STUNTS

Uncanny Agility

POWER SET: SUB-QUANTUM PORTALS

Aspect:

Deflection (full deflection)

Melee Attack 3 (multi-targeting)

Regeneration (enhanced regeneration)

Spatial Control

Teleportation 3 (gateway)

Physical Stress: [1] [2] [3] [4] [5]

Mental Stress: [1] [2] [3] [4]

Consequences:

Mild Consequence (2)

Moderate Consequence (4)

Severe Consequence (6)

DEFLECTION AND REGENERATION

The Deflection power works for the teleporter the same as in the rulebook, except it's narrated as the hero using teleportation portals to grab the attack with one portal, and opening another to hit the attacker with their own attack.

Regeneration is a bit of an oddball theme under the character archetype, and represents the hero actually teleporting healthy cells to replace their injuries.

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