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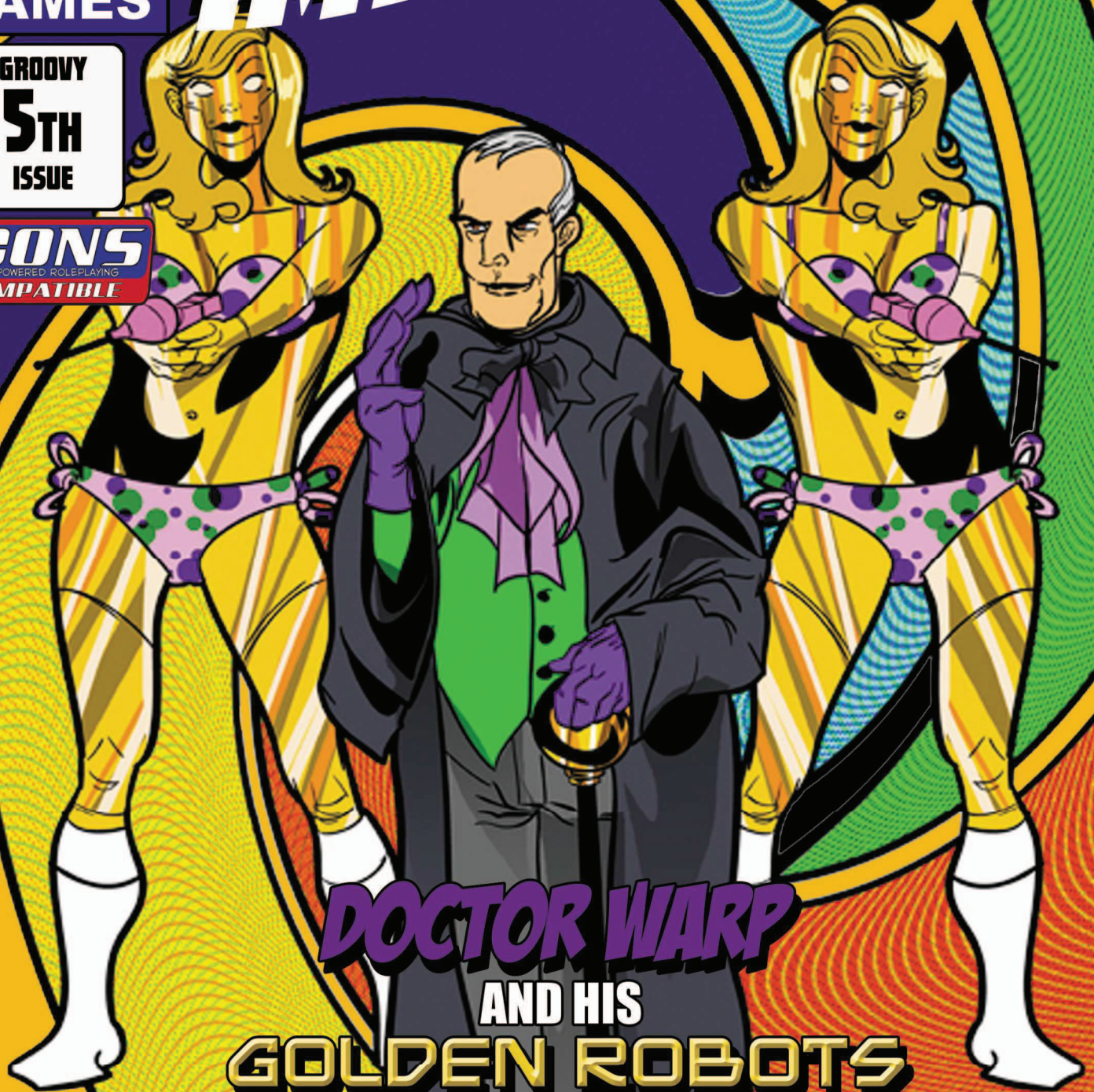
GROOVY

5TH

ISSUE

ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

IMPROBABLE TALES




DOCTOR WARP
AND HIS
GOLDEN ROBOTS

ALL THAT GLITTERS IS... DOOM!

FAINTING GOAT GAMES

PRESENTS



DOCTOR WARP
AND HIS
GOLDEN ROBOTS

WRITTEN BY DAN HOUSER

ART BY DAN HOUSER AND ADRIAN SMITH

LAYOUT BY ADRIAN SMITH

EDITED BY KRISTEN PERKINS

ADDITIONAL FONTS BY BLAMBOT.COM

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INTRODUCTION

(cue 'Soul Bossa Nova' by Quincy Jones)

Look, it's been a long time since you've had a really groovy adventure with your gaming gang, right? This quick adventure is designed to bring your players to the table to face off with a far-out foe from the psychedelic sixties who's brought himself to our time to complete his plan for world domination. So, strap yourself in for a weird and wild battle against a master of time, space, and groovy golden fembots – Dr. Warp!

It's designed to be a single episode for your group, though there are some seeds for more adventures following this one.

411 For the GM: Here's What's Going Down

Plot Points

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1) The villain of this piece is a physicist / engineer from 1968, Dr. Hieronymus Warp – a brilliant but bent scientist who had a vision for world peace. But of course, they mocked him at the University, and pretty much everywhere else as well. Warp's theory was that all of Earth's conflicts could be solved with an all-android workforce, but an accident at the World Science Exposition changed all of that. He was transported using his Warp-Belt to the modern age, and found that our world has been plunged into war, strife and unrest. He sees this as the future he was unable to prevent. So he comes up with a plan to create World Peace through Awesome Robot Women.

2) Warp's taken over an advanced fission weapon silo, the Gluon Impact Missile, near Dixon Air Force base in Colorado with help from his Golden Gyno-Droids, and has also taken a friend of the PC's hostage – Electric Dervish. Warp has announced that he will use the fission powered weapon to power his army of Golden Gyno-Droids, who will

begin replicating themselves to create an infinite army of sexy cybernetic sirens to take over the world.

3) There are military personnel at the captured missile silo and the nearby Air Force base (use the Bystander and Soldier Stats in the original ICONS book) but they are held at bay by Warp's robots.

4) The PCs are notified of the hostage situation by Electric Dervish, who has been captured by the Golden Gyno-Droids. Dr. Warp isn't aware of Dervish's communication device, but has decided to use his Gluon Disintegrator Ray to obliterate Dervish, transforming him into power for his ultimate creation – The Platinum Bombshell, the height of Gyno-Droid technology.

5) Dr. Warp's ultimate plan is to get the world to admit his idea of world peace isn't stupid, not to destroy the world. But he's fully willing to kill Dervish to get it done.

Warp is focused on getting the Gyno-Droids finished with their construction of the Droid Factory, and with finishing the second generation of Gyno-Droid perfection: The Platinum Bombshell.

6) He doesn't know that Platinum Bombshell has a mind of her own, and her own plan, which is to replace all mankind with Gyno-Droids to create world peace through the destruction of all of mankind. Her first step will be to use the Gluon missiles to create a nationwide EMP wave that knocks out power across North America.

Enemies

Dr. Warp
The Golden Gyno-Droids
Platinum Bombshell
Platinum Armatures

Important NPCs

General Franklin 'Pitbull' Potter (His stats are in the NPC section below)

Gyno-Droid? So What's Up With the Name?

Yeah - I can understand that someone might not dig the name Gyno-Droid.

Here are some alternatives: Femme-bots, Estro-droids, Lady-trons or just Golden Robots.

The US Army (Soldier Stock Character from ICONS)
Base Personnel (Bystander Stock Character from ICONS)

Electric Dervish –A Captured Second-Tier hero who happened to be at the silo when Warp appeared and took over the base. (His stats are in the NPC section below)

Action Scenes

Scene 1: Assault of the Gyno-Droids!

Scene 2: Infiltration of the Gluon Impact Missile Silo

Scene 3: Enter – The Platinum Bombshell!

Hey! This Reminds Me Of That One Movie...

In 1965, American International Pictures released one of the swinging-est spy spoofs of all time, *Dr. Goldfoot and the Bikini Machine*, which had Vincent Price playing the eponymous mad scientist and the Bikini Machine was a fembot designed to woo wealthy men out of their money!

It had a follow-up in 1966, *Dr. Goldfoot and the Girl Bombs*, where teen heartthrob Fabian tried to stop the girl robots, who were actual assassin droids, designed to take out generals during a NATO War Game. The wild thing is that this was directed by

Mario Bava, who was more well-known for his horror films, and his adaptation of the comic book antihero Diabolik, in *Danger! Diabolik!*

Set-Up: How the Heroes Get Involved

The PCs are alerted to the situation at the Fission Weapon Silo at Dixon Air Force Base by Dervish, who lets them know he's been captured. They can follow up on the radio message with news on the television that the Army has been deployed to surround the base following a message from Dr. Warp broadcast over all the airwaves in the world.

Important GM note: Dr. Warp has a crazy accent. The nature of the accent is up to you, stretch your acting abilities! So, feel free to make him from anywhere with a strange accent, Austrian, English, South Afrikaans, just pick one and go. If the heroes ask where he's from – simply explain he's 'European', even if you use a Southern accent.

"Citizens of the world, rejoice, for you're about to witness the dawn of a new age of peace! Once I, Dr. Hieronymus Warp, complete the retooling of this garish weapon horror-silo into a manufacturing facility for my Golden Gyno-Droids,

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The Music Makes the Man

Running a game in ICONS is a piece of cake, pick a villain, roll up a simple plot, and go! But, with this little bit of advice, we turn this adventure's cake into a chocolate lathered delight filled with silky pudding and scrumptious sweet whipped cream.

I shouldn't write these adventures before eating lunch.

Anyway!

Take some time to grab some music to play in the background during this game. I've already mentioned 'Soul Bossa Nova' by Quincy Jones, but any lounge music from the 60s will do. In fact, playing the soundtrack from any of the Austin Powers movies would also be appropriate. I personally advise playing 'Space Age Bachelor Pad Music' by Esquivel or anything by Stereolab during the scenes in the silo.

Funk will also work for the action scenes, thinking primarily of Parliament Funkadelic or even Earth, Wind, and Fire.

Trust me, with the sixties lounge vibe playing low in the background, your players will get into the groove in no time flat!

I will take control of the means of production in the United States! Then, my wonderful army of Gyno-Droids will begin the takeover of the planet! For your own safety, stay clear of this facility. There are several hostages, and sadly, I cannot fully predict what the Gyno-Droids will do if they apprehend you attempting to subvert this plan. Again, rejoice! World peace is at hand!"

The PCs will likely head to the military perimeter, or set out to infiltrate the base without consulting the military, depending on whether or not your group is aggressive enough to go in guns a-blazing.

Action Scene 1: Assault of the Gyno-Droids!

The PCs are in their form of transportation, likely a form of aircraft (be sure your group pays the Determination for a transport, either temporary expenditure or permanent, if they put Determination into the Team Determination Pool).

4 While in midair, the radar suddenly goes berserk as the instruments begin wailing about a missile lock! Red lights flash all over the cabin of the ship, and as the heroes brace for impact, the craft buckles! Two voluptuous, beautiful golden Gyno-Droids grab the front of the ship, and more begin hammering on the sides!

Enemies: Golden Gyno-Droids. One per PC.

Situation: The Gyno-Droids are trying to destroy the transport and leave the heroes without the ability to interfere with the plans of Platinum Bombshell. Bombshell traced a radio signal from the base to the heroes. Bombshell is not fully operational, and doesn't want to play her hand just yet. So doesn't inform Warp that the heroes are on their way or that Dervish has a communication device. She is also not trying to kill the PCs directly...yet.

Villain Tactics: The Golden Gyno-Droids are intelligent enough to preserve themselves if it looks like any of them are going to be destroyed. They all have Warp-Belts on, which allow them a limited teleportation back to the Fission Missile Silo. Their primary goal is to destroy the transport, the engines, the cockpit, or anything else that keeps the thing in the air.

If more than two of the Gyno-Droids are destroyed the remainder will warp away with the Warp-Belts, to report to Platinum Bombshell that the heroes are on their way.

Once the Gyno-Droids have dismantled the transport, they warp back to report the destruction of the heroes' transportation.

Action Scene 1 Aftermath

If the transport survives the ambush, the ship will be damaged and critically requiring repairs before they can return home. The military perimeter is

What To Do If None of the PCs Fly

It's always a good idea to read through the module before you run it, but in case you got here and realize 'Holy Moley! None of my PCs have flight capabilities!' Remember, Determination is your friend!

Seasoned ICONS players will know to spend Determination on parachute gear that is, naturally, stowed in the transport for just such occasions, or a prototype set of jetpacks the resident PC science hero was working on.

Don't worry - you shouldn't kill your PCs off in the first scene anyway, right?

Right?

Woah, bloodlust. Settle down. Just let them escape by the skin of their teeth.

easily spotted from the air, and they can land nearby.

If the transport does not survive the ambush, a convoy of tanks and missile platforms are riding down a major highway, and will offer to give the PCs a lift.

Once they arrive, a young soldier brings them immediately to the commanding officer, General Franklin 'Pitbull' Potter. Potter is a six and a half foot tall mountain of a man, broad chested, and stern eyed. He's African-American, and chomps on the cigar between his teeth absently as he stares at the PCs approaching.

"So! More weirdos in longjohns! My crappy day is finally complete!" Potter is chomping on a lit cigar, and is disgusted with the situation. He's derisive of the heroes, and is also uncomfortable with the very concept of superhumans.

"The President has ordered us to maintain a perimeter, and hasn't decided to send us in and blow that base to kingdom come...yet. The President's also said that if you caped-types show up, to allow you one chance to go in there and recover the base. We have a standing military, and yet he trusts YOU hippies with protecting the nation when one of these FREAKS decides to destroy the world!"

If the PCs confront Potter in any way about his attitude, consider them to have a temporary Challenge; Enemy: General Franklin Potter. He is a hard-nosed military man who believes that normal folks are more than equipped to handle a simple hostage situation. If they attempt a diplomatic course with Potter, they can possibly gain his trust and his backup during the third Action Scene. If he's considered their Enemy during the third Action Scene, the battle is far more dangerous against The Platinum Bombshell.

This is an opportunity to gain the military's trust, and to also maintain order. Potter's chomping at the bit (literally!) to go in and just assault the base.

This is actually an option as well, if the heroes want

to help the military storm the facility, the story jumps to Action Scene 3, where Platinum Bombshell begins her takeover of the mission.

If there are any scientist PCs on the team, they may realize that sending normal soldiers against the Gyno-Droids is a monumentally bad idea. They're tough, strong, and capable of ripping jets in half.

Once the scene is played out, you can move onto the next phase of the game, which will likely be Action Scene 2!

Action Scene 2: Infiltration of the Gluon Impact Missile Silo

Dixon Air Force Base is tucked between the Park Range and the Sawatch Range, and is designated as a part of the Stillwater National Park. There's dense conifer forests surrounding the base with two ways to approach; there's a road leading up to a circular drive and parking area, and a drainage canal leading up to the rear of the base, where water tanks for the cooling of one of the nuclear reactors supplying power to the silo disperse their superheated water.

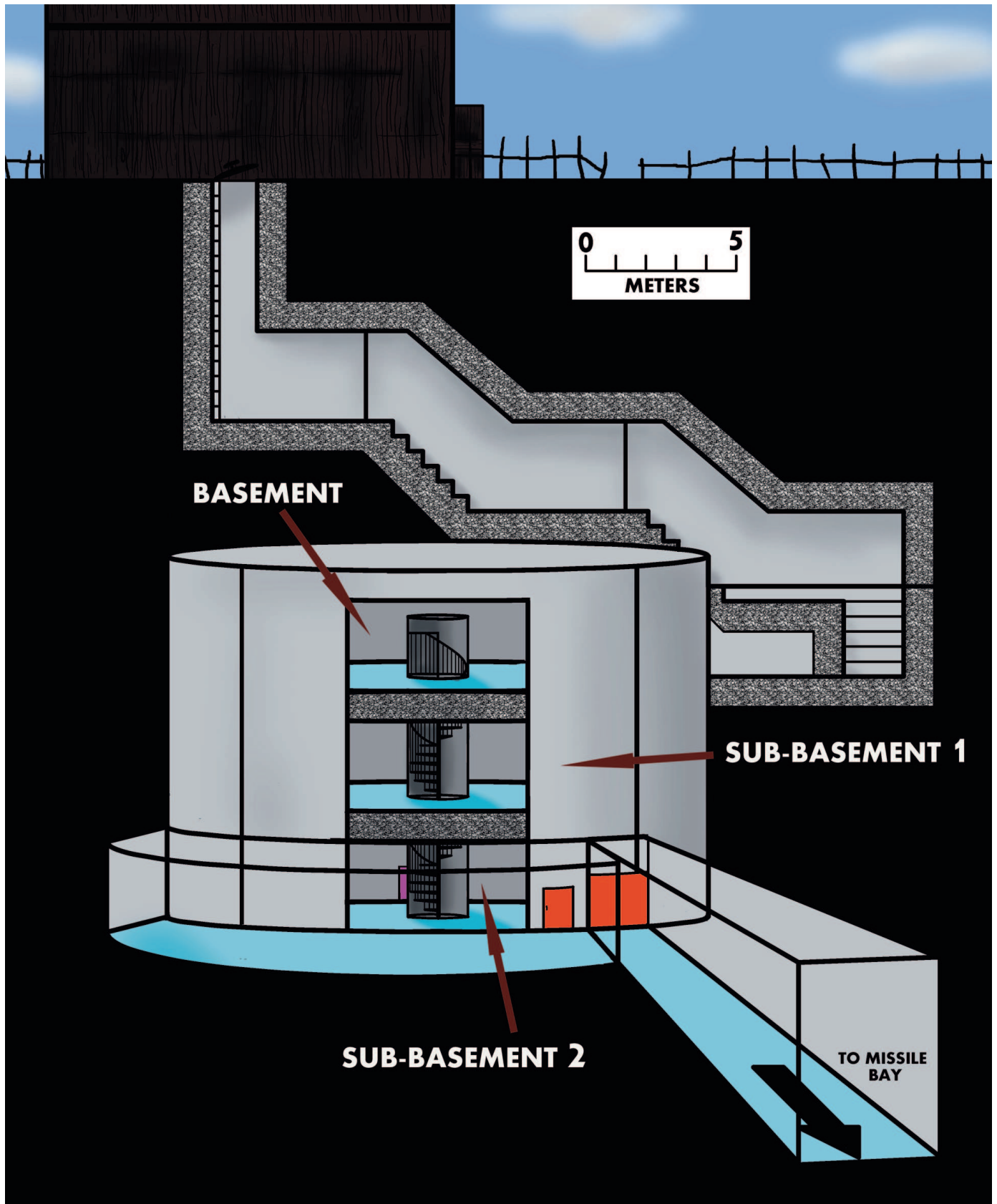
Traveling up the road, the heroes will have to face a difficulty 5 level security system that has trip-lasers and cameras. However, it gives them fastest access to the base itself. The drainage canal is patrolled by Gyno-Droids, one for each character, and they've been instructed to destroy anything that comes near the outflow canal.

Inside the base, there are patrols of Gyno-Droids, three to a team, who are patrolling for anyone attempting to infiltrate the base on the outside. There are also Gyno-Droid sentries covering the rooms, two covering the doors to every important room, and Platinum Bombshell in the lowest room of the Silo connected to the Gluon Disintegrator Ray array where Dervish is being held captive, the Repair Bay.

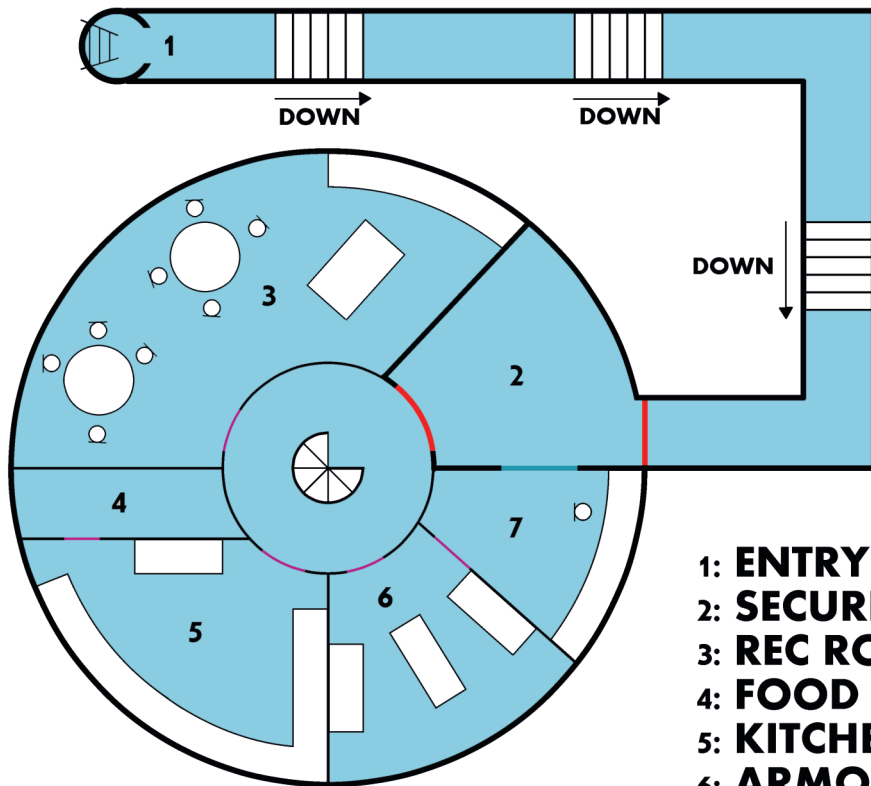
Dr. Warp is in the Repair Room as well, putting the final touches on the Gluon Disintegrator, which is in the Launch Room, where Dervish is being held captive, and Platinum Bombshell waits.

The base is a complex series of rooms, with a massive Gluon Impact Missile ready to fire in one of the tubes. The maps included in this adventure on the following pages lists the rooms, and there is a brief description of each following the maps.

Once the PCs are infiltrating the building, feel free to use the following timeline of events to give yourself an idea of what happens once Platinum Bombshell and Dr. Warp are aware of the PCs interference with the plans. This timeline only

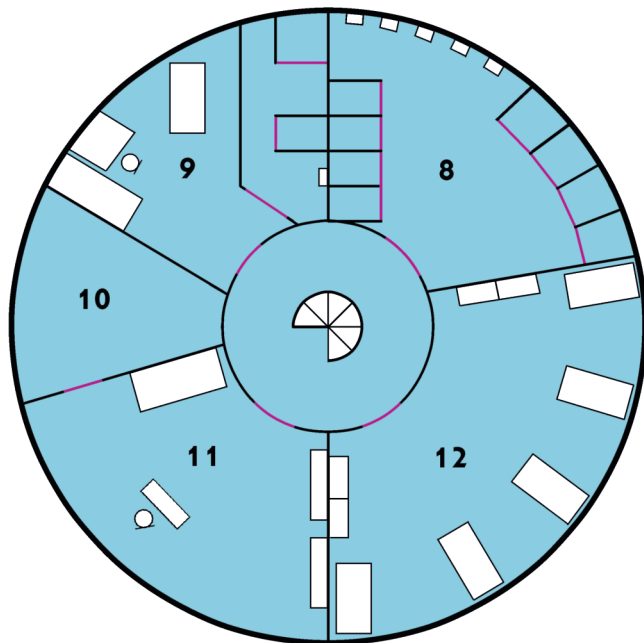


BASEMENT LEVEL

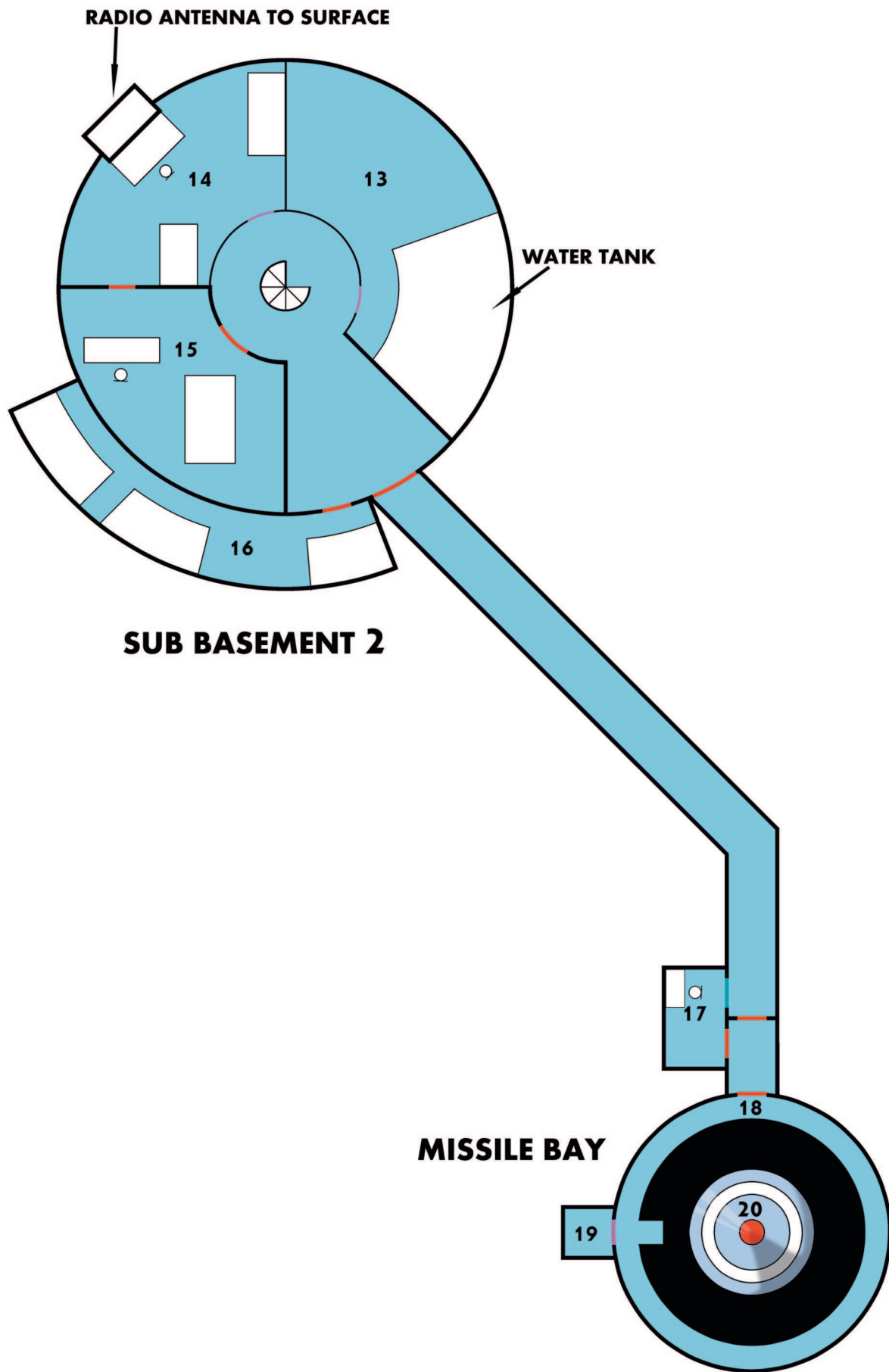


- SECURITY DOOR.
- REGULAR DOOR.
- SECURITY WINDOW.

SUB-BASEMENT 1



- 1: ENTRY LADDER.
- 2: SECURITY DOOR.
- 3: REC ROOM.
- 4: FOOD STORE..
- 5: KITCHEN.
- 6: ARMORY.
- 7: SECURITY ROOM.
- 8: LAVATORYS AND SHOWERS.
- 9: OFFICER'S BUNKROOM.
- 10: RECORDS STORE.
- 11: OFFICER'S ROOM.
- 12: BUNKROOM.
- 13: FOOD AND WATER STORE.
- 14: RADIO ROOM.
- 15: LAUNCH ROOM.
- 16: POWER ROOM.
- 17 SECURITY ROOM.
18. WALKWAY.
- 19: REPAIR BAY.
- 20 MISSILE.



1. Entry Ladder

This ladder comes down from a hatch room, where the door is sealed from the inside. It's a difficulty 9 hatch to break into. If the military is assisting the team of PCs, they have keys to unlock the hatch itself. The ladder goes down into an underground facility. The bottom of the ladder is protected by a lone Gyno-Droid.

2. Security Doors

These massive heavy doors lead into the silo base, protected by a pair of Gyno-Droids on the outside. The doors are made of alloys with a material strength of 9. The Gyno-Droids on the doors will immediately radio to Bombshell that the heroes are in the base, and set off the base alarm to alert Dr. Warp. (See Timeline Below)

3. Rec Room

The Rec Room is empty, all of the tables pushed aside when the Gyno-Droids invaded the base. The room is empty, but has a computer terminal that may be useful to PCs with technology specialties.

4. Food Store

Supplies for the base's employees. Nothing much of interest.

5. Kitchen

The base's kitchen, not much of interest either.

6. Armory

The armory contains two things of importance, one is an EMP detonator that works once per page, with an EMP pulse that works as a Power Drain 8 on electronic devices and Artificial based lifeforms. The second thing of interest is the Warp-Pad, the landing zone for the Gyno-Droids with Warp Belts. The one-way teleportation devices Dr. Warp built to deploy the droids.

7. Security Room

The security room is locked down, and controls the massive bulkhead doors that can be dropped all over the base. Control of this room means the PCs can lock down the facility, and deactivate the missile under normal circumstances. With a computer skill test with an effort of 6, they can see that the missile is under the direct control of an entity called Platinum Bombshell.

8. Lavatories and Showers

Not much of interest in this location.

9. Officer's Quarters

Dr. Warp has created a laboratory in this room. There are three experiments going on at once, which give any scientific PCs an insight into what Dr. Warp's plan is. If they've been into the security room, they see that there are two plans going on at once here.

10. Records Storage

There are records of this facility going back to the late 80s in this room. However, nothing in here is going to be germane to the current situation.

11. Officer's Meeting Room

This room is being used as Dr. Warp's situation room, it's been wired with monitors constantly broadcasting images of the facility, and giving Dr. Warp updates on the modifications being made to the base for manufacture.

12. Bunkroom

The hostages are being held here. There are forty men and women

soldiers here, disarmed, and tied up. The room is protected by a pair of Gyno-Droids, who will retreat to the Power Room if they are in danger of being destroyed. The hostages know of a way out of the building not using the main hatch. If the way is clear, the soldiers will either head back to the perimeter or will help the PCs fight to take control of the base.

13. Food and Water Store

There is a hatch leading to a water storage area from here leading out to a canal that heads down the side of the mountain. This is definitely a way out of the base without being spotted. This is also the rear entrance of the base.

14. Radio Room

The radio room contains communications devices, that have been modified to contact every other base in North America. Again, a science based PC will have a chance to notice that the communications array has been modified to control all missiles in North America. A difficulty level of 6 computer use will be able to determine what's going on. It will also alert Platinum Bombshell as to what's going on, and begin her disintegration of Electric Dervish.

15. Launch Room

This room is the prep room for launching the missile in this silo. However, it's been converted by Dr. Warp into a conglomeration of presses, armatures, gimbals, and waldoes that are in the process of manufacturing Gyno-Droids!

16. Power Room

This room has been modified with connections to the missile silo, to power the Gluon Disintegrator Ray that Dr. Warp intends to use to break down Electric Dervish to power Platinum Bombshell. The cabling in this room is thick, bundled, and leading towards the Repair Bay, where Electric Dervish is being held captive.

17. Walkway

This gantry leads to the missile, where the warhead has been tapped for an energy source by Gyno-Droids who are still posted as sentries – four of them who are ready to defend unto destruction the connection to the warhead. Cabling covers the walls and ceiling of this walkway, all the way to the missile itself.

18. Repair Bay

This is the staging area for Dr. Warp's scheme. The efficiency of the manufacturing of the Gyno-Droids has almost completely enthralled Dr. Warp, who is definitely not noticing that Platinum Bombshell has her own plans.

Electric Dervish is trying to talk Dr. Warp out of killing him, and doing an okay job of stalling him.

Platinum Bombshell is under a large tarpaulin, grease stained with many of the massive cables going to what looks like a Frankenstein's Monster table, with several small robotic armatures assisting with her construction. A massive display shows a stunningly beautiful woman made completely of platinum as the result of this construction.

19. Missile

The Gluon Impact Missile has been altered to power the manufacturing station of the Gyno-Droids. The warhead is emitting lethal amounts of radiation, and there are two Gyno-Droids protecting it.

assumes the beginning of the PCs infiltration and continues as if Dr. Warp and Platinum Bombshell are not defeated.

Timeline

8:00 am – The Doctor and the Gyno-Droids take over the base, and capture Electric Dervish.

9:40 am – Dervish makes his distress call.

10:30 am – Manufacture of the Gyno-Droids begins.

2:00 pm – Gyno-Droids complete, and begin working on manufacture of Platinum Bombshell.

3:00 pm – PCs arrive at the perimeter.

3:20 pm – PCs begin their infiltration – if they take the front way at 3:40 Dr. Warp and Platinum Bombshell are aware and begin preparations for their final plans in Action Scene 3 If they take the drainage canal path, they will be aware at 3:50.

3:55 pm – Platinum Bombshell begins using the communications room to contact the other Gluon Impact Missile Silos in North America to launch a strike at the Colorado Rockies. It will take 5 hours to complete the launch sequences and get the missiles fueled and ready to go. Dr. Warp begins his powering up of Platinum Bombshell.

4:00 – 5:00 pm - Dr. Warp finalizes calibration of the Gluon Disintegrator Ray, and is being distracted by Dervish's constant questioning about Dr. Warp's plan for World Domination.

6:10 pm – The doctor is no longer being distracted, throws the switch and destroys Dervish to power Platinum Bombshell, who diverts this energy to the warhead, to send it into a critical failure.

6:25 pm – Platinum Bombshell kills Dr. Warp using her Photon Blast, and sends her robotic minions to lock down all communications, and informs them to begin killing all soldiers in the area.

6:30 pm – All Gyno-Droids and Armatures are finished clearing out the area, returning to the silo, awaiting the missile impact that begins the new Dark Age, the EMP wave that shuts down all power but leaves the Gyno-Droids to destroy all mankind and take over the continent.

7:05 pm – IMPACT. The new world begins.

Action Scene 3:

Enter – The Platinum Bombshell!

After the infiltration of the missile base, several rooms become very important to Dr. Warp's world domination plot and it becomes apparent that his



doomsday device has plans of its own. Once the PCs have investigated either the Radio Room (14) or the Security Room (7), they're aware that Dr. Warp's plan is being subverted by someone called Platinum Bombshell. In case the heroes haven't put it all together, consider having an NPC (perhaps a communication from a scientist outside the silo who has noticed something unusual or one of the captured soldiers or even Dr. Warp himself) tip them off. The important details here are:

- Dr. Warp's building Platinum Bombshell as the ultimate Gyno-Droid, the pinnacle of artificial life.
- Platinum Bombshell has gone rogue and is planning on sending North America back to the Stone Age so that the Age of the Gyno-Droids can begin!
- She's planning on dropping ten Gluon bombs on this base and wiping out all forms of electricity on the North American Continent.

Once the heroes reach the Repair Bay (18), Platinum Bombshell will activate, along with her deadly Armatures (stats are in the NPC section). Her primary goal is to activate the Disintegrator Ray on Dervish (to overcharge the warhead), then to kill Dr. Warp. (Although she's not too picky about the order in which these goals are accomplished.) Warp realizes what's happening, curses the Bombshell melodramatically, and takes cover behind a bank of computers in the room, leaving the PCs to attempt to destroy or deactivate Bombshell.

Note: Conveniently, Platinum Bombshell has a weakness to EMPs, and there is an EMP device in the base's armory. The PCs can gain this info from Dr. Warp (perhaps shouted to the PCs as he races to safety), from the captured soldiers on the base, or from an observant scientific hero on the team.

Enemies: Platinum Bombshell (Stats in the NPC Section), Armatures – One per PC (Stats in the NPC Section), Dr. Warp (Stats in the NPC Section).

Notable NPCs: Electric Dervish (Stats in the NPC Section).

Situation: Platinum Bombshell intends to detonate several Gluon Missiles into this base to knock out power around North America. Dr. Warp was hoping to activate her to be a shining example of his robotic prowess (and as a testament to his own genius). These two plans converge, and then suddenly go awry as the heroes enter the base. They have however much time is left on the timeline from the time they enter the Repair Bay (18), be sure to keep track of about how long they're taking to deal with the Gyno-Droids in the base. In the room, Platinum Bombshell is going to do everything she can to protect the communications to the base going out, and prevent the PCs from stopping her launch of the missiles.

Villain Tactics: Platinum Bombshell immediately tries to destroy Dervish to overcharge the warhead. Dervish can be unhooked from his table fairly easily,

Hey, Remember That General We Left At The Perimeter?

General Potter is waiting for word from the PCs, he'll likely hear any combat from near the silo as a positive event. Now, if the PCs confronted him and made him a temporary enemy, their job at the end of this scenario is a little harder. He's unwilling to help them, wanting them to fail, so he can show the superiority of the United States military in dealing with any kind of threat. Not knowing, of course, that they won't get a chance to prove their might as the Platinum Bombshell and Gyno-Droids will destroy them all.

Potter has the ability to contact the other missile bases in the continental US before Platinum Bombshell can infiltrate their systems, and thus put the kibosh on that portion of her plan. He also has the ability to launch an air strike to destroy this base once they've got Platinum Bombshell under control or incapacitated enough to take out.

but Bombshell will do everything she can to activate the Gluon Disintegration Ray before he's free. Luckily, the beam goes up the middle of the table slowly James Bond-style. Second on her agenda is to prevent the PCs from cutting contact to the other missile bases. However, if the PCs managed to talk to the General, they can have this done before the combat begins. This will leave Bombshell but one goal: Destroy Dr. Warp.

She will try to kill him, because she realizes that he has built into her (before arriving at the base) her deactivation code. Amusingly enough, the code to shut her down is literally Dr. Warp saying: *"Your work is finished. Back to bed, Baby!"* He will not say this phrase willingly, believing he can reprogram her back to loving him.

Dr. Warp will try to cobble together a control device while the PCs fight her. It will take some convincing to get Dr. Warp to use the Deactivation code instead of trying to gain control of her.

Gameplay Note: At this point, Determination will be tossed around like candy, as the PCs play off Warp's and Bombshell's various Qualities and Challenges.

Once it's apparent Platinum Bombshell will not win, she sets herself to overload and explode, trying to take out the base itself. There are multiple ways to defeat Platinum Bombshell and her Armatures.

We Win! Now What?

The heroes have won, Dr. Warp is in custody, Electric Dervish is free, and Platinum Bombshell is dismantled, deactivated, or laying at the bottom of an irradiated crater. So, what happens next? This adventure is designed to be a one-off, but there are still threads out there to be used in further adventures!

1. My Wife, The Gyno-Droid – One of the Gyno-Droids has escaped and found a weirdo living in a nearby town, a nerdy recluse who takes advantage of her lack of programming and 'marries' her.

2. Platinum Bombshell Dies Hard – Return of the Bombshell! Platinum Bombshell isn't going to let a

petty thing like death stop her, only this time, she's rebuilt in a truly stunning female form. She's going incognito as she plots to break Dr. Warp out of jail – to kill him of course, to make sure he can never deactivate her again! But, in the meantime she's also the target of a superhuman stalker who wants to kidnap her for a ransom. A plot the PCs hear about and try to foil, but get wrapped up with Bombshell one more time. Perhaps even one of the PCs falls for Bombshell, or she for him.

3. Groovy Gluon Mutants From The Hills – A family of backwoods mountain folk near a remote missile base are bathed in Gluon radiation and gain random powers from it. Logically, they decide to go on a crime spree! The Military call the heroes in to deal with it again, with either the General racing them to get there first or helping them (depending on whether Pitbull Potter is one of their allies.)

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NPC Section

Platinum Bombshell

Real Name: None

Prowess 5
Coordination 7
Strength 8
Intellect 10
Awareness 7
Willpower 7

Stamina 15
Determination *

Specialties

Computers Master
Electronics Master
Power Master (Immortality)
Mechanics Master
Pilot Expert

Powers

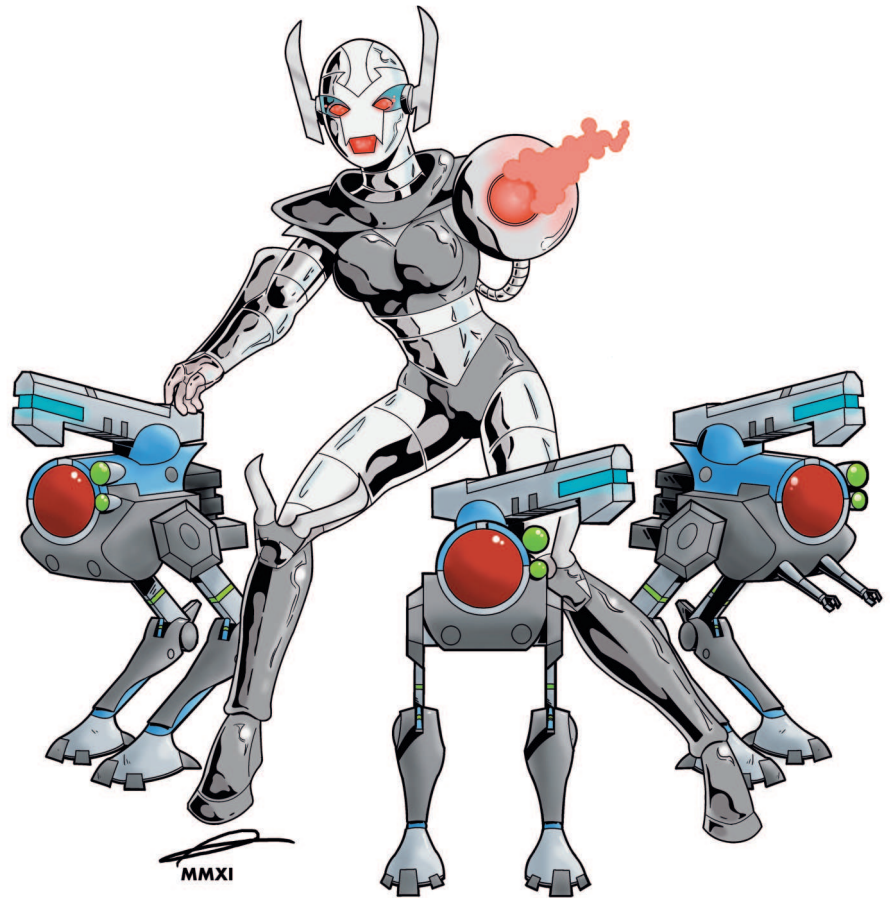
Blast 6 (Shooting) - Photon Blast
Force Field Device 5 - Ablative - Each successful attack reduces Force Field by 1
Immortality - This is a Plot Device Level
Immortality - If even a particle of Platinum Bombshell exists, she can come back.
Invulnerability 6
Life Support 10
Flight 8
Wizardry 5
Interface
Danger Sense
Extra Body Parts
Blinding

Qualities

Epithet : The Gyno-Droid Gargoyle
Catchphrase : "I Bring You Peace!"
Motivation : Eradication of Humankind to Bring About World Peace

Challenges

Weakness : Electromagnetic Attacks (a successful EMP attack will shut her down immediately)
Weakness: Electrical Attacks (Can deactivate her



with a Major Success)
Social : Strange Appearance
Weakness : Deactivation Code (Causes Complete Shutdown)

Point Total 108

Description: Platinum Bombshell was designed as the pinnacle of Gyno-Droid technology by Dr. Warp. Warp's new Gyno-Droid blueprints went into production the minute he saw how advanced our era was, and how many different forms of power were available to make her the perfect Gyno-Droid. Warp designed her to be the most spectacular woman anyone had ever laid eyes on, sleeved in platinum and armored with atlasium, an impenetrable alloy. Her mind grew exponentially as he connected it to a military base's hardware, and gained consciousness immediately following. Bombshell's mind is exceptional, cold, calculating, and willing to fulfill her father's mission -- to bring about world peace. The most logical extension of this plan of course, is to remove all humans from

the planet. She has both mind and soul, and feels sadness that her father must also die to achieve his goal, but she fears he does not have the will to bring about true world peace.

Platinum Bombshell's Armatures

Use the Robot Stock Character from ICONS for Bombshell's Armatures. Add Blast 4 to represent their head-mounted laser. Use the Minion Damage Option for the Armatures.

Electric Dervish

Real Name: Devon Pigeon

Prowess 6
Coordination 6
Strength 3
Intellect 3
Awareness 4
Willpower 5

Stamina 8
Determination 4 (if used as PC)

Specialties

Computers (Radio Equipment)
Electronics Expert (Repairing Only)
Law Expert

Powers

Elemental Control 7 (Electrical) - Electricity
Attacking (EMP Pulse)
Defending (Electric Aura)
Super-Speed 4

Qualities

Catchphrase : "Electro-Magnificent!"
Connections : Federal Bureau of Investigation
Epithet : The Dynamic Dervish
Identity : Devon Pigeon, Television Repairman
Motivation : Fighting Super-Villainy

Challenges

Bad Luck
Social : Insecure About His Powers
Weakness : Water Based Attacks Can Short Him Out



Point Total 43

Description: The Electric Dervish began his crimefighting career as Devon Pigeon, a Radio Technician for the FBI. On a stakeout, his surveillance van was struck by a mysterious electromagnetic blast that caused his radio equipment to feedback into him, and he gained extraordinary powers over electricity! Since then, he retired from the FBI, to work as a television repairman and fight crime in his off time. Donning a garish costume, he uses his incredible electric powers to fight super-villainy wherever it raises its disgusting head, like cosmic whack-a-mole!

Dr. Warp

Real Name: Dr. Hieronymus Edgar Warp

Prowess 3
Coordination 3
Strength 3
Intellect 7
Awareness 4
Willpower 6

Stamina 9

Specialties

Electronics Expert
Computers Expert
Science (Metallurgy)
Mechanics Master (Robotics)

Powers

Ability Increase (Intellect)

Qualities

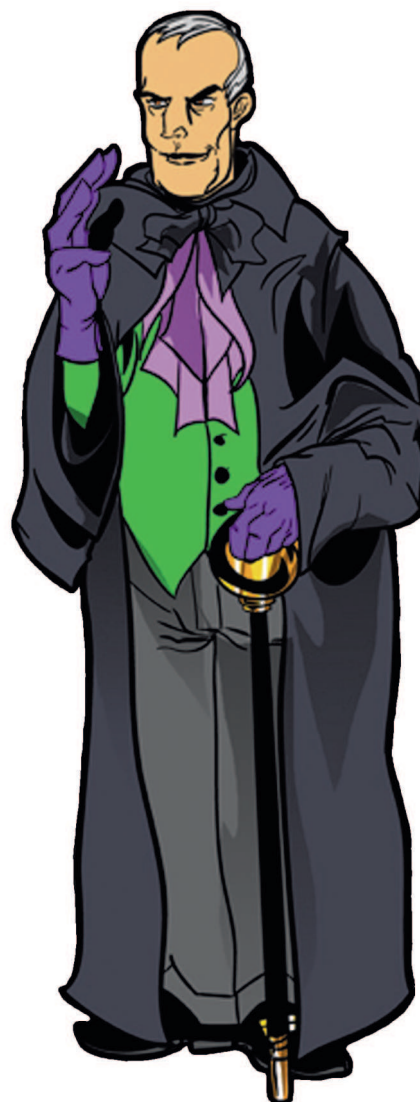
Motivation : World Peace Through Robotics
Connections : Loves His Golden Gyno-Droids
Epithet : The Mad Droid Doctor

Challenges

Social : Socially Awkward
Social : Craves Attention
Social : Craves Affirmation

Point Total 37

Description: Dr. Hieronymus Warp was born in the small city of Bratislatvita in a tiny European nation most maps don't bother to list. But, even though he was born in a tiny town, his dreams were truly massive! Warp traveled across Europe in his formative years, learning Physics, Engineering, and finally pioneering Robotics with his most amazing creation, the Warp-Droid. The Warp-Droid was equipped with his teleportation technology, as well as given massive strength and basic computation skills. Warp's travels pointed out the simple fact that human life could be made effortless if only the robots he designed could do all the manual labor, leaving more intellectual pursuits to the rest of humanity.



However, being a recluse and somewhat shy man, his effort to perfect the Warp-Droid resulted in his Golden Gyno-Droids, which he brought to the 1968 World Science Exposition to show off his amazing technology and talent.

At the Expo, when he revealed the buxom Golden Gyno-Droids, instead of being hailed as a genius, he was called a crank, a madman, and a charlatan, in his flustered and embarrassed state, he accidentally activated all of the Droids' teleportation belts at once, and caused a rift in time to open and dropped him in our time, with only a pair of droids, and a mind full of bitterness towards a community that mocked him for his amazing discovery.

Now in the modern age, he sees that the only way the world will believe his claims is to force them to see, and all his mind and power is bent towards that.

Golden Gyno-Droid

Origin: None

Artificial

Prowess 7
Coordination 7
Strength 7
Intellect 3
Awareness 3
Willpower 3

Stamina 10

Specialties

Computers Master (Communication With Any Computer)

Powers

Interface 5
Life Support 5 (Breathing, Eating, Radiation, Sleeping, Toxins)
Blast 6 (Shooting) - Photon Blast
Flight 6

Qualities

Motivation : Protect Dr. Warp / Obey Dr. Warp
Catchphrase : 'We Bring You Peace'

Challenges

Weakness : Electric Based Attacks (Can disable with a Major Success)
Weakness : EMP Attacks (Successful EMP will shutdown this robot immediately)

Point Total 55

Description: The Golden Gyno-Droid is a creation of Dr. Warp. Designed by the Dr. to perform any task a human can, specifically menial tasks, he hoped the Gyno-Droids would be used as a workforce capable of handling all the manual labor in the world, to leave humanity able to pursue a more intellectual course.

However, once Dr. Warp was mocked for his robotic breakthrough and transported through time, he's



used modern engineering and power to make an army of feminine foes, loyal only to him.

Note: This is the basic design for the Gyno-Droid. The Baseline Gyno-Droid is completely loyal to Dr. Warp. In this adventure, they are taken over by Platinum Bombshell one by one. Any Droid encountered before the heroes reach the Repair Room has a fifty percent chance of being loyal to either Warp or Platinum Bombshell.

Consider using the Minion Damage Option for the Golden Gyno-Droids.

General Franklin 'Pitbull' Potter

Prowess 5
Coordination 4
Strength 4
Intellect 4
Awareness
Willpower 6

Stamina 10

Specialties

Military Master
Leadership Expert
Weapons Expert (Guns)
Drive Expert (Tanks)

Powers

Blast Device 5 (Blasting) - Bazooka

Qualities

Motivation : Protecting the United States From All
Enemies Foreign and Domestic
Catchphrase : "That TEARS IT!"
Epithet : The Pitbull

Connections : High Ranking Member of the US Army

Challenges

Enemy : Super-Powered Villains
Personal : Distrusts Superhumans of All Kinds
Social : Gruff and Angry

Point Total 40

Description: Since the Second World War, certain soldiers have proven themselves to be beyond the normal rank and file. Franklin Potter was the son of a sharecropper from Pennsylvania, and went to war believing in his country. What he saw during the war was that Hitler's Reich was willing to use otherworldly powers to dominate the Earth. During his fights in Europe he grew to distrust those powers, even ones claiming to be working for the greater good. He rose through the ranks of the United States Army on his no-nonsense attitude, and his incredible bravery.

He is in every respect a hero, relying on his mastery of weapons and tactics to combat true evil, not some longjohns and a cape.



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