

BASE RAIDERS



**FROM
THE UNDERGROUND**

FIGHT VILLAINS AND GET RICH

PLUNDER ABANDONED SUPERHERO BASES, DISARM DEADLY TRAPS, FIGHT VILLAINS, AND LOOT EVERYTHING IN SIGHT!

You never know what you find in an abandoned super villain base! It could be priceless treasure or it could be a deadly trap or villain. Perhaps you could even find potential allies. From the Underground contains new heroes, villains, traps, super teams, and gear, suitable for use in any campaign. Compatible with the Base Raiders Role Playing Game and with most Fate system games. It contains:

- **New Heroes and Villains:** From a vampire scholar of the occult to a deranged unicorn who may be good or evil, From the Underground contains exciting new characters with plot hooks and adventure ideas!
- **New Gear:** Boost Patches can grant temporary super powers and are worth more than their weight in gold. Vintage super villain gear like ray guns can still disintegrate foes. Magical artifacts forged from the corpses of unicorns are powerful but at what cost?
- **Death Traps:** Insidious and deadly traps can take out entire teams if they are not wary. Standard traps like sentry turrets can be hacked or destroyed but few are ready for complex defense systems like a shrink ray that transforms intruders into micro-sized captives or a swarm of nanobots that can disassemble targets on a molecular level!
- **New Teams:** Two new teams of base raiders that can be used as allies or rivals. Includes plot hooks and full game stats!



BASE RAIDERS

**FROM
THE UNDERGROUND**

Slang Design

Elizabeth Solomon, Sparkles the Unicorn, Boost Patches, Vintage Villainy, Sentry Turrets, The Vigil, Hedge Wizard, and Agent Grayson by Ross Payton.

Avalon's Ideal by Kyle Carty

Cosplay by Colin Thompson

Build-A-Base Bomb, Gritty Gas, and Shrink Trap by Caleb Stokes

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BOOK OVERVIEW

So what is this book about?

From the Underground is a collection of heroes, villains, gear, and traps for use in any Base Raiders or Fate based superhero role playing game. It has the complete stats and background descriptions you need to include them in any game.

This section provides advice and tips on using the contents of this book in your game.

Chapter 1: Heroes

Two heroes are written up in this chapter, Elizabeth Solomon and Sparkles the Unicorn. Each is a fully usable player character, so they can be given to players who do not want to make their own character or do not have time to do so. They can also be used as NPCs in your game, fulfilling any number of roles.

Elizabeth Solomon is a vampire and scholar with a variety of combat and occult powers. She would be perfect as a contact or ally for groups investigating supernatural events or bases armed with mystical defenses. She is a vampire though, so still needs blood to survive, which could make her an enemy of some groups.

Sparkles the Unicorn is a unique character because he can be used as a hero or as a villain, even in the same game. He is an immortal being who has suffered tremendous mental trauma over the centuries, so he is chaotic and unpredictable. There are two versions of him in this book. The heroic version is the equal of any other high power player character but the villain version is far more powerful and is only suitable as a NPC antagonist.

As a hero, Sparkles has some combat prowess but his main power is to grant super powers to other characters. He can temporarily (or permanently in some cases) give a character a super power of his choice. Sparkles tends to give normal humans powers in exchange for helping him in some way. This unique ability can make for some very interesting scenes, especially when you play up his chaotic nature!

Chapter 2: Gear

This chapter contains new items that can be found in bases or purchased in the black market. They can be loot or weapons used by antagonists to fight the heroes.

Boost patches apply a super soldier drug that temporarily grants a super power to any human or similar organic being that uses them. They only last a few hours but can make the difference between life or death in a pinch.

The Vintage Villainy section describes a number of gadgets and power sources used by villains in the first half of the 20th century. Ray guns and vacuum tubes may be out of fashion, they still pack a punch, especially to the base raider on a budget.

Mystical artifacts are often made from the body parts of magical beings. The last section describes several examples of artifacts made from unicorn parts. They are extremely powerful but many consider it evil to use artifacts with such a grisly origin.

Chapter 3: Teams

Base raiding is not a solitary profession. Survival depends on teamwork. Many new groups have started up since Ragnarök, each with their own agenda. This chapter describes two groups.

Avalon's Ideal were dedicated fans of the superhero, wanting to live up to the standards he set. When he and all the other heroes disappeared, the fans decided to become the next generation of superheroes. Buying super powers on the black market does not equal years of training and experience though, so these amateurs have a lot to learn. They might become real heroes, given time, if they manage to survive. They might also become zealous vigilantes, punishing anyone that does not live up to their own standards. They can be skittish allies or annoying rivals.

Cosplay is a more professional group of three base raiders, led by a veteran hero who somehow managed to escape Ragnarök. Saber Antimony used to fight the Darkness that Dwells in Japan, but disappeared years before Ragnarök. She has resurfaced recently, leading two other base raiders. No one knows how she survived the cosmic event or if it is even the same person.

Pretty Soldier is a Russian power armor pilot and engineer and the second member of Cosplay. After building her own power armor from scavenged alien technology, Pretty Soldier is a brilliant and enthusiastic engineer, but perhaps a bit too naive.

Marcus Jones believes he is the Chosen One, a hero destined to save the world. He has powerful telekinesis but he believes too much into his own hype.

Cosplay has multiple plot hooks to work into a Base Raiders game. Finding out how Saber Antimony survived Ragnarök is one possibility, for example. Other plot hooks are given in the chapter.

Chapter 4: Death Traps

What good is an abandoned base if it doesn't have at least one deadly trap? This chapter describes five death traps that can be used in any number of bases.

The Build-A-Base Bomb incorporates advanced nanotechnology to create an impossible unstoppable trap for unwary base raiders. A nanoswarm devours everything in the base, including any intruders, and then perfectly replicates the base. Anyone caught inside the swarm is doomed to become part of the base itself. The trick is figuring out how to disarm the trap or better yet, rig the trap to go off after the base is looted, so it can be looted once more.

Gritty Gas is an alien biological weapon that affects virtually any intelligent carbon-based life form. It makes its victims more vulnerable to physical and psychological damage and compels them to describe their own pain. In other words, they become angst-ridden monologuing grim and gritty characters. The effects are temporary, but surviving a dose of Gritty Gas is a challenge for any living character.

Sentry turrets are the gold standard for base defense. Many bases combine the turrets with other defenses or traps. Rules for variant turrets and how they can be disarmed or destroyed are presented.

Shrink rays were often used by heroes to trap intruding villains. A shrunken trespasser was usually helpless and could easily be caught at leisure by the base owner. However, they are delicate machines and many require constant maintenance. A half-broken shrink ray can be potentially lethal to thieves and escaping such a trap is an adventure in of itself.

Not all traps are high-tech. Mystically inclined base owners created powerful magical wards to protect their lairs. One such ward is the Vigil. It attunes a community of normal humans into becoming subconscious guardians of a base. They act like average citizens until someone tries to sneak into the entrance of the base. Then the magic power of the ritual compels the citizens to protect the base and stop the intruders, by any means.

Chapter 5: Villains

Heroes need villains to fight. In this chapter, four villains are described, along with their stats and adventure hooks.

Agent Grayson represents the worst in law enforcement, a ruthless thug who uses his badge to commit crimes and enrich himself. He has dosed himself with various super soldier drugs in order to give himself an edge and call up federal SWAT teams with anti-super-human weapons as backup. If the player characters cross him, they may become America's Most Wanted.

The Hedge Wizard is a mystical serial killer that targets magical beings so he can use their bodies to fuel his sorcery. He can use ritual magic to grant himself different powers every day. If he can prepare for a fight, he will pick abilities that give him the biggest advantage. A powerful foe for an entire team of base raiders.

The Darkness That Dwells is a growing legion of demonic spirits. They disappeared during Ragnarök but they have recently resurfaced. Are they connected to Saber Antimony's reappearance or is that just coincidence?

Sparkles is an insane unicorn and he may have turned to evil. He is more powerful as a villain and more insidious. He wants to corrupt other magical beings to evil so he can eventually use them to destroy all of humanity. Worst yet, he still pretends to be a heroic unicorn and few will believe that he has turned to evil.

Other resources for playing Base Raiders

The Base Raiders website, www.baseraiders.com contains numerous articles and fan material ready for use in your game.

The character creation survival guide on the Base Raiders website is a must read for new players:

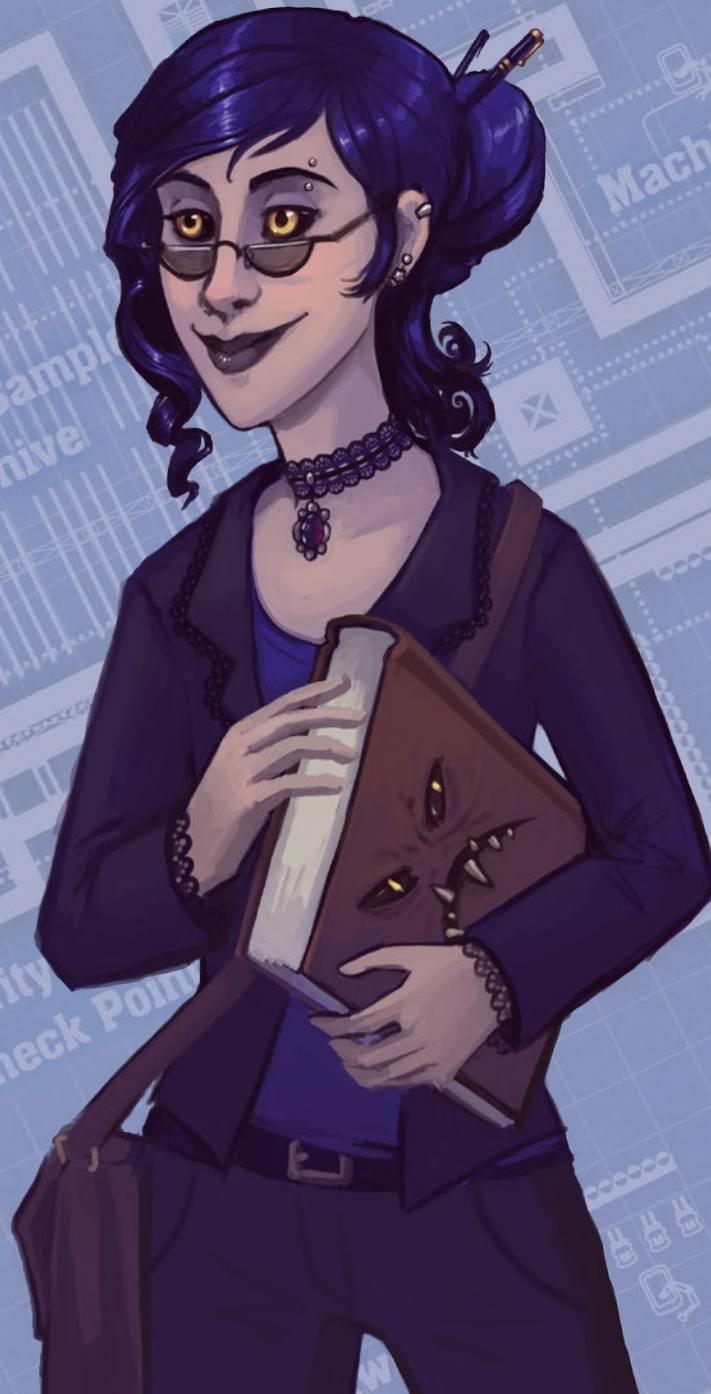
www.baseraiders.com/2013/12/02/character-creation-survival-guide/

Be sure to check out our other products, including a full adventure Boiling Point. We also release new short PDF supplements on a regular basis.



CHAPTER ONE

NEW HEROES



ELIZABETH SOLOMON

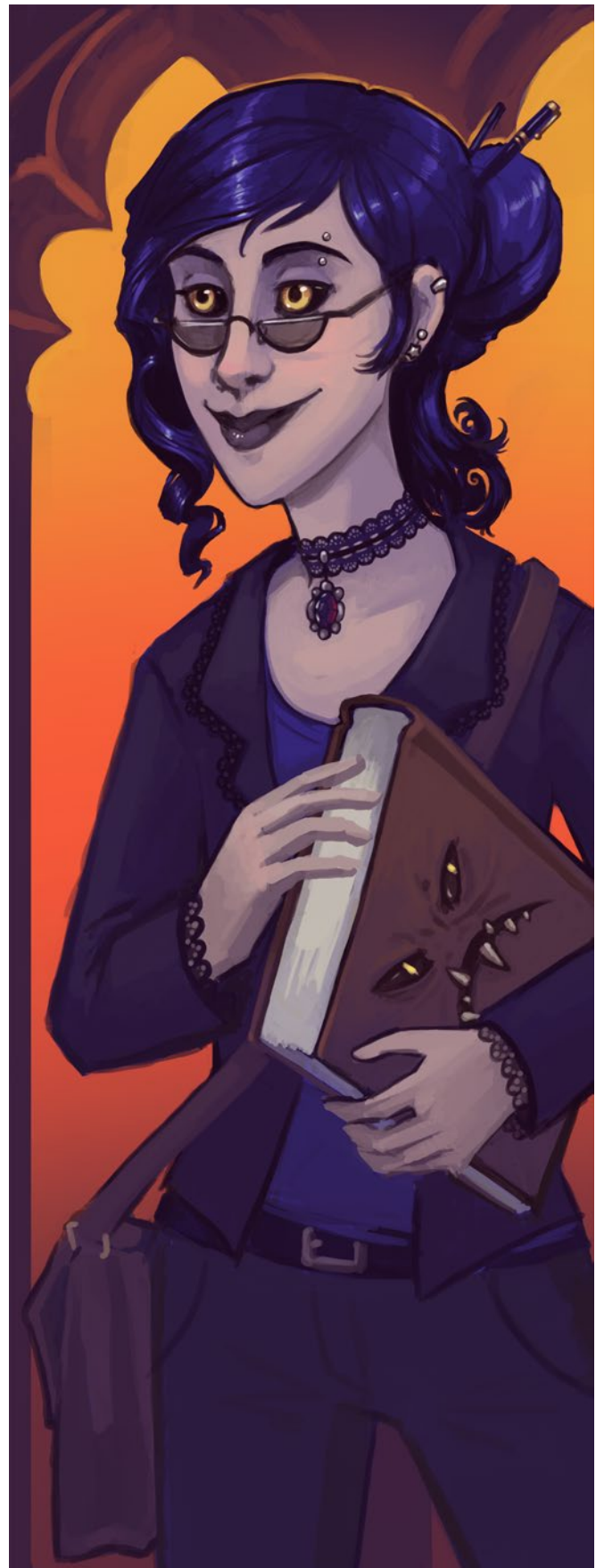
Medium Power Hero

For most of her life, Elizabeth wanted more than what she was offered. She was not sure what that was, so she spent years searching for it. When she learned that vampires were real, she knew what she was missing. In the years before Ragnarok, Elizabeth studied the occult in hopes of learning how to become a member of the undead without giving up her freedom. Vampires were kept in check by powerful supernatural heroes but they still existed in small, elitist societies. A would-be vampire had to give up their freedom to work as a human servant for decades before they had a shot at immortality. Even after ascension, they had to obey their elders, forever. It was a fool's game. Ragnarok changed that.

Every known elder vampire disappeared in Ragnarok, leaving only weak and inexperienced undead on Earth. Elizabeth saw her opportunity and broke into the crypt of a reclusive vampire, one that had neither disciples or human servants. Correctly realizing that the recluse's crypt would be totally abandoned, Elizabeth used her scholarly knowledge of the occult to bypass the mystic wards and traps. She ransacked the lair and found what she was looking for: a vial of vampiric blood. Injecting herself with the blood while draining out her own, Elizabeth Solomon joined the ranks of the undead that night, realizing her lifelong goal. Unfortunately, she underestimated the tenacity of vampire culture.

Had Elizabeth become a vampire while the elders still walked the Earth, she would have been slain as a heretic. However, she believed that the remaining vampires would throw off the shackles of their repressive society once the elders left. Instead, the remaining undead clung even tighter to tradition, forming a new society even restrictive than ever before. When Elizabeth introduced herself to a clan in New York City, she was chased out and nearly killed. The new vampires lack the skill or power to hunt her down, but Elizabeth remains in exile from vampiric society.

Because Elizabeth took the blood of an elder vampire, she has already gained several powers, including the ability to walk around in the day. She still needs human blood, so she has taken a job at a blood bank to satisfy her needs. She still thinks of herself as a decent



person, just one who never wanted to die of old age. She has thought about taking up base raiding to help pass the time and perhaps make new friends. Her curiosity also drives her. She wants to solve the mystery behind Ragnarok, which she believes is the work of a powerful supernatural being, like a demon lord or elder god. She has no proof of her theory, but is quite willing to argue it for hours at a time.

ASPECTS

Background - Human: Recovering Goth

Archetype - Magical Being: Daywalker Vampire

Conviction: Undeath isn't an excuse to be evil

Complication [Major]: Targeted by Vampires and Hunters alike

Life is strange, but strange is good

UNIQUE AND STRANGE SKILLS

Vampiric Prowess: 8 skill points

Power Tier: Superhuman

Physical Force, Resist Damage, Stealth + unusual

Complication [Major]: Targeted by Vampires and Hunters alike

Snag [Minor]: Must drink human blood at least once every other day for power to work

Description: As a vampire, Elizabeth has enhanced strength and resilience. She can blend into darkness perfectly and does not show up on thermal sensors.

Dabbler in the Occult: 7 skill points

Power Tier: Extraordinary

Information, Networking, Research, Stress Capacity [Composure], Willpower

Conviction: Be Open-Minded to the Occult

Complication [Minor]: Curiosity killed the vampire

Description: Elizabeth is a self-taught scholar in the dark arts. She has read countless books, including several grimoires. She has even performed séances in order to interview spirits and has seen enough of the hidden world to steel her mind against any horror beyond time and space. She is often too curious for her own good and has gotten into trouble more than once

during her investigations.

Eyes of the Wolf: 3 skill points

Power Tier: Extraordinary

Examine, Menace, Notice + Unusual

Snag [Minor]: Eyes are noticeably inhuman when this power is used.

Description: This power allows Elizabeth to see in absolute darkness. Her other senses are also enhanced, making it next to impossible to sneak up on her. She can also terrify her foes by staring and snarling at them using this ability. Of course, anyone who sees her eyes when she uses this power will realize she is not human.

SKILLS

Good: Dabbler in the Occult, Eyes of the Wolf +3

Fair: Deceit, Empathy, Vampiric Prowess +2

Average: Athletics, Unarmed, Presence +1

GIFTS

Skilled

TIER BENEFITS

Weapon 2 [Health] - Unarmed attacks

Armor 1 [Composure]

STRESS TRACKS

Health ○○○

Composure ○○○ ○

Reputation ○○○

Refresh 4 (8 base -4 for powers)

AS A HIGH POWER HERO

If you would like to use Elizabeth as a high power hero, give her +2 refresh and +5 skill points. You may allocate them as you wish, but the following changes are recommended:

Add the skill trapping Stress Capacity [Health] to Vampiric Prowess. This gives Elizabeth +2 Health and Armor 2 [Health]

Keep the refresh, raising her total to 6.

Change Elizabeth's skills to the following levels:

HIGH POWER SKILLS

Great: Dabbler in the Occult +4

Good: Eyes of the Wolf, Vampiric Prowess +3

Fair: Deceit, Empathy +2

Average: Athletics, Unarmed, Presence +1

USING ELIZABETH IN YOUR GAME

Elizabeth can be used as a pregenerated player character, so players who do not have time to make their own character can use her instead. She can also be used as a NPC in a variety of roles.

Ally: Elizabeth makes an excellent ally to heroic base raiders. Her curiosity makes it easy to tempt her into going on a dangerous mission if it seems like she will learn something from it. She also wants to have friends she can trust, so if the players earn her trust, she will do everything she can to help them.

Contact: Even if the players do not befriend Elizabeth, her knowledge of the occult makes her a useful contact. She can be consulted as an expert when the players are dealing with the supernatural. She usually demands some form of payment, although that can be a favor, which could become an adventure later on. Elizabeth prefers to use favors only in emergencies, such as when vampire hunters are trying to kill her.

Rival Base Raider: Sooner or later, Elizabeth will find bases on her own and investigate them. She is most likely going to be encountered in a mystical base rather than a technological one. If encountered in a base, she will try to parley first and escape second. She only uses violence as a last resort.

Antagonist: Elizabeth could become an enemy to the player characters in a variety of ways. Some players may try to kill her because of her nature. Can you really trust a blood sucking monster? If they encounter her in a base, she may try to fight the players if they try to steal or destroy invaluable occult artifacts, especially those that can destroy undead beings.

Victim: Despite her powers, Elizabeth is vulnera-

ble because she has no allies to back her up if she is ambushed. Villains like Scrap Man or the Hedge Wizard could target her as their next victim. Evil base raiders could capture her and use her blood as ingredients for magical potions. Players who rescue her could gain her as an ally.

ADVENTURE IDEA

The Social Justice Vampire

The life of a non-human loner is dangerous in the world of Base Raiders. Human supremacist hate groups, government security agencies, and evil base raiders hunt down and kill non-humans for various reasons. Even non-humans with superpowers are vulnerable. No one, not even a vampire, is an island. Elizabeth Solomon learned about the Underground and wanted to join it and that's when everything went wrong.

The Underground tries to be a tolerant and just community, but some non-humans are more equal than others. Vampires, in particular, are distrusted and seldom allowed in the Underground. Their nature is used as evidence that they cannot follow the rules. Most citizens view them as undead serial killers who should all be slain. There are a few vampires in the Underground, but they tend to stay out of sight or are used as field agents. Any vampire who wants to get in the Underground needs to be vouched for by an existing member. Elizabeth tried to find someone who could vouch for her and found Kalan.

Kalan is a second generation human from an alternate universe and has lived as a normal human in mainstream society for his entire life. His parents fled from a doomed parallel earth and are eternally grateful to the Underground for setting them up in normal society with falsified ID papers and jobs in a front company. Even though they could pass as normal humans, they still contribute to the Underground by purchasing supplies for the community and undertaking other errands to help out. Kalan was born on this Earth but has a deep need to prove himself as a progressive activist in the Underground. His non-human friends chide him for 'having it easy' so he wants to show them up. When Elizabeth found him and explained her dilemma, Kalan saw an opportunity.

Instead of simply vouching for Elizabeth, Kalan used her cause to launch a political campaign to change the

rules of membership for the Underground. He demanded a hearing to determine that all vampires deserved equal treatment. The New York Council was surprised by this demand but decided to hold it and allowed Elizabeth to attend. Her presence alarmed many citizens, who saw the hearing as a sign of weakness from the Council. The issue put the community on edge and in the days before the hearing, several fights broke out between citizens.

On the day of the meeting, as Elizabeth was on her way to the hearing, escorted by several guards, a group of masked gunmen attacked the Underground. They penetrated security in three separate parts of the Underground. The attackers were repelled after a brutal fight but Elizabeth and Kalan disappeared in the chaos. Innocent citizens were killed and some blame Elizabeth for the attack. The agents of the Underground want both of them found and are willing to pay base raiders if they can help.

A mutant citizen named Yama hates vampires with a passion and contacted a group of human vampire hunters several days before the hearing. The hunters promised to assassinate Elizabeth if Yama helped get them past security. Yama agreed, thinking he was saving the community from a plague of vampires demanding citizenship in the Underground. Unfortunately for Yama, the vampire hunters contacted a group of human supremacists called the Sons of Purity. The two groups agreed to work together to ensure that Elizabeth would die. The hunters didn't care if a bunch of non-humans were killed in the attack.

During the actual attack, Elizabeth used her powers to hide in the shadows and flee. When the hunters could not find her, they kidnapped Kalan, believing he was her lover. In fact, Elizabeth detests Kalan, but will try to protect him.

At this point, the players can come into the scenario in multiple ways. They could be hired by the Council to find Kalan and/or Elizabeth. They could be asked by citizens of the Underground to find out who attacked them. Several of the attackers were killed in the raid, so their bodies can be used as the start of an investigation. Perhaps Elizabeth could contact the base raiders to help her figure out what happened.

If the players want to help Elizabeth join the Underground, they will need to rescue Kalan and find out who betrayed the Underground. Elizabeth can track

Kalan with her supernatural senses, but the players have to capture one of the attackers to find out the identity of the traitor. This is easier said than done. The Sons of Purity and the vampire hunters both have access to advanced weapons, so they can put up a fight against superpowered foes.

The Sons of Purity have a small cache of energy weapons and high-tech body armor, so they are extremely tough in a stand up fight. A group of 18 members took part in the attack and 8 were killed during the raid. While they are loyal to the cause, they are still normal humans. If captured, any member can reveal who let them inside the Underground. After the raid, they will go to ground in a construction site in New Jersey before deciding on their next move.

The vampire hunters are a cell of 4 zealots who have operated for years. They are obsessed with slaying every vampire in existence and will not betray their cause, unless compelled by mind control. Their plan is to hold Kalan in an isolated warehouse and take small amounts of his blood. They will then spread the blood around the warehouse, a trail any vampire could pick up. Once they detect Elizabeth, they plan to blow up the warehouse and then find and behead Elizabeth.

GMs may increase the challenge of the scenario by throwing in a villain as the mastermind behind the attack. Someone like Haruspex or Paragon would be the perfect candidate. Agent Grayson could be undercover with the Sons of Purity as well.

Sons of Purity - Average Minion

Aspects: Humans First!, More Gun than Brain

Scopes: Average (+1) Physical (E)

Strange Skill: High-Tech Weapons - Power Tier (E)

Shoot, Resist Damage

Vampire Hunter - Good Minion

Aspects: Bandolier of Occult Weapons, Slayer of the Undead, Wears Sunglasses at Night

Scopes: Good (+3) Mental (E), Fair (+2) Physical

Strange Skill: Vampire Slayer- Power Tier (E)

Shoot + Unusual, Strike + Unusual, Willpower

Special: Any attack made by a vampire hunter against a supernatural target (like a vampire) cannot be countered by a skill with the Resist Damage trapping. The target can still dodge or parry attack as normal.

SPARKLES THE UNICORN

Before recorded history began, gods, spirits, and all kinds of magical beings lived amongst humanity. Some demanded worship from humans, while others tried to guide and protect humans from malevolent beings. At first, these beings left each other alone, as they were few and humans were plenty. The discovery of a holy site, the Spring of Immortality, drew these beings together. Selfish creatures craved its power and fought each other to lay claim over it. Many wise and benevolent creatures banded together, calling themselves the Circle to drive out the evil beings and protect the Spring. The Circle did not use the Spring, believing its power could corrupt them. Evil spirits and gods fought relentlessly to conquer the Spring, slaying many members of the Circle over the years. Eventually the Circle dwindled down to a handful of human acolytes and a small herd of twelve unicorns. At that time, unicorns were magically empowered beings but still mortal. The acolytes begged the unicorns to use the Spring so they could protect it from evil for all of time. Reluctantly, the herd did so.

For the rest of the age, the Circle kept the Spring of Immortality out of evil hands. Then, on the other side of the world, a foolish mortal unleashed the full power of the Masks of Chaos and brought about a cataclysm that destroyed almost every magical being and human. Every member of the Circle died, but they awoke in the safety of the Spring. They realized bathing in the Spring granted true immortality, even resurrecting a slain creature should its body be destroyed. They did not realize they would still feel the agony of death. In the new era, the Circle worked in secret, recruiting a small group of humans to act as their agents while they fought evil and helped humanity rebuild. The location of the Spring was kept secret, but the Circle had to fight to keep it that way.

Over the centuries, the Circle gradually pulled away from humanity, becoming more and more secretive. Fewer sought the Spring because most believed it was a mere legend. The unicorns became more jaded and cynical, seeing empires rise and fall, humans repeating the same tragedies. Many in the Circle died several times, each time traumatizing them. Eventually, by the Middle Ages, they had withdrawn entirely from

humanity, deciding that living in the safety of the secret garden around the Spring was enough. The Circle retired, except for one unicorn.

The Youngest

One unicorn refused to give up on humanity. His original name has been forgotten by all, but by the Middle Ages he was only known as the Youngest, because he had been the youngest member of the herd when they were mortal. He had already died more times than any other member of the Circle, yet did not believe in retreating from the world. He tried to rally the others, but the ages had worn them down. Undeterred, the Youngest set out on his own, questing to fight evil wherever he found it and giving aid to innocent humans when possible.

His first death came only a week into his quest, betrayed and slain by an avaricious knight who sought his horn. The Youngest awoke in the Spring, surrounded by the Circle who looked at him, silently wishing he would stay. He did not.

It took a year for his second death. The Youngest rescued children from a city as it was being pillaged by a bloodthirsty army. He died in a burning building. When he awoke, the Circle begged him to stay, that he screamed as the Spring reformed his body, that it pained them to see him torture himself for mere humans. The Youngest smiled sadly and left. And so it went. With each death, the Youngest changed. Sometimes it took years or even decades between deaths. Other times, he died, rushed out, and died days or even hours later. He never told the Circle what happened beyond the Spring, only that they should rediscover the world for themselves. The Circle noticed that each death, the Youngest became more erratic, more unstable. He forgot the names of the other members of the Circle. They worried, but did nothing else.

Enter Sparkles

By the 19th century, the Youngest was no more. He had developed amnesia when he awoke in the Spring. When a member of the Circle asked him if he remembered his name, the unicorn gazed at the glimmering

water lapping at his hooves and said "Look at the water! It is sparkling so. I came from it so I shall be named by it. I am Sparkles!" The unicorn trotted out of the Spring without another word. The rest of the Circle was too stunned to stop him. The newly christened Sparkles became a fixture in the occult underground, no longer a heroic being, but an agent of chaos. Sparkles granted mystical knowledge to foolish alchemists, tricked secret societies into fighting each other, and terrified brutish humans. He indulged in arcane narcotics and other esoteric pleasures, not caring if he overdosed. He was hunted by various occultists and monsters, but they could not predict his next move. He died several more times, but seemed unaffected by his resurrections now. The Circle tried to keep him near the Spring but were unwilling to use magic to bind him there.

The Nazi Threat

The new status quo remained until 1941 when a group of Nazi occultists finally discovered the location of the Spring. They launched a sneak attack and managed to capture every member of the Circle. The leader of the occultists attempted to drink from the Spring but was slain by mystical wards placed by the Circle over the centuries. The occultists realized it would take years to remove the wards unless the Circle voluntarily removed them. They tortured the Circle for months, careful not to slay them. They learned of Sparkles' existence by interrogating the captured beasts. The sorcerers also discovered how to ward themselves, rendering them immune to any spell cast by an unicorn.

Finally, Sparkles appeared in the Spring, reborn after another death. He was safe inside the Spring, but was surrounded by Nazis. They demanded he lowered the wards or his friends would die. Sparkles laughed. Furious, the lead sorcerer lost control and shot a member of the Circle in the head. She quickly joined Sparkles in the Spring. Sparkles laughed for hours.

The Nazis tried a new plan. They brought two human children, a brother and sister, in front of the Spring, so that Sparkles could see them die. The unicorn said nothing, but chuckled. He stepped out of the safety of the Spring and faced the sorcerers.

"This is your last chance." Sparkles said, giggling and wide eyed, "If you keep trying to get in, you'll die

screaming."

"You foolish creature. We are protected from your kind. You cannot possibly defeat us."

"Oh, I won't fight you. I'll give you what you want. But you'll still die."

Undeterred, the Nazis smugly waited for Sparkles to undo the wards. As Sparkles began to chant, the Spring's wards began to disappear. All eyes were focused on the Spring, so no one noticed that the children's eyes had begun to glow. Just as the last ward was removed in a flash of bright light, the children made their move. The boy tore the nearest guard apart with his bare hands while the girl vaporized an occultist with a bolt of lightning emitting from her eyes. Sparkles impaled the leader with his horn, giggling like a maniac. Within seconds, the three had slaughtered the entire party.

The rest of the Circle was horrified. Sparkles had imbued innocent children with dangerous powers and had gleefully used them as pawns to take down the Nazis. Yet, he had saved the Spring from evil. No one knew whether to punish or praise him. Before they could decide, Sparkles spoke. "You might want to renew those wards. Next time there won't be any kids to save our asses."

And with that, he left. Ever since then, Sparkles has wandered the world, occasionally resurrecting in the Spring. He never spoke of his travels but the Circle heard word of some of his activities. He was unstable, alternating between heroics and madness. He saved children from genocide and set fire to museums, laughing. Sparkles fought demons and imbued madmen with superhuman powers, just to see what they would do. No one could predict what Sparkles would do next, but it seemed that he mostly stayed on the side of light.

The Circle received a prophecy from the Spring itself warning of Ragnarök and temporarily took shelter in an alternate dimension to avoid it. The prophecy also stated that if they tried to warn other heroes it would only bring doom upon them. Unfortunately Sparkles was unreachable and the Circle mourned his loss. Soon after Ragnarök, Sparkles was reborn in the Spring. He was traumatized but would not speak of what happened. Some in the Circle speculated that Sparkles had been taken, but had died shortly after, perhaps by suicide, in order to escape by resurrecting himself in the Spring.

Sparkles the Hero

High Power Hero

Since Ragnarök, Sparkles has spent most of his time in New York City, hanging out in the Underground. He has taken an interest in base raiding, both by aiding certain raiders and by going on missions with whoever will take him into their group. A mercurial ally and a nightmarish foe, Sparkles is both loved and hated by the Underground. No one knows what his goals are or if he even has any. One thing is certain when it comes to Sparkles: Expect the unexpected.

Sparkles is perfectly viable as a player character or NPC ally. He can show up anywhere, at any time, doing almost anything. This version of the character is balanced as a high power player character. In this version, he has lost much of his original power, making him only as strong as a skilled base raider. Not that he minds this though. His resurrection power is still God-like. A heroic Sparkles focuses on saving children and truly innocent people from supernatural evil, just as he did ages ago. However, he also likes to amuse himself, so he will often add chaos to an otherwise boring situation. This may include granting blessings to random humans, revealing ancient secrets in conversation ("The Royal Society had a team of vampire assassins up until 1905, created from orphans!") or just setting things on fire with his eye beams.

While on missions, Sparkles prefers to support others, granting them blessings or healing them. On the other hand, he will jump into combat, especially if it means impaling a foe on his horn or blasting them with his eye beams.

ASPECTS

Non-Human: Born of the Circle

Magical Being: The Doomed Unicorn

Conviction: Live by the Code of the Circle

Complication [Major]: Immortality Ennui is cured only by demented laughter

Complication [Major]: Prey of human occultists
Laughter is the Best Medicine

What Fools These Mortals Be...How Fun!



UNIQUE AND STRANGE SKILLS

Healing Gift of the Spring: 2 skill points

Power Tier: Godlike

Treatment [Health] + Unusual [Guaranteed self-resurrection], Willpower

Snag [Minor]: Always reappears at the Spring when resurrected.

Snag [Minor]: Can Only Resurrect Self

Description: No matter how or where Sparkles dies, he will be resurrected by the power of the Spring after his death. Sparkles has died more times than any other unicorn and its effects have gradually unhinged him. He can heal others by channeling the power of the Spring, but he cannot bring others back to life.

When Sparkles dies, he returns to life in 10 weeks minus a roll of his Healing Gift skill at the Spring. He gains a Severe Consequence connected to how he died. All other consequences are removed from Sparkles. He has full stress when he is resurrected.

Sparkles' also has an unbreakable will. He has experienced death and worse more than any mortal could comprehend. Nothing can scare him now.

Magical Unicorn: 7 skill points

Power Tier: Superhuman

Dodge, Move, Physical Force, Stress Capacity [Health], Strike

Conviction: Live by the Code of the Circle

Complication [Major]: Prey of human occultists

Complication [Major]: Immortality Ennui is cured only by demented laughter

Description: As a magical being, Sparkles is superhumanly strong, fast, and capable of puncturing steel with his horn. Unfortunately, he is hunted by ruthless occultists, alchemists, and sorcerers.

Deranged as Sparkles is, he is still bound by the code of the Circle. He must protect the innocent and fight evil magic, no matter the cost. Sparkles has an odd definition of innocent, fighting, and evil. He has been known to 'fight evil' by setting random cars on fire or by petty vandalism. It all makes sense to Sparkles and he does have a few constant beliefs. He always fights to protect children and has sacrificed himself more than once to save them. He will always fight de-

monic beings who are committing unambiguous acts of evil and he will always try to protect other unicorns and pure magical beings from harm.

Eye Beams: 2 skill points

Power Tier: Superhuman

Shoot + Unusual [Sets fire]

Complication [Minor]: Very Creepy to behold

Description: Sometime in the 1980s, Sparkles gained the ability to fire heat beams from his eyes. These beams can punch a hole through steel plating or set fires. No other unicorn has this power. No one can explain why a unicorn has eye beams. It should not be possible. Who would let this happen? Why would anyone do this to a unicorn? Did Sparkles do it himself? Is he even a unicorn anymore? WHAT IS HE? WHAT IS GOING ON?

Anoint Blessings of the Unicorn: 3 skill points

Power Tier: Superhuman

Variable [once per day] x 4 + Unusual [Grant power to Others]

Snag [Major]: Only the worthy may be granted powers

Delay [Major]: Requires 2 full rounds to use

Taxing: Requires a Fate Point to permanently imbue a blessing on a person.

Description: Sparkles may imbue others with power from the Spring of Immortality. Once reserved for holy warriors, priests, and other champions of the light, Sparkles tends to dole out blessings to anyone that amuses or helps him. Anyone that receives the blessing must be 'worthy', whatever that means. It is clear that the Spring's power will not work on truly evil beings, such as demons, humans that have committed violent atrocities, or wicked sorcerers. However, anyone else seems to be fair game, including children. Sparkles loves granting superpowers to kids in order to see how they use them.

In order to bless someone, Sparkles must gain at least a +1 on a skill roll. If the roll is 0 or below, Sparkles must try again.

The blessings come in two types: temporary and permanent. A temporary blessing only lasts for one day and can be freely granted to anyone, regardless

if they have superpowers or not. Sparkles may only grant 1 temporary blessing at a time and he may revoke a temporary blessing at any time.

A temporary blessing is treated as a new Strange skill at the Superhuman power tier with up to 4 points worth of trappings. It uses an appropriate skill of the character or a +2 bonus, whatever is higher. Sparkles always chooses the trappings, not the recipient. Every blessing will have an appropriate name. For example, Resist Damage + Range + Zone might be "Stalwart Shield of the Defender". Dodge + Move + Unusual [Run Across Water] might be "Lightning Egress".

Temporary blessings cannot have drawbacks in order to gain more trappings or extras. They are capped at the Superhuman power tier.

There is no burn for temporary blessings.

Permanent blessings can only be granted to beings that have no Strange skills. See the section on Blessings to learn how they work as a power source.

Major Weakness [Health]: Dragon Bones

Minor Weakness [Mental]: Children Suffering

SKILLS

Great: Healing Gift of the Spring +4

Good: Magical Unicorn +3

Fair: Anoint Blessings of the Unicorn +2, Eye Beams +2, Intimidation +2

Average: Alertness +1, Arcana +1, Contacting +1

GIFTS

Impact: Healing Gift of the Spring - frequently used to create scene aspects that blind or weaken evildoers.

TIER BENEFITS

Weapon 2 [Health] - Melee attacks

Armor 2 [Health]

STRESS TRACKS

Health ○○○

Composure ○○○ ○○

Reputation ○○○

Refresh 1 (10 base -12 for powers +3 Weaknesses)

BLESSINGS OF THE UNICORN

Sparkles has granted powers to countless mortals over the centuries. At first, like all of the unicorns, Sparkles was careful and only imbued the truly worthy. Today, anyone who amuses or helps Sparkles may receive a blessing. He frequently blesses the homeless, children and young adults, the hopeless, and other underdogs in today's society. He never sells the blessing, no matter the price. Commerce is incredibly dull, after all.

Requirements: Only characters without ANY Strange Skills may receive a permanent blessing. However, once the character has a blessing, they may gain other Strange skills normally - be sure to follow the rules for advanced power interactions (p. 182 of Base Raiders) if the character lacks the refresh and/or skill points to pay for any new power.

Power Tier: Up to Superhuman. Sparkles cannot grant Ascendant or Godlike powers to anyone. Characters must pay the refresh cost or suffer burn.

Skill points: A skill can cost at most 12 skill points. The character must pay the full cost.

Time to Gain Power: Two full rounds for Sparkles to channel the power into the character. Sparkles must spend a Fate point in order to imbue a character with power. Sparkles may imbue as many characters as he chooses to in a single scene, as long as he has enough Fate points to pay for them.

Special Flaw: All Blessings must have the flaw: Snag [Minor]: Powers may be revoked by the Circle

In game terms, this means that Sparkles or any other unicorn with line of sight to the character can permanently nullify the character's power. The character regains any refresh and skill points but loses the power. This does not lower the skill point cost of the power. The character may have additional flaws to lower the skill point cost of the blessing.

A character who has had his powers revoked may receive new blessings later on, but Sparkles is unlikely to grant them again. He is a capricious being.

Granting Powers as a Villain: If Sparkles is a villain in your campaign, this ability works the same except that only evil characters may receive powers and only Sparkles may revoke them.

CHAPTER TWO

NEW GEAR



Boost Patches

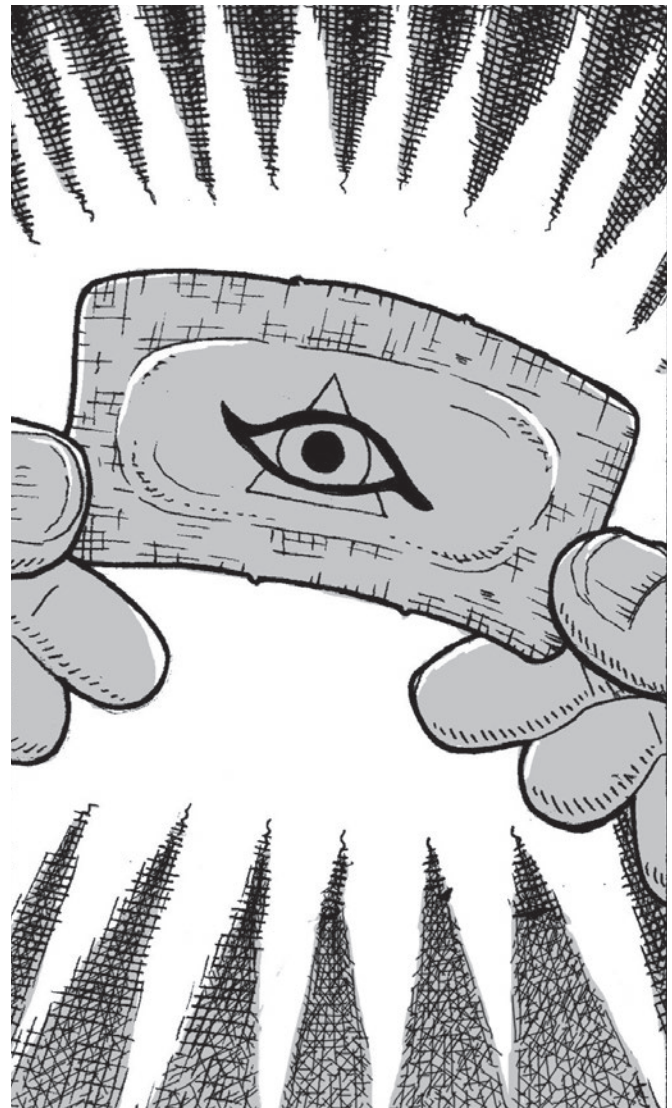
Most power sources take a great deal of time and effort to acquire, have painful or dangerous side effects, and are permanent. Boost Patches are the exact opposite, instantly providing superpowers for a limited duration without consequence. The Ideal hero Biomancer (Base Raiders p. 229) created the patches and gave the technology to all Ideal heroes. They became a popular item among superheroes, with many appearing in Ideal armories. Some villains acquired the technology, including Omega and Pangloss, so by the time Ragnarök occurred, any masked superhuman might have had a few stashed away in their base.

Base raiders quickly discovered caches of Boost Patches after Ragnarök but saw them as ripoffs at first. The early raiders were more interested in becoming real superhumans and temporary powers were seen as a vastly inferior substitute. They were dumped on the black market with little thought given about their potential. Several months ago, the Sonatine Sisters have made the base raiding community rethink their value.

The Sonatine Sisters are a trio of expert thieves who are normal humans but use Boost Patches to pull off daring heists. Government and corporate security systems are geared towards stopping super powered targets, not normal humans. Normally Boost Patches last for six hours, but the Sisters used nullify patches that removed all patch-based powers. With the patches, the Sisters could power up, perform the heist and then escape as normal humans. The police assumed the thieves had standard superpowers so they ignored normal humans. For months they pulled heist after heist, earning a fortune for themselves.

Success went to their heads and they started bragging about their success. A few base raiders and black market dealers learned how Boost Patches had made it possible and began to buy them up. With the sudden increase in demand, many other base raiders took a second look at the patches and realized their usefulness. Now, Boost Patches demand a high price in the black market, but many raiders keep the patches they find.

Knock off patches have already entered the market, made on the cheap by mad scientists. They are generally not as good as the original, but replicating the real



thing is beyond anyone's capability as of now.

USING BOOST PATCHES

Using a Boost Patch only takes one standard action in combat. A character removes the packaging and attaches it to their bare skin. Removing a patch before the power expires does not remove the power, but it may cause side effects, left to the discretion of the GM.

Boost Patches were designed for normal human physiology, but similar life forms can use the patch, like mutants, genetically altered humans, certain species of aliens, and mystically transformed humans. Humans with superpowers can use the patches. The patches do not work on inorganic beings like robots and golems, the undead, incorporeal beings, and plant life. The GM has final decision on whether a particular being

can use Boost Patches.

Making Skill Tests with Boost Patches: A character may use an existing common skill bonus to roll tests made with the new power at the patch's power tier, when applicable. They will be listed as substitute skills in the patch's entry. If a character does not have a substitute skill or a GM-approved unique or strange skill, all checks are made at a +0.

NEW RULES

Burn and Boost Patches

Boost Patches were designed by a genius scientist to be used by superhumans. However, using multiple patches at the same time does create painful and potentially lethal side effects. All penalties are cumulative. Characters who do not benefit from Boost Patches are not affected by these penalties.

1 Boost Patch active: No burn and no side effects.

2 Boost Patches active: All of the character's powers (including permanent ones) gain the Unstable Power and Chaotic Power aspects (p. 183 of Base Raiders). The GM may activate each aspect once for free.

3 Boost Patches active: The character suffers from major strain. He must halve his composure capacity (round down) and reduce health capacity by 1 to a minimum of 1 health. If health was already at 1, then the character takes a -2 penalty to all rolls. Strain remains in effect as long as both powers are active.

4 Boost Patches or More: Death Throes. The character dies in a number of minutes equal to his starting health capacity. The only chance to save the character is to nullify the Boost Patches before the character dies. This can be done through a nullify patch or through an appropriate skill made at a +2 Ascendant difficulty.

Loot and Boost Patches

Boost Patches are a popular item in the black market and command high prices. However, they are still cheaper than permanent power sources. The following rules will help you calculate loot values of permanent and Boost Patches.

Power Sources are extremely valuable in the black market. The exact value of a power source should be determined by the GM, based on its usefulness. Easy to use power sources that grant trivial powers are not



as valuable as a hard to use power source that grants an extremely potent Strange skill. A 'average' power source is worth 5 loot points for every skill point it costs and 20 loot points for every power tier above mundane.

For example, a super soldier drug that grants a Strange skill at the superhuman power tier and costs 5 skill points is worth 65 loot points. A Boost Patch is worth half of a permanent power source (round down). Thus, the Boost Patch version of that skill would be worth 32 loot points. This is before haggling or finding a good buyer for the patch, which may lower the final amount received by the seller.

Buying Boost Patches

Player characters can buy patches if they have the loot and can find a dealer selling them. These rules modify the existing loot rules in Base Raiders (p. 194).

To find a dealer who has the desired Boost Patch in stock, the character must make a networking skill test at +1 (E) difficulty. Characters who already have contacts in the black market must still make this check because patches are a hot item and sell quickly. If the skill test is a failure, the character may try again after 24 hours or spend a fate point to retry. If successful, the character finds a dealer willing to sell the patch. The GM has control over the type of dealer.

Sometimes the dealer will usually make an initial offer of double the loot value of the patch. The player can make a convince skill test opposed by the dealer's convince skill (usually +3). If successful, the dealer will sell at normal price. Dealers will NEVER sell patches at below their loot value. The bargaining step is optional and left to the discretion of the GM.

STANDARD BOOST PATCHES

Strength Patch: 6 skill points

Power Tier: Superhuman
Climb, Leap, Physical Force

Loot Value: 35

Snag [Minor]: Character takes 1 point of health stress per scene when they use this skill.

Substitute Skill: Athletics

Tier Benefit: +2 Damage on unarmed attacks

Description: Strength patches temporarily increase the mass and density of the character's muscles and bones, giving them superhuman strength. This causes some internal trauma to the character's body, but it is a small price to pay to leap tall buildings and win all arm wrestling contests.

Trauma Patch: 2 skill points

Power Tier: Superhuman
Treatment [Health]

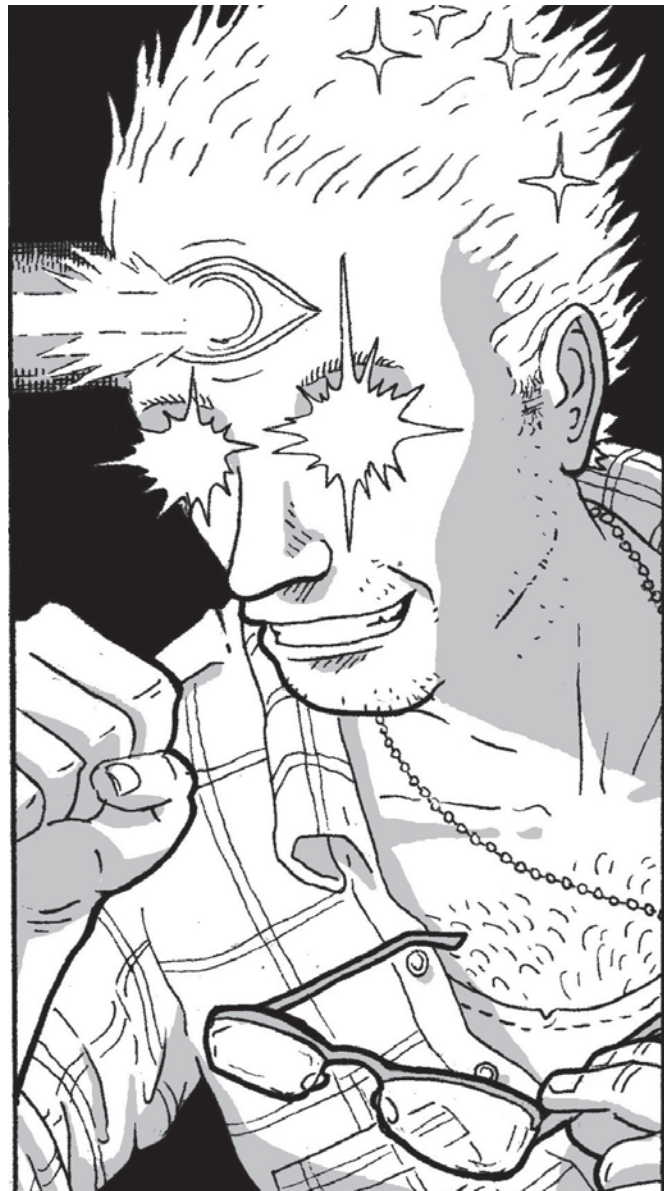
Loot Value: 25

Snag [Minor]: Heals user once then deactivates.

Substitute Skill: N/A

Tier Benefit: None

Description: A trauma patch is an emergency medical patch that heals all physical stress on the target and remove one physical consequence of severe strength or lower. The patch takes 1 combat turn to heal physical



stress and 3 turns to remove a physical consequence. After the patch heals the user, it deactivates.

Chameleon Patch: 4 skill points

Power Tier: Extraordinary
Disguise + Unusual, Stealth + Unusual

Loot Value: 20

Substitute Skill: Stealth

Tier Benefit: None

Description: The user projects an illusory field around their body, allowing them to blend in with their environment perfectly or imitate the appearance of another person. Any disguise is purely visual, so it can be detected through other senses.

Reflexes Patch: 5 skill points

Power Tier: Extraordinary
Dodge, Initiative [Physical], Move

Loot Value: 22

Substitute Skill: Athletics

Tier Benefit: Move 2 zones per action instead of 1.

Description: The user is imbued with enhanced reflexes and improved speed for the duration of the patch, equal to Olympian levels of performance. The character's strength or stamina does not improve though.

Teleport Patch: 4 skill points

Power Tier: Superhuman
Move + Unusual + Range x2

Loot Value: 30

Snag [Minor]: Can teleport only via line of sight.

Substitute Skill: Alertness

Tier Benefit: The user can teleport up to 2 zones away as a free action once per turn.

Description: The user can teleport himself to nearby areas that he can see. Making a teleport is usually automatic, but certain destinations may be hard to reach, especially ones that are within line of sight but are still quite far away. The GM may require an Alertness check to determine the distance and successfully jump. Failure can result in no movement or a teleportation to a different destination.

Nullify Patch: 4 skill points

Power Tier: Superhuman
Dismantle + Unusual

Loot Value: 30

Snag [Minor]: Only cancels current powers granted by Boost Patches then deactivates.

Substitute Skill: N/A

Tier Benefit: None

Description: Once this patch is placed on the skin of a person, all Boost Patch based powers are immediately canceled out. The nullify patch then stops working. The user can activate new patches as desired. Placing a patch on an unwilling target requires an opposed unarmed attack versus the target's dodge.

Stamina Patch: 6 skill points

Power Tier: Superhuman
Resist Damage, Stress Capacity [Health], Willpower

Loot Value: 35

Snag [Minor]: Character takes a -1 penalty to all mental actions, as decided by GM.

Substitute Skill: Endurance

Tier Benefit: The user resets their health to 6 when this power is activated. If health is already higher than 6, it is not raised further. User may lose health as normal. When the power expires, the user's health is reset to its normal full value.

Tier Benefit: Armor 2 [Health]

Description: The character becomes inhumanly resistant to damage and mental stress. The character feels little pain and can remain calm in nerve-wracking situations, such as being set on fire. However, this comes at a slight price. The character finds it harder to concentrate on intellectual tasks. When this power wears off, the character's health capacity is reset to its normal full value. This power does not affect health consequences.

Blast Patch: 6 skill points

Power Tier: Extraordinary
Shoot + Range, Shoot + Spray

Loot Value: 25

Substitute Skill: Shooting

Tier Benefit: None

Description: The user can release force bolts in 2 different ways. The first attack is a precision attack that can hit long range targets (Shoot + Range). The second attack hits multiple targets at close range (Shoot + Spray). The user cannot use both attacks at the same time.

Telekinesis Patch: 9 skill points

Power Tier: Extraordinary
Move + Unusual, Physical Force + Range + Unusual + Psychic

Loot Value: 32

Substitute Skill: Resolve

Tier Benefit: +1 damage on telekinetic attacks

Description: The user gains the ability to manipulate

objects through the power of their mind. This includes the ability to fly. The maximum range of telekinesis is 2 zones.

Telepathy Patch: 13 skill points

Power Tier: Superhuman

Conversation + Psychic, Convince + Psychic, Insight + Psychic

Loot Value: 52

Snag [Minor]: Can only manipulate 1 mind at a time. Using the skill on a second target removes the effect on the first one.

Substitute Skill: Presence

Tier Benefit: None

Description: The character can psychically influence one person at a time. They can read minds (insight) or control their thoughts and emotions (convince and conversation).

Genius Patch: 10 skill points

Power Tier: Extraordinary

Craft, Dismantle, Information, Initiative [Mental], Repair, Research + Unusual

Loot Value: 35

Substitute Skill: Science

Tier Benefit: None

Description: The user becomes a genius scientist for the duration of the patch. The character can perform research without the need of a reference library or the Internet, because the user gains access to a selected portion of Biomancer's memories. The user can build, repair, or sabotage gadgets and high-tech machines, but this power does not come with the tools necessary to do so.

Energy Construct Patch: 6 skill points

Power Tier: Superhuman

Minions + Psychic + Unusual x3

Loot Value: 35

Snag [Minor]: Constructs are mindless energy beings who follow the literal orders of the user.

Substitute Skill: Resolve

Tier Benefit: None

Description: The character can channel psychic

energy to form constructs that obey their commands. The constructs are usually human-sized and shaped, although the exact appearance depends on the imagination of the user. Constructs take 1 action to create.

Neuromancer patch: 8 skill points

Power Tier: Extraordinary

Convince + Psychic + Unusual, Security + Psychic + Unusual

Loot value: 30

Snag [Minor]: Only works on computer technology.

Substitute Skill: Computers

Tier Benefit: None

Description: The character can psychically interface with computers. The user must be able to touch the computer in question or at least a computer that is networked with the target computer. The user can either analyze the computer in question or 'hack' it by simply persuading it to do what the user wants. Simple computer systems generally take 1 action to control, but high end systems take multiple turns or even hours to analyze and control.

Sentinel Patch: 5 skill points

Power tier: Extraordinary

Treatment (Mental) + Unusual, Stress Capacity [Composure]

Loot value: 22

Snag (minor): Self only

Substitute Skill: Resolve

Tier Benefit: The user resets their composure to 6 when this power is activated. If composure is already higher than 6, it is not raised further. User may lose composure as normal. When the power expires, the user's composure is reset to its normal full value.

Description: Designed by the Ideal to stabilize traumatized victims in emergency situations, this patch immediately creates a powerful calm. The user gains a tremendous amount of mental energy, allowing them to act normally when under enormous stress. The user cannot sleep as long as this power is active. This patch does not affect mental consequences.

DESIGNING YOUR OWN PATCH

The patches listed so far are far from the only types in existence. Who knows how many were designed before Ragnarök and how many new types scientists could develop now? The following guidelines will help you design balanced patches for your games:

1. Design Philosophy: Each patch is meant to grant a single temporary power to the user. Simple powers that are easy to understand work better than complex patches with many extras and flaws. The variable trapping should be avoided.

2. Power Tier: Patches can only be extraordinary or Superhuman in power tier. A superhuman tier patch must have a Snag [Minor] attached to it but this does not lower its skill point cost.

3. Loot Value: Boost Patches are worth half the value of a permanent power source. See page 3 of this supplement to calculate the value of a power source. Round down whenever necessary.

4. Substitute Skills: A substitute skill should be easy to map onto the new power. Super strength should be handled by athletics. Enhanced senses like X-ray vision? Probably investigation or alertness. Look at the trappings and find one with a similar setup. This is not an iron-clad law though. For example, patches that have the psychic extra should use resolve.

5. Tier Benefits: Patches do not have to grant every tier benefit normally granted by a trapping. Benefits that grant concrete and easily remembered bonuses like armor and damage should be left in. Patches are meant to give a simple, easily-understood power. Tacking on too many benefits defeats that purpose.

6. Flaws: Patches cannot be minmaxed with numerous flaws to reduce point costs. In fact, patches do not lower skill point cost through flaws at all. Superhuman tier patches must have at least one minor snag. They may have more flaws if it is absolutely integral to the theme of the patch, but weighing a patch down with multiple flaws should be avoided when possible.

KNOCKOFFS AND DERIVATIVES

Villains like Omega reverse-engineered Boost Patches and created their own versions for use by their minions. They weren't the only ones to get that idea. Since their discovery by the base raiding community, several scientists have tried to create their own knock-off patch-

es. However, the quality of these derivatives varies tremendously. When player characters discover patches in a base or for sale in the black market, the GM may secretly determine that they are not the original Ideal-created version.

Characters can identify a knockoff patch by making a + 3 (S) science roll. This roll can be reduced to a +1 (E) roll if the character has detailed information on the creation of Boost Patches - data that can only be obtained through an Ideal base or from months of careful research in reverse engineering the patches.

Perfect Knockoff: This patch was not created with Ideal technology, but was flawlessly reproduced with one difference. Nullify patches made by a different manufacturer will not disable powers in a perfect knockoff. These patches were usually made by genius villains with vast resources like Omega, so they did not want Ideal-tech to disable them.

Inferior Knockoff: A poor imitation of the original technology. Lower the power tier by one - Superhuman patches are extraordinary and extraordinary are mundane tier. Inferior patches last 1d6 hours and the GM rolls this in secret.

Fake Patch: A fake patch does nothing at all. These duds just look like the original patches.

Trap Patch: These patches are insidious variations of fake patches. Instead of granting a superpower, trap patches dose the user with a powerful hallucinogen. The drug makes the user think they have a superpower unless they make a successful Endurance +4 roll. The hallucination lasts for 1d6 hours.

Malfunctioning Patch: The patch grants a different power than is intended, which goes off at random, intervals. The GM secretly selects another power when the user activates this patch. The power works as written except that once per scene it may activate or deactivate at the GM's discretion. The patch lasts a full 6 hours or until nullified.

USING PATCHES IN YOUR GAME

Gaining a significant new power without consequence might seem like an unbalancing factor for any game, but given their disadvantages, Boost Patches can be easily added to any game. The following guidelines can help keep the campaign from becoming unbalanced after you introduce them.

Base raiders risk their lives primarily because it's a very profitable business. Boost Patches are valuable loot, especially because they have no bulk rating. A handful of patches is worth as much as a truckload of base components. It can mean the difference between fulfilling a goal after looting one base or three bases.

A player who uses a patch should have a significant advantage in any conflict they face. Don't be afraid to let the players roll over a bunch of enemies because they used some patches. They pay a high price for its usage, so it should be compensated accordingly. Note that any adversary or villain that can be easily defeated by a patch-based power is not a strong enemy anyway.

Alternatively, you could design conflicts that are only winnable through a certain patch power. If the enemy's weakness is a mental attack, which all of the players lack, giving them a single telepathy patch could mean the difference between success and failure.

The time limit on a patch should keep a player from dominating the game for an entire session. Once patches are in play, try to avoid scenarios where everything happens within a small amount of time. Requiring travel time between scenes can do a lot to lessen the impact of a patch. You want to avoid situations where a player can benefit from a patch in more than two encounters.

Some patches are more valuable than others. Trauma patches are essentially high-tech healing potions and letting the players have access to a small cache of them is not as unbalancing as giving them all telekinesis or telepathy patches.

Finally, don't forget that NPCs can benefit from patches as well. A human martial artist who slaps on a strength and stamina patch becomes a deadly enemy against an entire group of players. A con man with a telepathy patch can talk the players into surrendering.

ADVENTURE IDEA

The Lost Treasure of the Candy Man

The Ideal were great heroes in their day, but they were not perfect. Some of them misused their awesome powers for fun and profit. These incidents were kept secret, but it is possible to uncover the truth.

One such hero spent most of the 1970s in a haze

of partying, spending more time hanging out with the Hollywood crowd than protecting humanity from existential threats. The hero's identity is unknown though, thanks to Ideal-built holographic disguise gadgets. The movers and shakers of Hollywood only knew that whenever the Candy Man showed up, he had the best party favors in town, like Boost Patches.

Throughout the early 1970s, Candy Man freely handed out Boost Patches to actors and producers, which made him very popular. Actors and directors loved having stunt men who could survive real bullets and explosions, while agents and producers appreciated being able to read minds. All Candy Man wanted in return was a never ending party. Hollywood was glad to oblige him. For unknown reasons, Candy Man relocated to the Philippines by 1974. The steady supply of Boost Patches and cheap production costs of filming in the Philippines lured many low-budget film productions over there.

Dozens of B-movies were made with the aid of Candy Man's Boost Patches from 1974 to 1980. He disappeared in 1980 and has never been heard from again. The entire affair was kept secret, thanks to the Ideal's influence and network of covert agents. Now, the Ideal's secrets are being uncovered, including the legacy of the Candy Man. Base raiders who dig up the past might find Candy Man's secret stash of Boost Patches and other valuable loot.

Starting the investigation: Player characters can get an initial lead on the Candy Man through a variety of means:

- An Ideal archive that mentions a 'rogue agent' who gave out contraband to celebrities in the 1970s.
- A website analyzing low budget movies made in the 1970s which proves Hollywood made use of super powered stunt men.
- The rough draft of a tell-all biography of a recently dead film producer or agent which name drops Candy Man and his habit of handing out Boost Patches.
- A vintage cache of 1970s era patches with clues indicating they were a gift from Candy Man to someone else.

Regardless of how the players find out Candy Man, they should be inclined to investigate him. Their investigation should take multiple scenes in order to discover

the following facts:

- Candy Man was forced out of Hollywood by other members of the Ideal in 1974. He was not punished otherwise.
- In order to keep the party going, Candy Man built a secret base that could manufacture Boost Patches in the Philippines.
- The base was located in the depths of the jungle, near the production site of Divine Fire, a Nazi-themed exploitation film.
- In order to access the base, Candy Man had to say a password and perform an action at a certain place near the production site.

The GM can make this investigation as short as one scene or have it take multiple sessions to resolve. Some potential scenes could involve:

- Using dark magic to summon the spirit of a dead actor in order to learn more about Candy Man and the production of Divine Fire.
- Break into the archives of a major Hollywood studio to find the production notes of Divine Fire.
- Trade with another group of base raiders who found an Ideal data cache. What the raiders want is up to the GM.
- Travel back in time to the production of Divine Fire and go undercover as film crew in order to learn Candy Man's secrets.

Regardless of how they gain the information, the players should learn the location of Candy Man's secret base. The player characters need to travel to the Philippines in order to access the base. Once inside, the base's primary guardian awakens.

Known as the Cleaner, this android was built to clean up the Candy Man's mistakes. It looks mostly human, except for video screen eyes and vintage 1970s fashion. It is programmed to keep the Candy Man's secrets, by any means necessary. If the players can defeat the Cleaner, they can explore the rest of the base and possibly the secret lost treasure of the Candy Man. Whether the tech to build more patches remains is left up to the GM. However, there will be at least a small stash of 3d6 Boost Patches of various types left in the base.

The Cleaner - Adversary

Aspects: Heroic Connection - Ideal-tech Android
Conviction: Protect the Candy Man's Secrets
 Bionic Bell Bottoms

Mind Blank: 2 skill points

Power Tier: Superhuman

Convince + Psychic + Unusual + Zone

Snag [Major]: Can only be used to wipe out short term memory.

Snag [Minor]: Victim must be able to see the Cleaner's robot eyes.

Description: The Cleaner can release a wave of psychic energy that erases short term memory, affecting everyone in the same zone as himself. If affected, the character loses his next action in confusion at a minimum. If the Cleaner gets spin on a roll for this, the character gains a temporary aspect called Mind Blanked. The Cleaner can invoke that aspect for free.

Acid Spray: 3 skill points

Power Tier: Superhuman

Shoot + Spray + Unusual

Snag [Minor]: Only harms organic matter.

Description: This acidic blast destroys all traces of organic material, like flesh and bone.

Armored Leisure Suit: 10 skill points

Power Tier: Superhuman

Resist Damage, Stress Capacity [Composure], Stress Capacity [Health], Willpower

Description: The Cleaner's clothing is actually a cover for a high-tech suit of armor made of exotic materials. It is hooked into the android and, providing him with the finest defense against physical and mental attacks, 1970s era super-science could provide.

Skills: Mind Blank +4, Acid Spray +3, Armored Leisure Suit +3, Alertness +2, Empathy +2

Gift: Impact - declare free aspect when Mind Blank roll obtains spin (3 or more shifts).

Stress Tracks

Health: ○○○ ○○○

Composure: ○○○ ○○○

No Reputation track

VINTAGE VILLAINY

Although superhumans have walked with humanity since of the beginning of time, masked heroes and villains only became popular in the 20th century. Many of the villains were criminal masterminds and super-geniuses who only sought money and power for themselves. They built strange machines which had amazing powers, seemingly breaking the laws of nature. However, their machines were also bulky, expensive to build and operate, and often dangerous to their users. Their builders jealously guarded the secrets to their construction and usage, so few ever managed to build this kind of tech. When the Ideal formed after World War 2, the superhero group took out almost all of the first generation of masked villains. The next generation of villains stole their technology from the US government, the Soviets, the Greys or the Ideal rather than develop their own. The vacuum tube machines of old villains were forgotten about and the world moved on.

After Ragnarok, a team of small time crooks thought that robbing the grave of an old villain known as The Mountebank might be profitable. The Mountebank was a costumed villain mastermind who operated between 1925 and 1942, robbing banks and pulling heists with the aid of his strange gadgets and ruthless fedora-wearing henchmen. He fell from a zeppelin and was buried by a loyal henchman in a remote cemetery. His nemesis, a vigilante named Quick Lass, asked the police to keep The Mountebank's identity secret. His grave was left alone and the matter was forgotten, except by historians.

The grave robbers found a cipher ring on his corpse, which they figured out was the key to his secret lair in a nearby canyon. The lair contained an assortment of large machines, each lined with unlabeled dials, buttons, and levers. At first the robbers were disheartened because they wanted super soldier drugs, diamonds, or something else they could easily fence. However, one of them flipped a machine on by accident and became invisible. Impressed by the machine's power, the criminals spent the next month experimenting with the machines and determined that the machines had several powers. They decided to use the machines to rob banks and armored cars, which worked surprisingly well. The machines could unlock



doors, disable diesel engines, hypnotize guards, and grant X-ray vision, among other things. Unfortunately, the gang got too greedy and tried to rob a black market superpower dealer. The dealer had her own powers and easily captured the thieves. She interrogated them and raided the lair, taking the machines for herself. The machines were quickly put up for sale in the black market and word spread that 'vintage' super gadgets were still effective.

Vintage Gadgets

Super-geniuses are commonly thought of as baseline humans, except for their exceedingly high IQ, but in reality, many super-geniuses have minds that have little in common with the rest of humanity. They are often latent psychics or mutants, whose powers allow them to make intuitive leaps in thought that defy our ability to understand. A super-genius can independently develop theories of science that are centuries ahead of conventional knowledge or represent parallel disciplines that humanity will never develop. Some receive their knowledge unconsciously from other-worldly sources,

through dreams or visions. Other geniuses are simply talented liars, who subtly use 'normal' superpowers to make their gadgets appear to work. Each super-genius is unique, just like their creations. This means that the creation of a super-genius villain working with 1930s technology might achieve than the latest and greatest of 21st century science could ever hope to accomplish.

This is not to say that these gadgets are superior to the ones base raiders commonly use. There was a reason why villains discarded them. They are often unwieldy devices, even the ones meant to be portable. They usually have noticeable side effects when they are being used, creating excess noise, heat, or radiation. They use strange materials for fuel and cannot easily be repaired, if at all. Some machines cannot be reverse engineered, breaking the mind of anyone who attempts to do so. This says nothing of their reliability or lack thereof. They are temperamental contraptions, prone to malfunctioning at crucial times, if not outright exploding. Reasonable people would never think to use such dangerous machines. Base raiders are not reasonable though, so they have become a profitable business for the black market.

New Rules

Since the discovery of The Mountebank's machines, base raiders have found dozens of old lairs and hideouts crammed with vintage gadgetry. They were built in era before the integrated circuit was commonly available, but can somehow outperform alien technology in certain areas. A vintage gadget does not behave like other technological devices and may seem to be more powerful than more recently made devices. This is balanced by its many flaws and drawbacks. The following rules apply to these machines:

VINTAGE GADGETS

A vintage gadget was built by a super-genius before 1960. They offer power at the cost of many drawbacks. A vintage gadget is treated as a strange skill with the item-based power feature and uses all of the standard rules. See p. 186 of Base Raiders for more information on item-based powers. In addition to this, vintage gadgets have the following properties:

Fixed Costs: A vintage gadget gains any skill trapping for 2 skill points. It can gain any number of trappings. It does not use the skill trapping diagram. Just pay 2 skill points for every trapping. Every extra costs 1 skill point.

Loot value: A vintage gadget is slightly cheaper than other power sources, but there is a huge demand for any superhero or villain gadget. They are worth 1 loot point per skill point and 20 loot points per power tier above mundane.

Drawbacks: A vintage gadget must choose a drawback from the following list for every power tier of the skill. A mundane power tier gadget has one drawback, an extraordinary one has two, a superhuman one has three, an ascendant gadget has four, and a godlike one has five drawbacks. A vintage gadget must take one additional drawback if it costs 10 to 19 skill points. It must take two additional drawbacks if it costs 20 to 29 skill points, and so forth.

Vintage Gadget Drawbacks

Size

Each level of size counts as 1 drawback.

- **Bulky:** The gadget is heavy and awkward to carry. It takes two hands to operate and carrying it requires a +2 might or physical force skill test.
- **Cabinet:** The machine is at least five feet tall, three feet wide and two feet deep. Picking it up requires at least a +4 might or physical force skill test to move.
- **Room sized:** The gadget is actually a series of linked machines that take up most of a 20 by 20 foot room. It can only be moved by a large truck. If any part of the machinery is removed or broken, the entire device ceases to work. It requires one operator per power tier. A mundane tier gadget requires one operator, an extraordinary tier requires two and so forth. Any skill test made with an under-manned device takes a -2 penalty per missing operator.
- **Building:** The machine is at least as large as a two story building and may be even larger. Operating it requires a team of three operators per power tier. Any skill test made with an under-manned device takes a -2 penalty per missing operator.

Operator Knowledge

A character who wishes to use the gadget must have an appropriate skill to even use the machine. The skill is typically academics or technology, but the GM may choose any skill. The character's skill bonus must be at least +1 to use the gadget, but the GM may require a higher score to use the machine. This skill is not used to make rolls for the gadget, but rather is a prerequisite to even turn the machine on.

Power Hungry

The machine requires a high amount of power to use. It must have a dedicated power source based on the power tier of the device:

- **Mundane:** approximately 3000 watts - portable gas-powered generator
- **Extraordinary:** approximately 30 kilowatts - towable diesel generator
- **Superhuman:** approximately 1 megawatt - diesel generator the size of a cargo container
- **Ascendant:** 1 gigawatt - the output of a large power station - counts as 2 drawbacks
- **Godlike:** Requires trans-dimensional/unnatural power sources - unmeasurable by conventional scientific means. Counts as 3 drawbacks

Exotic Fuel

The machine requires a special type of fuel that is very hard to acquire. It may be illegal, rare, dangerous, or extremely hard to find or manufacture. Some good exotic fuels include plutonium, vampire blood, moon dust, or the feathers of the Dodo bird. Generally, acquiring more fuel should require effort on the part of the character. The exact fuel efficiency of the machine is left to the GM, but it should not be very efficient. It should cost at least 10 loot per unit of fuel, assuming it is even available. A single unit should last for one usage or one scene at most.

Proximity Danger

The gadget is harmful to anyone near it. This may be because it emits radiation, poisonous fumes, or heats up the air around it. It automatically inflicts 1 point of health stress on anyone within 50 feet of it every minute the gadget is activated, unless they have an invulnerability to that type of damage. Characters cannot use the resist damage trapping to negate the damage.

WHAT REALLY POWERS VINTAGE GADGETS?

It is possible that the room sized machine built with vacuum tubes and cast iron is not really a machine in the conventional sense of the word. The GM may decide that these gadgets are powered by a secret power source. Some possible power sources include:

- The result of an infernal pact between a demon and the villain who built the machine.
- The machine is nothing more than a container for a scavenged alien device.
- The inventor was actually a powerful psychic who imbued the machine with its power through sheer force of will.
- The device is fueled by souls of the damned.
- The inventor was really a sorcerer and just made her magical items look like technology so she wouldn't be burned as a witch.
- Uses a turbine that catches ether winds constantly blowing through earth
- The drive shaft of the generator is attached to a strange rotating cube that stops moving whenever someone is looking at it.

Any attempt to understand the true nature of a machine with a secret power source suffers a -4 penalty until the character can determine its true nature. The GM may also decide that items with secret power sources cannot be resisted or countered by specific powers. An anti-technology spell would fail against an item secretly powered by ghosts, for example.

Fragile

A single point of health stress disables the machine. Regardless of trappings, the machine always resists damage at +0 mundane tier.

Maddening Design

The machine is impossible. It is made of exactly what

it seems to be made of and yet does things neither super science nor sorcery say it has any business doing. Characters who prod its origins and function risk becoming unbalanced. Any attempt to research or reverse engineer the device triggers a composure attack on the character of the same power tier as the device itself at a +4 bonus. This effect is only triggered by conscious investigation; using the device just does... Whatever it does.

Chaotic

Once per game session, the GM may trigger this drawback when the machine is used to either give it a new target or give the machine a new trapping. For example, It may blast its user or a bystander instead of an enemy or it may turn an enemy invisible, by giving them the stealth trapping. If the GM uses this drawback more than once per session, the character using the machine gains a Fate point for every time Chaotic is activated.

Side Effect on User

The power creates a negative side effect in the user, in the form of a health consequence - the extent of which is based on the power tier of the device.

- **Mundane:** The user gains a minor health consequence for 1 scene, every time he uses the device. If he cannot add a new consequence, he takes 1 point of health stress. The consequence disappears after the scene ends.
- **Extraordinary:** The user gains a moderate health consequence for 1 scene, every time he uses the device. If he cannot add a new consequence, he takes 2 points of health stress. The consequence disappears after the scene ends.
- **Superhuman:** The user gains a moderate health consequence or takes 4 points of health stress every time he uses the machine. The consequence is treated normally and must be healed like any other consequence.
- **Ascendant:** The user gains a severe health consequence and a moderate composure consequence. If the user cannot gain both consequences, the user takes 4 health and 4 composure stress, with no chance to resist the damage. If the user loses all of their health or composure as a result of this damage, they are removed from the current scene and

may die, left to the GM's discretion.

- **Godlike:** The user gains a severe health consequence and a severe composure consequence. If the user cannot gain both consequences, the user takes 6 health and 6 composure stress, with no chance to resist the damage. If the user loses all of their health or composure as a result of this damage, they are removed from the current scene and may die, left to the GM's discretion.

Usability Problems

The machine is hard to use. Even under optimal circumstances, the gadget may refuse to cooperate. Difficult is counted as 1 drawback, Perplexing counts as 2 drawbacks, and Impossible counts as 3 drawbacks. Difficult: Every time the user activates the device, she must roll a single Fate die. If the die comes up with a -, the character must spend an additional round to activate it. The user may negate this penalty once by spending a Fate point.

- **Perplexing:** Every time the machine is used, the user must choose between taking a -2 penalty on its roll, taking 3 additional rounds to operate it, or spending a Fate point.
- **Impossible:** Every time the machine is used, the user must choose between taking a -2 penalty on its roll, taking 3 additional rounds to operate it, or spending a Fate point.. In addition, The user takes 4 points of composure stress (superhuman tier), which may be resisted with the resolve skill or a skill with the Willpower trapping.

Environmental Consequences

The machine contaminates everything around it, the form of which is chosen by the GM. It may release air pollution or leak acid. It could even be radioactive. Whenever the machine is used, it creates a zone aspect. This aspect may be invoked on all characters once per scene. For example, the aspect "dust-choked air" may be invoked to blind characters (the dust is too thick to see through) or stun them (they have a coughing fit when they breathe). Normally, the aspect disappears 1 scene after the machine is turned off. At superhuman power tier, the aspect is permanent. At Ascendant, it affects every zone adjacent to the zone the machine is located in. At Godlike, the machine affects a massive area, equal to a large city.

The Mountebank's Machines

The following three machines are representative of the kind of machines built by old villains. Attempts to build knock offs of the Mountebank's machines have met some success. Players may find imitation machines on the black market, if they want to purchase them. They work the same, although the GM may secretly add another drawback.

THE HYPNO-INVISIFER

Item Based Power: Training required

Power Tier: Superhuman

Cost: 13 Skill points 0 refresh

Loot value: 53 loot points

Trappings: *Convince + psychic, Dexterity, Dismantle, Guile + Unusual, Initiative [Physical], Stealth + Unusual + psychic*

Drawbacks: Room-Sized (3) and Fragile (1)

Snag [major]: Lasts one hour and cannot be turned off ahead of time.

Snag [minor]: only affects living creatures.

Description: The Hypno-Invisifer bombards a single person with waves of exotic radiation that hypnotize all living creatures around the target creature into ignoring it. The user can sneak around, pick pockets, and sabotage machines at leisure. The hypnotic properties of the machine also allows the character to whisper commands or lies into the ears of unsuspecting characters, making them think the voice is their own mind. The user is effectively invisible and characters attempting to detect it must use the willpower trapping or the resolve skill in order to beat the Hypno-Invisifer in an opposed skill test.

The user must activate the machine in order to become invisible. Considering the machine takes up a large room and there is a one hour time duration on invisibility, its utility is limited. Still, a few enterprising base raiders might fit it into a trailer truck or use teleportation in order to gain more use out of the machine.

THE COMBUST-O-TROLLER

Item Based Power: Accessible

Power Tier: Superhuman

Cost: 0 skill points and 0 refresh



Skill point value: 10

Loot Value: 60 (3 point bonus for being accessible)

Trappings: *Notice + unusual + range, Transport + unusual + range x4*

Drawbacks: Cabinet sized (2) and Difficult Usability (1)

Snag [minor]: Can only control vehicles with an internal combustion engine

Description: This device allows the user to take over a vehicle with an internal combustion engine within a 10 mile radius. The user can monitor the vehicle through the viewing screen, flip a switch, and then pilot the vehicle as though he were behind the wheel. There is no roll to resist this ability, although sapient vehicles with an internal combustion engine are automatically immune to this power.

THE MEGA-ZETON- RADIATION-INDUCER

Item Based Power: Training required - cannot be activated without paying full skill point cost.

Power Tier: Ascendant

Cost: 11 skill points

Loot Value: 71

Trappings: *Menace + Unusual + Zone, Resist Damage + Unusual + Zone, Shoot + Unusual + Zone, Willpower*

Snag [minor]: Only one trapping can be active at a time.

Drawbacks: Bulky (1), Operator Knowledge - Academics (1), Maddening Design (1), Exotic Fuel: moon dust (1), Proximity danger (1)

Description: The crown jewel of the Mountebank's gadgets and one of his most deadly creations. It resembles a bulky World War 2 era radio set, complete with antenna. When activated, it releases a zone-wide field of 'mega-zeton' radiation, which the user can 'agitate' to disintegrate everyone else in the same zone (the shoot trapping), raise a force field (resist damage), a 'terror field' (menace), or shield the user's mind from harmful hypnotic effects (willpower). Using the inducer for one scene consumes one ounce of moon dust, which is quite expensive on the black market (10 loot per ounce).

Ray Guns

Many villains and heroes used ray guns up until the 1960s. Most were early efforts in reverse engineering alien technology, crude imitations of weapons carried by cosmic explorers and scouts. In particular, the alien species known to humanity as the Greys sent many scouts to Earth during the early 20th century. Some of these scouts traded technology to humans in exchange for information or service. The Greys wanted to conquer Earth, which they attempted to do so in 1957. The invasion failed because of the Ideal and other superheroes, but ray gun technology spread throughout the criminal underworld.

Ray guns are inferior to plasma weapons, but offer

several advantages over conventional firearms. They can harm energy beings and some magical creatures that are immune to mundane firearms. A single blast can melt a large hole in a security door. A single fuel cell can last for years.

Ray guns are built like any other item-based power. They do not suffer from the same flaws as vintage gadgets, as they were built upon advanced alien technology. The three following ray guns are the most commonly encountered types and can be found in the black market and in many bases.

SATURDAY NIGHT BLASTER

Item Based Power: Accessible

Power Tier: Extraordinary

Cost: 0 skill points and 0 refresh

Skill Point Value: 2 skill points

Loot Value: 40 loot points (+10 loot for being accessible)

Focus [Major]: Improvised Energy Weapon

Snag [Minor]: Held together with duct tape and glue

Trappings: *Shoot + Unusual (energy weapon) + Unusual (+ weapon 1) + Unusual (+ weapon 1)*

Description: This is the simplest type of ray gun, a cobbled-together mix of alien and human technology. Typically, the blaster was constructed from spare parts of other ray guns, while earth technology was used to fill in the missing parts. For example, one blaster could just be the central firing mechanism of an alien weapon placed inside the housing of a firearm. Other times, pieces from multiple ray guns were jury rigged together to function. Despite this, the blaster is a potent weapon. All attacks made with it have Weapon 2 applied and as an energy weapon, the Blaster affects many types of incorporeal and otherworldly beings.

GREY RAY GUN

Description: A standard ray gun produced by the Greys for their invasion of Earth. Thousands were confiscated when the invaders were captured in 1957. The weapons were mostly taken by the US government, but the Ideal and a few villains got their hands on them. Over the decades more ray guns were 'lost'

in storage and wound up on the black market. They are extremely durable and reliable weapons and their fuel cell lasts for centuries, thus making a vintage ray gun just as deadly today as it was in 1957. A few attempts were made to reverse-engineer the technology, but it requires certain metals not found on Earth. A few prototypes were made though but they are the equivalent to Saturday Night Blasters.

Equipment: Grey Ray Guns are treated as equipment with Weapon 1 and Empowered: Shooting - Superhuman.

Loot Value: 60 loot points (equipment is worth 20 loot points per 3 points worth of improvements).

DISINTEGRATORS

These weapons represent the pinnacle of ray gun technology. Built by Ideal super-scientists for a team of heroes who patrolled the outer solar system during the 1960s and 70s, these ray guns outperform every ray gun known to humanity. The secrets of their construction are held only in a few Ideal databases, which have yet to be found by any base raider. The schematics would be worth a fortune in the black market. Rumors of a Mark 10 Disintegrator, capable of destroying planets, are common among base raiders, but no proof has ever been found that the Ideal built such a deadly weapon...

Mark 5 Disintegrator

Power Tier: Superhuman

Item Based Power: Accessible

Cost: 0 skill points and 0 refresh

Skill Point Value: 7

Loot Value: 100 loot points (+25 points for being accessible)

Trappings: *Shoot + Unusual (energy weapon) + Variable [Scene] + Range x3*

Snag [Minor]: Variable can only be used to declare an Unusual extra for the Shoot trapping.

Focus [Major]: Ideal-tech Energy Pistol

Description: The Mark 5 Disintegrator is a pistol-sized weapon with superior range and handling. It was used by Ideal heroes fighting against dangerous aliens in deep space. It has a programmable dial to allow the user to fire the weapon in many different



frequencies and ray types. This allows the user to harm beings or creatures with resistances or immunity to certain types of damage. It also has a long range. Some Mark 5s have been recovered in Ideal and villain bases, but no one has been able to reverse-engineer the technology yet. They are highly prized by base raiders for their versatility and durability.

Mark 6 Disintegrator

Power Tier: Ascendant

Item Based Power: Accessible

Skill Point value: 20 skill points

Cost: 0 skill points and 0 refresh

Loot Value: 460 loot points (+300 loot points for rarity and for being accessible)

Trappings: *Shoot + Unusual (energy weapon) + Unusual (+1 weapon 1) x5 + Spray + Zone x2 + Range x10*

Focus [Major]: Ideal-Tech Heavy Energy Weapon

Snag [Minor]: Must be mounted or Extraordinary Physical Force skill at +1 or better to use

Description: The Mark 6 Disintegrator is a heavy weapon approximately the size and shape of a M2 Browning machine gun. Every attack has Weapon 5, Spray, and affects everything in a 2 zone radius. It has incredible range, especially in space. The Ideal scientist who designed it was a veteran of World War

2 and liked the Browning's style. It was used as an anti-spaceship weapon and could blow apart a Grey scout ship with a single shot. Many were mounted on Ideal vehicles, although a few were carried by Ideal heroes with superhuman strength. Only one is known to be on Earth, mounted on a captured Grey spaceship used by the US Air Force as part of the US government's orbital defense task force. Even though almost all of the Mark 6s were sent into space, surely a few must be on Earth...somewhere.

The Art of Haphazard Fighting

Old villains and vigilantes did not just look to strange gadgets and ray guns for power. Many turned to mysticism and esoteric lore. At the turn of the 20th century, an unknown scholar discovered a scroll of ancient Atlantean lore, which offered mastery of the martial arts. Before the scholar could finish the translation, a masked villain stole the scroll and the translation. The villain ordered his henchmen to learn the secret arts, but unknown to him, a costumed vigilante had infiltrated the ranks of the villain's goons. The henchmen and the hero spread what they learned to their respective allies and the new fighting style became popular to both heroes and villains. By the 1960s, other Atlantean scrolls turned up with more advanced techniques. The style fell out of use, but many manuals, written by anonymous henchmen, sidekicks, and vigilantes, were left behind in various bases. The original scroll disappeared and its ultimate fate is unknown. It would be worth quite a bit of loot to any base raider who could find it.

Had anyone finished the translation though, they would have discovered the truth of this school of martial arts. To the Atlanteans, it was known as the Jester style. It emphasized avoiding damage, at all costs. Practitioners look like drunken buffoons in combat, swinging wild hay makers at their foes, and falling over at the slightest touch. However, they can easily avoid taking damage, rolling with any strike, even gunshots, if the style is fully mastered. Conversely, a fighter using the Jester style finds it nearly impossible to actually inflict

damage on his foe. He can stun them, trip them, or even pin them with a hold, but their punches and kicks fail to inflict serious damage. In the 1930s and 40s, when the Jester Style was at its height of popularity, fedora-clad henchmen would battle masked vigilantes and sidekicks dozens of times over the course of a single caper, stunning or temporarily incapacitating their enemies, only to flee when they had won a fight.

HAPHAZARD FIGHTING

Power Source Type: Hand to Hand Fighting Manual for Henchmen

Power Tier: Can range from Mundane to Superhuman (chosen by character)

Cost: 4 Skill Points to gain the power at +0 and 0 to 2 refresh (depending on power tier chosen)

Time To Gain Power: 1 week to study manual, after which the character gains the power at +0. The character may raise the skill up to +4 normally, assuming the character has spare skill points. If the character cannot pay the 4 initial skill points, it will be considered an untrained power, as per the power interaction rules until the 4 point debt is paid off. A character cannot raise the power tier of this ability without paying the refresh cost when it is acquired.

Loot Value: 30 loot points (low value due to low appeal of the power)

Trappings: *Dodge + Unusual, Strike + Unusual*

Snag [Major]: Cannot inflict health stress with this power.

Snag [Major]: If the character uses the dodge trapping of this skill, their next attack must be made using this strange skill.

Complication [Minor]: Any character who uses this power looks like an untrained fighter, regardless of actual ability.

Snag [Minor]: Cannot attack unconscious foes.

Description: A character who uses haphazard fighting cannot physically harm a foe. They can perform aspect maneuvers by using this skill against the defender's unarmed skill. If the character is successful, they may apply a temporary aspect such as grappled, knocked down, stunned, or dazed. If the character gains spin on the roll (3 points above the defender's roll), the character may automatically knock out the

opponent for 1 round, long enough for the other character to flee or tie up the enemy. This is in addition to any other benefits the character gains from the spin.

LABYRINTH LAIRS

In the early years, villains preferred to use obfuscation rather than elaborate death traps to protect their hideouts. A villain known as the Empress pioneered a technique in blending, magic, mesmerism, and architecture to create a nearly impenetrable barrier. She wrote scrolls imbued with subtle magic that misdirected and confused the unwary and then embedded it the walls of her lair. She then surrounded her base with nearly identical buildings and structures, all designed to throw visitors off. The end result was a seemingly endless maze of identical hallways and rooms.

Some described the experience as being stranded in a cheap movie set, a shoddy warehouse with fake crates and flimsy walls. It was surprisingly effective as a trap, because it meant that many enemies could not reach her lair at all or even if they could find a way into the base, the Empress would have time to prepare an ambush for the intruder. Eventually the Empress was betrayed by one of her own minions and was arrested by the FBI.

In prison, she traded the secret to her labyrinth lair trap to another villain in exchange for a prison breakout. After she escaped, she disappeared and was never heard of again. The villain sold information on the trap to many other criminals. However, the technique fell out of use during the 1960s, when heroes with high-tech gadgets easily bypassed the trap. Today, many old lairs are protected by this trap, because it does not require power or maintenance to work.

Power Tier: Superhuman

Trappings: *Menace + Unusual + Zone + Stealth + Unusual + Zone*

Skill bonus: +1 to +4, depending on the skill of the lair's creator. The Empress was the master and only her lairs had a +4 bonus.

Snag [Minor]: Does not work on characters with X-ray vision or similar advanced senses.

Description: Whenever a character enters the labyrinth lair, they must make an opposed notice/alertness

skill test against the trap. This roll should be done in secret in order to not tip the players off. If the alertness check fails, they fail to notice the real entrance into the base, although they will think they are in the base. The character may make another opposed alertness check to realize they are lost in a maze. If this check is successful, the character must immediately make a resolve/willpower skill test against the Labyrinth Lair. Failure will cause composure damage to the character equal to the margin of failure. A character who loses all of their composure in the Labyrinth Lair panics and gains the aspect "Fear of the Labyrinth", which can be compelled to cause the character to flee any maze or labyrinth. A character can find the real entrance to a base protected by a Labyrinth Lair by making 2 opposed notice/alertness skill tests in a row or by destroying the labyrinth lair. Destroying the lair may bury the real entrance to the base though.

Characters trapped in the labyrinth can always escape. If a character chooses to leave before they find the real entrance, they gain a temporary aspect "Fear of the Labyrinth", which the GM can compel for free to prohibit them from re-entering the labyrinth. The aspect lasts for 1 day or until a Treatment [Composure] skill check is made to remove the aspect.

UNICORN-FORGED ARTIFACTS: MAGICAL POWER SOURCE

True magical items are hard to come by because they need a permanent source of arcane energy to function. Magic is notoriously immaterial and only rarely coalesces into physical form. Metals, crystals, and other inanimate objects are nearly impossible to find now because most have already been used to make magical items. There is only one source of renewable materials for magic item construction: the body parts of magical beings. Unicorns are especially prized for their potency.

Since Ragnarök, the black market for magical being corpses and parts has exploded. The Underground will not allow their sale, but human occultists have their own (very small and very covert) network of merchants and middlemen. When Sparkles (or any other unicorn) dies, their corpse remains behind. It does not disappear or turn into dust, like many other magical beings. That makes them very valuable to the occultists. The following loot values are base prices and requires time to find an appropriate seller:

- A living unicorn, trapped in a magical prison: 125 loot points
- An intact unicorn corpse: 100 loot points
- An intact unicorn horn: 75 loot points
- Any other intact body part: 40 loot points
- A vial of blood: 10 loot points
- Hair, drops of blood or other minor parts: 5 loot points

Halve the value if the part is damaged.

Requirements to forge an item from a unicorn body part: The creator of the item must have the Arcana skill or a Strange Skill with the Ritual Magic or Spell Magic flaw. This indicates the character has the occult knowledge necessary to make the item. The character then designs the power normally with the following restrictions:

Power Tier: Up to Ascendant. Note that the roll to make the item will be at the same tier as the forged item. For example, if the character with mundane Arcana tries to make a Superhuman tier item, he suffers the

normal penalty for attempting a roll above his power tier (p. 166 of Base Raiders for more information).

Skill point cost: The new power can only cost as many skill points as the loot value of the body part divided by 10. For example, an item using an intact unicorn horn can only cost up to 15 skill points (150 loot divided by 10 equals 15 skill points).

Flaws: All items must have either the Focus [minor] or Focus [major] flaw. The skill cost of the item is reduced normally. The item may have other flaws, but the skill point cost must always be at least 1 point.

Note that this is an item-based power and the creator must choose what type of item-based power it is (accessible, requires training, specific user, or power interaction - see p. 186 of Base Raiders). Training, specific user, and power interaction may all count as flaws, which can reduce the cost of the power.

Time to craft the item: The item requires 1 day per skill point cost of the time. The character must have access to an appropriate workshop or make a Resources skill check of +2 (same tier as the item created) to find the necessary tools and ingredients.

Skill check: The character must make a successful +2 skill check of the same power tier as the newly forged item in order to successfully craft it. If the character rolls +1 or +0, the attempt fails but the character can try again. If the result is -1 or lower, the unicorn body part is wasted.

Example Items

Healing Potion

Treatment [Health] + Unusual [instant healing] + Unusual [fixed effect], Treatment [Mental] + Unusual [instant healing] + Unusual [fixed effect]

Power Tier: Mundane

Focus [Minor]: A potion

Item-based power: Accessible

Snag [Major]: Can only be used once.

Delay [Minor]: Requires a full round to drink or pour down someone's throat.

Snag [Minor]: Requires a +1 or better Resolve or Willpower check (Mundane tier) to drink because it is super gross.

Required to Craft: A vial of unicorn blood

Loot value: 20 points - allowable in the Underground with permission from the blood donor - potions without

a known donor are contraband.

Description: Healing potions instantly heal 3 points of physical and mental stress or removes a minor or moderate consequence. They are disgusting to drink though, as the red liquid seems to pulse and move on its own. It also tastes like 'hairy poop water' according to some base raiders. Finishing a healing potion requires a +1 Resolve or Willpower check at the mundane tier or the character will throw it up, wasting it. Unconscious characters do not have to make this check though. Despite this, they can mean the difference between life and death, so they are highly prized. Some unicorns donate their blood to the Underground for potions, but they are only rarely available for sale.

Dragon Slaying Spear

Leap, Strike + Spray + Unusual x5 [Weapon 5] + Unusual [Ignore Resist Damage on any magical being], Parry + Unusual [Parry any magical attack]

Power Tier: Ascendant

Focus [Major]: The Infamous Spear of Legend

Snag [Minor]: Requires Training to use at all

Skill Point Cost: 15 skill points

Item-based power: Requires Training

Required to Craft: A unicorn horn

Loot Value: 200 loot due to rarity

Description: A weapon of ancient design, forged to slay dragons and other powerful magical beings. The haft is made of a dark metal and its tip is a sharpened unicorn horn. It can pierce the skin of any dragon or any other magical being. No character with the magical being archetype may use a Resist Damage trapping to negate an attack made with this weapon. It also has the Weapon [5] extra, making it an incredibly lethal weapon. Its wielder can also leap high into the air, so they can better strike at a flying dragon. Finally, by spinning the spear, the wielder can defend against any magical attack, including dragon breath.

Learning to master the spear takes a long time. The character must spend 15 skill points to gain Dragon Slaying Spear as a Strange Skill at +0. Loot can be used to pay off this cost. Until then, the spear is useless, as activating any of its properties requires total mastery of the weapon. It cannot be used at all unless the character has paid off the full cost.

Most magical beings view Dragon Slaying Spears

as an abomination and will try to destroy them whenever possible. Still, some are pragmatic enough to realize they can be useful and may secretly keep one 'just in case'. Some occultists seek out pawns to recruit as 'dragon slayers' by giving them spears and letting them master it. Once they can use the spear, the pawns are used as assassins and hunters of magical beings. If the pawn should die, another one can begin the training...

CHAPTER THREE

NEW TEAMS



AVALON'S IDEAL

By Kyle Carty

The weeks following Ragnarök were among the darkest in history. Society slowly crumbled as people felt the pressure of an invisible threat all around them. Disaster never came but the fear took its toll on the people left behind. Many developed PTSD and many more took their own lives.

On a popular message board dedicated to Avalon and the Ideal die hard fans gathered to discuss their fears of a post-Ragnarök Earth. The overwhelming majority agreed that life was too terrifying without their favorite hero to protect them. A group suicide pact was made between thousands of the board's users and was carried out within days. However, some that swore to go through with it either found themselves too afraid to die or outright failed.

Instinctively these people returned to their now deserted forums and chatrooms expecting to find that they were the last one. This was not the case. In their grief they found solace in one another. Many felt they had to find a way to honor their fallen friends but couldn't decide how. They fell into a deeper despair until one user suggested that if the world wasn't worth living in without Avalon then they would simply have to become Avalon.

No one knew how to respond. The poster, Krista Sibal, had heard about the emerging culture of base raiding from some of her offline contacts. If they could find a way to gain powers like his then one of them could become a new Avalon. They believed that because of Avalon's varied appearances over the years it wouldn't be that difficult for people to accept a new Avalon.

In the year since Ragnarök these individuals met up and formed a large group called Avalon's Ideal. All of its members wear Avalon costumes of varying quality. Some are homemade, others store-bought, one member even managed to recover a spare costume from an Ideal base. They have found a handful of powers that matched what they were looking for, though there were missteps along the way. After the unfortunate side-effects that befell David Shapiro after he became Avalon the Mighty their vetting process for gaining powers has become more scrutinizing.

The leadership of the organization is ranked by who is closest to becoming the next Avalon. The current three leaders have all taken the name Avalon and added a moniker to represent which aspect of the hero they represent. Omid Mannan, now known as Avalon the Watcher, is considered the closest to becoming Avalon due to his lack of physical mutations and having two powers.

The members of Avalon's Ideal are dogmatic in their belief that they can do no wrong and that their goals are noble no matter the collateral. Their naïve outlook is dangerous not only to themselves but to those around them. They are not inherently evil but are willing to go quite far to make their dream a reality.

Avalon the Watcher

Adversary

Omid Mannan was never one to complain or ask for more. He was content with a simple life working as an aviation technician for a large shipping company. Before Ragnarök he lived a life alone with friends that existed only on the internet. He was very popular on the websites he frequented, which gave him a strong sense of self-worth. When Ragnarök came and his idol, Avalon, vanished without a trace he was the one who suggested the suicide pact. Despite this fact he was too afraid to follow through with the act.

When the others returned to the forums he was distraught over what he had done. When Krista suggested that they be the ones to give the common person hope in the form of Avalon's Ideal he desperately grasped at the chance to redeem himself in his own eyes.

When he obtained the powers of Gravitax and the Upsilon Drug he became assured that his course was right and nothing would shake his resolve or challenge his decisions. Now that he has found his confidence he leads expeditions into bases. He thinks himself above the other commanders and the rank and file members due to his having two powers. He talks down to other base raiders and would rather try to talk them into walking away then fight them head on. Those that refuse would become the focus of his gaze.

ASPECTS

Background – Human: Former Aviation Technician

Archetype – Super Soldier: Human Gravity Well with Lasers

Conviction: Replace Avalon

Complication [Major]: Superiority Complex

UNIQUE AND STRANGE SKILLS

Diluted Upsilon Drug: : 2 skill points

Power Tier: Extraordinary

Shoot + Range x2

Snag [Minor]: Does not work in extremely cold environments

Snag [Minor]: Does not work if eyes are closed

Description: After injecting himself with this imperfect version of the Upsilon Drug, Omid gained the ability to fire lasers from his eyes. The beams are slightly less potent than those produced by the complete Upsilon Drug and can only be fired from his eyes though this doesn't bother him much at all.

Self-Gravity Manipulation: 9 skill points

Power Tier: Superhuman

Dodge, Move + Unusual, Physical Force, Strike

Snag [Major]: Physical Force and Strike only when falling to attack

Snag [Minor]: Dodge can only be used while airborne

Description: After touching dark matter created by Ideal hero Gravitax, Omid gained the ability to manipulate his personal gravity. He has learned to use this power to simulate flight by reducing his gravity and then applying it in a different direction to force himself forward. His preferred style of fighting is to rise above his enemy and then shift his gravity toward his target before he smashes into them with unbelievable force.

Tech Repurposing: 4 skill points

Power Tier: Extraordinary

Craft, Dismantle, Repair, Workspace

Complication [Minor]: Faint chemical odor

Description: Once he began base raiding Omid ap-

plied his technical know-how towards dismantling and repairing Ideal technology. He has created devices that allow the members of Avalon's Ideal to reactivate or manipulate many of the defense systems in a base. Unfortunately, he has dumped enough weird chemicals on himself that the odor lingers.

Commander of Avalon's Ideal: 6 skill points

Power Tier: Extraordinary

Esteem, Influence, Minions + Simple, Networking, Willpower

Conviction: Become Avalon.

Complication [Major]: Superiority Complex

Description: Members of Avalon's Ideal believe that their cause is just and will do whatever it takes to achieve their goal. The leaders have the ability to call on the lower ranked members for aid. Omid is willing to call upon his "lessers" when he feels the need.

SKILLS

Great: Self-Gravity Manipulation +4

Good: Diluted Upsilon Drug +3, Commander of Avalon's Ideal +3

Fair: Presence +2, Resolve +2, Tech Repurposing +2

Average: Alertness +1, Computers +1, Deceit +1, Empathy +1

GIFTS

Impact: Self-Gravity Manipulation

Skilled x3

TIER BENEFITS

Move 2

Weapon 2 [Health] – Unarmed attacks

Armor 1 [Reputation]

STRESS TRACKS

Health ○○○

Composure ○○○

Reputation ○○○ ○

Refresh 0 (8 base -5 for powers -3 gifts)

Avalon the Presence

Adversary

Krista Sibal grew up in a large family with many brothers and sisters. Sharing a room, waiting for others to get out of the bathroom, and fighting over who got the most food at dinner were all constant problems for her. Also, her mother was the supervillain leader of a criminal organization for mutants. So there's that...

Krista was the youngest of her siblings and never fully entered into the family business. She had acquaintances in the underworld and was treated with respect due to her lineage. However, she had a secret so dark that she couldn't let anyone learn about it. She was absolutely in love with Avalon and everything he stood for. She would spend hours in her room at night watching old news reports, interviews, and candid footage of the hero protecting the world. She would play pretend when she was outside and save imaginary people from imaginary threats. Her accuracy of impersonation was uncanny. So uncanny that she soon learned that it was her mutant power.

Over the years she secretly posted online in forums dedicated to Avalon. When her family learned of her secret the ensuing fight literally rocked the foundation of their home. Just as Krista had been backed into a corner her mother and siblings disappeared into thin air. Krista was alone. Ragnarök had arguably saved and ruined her life.

When the forums began to repopulate after the group suicide Krista saw that many of the people had given in to despair. They needed hope. She made up her mind and proposed that these fractured and scattered people should gather together and honor the memory of their deceased friends. How better to do so than to replace Avalon as the hope of the world?

As a base raider, Krista puts on the most accurate portrayal of the hero. From her gait to the way she throws punches no one would be able to tell the difference between her or the real thing except for the fact that she lacks all of his iconic powers.

When she encounters rival base raiders she isn't afraid to cut them a deal in order to obtain whatever she's after. Her natural charisma and charm make her a very skilled negotiator.

ASPECTS

Background – Villainous Past: The Daughter of the Leader of a Mutant Crime Syndicate

Archetype – Mutant: Perfect Movement Mimic

Conviction: Become Avalon

Complication [Major]: Stranger in Own Body

Snag [Major]: Almost Always Avalon

Complication [Major]: Disdain for Avalon the Watcher

UNIQUE AND STRANGE SKILLS

Movement Mimicry: 9 skill points

Power Tier: Superhuman

Disguise + Unusual, Dodge, Parry, Strike

Complication [Major]: Stranger in Own Body

Snag [Major]: Almost Always Avalon

Description: Krista was born with the ability to replicate any physical action that she sees. After watching video after video of Avalon in all of his iterations she has perfected every aspect of mimicry when it comes to pretending to be him. However, she has difficulty remembering how to be herself and is frequently stuck playing Avalon.

Black Market Contacts: 5 skill points

Power Tier: Extraordinary

Convince, Guile, Information, Insight, Networking

Complication [Minor]: Sins of the Mother

Description: Growing up the daughter of the leader of a mutant "equality exchange" gave Krista more than a few contacts in the underworld. While most of Avalon's Ideal uses more legitimate means to find bases she isn't afraid to call on old "friends." However, some in the underworld still hold quite the grudge against her for what her mother did when she ran the show.

Commander of Avalon's Ideal: 6 skill points

Power Tier: Extraordinary

Esteem, Influence, Minions + simple, Networking, Willpower

Conviction: Become Avalon.

Complication [Major]: Disdain for Avalon the Watcher

Description: The founding of Avalon's Ideal was due primarily to Krista's idea to replace the hero. Her natural power established her position early on and led to several successful raids. She still wants nothing more than to become Avalon and feels that Avalon the Watcher is an arrogant ass who is unworthy of the mantle. This leads to some tension when the two are around one another.

SKILLS

Good: Movement Mimicry, Commander of Avalon's Ideal +3

Fair: Black Market Contacts, Presence +2

Average: Alertness, Burglary, Melee Weapons, Resources +1

GIFTS

Signature Aspect: Almost Always Avalon
Theme [Movement Mimicry, Presence, Resolve]
Skilled

TIER BENEFITS

Armor 2 [Reputation]

Initiative 1 [Physical]

STRESS TRACKS

Health ○○○

Composure ○○○

Reputation ○○○ ○○

Refresh 0 (6 base -4 for powers -2 gifts)



Avalon the Mighty

Adversary

David Shapiro lived happily as a librarian before Ragnarök. When everything fell apart he took a large amount of sleeping pills and hoped to remain asleep forever. This did not happen. When he awoke in the hospital he felt anger and shame for his “failure.”

When the idea arose to form Avalon’s Ideal he agreed without hesitation. His loyalty was so intense that he was rewarded with the spoils of their first raid. The Bull Chimera Drug did give him super strength and transformed him into Avalon the Mighty but it also covered his body in thick hair and lined his fists with a rough bone-like material.

As a leader of Avalon’s Ideal, Avalon the Mighty is responsible for the majority of raids due to his resilience and strength. This is something he’s more than happy with due to his intense desire to gain more powers.

ASPECTS

Background – Human: Former Librarian

Archetype – Super Soldier: Bull Chimera

Conviction: Create a New Avalon

Complication [Major]: Believes he can do no wrong. Ever.

Snag [Major]: Frenzied when hurt

Snag [Major]: Works with real books and libraries.

UNIQUE AND STRANGE SKILLS

Bull Chimera Drug User: 8 skill points

Power Tier: Superhuman

Leap, Physical Force, Strike, Resist Damage, Stress Capacity [Health]

Complication [Minor]: Covered in thin fur

Snag [Major]: Frenzied when hurt

Description: After taking this failed super-soldier serum, David gained abilities far above those he possessed as a civilian. He can throw most people around with ease, his fists are tipped with bone and hit like a sledgehammer, and he can cross a football field in a

single bound. However, he has a tendency to lose control briefly if he is ever wounded in action. While he has yet to harm one of his subordinates some believe that the day that it happens is inevitable.

Commander of Avalon’s Ideal: 6 skill points

Power Tier: Extraordinary

Esteem, Influence, Minions + simple, Networking, Willpower

Conviction: Create a New Avalon.

Complication [Major]: Believes he can do no wrong. Ever.

Description: His position within Avalon’s Ideal gives David the ability to learn things he wouldn’t normally know, a sense of self-worth that protects him from detractors, and an entourage. He will do anything to become like Avalon and refuses to see his mistakes for what they are.

Retired Librarian: 2 skill points

Power Tier: Mundane

Information, Examine, Research

Snag [Major]: Only works with real books and libraries.

Description: In his civilian life David worked as a librarian for many years. This taught him the value of knowing how to find books and research papers. However, he never did adapt to the modern era and has little luck with using computers to find anything.

Unarmed

Power Tier: Extraordinary

Description: As per the common skill, but raised to the extraordinary power tier.

SKILLS

Good: Bull Chimera Drug User +3, Unarmed +3

Fair: Commander of Avalon’s Ideal, Intimidation +2

Average: Alertness +1, Retired Librarian +1

GIFTS

Theme: Bull Chimera Drug User, Athletics, Intimidation

Signature Aspect: Create a New Avalon

Impact: Bull Chimera User

TIER BENEFITS

Weapon 2 [Health]

Armor 2 [Health]

STRESS TRACKS

Health ○○○ ○○

Composure ○○○

Reputation ○○○

Refresh 0 (6 base -4 for powers -2 gifts)

USING AVALON'S IDEAL

Avalon's Ideal aren't evil as much as they are stubborn and ignorant to the consequences of their actions. They are absolutely sure that what they are doing is worth fighting for and will do whatever it takes to achieve their goals. They don't go out of their way to kill or maim other base raiders unless they are clearly wicked individuals.

The easiest way to bring Avalon's Ideal into your game is during a raid. Perhaps a base they are raiding is missing power and materials. When the players look through security footage they see the group enter in their costumes, grab what they need, and leave.

Encountering a leader of Avalon's Ideal should be handled differently depending on who they encounter. Omid prefers diplomacy to attempt to turn away or convert rival raiders while David takes the direct route of combat at the first perceived hostility. Krista might offer something of value she found but doesn't need in exchange for what she's searching for.

The group is borderline dogmatic in their pursuit of power and will continue to return until they are either killed or incarcerated. New recruits might be open to abandoning their goal but the core members who swore the original oath refuse outright. They will not sully the names of their dead friends. This does not mean that it is impossible to steer the cosplay-cult towards a better, less destructive path. It will be difficult to change the minds of the group but doing so prevents them from crossing the threshold into true villainy.

AVALANCHE OF AVALONS

Base raiders often forget that exploring each room in a base, navigating all the traps, disabling the automatic sentries, and claiming their reward isn't where the danger comes to an end. They still need to get out and get back home. This adventure idea presents a way to extend a raid and present a familiar base in new and interesting ways.

Introducing Avalon's Ideal as a group of base raiders that's "late to the party" presents a challenge of its own. Just as the party gets their hands on a coveted serum that grants invulnerability without any physical changes to the user they spot motion on a security monitor in the room they are in. Some might find what they see hard to believe. Avalon is on the screen and it's not an old recording. That's when things get strange. More and more Avalons (each wearing costumes with slight variations and of different qualities) file in behind the first Avalon who seems to be giving them orders.

Minions are not hostile when first approached but they do seem alarmed. Attempts to communicate with the group are met with honesty. They want what the players have. They'd prefer to take it peaceably but aren't afraid to get rough.

Exiting the base proves difficult as small groups choke the major hallways and exits of the base in addition to many of the defense systems being reactivated to hamper the progress of the players. Worse yet, if the players engage in combat with any minions their commander will classify them as hostiles to be subdued and begin pursuing them. Which commanders are there is up to the GM but no more than one should be present if the players are particularly bloodthirsty base raiders.

The minions prioritize capturing the Invulnerability Serum and focus all of their efforts in combat on snatching it from the players. Should they succeed they immediately turn tail and run.

Avalon's Ideal – Average Minion

Aspects: Bring Back Avalon, We are the Ideal!

Scopes: Average (+1) Physical

Unique Skill: A Hero Never Quits – Power Tier (E)
Inspire, Willpower

Saber Antimony

By Colin Thompson

High Power Hero

Eleven years ago Yuriko Hori was walking home from school like she did every day. Then a molecat (Like a cat but with bigger eyes and large paws with sharper claws. It loves to eat candy and is super merchandisable) popped up and asked her if she wanted to be a warrior of love and justice with the Elemental Sabers. Being young, she said yes and became Saber Antimony. Looking back, being named after the 51st element on a team of six might have been a warning.

The Sabers battled the Darkness that Dwells, spirits that possess and mutate humans and animals and delighted in suffering and slaughter. Each time the Dwellers mutated a person, the Sabers were there to kill it and often the unwilling host.

She lasted four years before the trauma of fighting demons, human cultists and innocent hosts began to overwhelm her. Like many, she developed PTSD and ran. Knowing Tokyo wasn't safe, from cultist reprisals or angry Sabers, she fled for relatives in the country. When that wasn't far enough she took a study abroad program in New York. The first thing she did after moving to NYC was bury her talismans, the "pretty wand" and "lovely bracelet," cutting herself off from her past.

Ragnarök came and went, the current Sabers vanishing and life became calmer. She began to intern as a physical therapist for children and all was well.

Six months later she read an odd case of demonic possession in California, similar to the Dwellers. Two months after that she found another mention, this time in Colorado. By the time her news aggregator had flagged a case in Kansas she had dug up her talismans and was making inroads to the Underground. A month later she was training Alisa and Marcus.

At this point Yuriko is convinced that the Dwellers have come to the US, maybe abandoned Japan or worse are spreading out for wider hunting. Or they are stalking her as the last Saber. Whichever one is true, she needs to be ready for them. Which means she can't do it alone. Finding people who can back her up took a while and training them is taking longer but it's the only way. She feels less bad about bringing people

into the conflict than she thought she would, that worries her sometimes. But the drinking helps.

She appears as an athletic Japanese woman. She keeps her hair short and dresses like a slacker college student favoring sweat pants and baggy shirts. Most days she uses makeup to cover the most obvious of her scars though anyone looking close enough will see the numerous faint lines left from her battles.

When she transforms, accompanied by cherry blossoms, her clothing morph into a Japanese schoolgirl uniform, her wand extends into a long spear and her hair turns dark orange and grows out about three feet.

ASPECTS

Heroic Connection: Pretty Child Soldier

Magic User: Came of age strange

Conviction: Help the wounded [Righteous Warrior when transformed]

Complication: Scarred body and soul

Conviction [major]: Finish what I left behind

Chaperon, defender and teacher

Lovely Bracelet

UNIQUE AND STRANGE SKILLS

Sporty Magic Girl: 15 skill points

Power Tier: Superhuman

Initiative [Physical], Leap, Menace, Move, Physical Force, Shoot, Willpower

Transformation [Minor] Righteous Warrior

Delay [Minor]: She must spend a round transforming into a magical girl accompanied by flying cherry blossoms and all.

Focus [Major]: Lovely bracelet

Item Based Power: Specific User

Description: The Lovely Bracelet she wears looks like a slightly cute piece of costume jewelry but when activated it turns her into Saber Antimony, tireless fighter against evil. In this form she can run, leap and gains super strength as well as being able to fire "Lovely Purity Blasts," yes she has to shout that. The change also makes her much colder and cooler, she has very few qualms about violence or damage in this form.

Scarred survivor: 5 skill points

Power Tier: Extraordinary

Information, Resist damage, Stress Capacity [physical], Stress Capacity [Composure]

Complication: [Minor] Scarred body and soul

Conviction: Finish what I left behind

Description: Yuriko has become a hardened veteran after her time fighting the Darkness that Dwells. She knows more about the entity than anyone else on Earth. She's also as tough as they come.

Heaven's Pretty Spear: 2 skill points

Power Tier: Superhuman

Strike + Unusual (Sets things on fire), Parry + Unusual

Focus [Minor]: Pretty Wand

Snag [Minor]: Requires one round to change from wand to spear.

Item Based Power: Specific User

Description: Her "Pretty Wand" looks like a cute toy you put on a key chain. However when she needs it to it will grow into a burning spear between two and six feet long. It can transform without her turning into Saber Antimony.

SKILLS

Great: Heaven's Pretty Spear, Sporty Magic Girl +4

Good: Empathy, Scarred Survivor +3

Fair: Intimidate, Investigation +2

Average: Academics, Alertness, Athletics, Contacting, Stealth +1

GIFTS

Skilled x3

TIER BENEFITS

Weapon 2 [Health] - Unarmed attacks while transformed as a magical girl

Move: Can leap or run an extra zone as a normal movement when transformed as a magical girl

Armor 1 [Composure]

Armor 1 [Health]



STRESS TRACKS

Health ○○○ ○○

Composure ○○○ ○○

Reputation ○○○

Refresh 3 (10 base -5 for skills -2 gifts)

Pretty Soldier

High Power Hero

Born near the fall of the USSR, Alisa Zolnerowich grew up with hopeful parents who encouraged her love of learning. She may have even had a promising future but her grandparents came from Chechnya. That narrowed her options and kept her parents embarrassingly low at their civil servant jobs.

But she grew up happily, loved machines, read comics and watched news of superheroes, especially power armor. Even with the crackdown on powers she was widely active in the superhero otaku community. She may have had the grades to get into the Moscow Institute of Physics and Technology but not the connections and wound up instead choosing Bratsk State University, practically on the border of the Tunguska Zone.

She spent a year at the school and a little more from the underworld that grew near the zone. Very little came out in the pre-Ragnarok days. She spent most of her time researching the zone and making minor inroads with the local Russian mafia as a 'consultant'.

Within two months after Ragnarök the zone cordon was in shambles and she took a leave from her studies. Alisa joined the first wave of scavengers, using in her contacts to come along as a spotter. They easily slipped in and established a base of operations. Alisa found herself trapped there, somewhere between a prisoner and third in command of research. She spent the next two months working on discoveries from a crashed reality-ship, normally meant to navigate dimensions but run aground in the storm of the zone.

As the outpost became less safe, more of the mafia pulled out leaving a skeleton crew, the next month was wilder as various threats slowly whittled the outpost down and the scientists, Alisa included, drifted closer to madness. It was during this time that she cracked the encryption on a nano-computer she had been studying. While a coup like this would likely have bought her way out, she instead decided to use it on herself.

After she installed it she's pretty sure she was brain dead for at least a day, but then she was back and everything was so much easier. She doesn't like to think too much about it but she is pretty sure that it has altered her memories as part of augmenting her brain.

There's only a patch of silver on her skin at the base of her neck so she keeps her blond hair long to cover it.

Her upgrade let her take control of a fabricator easily and no longer locked out of all but the basic programming it was child's play to build a suit of power armor, it was even easier to escape into the night a week later when an incursion of parasites overran the outpost. She made it back to civilization, withdrew from school and went back to her hometown before the local mafia could even learn she wasn't dead.

That's about where she ran out of ideas. She didn't want to become an outlaw here and endanger her parents, she had kind of run away from the mafya and she didn't have a lot of marketable skills beyond criminally working in the zone, a head computer linked to her power armor and middling grades from her abandoned college career. She settled on base raiding. It was in her field, she could start up far away from her family and it was sooo cool, just like an anime.

It was easier to program her armor to fly through the Arctic Circle and swim to meet her in upstate New York than it was to get all the papers to pursue a MA at NYU. But even that worked out in the end. Her parents were proud of her for following her dreams of higher education, her friends were sad to see her go and she was so excited to see a new city.

It took her less than a month to sniff out the Underground and start making friends with the tech section. She would have started working in one of the shops there but then she saw one of her childhood heroes, Saber Antimony, and in full fan girl fashion demanded to join her team. Alisa is a cheerful presence on the team. She's living her childhood dream, after all.

She's a bit short and a bit pudgy. Her long hair is blond and she likes cargo shorts or any clothing with lots of pockets. Her power armor is stylish to the point of being a little impractical but it makes her feel good to run around in it.

ASPECTS

Human: Super Fan girl Super scientist

Super-science: I Survived Because I Built

Conviction: I can be a hero

Complication [Major]: Am I still me?
It's better to be cheerful

Focus [Major]: Pretty Soldier Armor

UNIQUE AND STRANGE SKILLS

Nano Head computer: 11 skill points

Power Tier: Superhuman

Convince + Unusual (command link), Craft, Dismantle, Examine, Information + Unusual, Languages, Notice, Repair, Research, Security + Unusual: (system link)

Complication [Major]: Am I still me?

Snag [Major]: Convince only works on technology

Description: The nano-colony she replaced some of her brain with, it gets wi-fi, allows her to link to computers though if she needs a hardline she has to plug it into the back of her neck, provides limited AR and assistance when working on nano-machines and lets her interface with machines. It also made language learning easy and keeps track of her environment. It may be growing, replacing her brain a neuron at a time.

Sleek Power Armor: 15 skill points

Power Tier: Superhuman

Move + Unusual (flight), Physical Force, Resist damage, Shoot, Treatment [physical]

Focus [Major]: Pretty Soldier Armor

Delay [Minor]: One round to don

Snag [Minor]: Can only heal the pilot of armor

Snag [Major]: One pound of flesh required to use Treatment [physical].

Item-based Power: Requires training

Description: Looking like a runway model from a 80s mecha anime, her custom armor is still new. The right arm holds a plasma cannon and the back houses two flight jets. The oddest part is the nano-reconstruction suite. The armor can heal the pilot if has flesh stored inside. Healing stress So far Alisa buys cheap meat from the butcher and tries not to think about it.

SKILLS

Great: Sleek Power Armor +4

Good: Nano Head computer +3

Fair: Presence, Resolve +2

Average: Bureaucracy, Endurance, Unarmed Combat +1



GIFTS

Skilled x2

TIER BENEFITS

Weapon 2 [Health] - Unarmed attacks while in armor

Move: Can fly 2 zones as a standard action in armor

Languages: Speaks 8 languages + Russian, Speaks 3 exotic languages

Notice: Can defend when surprised

Craft: Once per session, the player may spend a Fate Point to give the character a theme-appropriate work (a piece of Equipment with two improvements, as above) or add two improvements to an existing piece of Equipment that last for one scene.

STRESS TRACKS

Health ○○○ ○

Composure ○○○ ○○

Reputation ○○○

Refresh 5 (10 base - 4 skills, -1 gift)

The Chosen One

High Power Hero

Five years ago Marcus Jones got the Call to Action after his eldest brother absorbed the energies from an alien artifact and became a local vigilante. Marcus didn't take his brother's offer of powering himself up because he was supposed to stay in school and not touch alien artifacts, just like the D.A.R.E. Officer said. But his brother did well and even joined the Ideal, as the telekinetic hero "Long Arm," having a year with them before disappearing into Ragnarök.

Six months later with no sign of his brother Marcus took matters and the alien artifact into his own hands. For reasons unknown, this time instead of feeding him energies the artifact, which looks like a jar filled with writhing glow-sticks, absorbed itself into his chest.

The powers took a bit to get used to, he spent a few months in upstate New York demolishing an abandoned hospital to work out most of the kinks. He also spent this time relearning secrecy as he had to figure how to keep his glowing chest a secret.

He began searching for his brother, unaware that he was really searching for a Mentor. The conspiracy sites were no use but they pointed him towards the Underground.

The device embedded in his flesh got him in, but he didn't find anyone he meshed with at first. The other aliens were weird and the tech people were boring. It wasn't until he started drinking with the mystics that he began to feel more welcome and that he learned that he was walking the path of the hero. He got a copy of The Hero with a Thousand Faces and began to chart his progress.

And everything fell into place, he found a Mentor in Saber Antimony and a crew to run with. He's still looking for the answer to Ragnarök and with his allies with him he's pretty sure he can find it. He is the center after all.

Yuriko has his delusions figured out and plays to them as she needs to. Alisa likes to talk with him and thinks he's fun to hang out with.

He's tall and square jawed. He cuts his hair short and gets most of his clothes from an army surplus store. He always wears heavy shirts, even in summer, if he

wears anything lighter the glow from the alien engine shows through. He doesn't have a costume yet, he's waiting to pass the first Threshold Guardian before he gets it.

ASPECTS

Heroic Connection: Super Brother

Super Soldier: I Saw My Brother Do This

Conviction: I Will Bring Him Home

Snag [Major]: Only works on heroic tasks

Conviction: I Am The Chosen One

Complication [Minor]: Rave Lights In My Chest

UNIQUE AND STRANGE SKILLS

Super Little Brother: 3 skill points

Power Tier: Extraordinary

Information, Networking, Notice, Research, Willpower

Complication [Minor]: Support group for supporting characters

Description: Marcus spent a year keeping his brother's secret, doing basic research for him as well as meeting a few other relatives of supers. He also has a few numbers to call in case of emergency. He suspects they don't work but they may lead somewhere. He also helps out a support group of family members of missing heroes.

Psychic Generator: 15 skill points

Power Tier: Superhuman

Move + Unusual (Hover), Parry + Unusual, Physical

Force + Psychic + Ranged, Strike + Psychic + Range

Complication [Minor]: Rave lights in my chest

Snag [Minor]: Hover is slow

Snag [Minor]: Easily detectable when using power.

Description: Marcus can control the energy in the alien generator giving him telekinesis, which manifests as large glowing energy constructs. He can create shaped energy constructs to hover, attack enemies, or shield himself from attacks. The artifact glows and can be seen through a thin shirt.

Chosen One : 3 skill points

Power Tier: Extraordinary

Variable x2 [Scene]

Conviction: I am the Chosen One

Snag [Minor]: Follows the hero cycle

Snag [Major]: Only works on heroic tasks

Description: While he walks the path of the hero Marcus has things go his way. People he’s never met may trust him or he may find himself very good at picking locks after being imprisoned for a while. However it won’t work against the Hero’s Journey. So if Yuriko is choking on a sandwich he’ll know how to do the Heimlich maneuver to save , but if she’s trying to haggle with a merchant, Marcus won’t be able to help her.

SKILLS

Great: Psychic Generator +4

Good: Chosen One, Super Little Brother +3

Fair: Alertness, Endurance, Resolve +2

Average: Athletics, Deceit, Drive +1

GIFTS

Skilled x2

TIER BENEFITS

Weapon 2 [Health] attacks with Psychic Generator

Parry: Can parry most attacks by creating an energy shield.

STRESS TRACKS

Health ○○○ ○○

Composure ○○○ ○○

Reputation ○○○

Refresh 5 (10 base -4for skills -1 gifts)



Using Cosplay

Cosplay is a new team of base raiders that has surfaced in the Underground. They have established themselves as competent and heroic, although they raid primarily for profit. Cosplay will help the needy when necessary, but they give priority to those that pay.

Their leader, Saber Antimony, is an enigma among base raiders. She appears to be a hero who was active before Ragnarök and is now somehow still around. Some believe she is a clone or imitator of the original hero, while others think she alone escaped Ragnarök. She keeps a low profile and refuses to answer questions about her past.

Pretty Soldier is a Russian power armor pilot with a knack for understanding alien technology. Her armor is a unique design, armed with a plasma cannon and the ability to self-repair.

Marcus Jones calls himself The Chosen One and has the power to back up his claim. He has access to an alien artifact that was previously connected to a pre-Ragnarok hero named Long Arm. He truly believes he has a great destiny as a hero and will do anything to fulfill that prophecy.

As a team, Cosplay has a secret agenda. Saber Antimony wants to raise as much money as possible to prepare for war against a supernatural evil, The Darkness that Dwells. She fought against it before Ragnarök but like her, it has returned. She needs a war chest to hire mercenaries and other allies, so she has assembled a team of base raiders to help her.

As Player Characters: Yuriko is a stern leader and solid fighter. Alisa is a genius and the cheerful heart and moral center of the team. Marcus fills in using his alien telekinesis and the luck that comes with walking the path of the hero.

One of Yuriko's goals is to find the Shimmering Palace, the headquarters of the Elemental Sabers, it floats somewhere above Japan on a modified cloud. Inside could be all sorts of magical goodies or even the molecat, a potent source of super powers. The palace may also have a way to reach the Sabers taken by the Ragnarök object. It could also be swarming with any manner of evil escaped from containment or the Darkness that Dwells may have found it. Either way figuring out where it is and how to get to it now that Yuriko can't

just whisk herself there.

The Molecat is a part of Yuriko's last ditch plans as well, if she can find him, and if the Darkness that Dwells seems to be closing in, she is open to unleashing him on a city and flooding the world with new Elemental Sabers. It's pretty brutal on the children the cat will empower and she knows less than half would survive their first fight.

There's also the Darkness getting bolder now that their primary enemies (predators?) are dead. They have come to the US and are hunting Yuriko.

As allies: Yuriko wants favors, she plans to cash any in when the Darkness shows up. Since she's not as dedicated to profit as other teams, Cosplay will take on a lot of low end jobs. They may also look for a fourth member and would be willing to train as well as run overwatch for newbies through bases. Alisa is always happy to talk shop and make friends in the tech market and can be convinced to help with odd jobs if she's asked nicely.

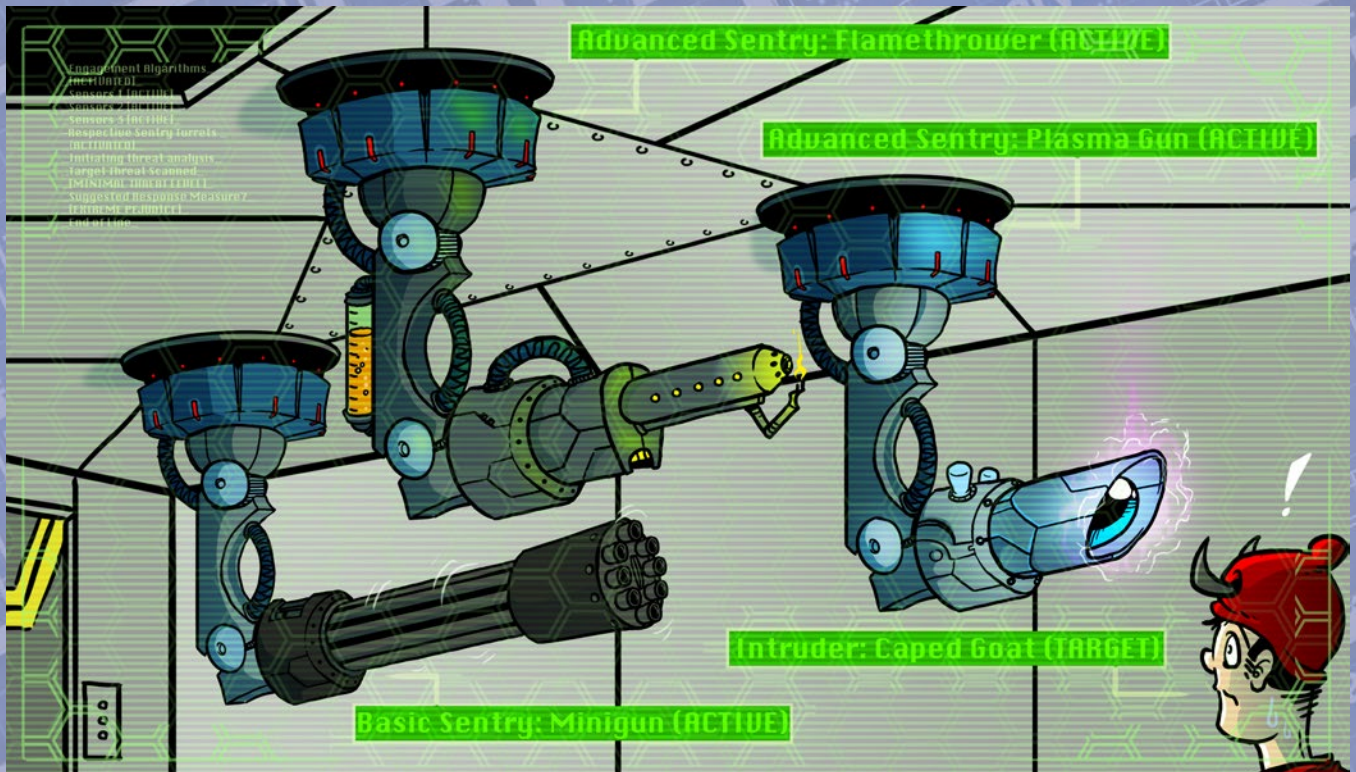
As contacts: Yuriko knows the locations of several old bases in Japan, she is however terrified of going back but would sell the bases cheap, maybe for favors or scouting in Japan. She can also be hired to train anyone who bonds with one of the remaining Elemental Saber talismans. Alisa can be hired to help with all sorts of projects though she specializes in nanoengineering. Marcus knows a little about some of the old Ideal heroes and some of the old Ideal policies and practices.

As rivals: Or Yuriko is preparing for a war and hitting bases left and right looking for tools for her soldiers. She won't attack rivals easily but she'll undercut prices and deal with less savory elements of the Underground. In this case, Marcus is likely a bit more on the narcissistic side and Alisa is more awkward and clueless.

As victims: Alisa's naiveté, Yuriko's enemies and Marcus's delusions offer ways people can strike at them. While the Darkness that Dwells has more or less no chance against the Magic Underground, it will have an easy time luring the team into traps. Alisa has awful opsec and while difficult her identity would make her vulnerable (through her family) to the FSB, Russian Mafya or the EPSA. Marcus's desire to find his brother will lead him to chase clues of Ragnarök as well as make deals before thinking.

CHAPTER FOUR

NEW DEATH TRAPS



Build-A-Base Bomb

by Caleb Stokes

Build-A-Base technology was rare even in the days before Ragnarök. In the salvage industry of base raiding, unused kits fetch exorbitant prices in the black market. Most units have been recovered already, and equally high percentages are used shortly after resale.

However, Build-A-Bases had to be produced, and the Ideal guarded the secret locations of their manufacture closer than any other secret. Furthermore, these “black factories” were just one stop along a distribution chain. The combination of organic, supernatural, and exotic energies that Build-A-Base units could be customized to consume meant that a variety of expertise was required. While a super-scientist might be responsible for the design software and nanobot programming, the result would then have to be shipped to an ancient mystic for the alchemical and thaumaturgic rituals necessary to install the unit’s power source.

There are a number of bases still out there that, regardless of their former owners power set and focus, contain surplus Build-A-Base units by merit of being part of the supply chain. It stands to reason that not all of these units would have been shipped at the time of Ragnarök. Some villains like Omega also reverse-engineered the Build-A-Base and sold it to other villains. Similarly, it’s hard to believe that everyone involved in this secretive endeavor resisted the urge to skim a few Build-A-Bases off the top.

Many of these embezzled units were no doubt used to create secondary facilities, but not everyone in the Ideal was a billionaire philanthropist. As easy as Build-A-Base makes construction, it still required land, supplies, and time: a set of arrangements that could easily fall through. A few former heroes and villains found themselves holding highly-illegal Build-A-Base kits they couldn’t safely use or offload.

Every base raiders dream is to find such a secret stash and sell it off for a fortune. However, an unlucky few will find the old guard wasn’t content to let their Build-A-Bases gather dust in a closet; they instead repurposed the technology into the final solution in base security.

USAGE

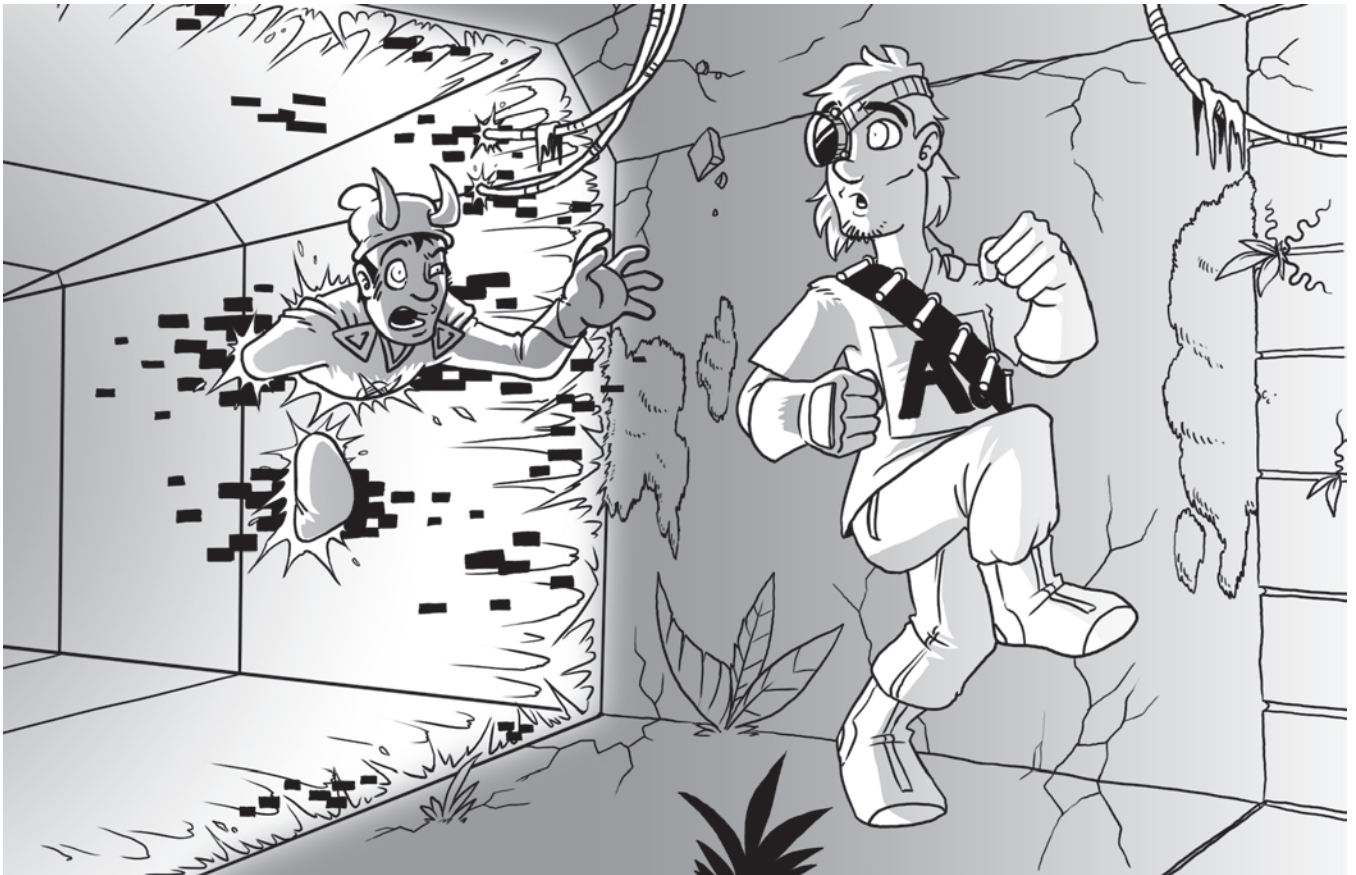
Why defend a base from intruders when you can just build an exact replica of everything contained within it? The enormous power of Build-A-Base technology begs this question. So long as the intent wasn’t to remain stealthy (And why would it be? Don’t you want alarms going off if someone breaks into your house?), each unit could create – or recreate – a massive facility in less than an hour. The old base itself serves as perfectly compatible feedstock for the nanofabricators, alchemical converters, and construction bots. If a few dumbass burglars get molecularly disassembled in the process, isn’t that their fault? Besides, finding evidence of their murder would require sourcing individual atoms of carbon now built into the walls.

Standard Build-A-Bases were programmed with multiple fail-safes that prevented them from being turned into particularly cruel bombs. Efficiency programs canceled redundant construction plans, such as disassembling and reassembling an identical room in the exact same location. Furthermore, limited AI programs performed thorough scans for lifeforms to ensure a Build-A-Base was never triggered inside occupied facilities.

Of course, for those who designed the units for a living, subverting these safety measures was a simple as a few lines of code.

A Build-A-Base Bomb is primed to fire and ready to go off as soon whatever hacked sensory inputs it’s connected to detects intruders. Upon activation, the Build-A-Base operates normally, gathering feedstock for its fabricators from the surrounding area. With safeties removed, this means the unit explodes into a ravenous tide of nanoswarms, transformative magical energies, and dangerous construction robots. Even being close to the waste heat let off by this massive reaction is enough to be fatal. Those caught in the wave of rapid molecular disassembly and recombination have no hope of survival.

By the time the construction was finished, any intruders would have either fled or been erased. If the base was remote enough, the break-in might not even be detectable unless the owner checked the Build-A-Base power levels...or noticed an uncharacteristically fleshy feel to the walls.



VULNERABILITIES

A Build-A-Base Bomb is an extreme measure. Sane base owners would want to make sure there was no way the device could trigger accidentally while they were inside, so most of these traps have an exhaustive set of conditions that must be met before they “explode.” The sophisticated programming required to jailbreak a Build-A-Based unit means most owners would have no trouble installing a limited AI capable of identifying false alarms.

Those incapable of sophisticated hacking – such as the magical adepts along the distribution chain – made sure that their spare units were only rigged to activate if an innermost sanctum was violated. These failsafe bombs usually served as the last line of defense in an extensive security network, set to go off in order to protect some one-of-a-kind item that must be prevented from falling into the wrong hands.

The first task for a base raider is identifying which type of trap is present. If the bomb is only set to go off under the most stringent security violations, the trick is

to maintain plausible deniability during the raid. Most Ideal members would be careful to avoid disintegrating hapless groups of spelunking teens and other innocent bystanders; keep the intrusion within the realm of possible false alarms, disarm the bomb, and get rich selling the unit.

In the case of hair-trigger Build-A-Bases set to go off the second some secluded inner sanctum is breached... well...better know which door that is before you open it.

If a Build-A-Base Bomb does go off, death isn’t entirely assured. While certainly faster than the average human, the event horizon of a base reassembly isn’t nearly as fast as the shockwave of an explosion. In fact, numerous telekinetic or weather based powers can hold off nanoswarms, magical protections can stop alchemical transmutation waves, and any number of offensive abilities can disable construction robots. If all these abilities are present and in cooperation, a Build-A-Base Bomb could feasibly be disarmed mid-reaction. However, the coordination of such a feat would have to be flawless and nearly instantaneous. The true

danger of the bomb is the waste heat of trillions of molecular bonds breaking every second. The forefront of a speedy Build-A-Base reaction is a radioactive furnace infused with the transmutational magical feedback from a total violation of physics. It's possible for those with super-speed, teleportation, or exceptional physical endurance to survive these conditions for a short period, but evacuation must be as swift as possible.

The greatest vulnerability of a Build-A-Base Bomb is its single use. A Build-A-Base machine cannot reproduce itself. It cannibalizes itself to remake the base and cannot rebuild itself. If some other hapless base raider happens to set one off, the seismic tremors and heat signature – in addition to murdering the intruder – is likely to alert the Underground to the presence of heretofore secret facilities. From there, with power cells and feedstock depleted, a follow-up team of base raiders are left to loot a pristine, brand-new base. If the previous raiders were taking trips, stashing their loot at a secondary location, followers might even be able to loot the base twice: stealing all the pre-Ragnarok valuables and their recently constructed duplicates. In fact, a truly savvy team might clean a base out through stealthy infiltration, then remotely trigger the Build-A-Base Bomb in order to get a second printing of the goods.

GAME STATS

Detecting a Build-A-Base Bomb: Fortunately, an active and primed Build-A-Base machine is not very subtle. Characters with high tech sensors, such as thermal vision, can easily detect the general presence of the machine well before they can trigger it. In general, it requires a +3 Alertness/Notice skill check if the character has an appropriate sensor. This check can be done once a character is near the base, but outside of its triggering range.

Of course, knowing the machine is active does not mean the character knows what it is. Identifying the machine as a Build-A-Base Bomb requires a +2 Superhuman Technology/Information skill check. Failure indicates the character has no idea what it is.

Magical or psychic powers that warn of impending dangers automatically succeed, informing the character that an overwhelming danger is nearby. Identifying

the nature of the threat requires a +4 Superhuman Arcana/Information skill check to decipher the vague mystical warning.

It is impossible to identify a Build-A-Base Bomb with normal human senses.

Avoid Triggering the Bomb: Once a character knows of the Build-A-Base Bomb, they can try to avoid its sensors to keep it from triggering. The Bombs are area denial traps. Stay out of its guarded area and it will remain safe. Characters can identify what the guarded area is by examining the base. This generally requires high tech gadgets and a +2 Superhuman Technology/Information skill check, as well as unrestricted access to the base — it cannot be done while other traps or guardians are around. Magical powers can also work, up to the GM's discretion.

If the character wants to enter the restricted area protected by the Build-A-Base Bomb, they must trick or disable its sensors. Typically disabling the sensors requires the appropriate tools, access to a control panel within the base and a +4 Ascendant Technology/Dismantle trapping skill check. Often, it will also require the character to access another section base guarded by other defenses such as sentry turrets or deathbot guardians. A failed skill roll will activate the bomb. Tricking the sensors requires a +2 Ascendant stealth check every round in order to avoid detection. Failure of a single stealth check activates the bomb. This is some of the most advanced technology ever built by the Ideal, so disabling or tricking it is difficult.

Most base owners had certain shortcuts to disable their bombs. Generally, this is as difficult as bypassing a Shrink Ray trap, as described on page 13.

Effect of the Bomb: Characters in the area of effect of the Build-A-Base Bomb when it is activated have between 1 and 3 rounds to escape, depending on how close they are to the exit and the size of the base itself. During this time, the GM can determine how difficult it is to escape and what kind of skill checks are needed. Usually, a +4 Athletics skill check is enough to run away before it activates. This assumes the characters know the Bomb has been activated. Characters who have not identified the trap will not know to run.

Once the machine activates, each character in its area of effect suffers a +4 Godlike Strike with Weapon

4 every round they are inside. Armor does apply for the first round of exposure to the machine. After that, the armor no longer applies because the Build-A-Base Bomb has already sufficiently damaged the armor to utterly compromise it. The Dodge trapping cannot be used to defend this attack because it is an area attack. Parry can be used if it has an Unusual extra that could work, left to the GM's discretion. Resist damage can be used normally to defend against this attack.

All consequences taken as a result of the Bomb must be based on the partial disintegration of the character's body. The GM may rule that consequences may take longer than normal to heal or cannot be healed without magic or advanced technology.

A character taken out of action by the Bomb has been utterly consumed by it.

Holding off the Bomb: Characters unable to escape the wave of destruction may pool their abilities to hold it off. Every character with an applicable power, such as one with Variable, or Shoot + Zone, can roll against a +0 mundane target. Add up all of their rolls together. If it is equal or greater than 12, then the team has held off the wave for that round. If the total is less than 12, then the wave has broken through and all of the characters suffer damage normally.

The GM has discretion whether a particular power can be used. The GM may apply penalties or limitations against certain powers. A super strong character could throw heavy debris to block the wave, but only as long as debris is available to throw, for example.

Escaping the Bomb: In order to escape, characters must make a +2 Superhuman Athletics/Move trapping skill check to outrun it. It generally takes at least one round to escape, but some base owners have built secondary traps that trigger when the Bomb is activated. For example, walls may close, blocking off exits. These barriers can further complicate escape efforts.

Gritty Gas

by Caleb Stokes

The Vvytetra of Dragma II invented bioengineering technology centuries before spaceflight and telecommunication. The Vvytetra evolved into a Type-2 civili-

zation using only sophisticated animal domestication, selective breeding, and agriculture. By the time they slipped the bonds of their home planet, a biocentric conception of the noble Vvytetra "life architects" led them to enslave and harvest every species they encountered. Other sentient beings were seen as no more than alien technologies in need reverse engineering. Those lucky enough not be vivisected could look forward to being reduced to livestock.

Dragma II and its surrounding moons slipped further and further into decadence as the Vvytetra brought more and more alien species under control. The average Vvytetra had little to do as an entire ecosystem of subservience (checked by various races of predatory "managers") served its every need. Though Vvytetra thought it taboo to manipulate their own DNA, these bored elites had little to do but tinker with the genetic blueprints of the hundreds of species they'd come to dominate.

"Architectural Symposiums" became common events on Dragma II: events where various genetic prototypes would compete in tests of bioengineered fitness. But while these gatherings originally tested everything from crop yield to musical ability, they grew steadily more sensationalist until the only category that mattered was "survival of the fittest." What started as ethically reprehensible experimentation quickly descended into little more than gladiatorial combat.

The Vvytetra would spend every spare moment incubating monsters or watching them fight in the arenas dotting the planet. An evolutionary arms race kicked off. Soon, exhibitions would feature creatures with carapaces hard as diamond, healing capabilities that could metabolize atmosphere, and engineered mind states of tactical genius.

In short, the fights got really, really boring.

Watching exhausted-yet-perfect killing machines exchange blows for weeks on end didn't satisfy what had become the all-consuming Vvytetra bloodlust, but, as always, they found a way to life-architect their way past it. The Symposium developed a plague of smart bacteria that could be released in a cloud of gas. This cloud – known to humans as "Gritty" – would quickly assess and strategically undermine combatants that inhaled it. Gritty essentially handicapped all combatants. While evolutionary traits still function, all physical and emotional damage inflicted was exacerbated by



the gas, speeding the bouts toward the deadly conclusion every Vvytetra craved.

After an ill-advised Vvytetra raiding party abducted a number of humans in 1986, Dragma II came to the attention of the Ideal. Though typically cultural relativists of the highest order, Earth's heroes could find nothing worth saving in the Vvytetra civilization. One look at the organ farms and breeding pits unified the group in a decision to launch the short-lived and little publicized Dragma Campaign of '87.

Though it would seem the life architects would be capable of an adequate defense, the Vvytetra had no telepathic ability whatsoever. Their neurosurgery and artificial drug glands proved no match against the strange, supernatural manipulation of Ideal mystics and telepaths. The Vvytetra soon found themselves fighting not only powerhouses like the Avalon, but the entire ecosystem of enslaved organisms upon which they'd come to depend. Despite best attempts to slow the assault as victory seemed imminent, the rage of the freed slave races saw the Vvytetra totally wiped out in a genocidal rage that swept the whole planet.

The Ideal confiscated and sealed away the bioengineering techniques of the Vvytetra (though it was rumored Pangloss made away with some of their most disturbing research). In greatest abundance was the

"Gritty Gas" used in the symposium games. This remarkable proto-organic compound seemed completely compatible with any organic matter it touched, producing similar effects across all species. Furthermore, its damage-enhancing properties were temporary, noncontagious, and largely harmless in non-hostile situations. As such, Gritty Gas was the only spoil of war released for study by the Ideal at large. Canisters of the substance were distributed widely for examination and repurposing into base security systems.

USAGE

Gritty Gas is used as a force multiplier in concurrence with technological or magical countermeasures. When intruders are detected, canisters of the gas are deployed to boost the effectiveness of more mundane methods – such as sentry turrets or attack golems—that might otherwise prove inadequate to stop the super-powered. Gritty increases all physical and mental trauma experienced while under its effects. Flesh wounds become wall-splattering, arterial gashes. Stress and surprise lead to intense fits of rage, hysteria, and depression. The gas got its human name from the propensity to turn even the most minor encounters into gore-strewn disasters of noir-ish nihilism and horror.

The smart bacteria contained within the fog-like aerosol spray can be inhaled or absorbed through the skin. Effects are almost instantaneous. Surface tension of skin decreases as blood pressure and heart rate spike. Bone density decreases, the smart bacteria stealing and storing precise amounts of protein until the gas dissipates. In some more exotic biologies, perspiration glands have been altered to produce actual petrochemicals, making the victim literally flammable.

While these physical changes occur, Gritty is also flooding the afflicted with unprecedented amounts of stress hormones. Violence not only becomes more deadly, but more common. Perceived slights quickly lead to dangerous blood oaths. Psychological discomfort of any kind becomes trauma so severe it provokes what could only be described by the unaffected as melodrama. Unaware base raiders under the effect of gritty might not be attacked by other base security measures on the fritz, but they'll soon start acting like they're in an immature, poorly-written comic book before blowing each other to pieces.

VULNERABILITIES

Gritty Gas manifests as a fog that is easily visible. However, the versatility of the smart bacteria means even minor absorption through the skin can manifest symptoms.

The first key to beating Gritty Gas is identifying it. While not widely known, some research into medical applications on using the gas to perform surgery on the invulnerable did enter Gritty into the public record. Once raiders know that is happening to their bodies, it becomes a matter of defeating any secondary countermeasures before they can attack. If nothing attacks, in-the-know base raiders have a better chance to resist the sudden urge to lash out at teammates and monologue about "dead-end raider life in the bleak, rain-slicked alleyways of the Underground."

Those that escape the area of effect can expect to return to normal in a few minutes. The Vvytetra programmed self-destruction into the smart bacteria shortly after the last exposure, figuring it meant the creature had one of its fights and could return to its enclosure.

Gritty Gas only works on organics, and it can be filtered out by technological and magical means. Like any other aerosol attack, disconnecting the container

of Gritty Gas or the sensors which trigger release can prevent problems altogether.

GAME STATS

Determining who is affected: All organic characters not in environmentally sealed armor are vulnerable to Gritty Gas. Even characters normally immune to poison can be affected by the gas. Only robots, golems, and completely inhuman beings are usually unaffected by the gas. It is up to the GM to determine who is vulnerable to the gas and who is not.

A character exposed to the gas and is vulnerable to it is automatically affected by it. Affected characters cannot resist the initial effects of the gas.

Initial Exposure: Characters immediately gain Minor Weakness [Health]: (All) and Minor Weakness [Mental]: (All). This means that all attacks against the character's Health and Composure are treated as one tier higher than normal. A Mundane punch is now Extraordinary tier, for example.

Characters also gain a new Aspect: Gritty Gas Exposure. This aspect is immediately compelled to force the character to either commit an act of violence or monologue about their dark and conflicted past. A character can spend a Fate point to resist the temptation and act normally for one round. Characters that give in gain one Fate point.

On the second round, the character gains another new Aspect: High Pressure Blood. Whenever the character takes a health consequence or at least 1 point of Health stress, the aspect is compelled to cause blood to spray out of the character like a fire hose. The character takes an additional 1 point of health stress. Characters that suffer no stress from a physical attack may be compelled to suffer 1 health stress from over-dramatic bleeding from an insignificant wound. In this case, the attack causes exactly 1 physical stress. This means characters with a high power tier defense can still be worn down.

Every round after that, the character is compelled by Gritty Gas Exposure to act out violently or melodramatically. Self-destructive acts, like punching walls or mirrors, just to feel something, are encouraged. Monologues, rants, and sob stories are also encouraged. Remember that characters earn Fate points through these

compels, so, at most, a character must fulfill the Gritty Gas exposure half of the time. Gritty Gas Exposure must be compelled every round.

If the character survives one scene while being exposed to the gas, their weakness is upgraded to major. This means that all health and mental attacks against them are treated as two tiers higher than normal. A Mundane punch becomes Superhuman, for example.

Both aspects (Gritty Gas Exposure and High Pressure Blood) last as long as the character is affected by the gas.

Detecting a Gritty Gas dispersal system: A typical dispersal system is built into the walls of an Ideal base and not detectable by normal sight. A character with superhuman senses, such as X-ray vision, or abilities that forewarn of danger, like a psychic sixth sense or precognition, can make a +3 Extraordinary skill check to detect the trap before it is activated.

Characters with advanced knowledge of technology can also identify the traps by studying the base, but only if they actively search for traps. The difficulty is also +3 Extraordinary.

Triggering the Gritty Gas Disperser: The trap activates whenever another specific defense system or guardian linked to the gas dispersal system is activated in the base. If the linked trap is not activated, neither will the gas. If the linked trap is disabled or tricked, so will the gas dispersal system. It is not possible to disable the gas dispersal system without disabling its linked trap.

The affected area is filled with gas in 1 round. The gas is visible to the naked eye, so no roll is necessary to see it. Identifying the effects of the gas requires a skill check though. Characters who leave an affected area in that round are not affected by it. The gas will expand to fill the entire base, so the character must flee the structure or seal off an exit to escape the gas.

Identifying Gritty Gas: Once the gas is out, a character with science or an appropriate skill with the Information trapping may attempt to identify the gas before it affects them. This requires a +2 Superhuman skill check to succeed. If the character is aware of the effects of the gas before they are affected by it, they gain a temporary aspect: Meta-Gas Knowledge. This

can be used once, for free, for a +2 bonus on any Willpower/Resolve check to mitigate its effect.

Fighting off the Effects of Gritty Gas: There are several ways to negate the effects of Gritty Gas. The first is to simply leave the area filled with the gas. The effects naturally end a few minutes after exposure. This is not always possible in a base though. The gas will not dissipate naturally in a closed environment. Once activated, it will linger indefinitely until the area is cleared somehow, possibly by activating ventilation systems or using magic to dissipate the gas. Characters with powerful magic, gadgets, or reality altering powers (in game terms, Variable or Treatment [Health] and Treatment [Mental] trappings — both trappings are necessary because the gas affects the character's mind and body) can negate the effects with a +3 Ascendant skill check. Failure means the character cannot treat the gas at all. A successful skill check does not make the character immune to future exposure of the gas, only the current one.

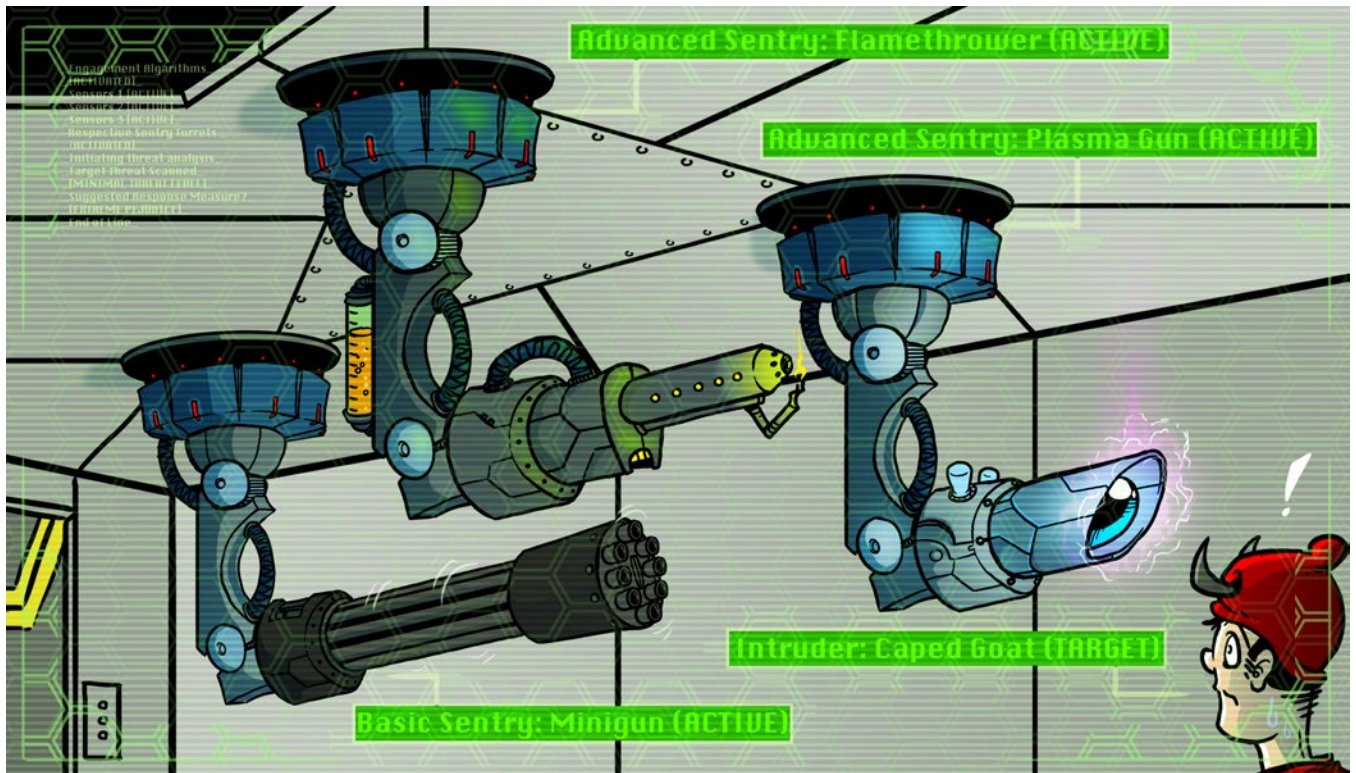
Any character can mitigate the effects of the gas through self-awareness and willpower. After the character has been compelled to act out through the Gritty Gas Exposure aspect, they can make a Resolve/Willpower check at +3 Extraordinary difficulty — if they know they are being exposed to Gritty Gas, they have a +2 bonus to this check. If successful, the character realizes they are under the influence of a powerful mind-altering gas. Once the character realizes this, they can try to fight it.

Characters must spend 1 Fate point to fight the mental effects of Gritty Gas. This is normally a +3 Godlike Resolve/Willpower skill check. However, every time the character is compelled by Gritty Gas Exposure, the tier of the skill check goes down by one tier until it is Mundane. Once a character succeeds at the Resolve/Willpower skill check, then they remove the Gritty Gas Exposure Aspect and Weakness [Mental] (All). High Pressure Blood cannot be removed in this way.

Sentry Turrets

by Ross Payton

A robotic cannon set to defend a given point, sentry turrets are the backbone of Build-A-Base defensive



technology. Every Build-A-Base machine contained sentry turret schematics and the design software often recommended heroes place multiple turrets throughout their lairs to protect against attackers and infiltrators. They are the most commonly deployed trap in bases, as villains quickly pirated the technology from the Ideal. Hundreds of versions exist, using different weapons in different configurations, but all are built around several common features:

- A sentry turret is built into the base itself and cannot be removed without dismantling it first.
- Sentry turrets are controlled by an AI guidance system or have specific triggers that control when they fire.
- Sentry turrets are designed not to damage the base. A trap that causes more damage than the attacker is not a useful trap.

The standard sentry turret is a fixed minigun built into the ceiling of a base, which can rotate 360 degrees and fire armor piercing bullets at any intruder. An internal magazine holds thousands of rounds of ammo. Variations include:

- Different weapons such as plasma cannons, flamethrowers, stun cannons, or harpoons (for underwater bases).
- Mounted on tracks so the turret can pursue intrud-

ers throughout the entire base.

- Secondary weapons such as high frequency sound emitters, strobe lights to disorient attackers, or ECM suites to block radio signals or disable robotic attackers.
- Concealed/retractable versions that could pop out of the walls.

USAGE

Turrets are commonly linked to an AI guidance system that is programmed to attack anyone that violates security protocols in a given area of the base. Most turrets are designed to protect a single section, usually a choke point like the main entrance. The guidance system monitors the sensors of the base and go on alert whenever a visitor is detected. The AI runs a series of tests to ascertain if the visitor is allowed to be there or is an intruder. If the visitor is flagged as an intruder, then the turrets are activated. Turrets typically fire until the intruder is confirmed as dead or has escaped. Anyone else detected when the turrets are active will automatically be flagged as an intruder, unless they have a security override code or initiate some other special protocol to stand the turrets down. This is the standard protocol used in Build-A-Base structures and

an owner can always specify something different.

Sentry turrets are commonly placed in groups, with interlocking fields of fire, to maximize the damage output. Doors were usually keyed to close whenever the turrets were activated to prevent the intruders from escaping. Particularly sadistic base owners deployed other traps, such as nerve gas dispensers or pit traps to further maximize lethality.

Sentry turrets without an AI guidance system are usually area of effect weapons, such as flamethrowers or acid sprayers that trigger whenever a given sensor is triggered. They are typically deployed in low traffic areas, such as storage facilities for hazardous/dangerous objects. The turret simply opens fire whenever the sensor is triggered. These low tech solutions were either built by owners with low resources or could not deploy advanced technology for certain reasons. For example, if the owner wanted to contain a magical artifact that disrupted high technology, a mechanical turret that sprayed acid whenever someone stepped on a simple pressure plate might be used.

It should be noted that any area of the base that uses turrets would be reinforced against the turret's weapon. Canny base raiders might notice subtle differences in the walls that would indicate that a certain type of turret is nearby.

A typical Build-A-Base lair will have between 2 and 6 turrets per guarded section. They require power to run, so a base builder cannot simply build an infinite amount of them. Most builders thought that turrets had diminishing returns. If an intruder could get by six turrets, then they could get by any number of turrets that could be squeezed into a single room.

VULNERABILITIES

Deactivating the turrets requires either hacking the base's AI guidance system or figuring out what the security protocols are and using them. Research is invaluable in either case. Some bases can be remotely hacked, but others can only be done on site. Interviewing former visitors to the base, like ex-henchmen or sidekicks, can be invaluable. Base owners often used very simple protocols like a spoken password or easily-spoofed biometric identification system, like an eye scan or DNA check. Of course, testing the protocol usually means getting in range of the turrets, so if the

test fails, the turrets will open fire.

Sneaky characters can attempt to avoid triggering the sensors in the first place. Build-A-Base turrets typically used multiple sensors, including motion, thermal, pressure, and chemical sniffers to detect potential intruders. No normal human can avoid the sensors, no matter how stealthy they are. Magical and other exotic powers can override technological sensors in some cases. Otherwise, it is a contest of wits between the builder of the base and the base raider to figure out a technological way to counter the sensors.

If the turrets are activated, characters can either fight the turrets in normal combat or try to short them out. Some turrets have limited ammunition, so they can be baited into wasting it all. Others have effectively unlimited ammo (especially energy weapons tied into the power system of a base) so they can be overloaded by blinding their sensors or disabling the base's power grid. This usually requires access to the base's infrastructure or some kind of gadget.

GAME STATS

Sentry Turret - Good Quality Minion

Aspects: Ideal Technology, Programmed to Obey Orders, Motion Sensors

Scopes: +4 Physical (Extraordinary), +2 Mental

Gifts: Equipment - Minigun (Weapon 3 [Health]), Equipment - Armored Structure (Armor 1 [Health])

Snag [Major]: Stationary

Salvage: Each destroyed turret is worth 10 loot. An intact but deactivated turret is worth 30 loot.

Variations: There are multiple versions of the sentry turret. Feel free to modify them with these changes or make up your own.

Cutting Edge Tech: Increase Power Tier to Superhuman. Loot values double for salvage.

Flamethrower: Adds Unusual [Fire weapon] and Zone

Mobile Turret: Remove Snag [Major]: Stationary

Fortified Turret: Increase Armored Structure to (Armor 3 [Health])

Concealed: Gains aspect "Hidden Turret" which can be invoked for free for a +2 to its first attack roll unless the character wins a Notice/Alertness skill check against its physical scope.

Plasma Turret: Gains Unusual [Ignore all armor [health] bonuses from non-magical power sources] and Unusual [Ignores Resist Damage trappings from non-magical power sources]

Advanced Sensors: Increase mental scope to +4 (Superhuman)

Barriers: A typical barrier or door guarded by a turret can be broken with a physical force, strike, or shoot skill that meets or exceeds +4 at the superhuman tier.

Deactivating Turrets: Requires access to a control panel somewhere in the base, typically behind the area the turret is guarding. Teleporters, intangible, and similar characters are the best choices to access these control panels. Once the character has access to the control panel, the character must make an appropriate information or dismantle skill test against the turret's physical scope. Success indicates the turret has been deactivated. Failure indicates the turret cannot safely be deactivated. The character can attempt one more time to cause the turret to self-destruct, against the turret's physical scope. If successful, the turret slags itself and no loot can be salvaged from it, except scrap metal worth 1 loot. If the second attempt is failed, the turret cannot be disabled at all except through combat.

Avoiding the sensors of a turret: A normal turret cannot be avoided by a mundane tier stealth check. Its aspect Motion Sensors will be invoked automatically if someone attempts to sneak by it, causing the attempt to fail. Super powers that can bypass motion sensors must be used. If the character's abilities do not automatically negate the sensors, they must make an opposed stealth check against the turret's mental scope at +2 mundane.

Skill test to short turret out by wasting its ammo: This is an aspect maneuver and can only be used against turrets with a limited ammo supply (as decided by the GM). The goal is to apply the aspect 'out of ammo' to the turret. Characters can use dodge or resist damage to keep forcing the turret to attack, in which case the GM must determine how many attacks it will take to empty out the turret, usually between 6 to 12 attacks. Clever characters can trick the sensors of the turret, forcing it to fire at thrown objects. In this

case, the character must use a skill with information, dismantle, guile, or a similarly appropriate trapping and make a single opposed skill check against the turret's mental scope. Success indicates the character can apply the out of ammo aspect without putting themselves at risk.

Shrink Rays

by Caleb Stokes

The ability to construct a shrink ray has long been considered the bellwether achievement for any young super scientist's career. The problems with matter miniaturization are myriad, and solving the complex interaction of biological, quantum mechanical, and energetic obstacles was a strong indicator of hyper-intelligence. In fact, for many years the Ideal ranked its more brainy members with a competitive shrinking contest. The intellectual elite of the world would meet and score each other on shrinking organic matter to the smallest possible size using the minimum amount of components.

Another reason shrink rays were used for bragging rights amongst uber scientists was their fundamental impracticality. Many members of the Ideal had innate size manipulation capabilities that made mechanical benefits redundant. The devices were equally useless to normal human governments. Any task requiring an incredible shrinking soldier could be performed by an AI-controlled nanobot for a fraction of the cost, and while almost every malfunctioning shrink ray doubles as a death ray, there are easier ways to kill people that don't require negating the strong nuclear force.

As a result of these factors, many of the hyper-intelligent population found themselves hoarding functional-but-useless shrink ray prototypes, unable to dismantle the nostalgic inventions that symbolized their entrance into the elite. It quickly became the fashion to integrate these shrinking technologies into the defenses of superhero bases as a non-lethal security measure.

However, a lack of maintenance in the wake of Ragnarök means that many of these whimsical theft deterrents have become diabolical death traps.

USAGE

Shrink “ray” is a deceptive term. In order to keep the victim from dying any number of horrific deaths, an array of quantum energy fields must be continually maintained around the target. This means the shrink rays are typically shrink rooms, with every surface concealing complex equipment systems and lined with force projectors. Victims can be shrunk by simply walking into the room, or the effect can be triggered by sensors similar to those used in sentry turrets.

The rationale for shrink rays in base security revolves around the concept of “logistical deterrent.” Let’s say, for instance, an intruder is trying to steal a diamond, located on a pedestal on the other side of a 10 meter square room. If the intruder is suddenly shrunk 2000x smaller than normal, the 10 meter room just became a 400 square kilometer desert. Similarly, the pedestal becomes an insurmountable monolith, and the diamond an asteroid-sized landscape feature. The base owner gets a notification of shrinkage sent to his or her phone, then retrieves the tiny intruder at leisure.

In a post-Ragnarök world, the problem for base raiders becomes instantly apparent: no one is coming with a pair of tweezers to pick you up. Base raiders could easily starve to death on the floor of a closet, staring up at a door handle that might as well be a satellite.

The deadliness of a neglected shrink trap only gets worse when considering two other factors: power consumption and neglect.

If any of the secondary systems in the shrink field fail, death ranges from agonizing to instant. Without nanoprojection lasers beaming entoptic images into the eyes, retinas will be unable to collect enough light to form images, rendering the afflicted blind. If the atmospheric miniaturization or microcurrent manipulators fail, the victims could suffocate with lungs no longer large enough to absorb oxygen. If the heat lamps are on the fritz, tiny burglars could quickly freeze to death as their metabolic rates become incapable of supporting their size. If the density recalibration is off, the shrunk might sink through all solid matter as Planck’s Constant reasserts itself, or they might punch through the floor as the full kinetic force of their normal weight is applied to pinprick.

Most shrink traps won’t trigger unless they have enough current to bring all systems online, but long abandoned power sources might fail soon after they trigger. The longer the shrink field is active, the more likely disaster becomes.

Even if power sources remain stable and all systems are go, base raiders can still be undone by something as simple as janitorial neglect. When nature reclaims a formerly sterile shrink room, a few vines and blades of grass can become lightless jungle labyrinths, and common vermin like rats and cockroaches become as large as kaiju.

VULNERABILITIES

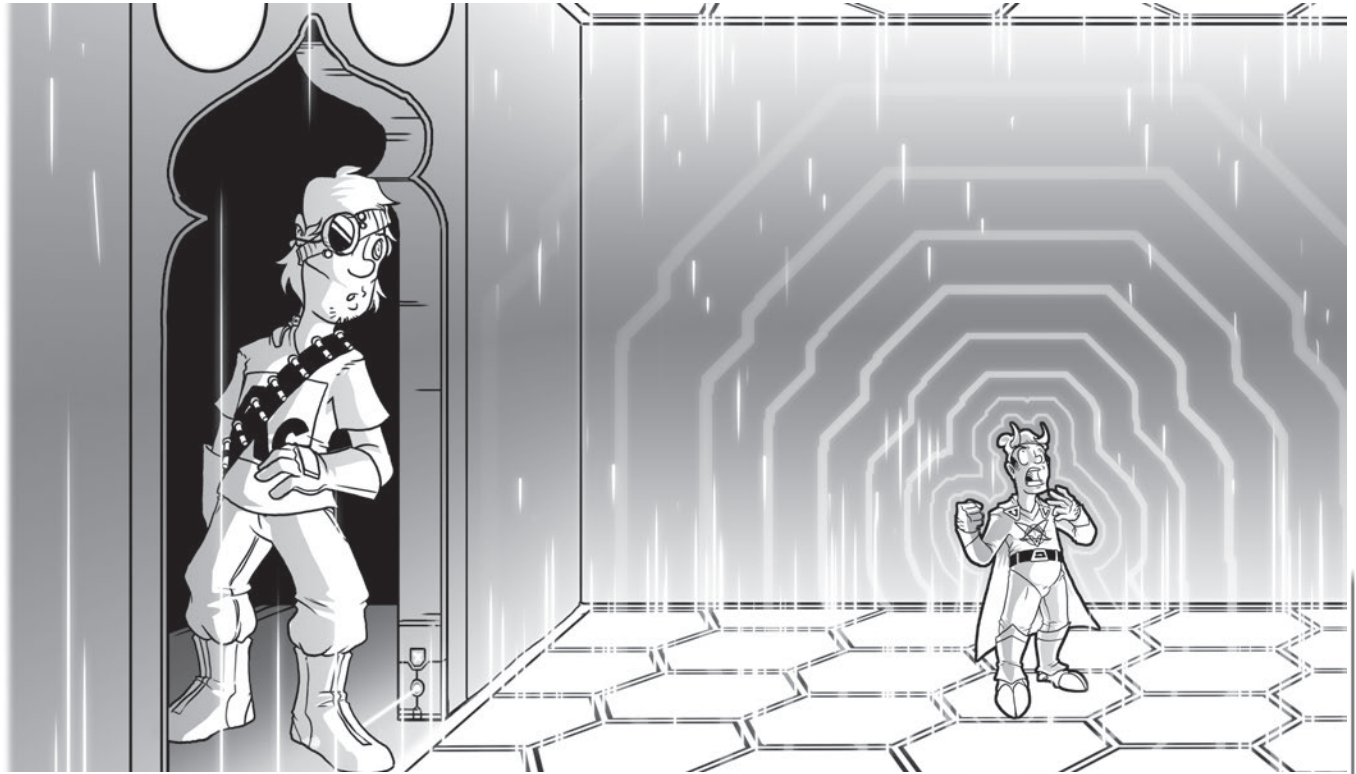
Obviously, a shrink trap is only as good as its sensors. Disabling the sensory equipment attached to the trigger for the room renders shrink rays useless. However, the shrink ray may already be powered up and waiting for unsuspecting base raiders to cross into its invisible field of influence.

To disable active fields, remember that the only reason to implement a system as complex and delicate as a shrink ray is a dedication to nonlethal countermeasures, due either to ethics or a desire to interrogate intruders. This means most shrink traps are programmed not to fire unless full implementation of the life-saving secondary systems can be arranged. Lowering the power output of the base beneath this threshold usually means safety measures turn the whole the trap off.

Similarly, immaterial beings have neither atoms to shrink nor electron orbits to shorten. The ghostly among us remain immune to shrink traps. Those capable of generating their own size redistribution fields can reverse the effects of a shrink ray themselves.

If a shrink trap is triggered, all hope is not lost (though the situation is now dire). Teleportation and super speed powers can counteract the logistical deterrence more readily than normal. Super strength might actually be enhanced, depending on what direction density recalibrations fail towards. But the problem is that shrinking requires a reversal process; leaving the field quickly is not enough once it has been triggered. In fact, leaving the border once shrunk just means a faster death as secondary systems fall out of range.

Wireless devices should still work if a shrink field is fully operational, but their broadcast range will be



greatly reduced. The top priority is to reach some sort of node or access point, hack the base's network, and reverse the process. Failing that, get inside the walls, start sabotaging secondary support systems, and pray that the computer has been programmed with emergency abort command. If it doesn't, blasting the shrink tech will do nothing but accelerate a blind, suffocating fall through the micerverse.

GAME STATS

Detecting a Shrink Ray Trap: Characters looking for traps in a base may detect the shrink ray before they trigger it. Detecting the trap cannot be done with the Notice skill trapping or Alertness no matter what power tier. The trap is built into the structure of the base itself, so there are no obvious signs of its presence. Even characters with superhuman senses such as X-ray vision may not necessarily realize what the shrink ray is before it activates.

In order to detect a shrink ray, a character must have a skill with an information trapping related to super-science at the superhuman tier or above and a skill with Notice with an unusual extra related to superhuman senses, such as X-ray vision. If the character has both trappings, then they can roll the lower of the

two skills against a set difficulty of +4 Superhuman. Success indicates the character has detected the trap. Disabling or avoiding the trap require separate skill checks, as described below. Failure means the character has no idea that the shrink trap is there.

Triggering the Trap: Usually shrink rays are set to trigger whenever an unauthorized being enters a particular secure room. As soon as the character passes the threshold of the room, the trap triggers and the character is shrunk. There is no way to avoid this effect unless the trap is disabled or bypassed.

Bypassing the trap: This trap is only reserved for high security rooms that are seldom used, so they are set only to allow the base's owner to enter safely. How each trap identifies the base owner is different for each base, but is typically a complex puzzle that is designed only to be solvable by a superhuman with a unique set of powers. If a character can solve the puzzle, then the trap can be safely bypassed.

For example, the base of a superhero with the ability to project light in multiple spectrum might have a puzzle based around the construction of complex light patterns in infrared and ultraviolet. A hero from an alternate reality or distant galaxy might have to speak

an ancient poem in an alien language. In any case, determining the answer to the puzzle requires a player-established goal. This is commonly the equivalent of a city tier goal, with 4 milestones with Examine, Information, and Research as trappings, costing 5 skill points, or 50 loot, to achieve. The GM may modify the cost of this goal depending on the nature of the puzzle. The character may need to build a device to replicate a missing hero's powers, for example.

Tricking the trap into not triggering is mechanically the same as disabling it. It requires hacking or disabling the embedded sensors in the trap.

Disabling a Shrink Ray Trap: In order to disable the trap, a character must have access to a specific control panel in the base, usually in another guarded and hidden section. Finding it requires a skill with the information trapping related to technology at +3 superhuman power tier. Keep in mind that any competent base owner will place other traps and/or guardians to protect the control panel from intruders. It will never be in an area only accessible past the shrink ray though, because the control panel is necessary to repair or perform maintenance on the trap.

Once the specific control panel for the trap is found, it can be disabled with a +2 Ascendant dismantle skill check. This takes approximately 10 minutes and failure will lock the panel, raising the difficulty of the attempt to +4 Ascendant. If the character fails again, the system locks and requires a hard reboot, which requires a lengthy wait, usually between 2 and 24 hours (GM's discretion). Only the dismantle trapping can be used for this check. The shrink ray still works during the reboot and only the control panel is affected. Characters can study the control panel by making a +2 superhuman power tier skill check. If successful, the character gains a temporary aspect "Control Panel Examination" which can be used to grant a +2 bonus to a character's dismantle check.

All control panels are locked by a password, usually kept somewhere in the base. If the characters can find the password, no check is necessary to disable the trap, provided they can physically access the control panel to type the password in.

Shrink Ray Effects: Once a character triggers the trap, they are hit with a Godlike +6 Transport + Unusu-

al effect. It can only be resisted with an Ascendant or Godlike Resist Damage skill — the character is simply too resistant to physical change to be affected by the trap. If the character does not have the appropriate skill trapping, it works automatically. Even if a character resists the effect, they will have to make a new check every other combat round to avoid shrinking as long as they remain in the area of effect of the trap.

For game purposes, the character is transported to the micro world. Only a reverse of the shrink ray or a player goal may bring them back to the normal sized world.

If a character leaves the micro world, they suffer 1 health stress per combat round and gain the aspect "Blind". If the character is taken out as a result of this, they die. There is no way to stop this unless the character is returned to normal size or returned to the micro world.

All Intangible characters are immune to the shrink ray as long as they remain intangible.

Characters who find themselves shrunken must make a resolve or Willpower skill check to resist a composure stress attack at +2 Superhuman. It is quite scary to find oneself suddenly in the micro world.

THE MICRO WORLD

The micro world is a vast and mostly empty wasteland, populated only by dust motes (each now the size of a boulder to the character) and the occasional giant monster/tiny insect. Typically, a shrink ray reduces the character in size by 2000 times. The room protected by the shrink ray is normally 1 square zone in size. The micro world becomes 2000 square zones in size - assume 40 zones wide and 50 zones long. Characters with super speed can zoom around the micro world at a decent speed, but it will take other characters quite a while to travel from one side to the other.

Normally, the character would spend a few hours in the room until the base owner returned to capture the character. Now, the character remains shrunken until the effect is reversed. This means the character could die of thirst or starvation. If the character crosses the border of the micro world, they begin to take damage and become blind, as described earlier.

The hazards and enemies of the micro world constitute an encounter or full adventure in of themselves. A

typical small insect, such as a mite, would be treated as a minion with these stats:

An insect - Average Minion

Aspects: Mighty Mite, Eat puny humans!

Scopes: Average (+1) Physical (Extraordinary power tier)

Strange Skill: Biting Bug — Power Tier (Extraordinary) Strike, Resist Damage

Safety Mechanisms: Every character in the micro world benefits from a number of high tech safety mechanisms that allow them to survive while shrunk down. In abandoned bases, there is a chance the safety mechanisms do not work correctly. The GM may inflict any or all of the following environmental aspects to characters in the micro world:

- **Blind** — all characters are blinded by a lack of available light.
- **Freezing cold** — the temperature is extremely cold. Inflicts 1 physical stress to all characters without protection per scene in the micro world. Requires a +3 skill check from an appropriate skill, such as endurance.
- **Pests** — the entire micro world is filled with dangerous insects and similar creatures.
- **Airless** — characters begin to suffocate unless they do not need to breathe or have their own air supply.
- **Dirty** — Every zone in the micro world requires a +2 athletics or move skill check or the character becomes stuck in one of the countless hazards of giant sized dirt particles and so forth.

The GM may make up additional aspects as well.

A character can mimic the effects of a safety mechanism with an appropriate power. A magic user could cast a spell to generate warmth or a super scientist could build a gadget so the characters can see again. Typically any skill must make a +1 superhuman roll or better to counteract an environmental aspect in the micro world.

Permanently repairing a safety mechanism cannot be done in the micro world. Other characters outside the micro world must either use the control panel or

repair the machinery surrounding the micro world. A typical repair check is made at a +2 Superhuman difficulty.

Reversing the Shrink Ray: Anyone with access to the control panel can reverse the effects of the shrink ray. In game mechanics, it is treated the same as disabling the trap. Any character with knowledge of the Ideal's technology should know about the reverse switch.

Typically, a shrink ray trap built by a superhero will have one last ditch safety mechanism that will reverse the effects somewhere within the micro world in case an innocent person was accidentally shrunk and the hero could not reverse the effect. This means that shrunken characters can reverse the effect themselves.

First, shrunken characters must find the reverse switch somewhere in the micro world. It can be hidden anywhere in the micro world, but Ideal heroes typically place them somewhere where they will remember its location. There is usually one or more clues to its location — a series of marks in the floor, a strange pattern on the ceiling, or a marker revealed only by the usage of a particular super power. For example, a hero with heat beams might have directions hidden in thermally activated ink printed on the floor. Finding the clue usually requires a +2 superhuman Notice skill check unless the characters have the right power, where finding it is automatic.

Second, the characters have to get to the switch. They are usually far from the entrance of the micro world, and require traveling for hours at normal walking speed. Encounters may happen along the way.

Finally, once at the reverse switch, the character must either type in a password or hack the machine. Hacking the machine requires a +1 superhuman information or dismantle skill check. The password is usually hidden somewhere else in the base, but characters with certain powers might be able to guess it, at the GM's discretion. If the characters can't hack the machine or guess the password, they can just break it by inflicting at least 1 health stress to the switch. This will reverse the shrink effect but also cause all characters to gain 1 moderate consequence "Body Regrown Incorrectly". A character without a moderate or severe consequence available will be taken out of action.

The Vigil

by Ross Payton

Mystical wards and golems are the magical equivalent of alarms and sentry turrets and can be defeated in similar by skilled thieves. Cerulean, an Ideal hero and powerful wizard created a magical defense system that provided far better protection than ward or golem. He realized that any trap or alarm could be disabled or destroyed without notifying the owner of the base. Instead, the best protection always notified the owner of any infiltration while slowing down or stopping the intruders. Cerulean bound small communities of normal humans to the entrance of a base in such a way that they became a vigil, watching for thieves or vandals.

The vigil looks like a normal, if remote, village or community typical of the region it is located in. Farming or fishing are common occupations for the citizens of the town. Some are communes far off the beaten path. A few are religious communities, like a monastery or nunnery. They follow the laws of their nation and despite being insular, have ties to the rest of the region. They hold jobs, pay taxes, and some even leave the community for short periods of time. Most importantly, they have numerous communication systems so they can call local law enforcement at a moment's notice. What no one seems to notice is how no one in the community ages or gets sick. The citizens are unnaturally healthy and remain the same age as long as they maintain the vigil.

USAGE

A vigil consists of several dozen to a few hundred normal people, (called the vigilant) mystically bound to a base entrance. The entrance is typically in plain sight, although disguised as a statue, monument, or some other edifice. Opening the entrance typically requires a mystical incantation that can be learned by deciphering a series of runes on the statue, the magical equivalent of a padlock, easily broken by any trained scholar or magician. However, it is a time consuming task and the vigilant will not allow a magician to work in peace.

The vigilant go about their daily lives, but feel compelled to monitor the entrance, ensuring no one goes

near it or interferes with it. They even sleep in shifts, so that the entrance is never unwatched. All of this is done subconsciously, so that the vigilant never really think about their activities. Most of the time, they live as normal people.

If an outsider gets near the entrance, the vigilant will do everything in their power to get the outsider to leave. At first, they will ask the outsider politely, then demand for them to leave. The longer an outsider stays near the entrance, the more angry and violent the vigilant will become. An outsider that stays too long or attempts to use violence will cause the vigilant to swarm over them. An angry mob, armed with whatever weapons are at hand, will do their best to stop the outsider. The vigilant will also contact the authorities. Normally, the mystic who created the vigil would be mystically notified at this time as well, but all of them are gone, thanks to Ragnarök.

When the police arrive, every member of the vigil will have a consistent story painting all outsiders as insane killers who need to be brought to justice immediately. If the first responders are killed, then the authorities will escalate. If the thieves continue to fight the authorities, they will eventually bring in the military. Breaking into a base is very difficult when the army has you surrounded, so most thieves will run before it reaches that point.

Of course, ruthless thieves may try to kill every member of the vigil without letting them notify the police. This invokes the final level of protection in the vigil. Every vigilant that dies a violent death while protecting the entrance becomes a murderous undead spirit fully obsessed with their duty. The spirits can only be harmed by powerful magic and even then, destroying them is practically impossible. They are bound to the entrance and will mystically reform if they are defeated in mystical combat. Permanently exorcising them is a campaign goal. In the mean time, the guardian spirits will drive out the living and transform the area into a haunted wasteland. Even the living vigilant are not safe from the guardian spirits. They will almost certainly be killed by the guardian spirits and thus become more guardian spirits.

If the entrance is somehow opened, then the vigilant go on standby, assuming they are still alive. They will leave the entrance alone and assume things are normal. Characters inside the base will be left alone by



the vigilant, although the base will undoubtedly have more defenses. Guardian spirits will relentlessly attack characters that enter the base, flying through walls to attack the intruders.

VULNERABILITIES

The vigil has four main weaknesses, which can be ascertained by clever scholars of the occult:

1. The vigilant are subconsciously compelled to protect the base entrance, but consciously they believe they are only normal people living normal lives. Characters who point out the inherent contradictions between these two mindsets will create a feedback loop in the minds of the vigilant. This loop can break the vigil if the character successfully debates the vigilant and convinces them of the truth. The vigilant will do their best to rationalize their odd behavior, but it is possible to change their minds. However, if the debate fails, the vigilant will become much harder to convince in the future.
2. The vigilant are normal and must sleep, even though they sleep in shifts to ensure that the entrance is always watched. This means that if all of the vigilant are rendered unconscious, then characters can open the base entrance without interference. All of the vigilant must be knocked out at the same time or the ones left awake will sense something is wrong and call the police. Sedatives and sleep spells are very useful in this example.
3. The vigilant have normal human senses, so powerful illusions can fool them. Invisibility, holograms, and similar powers to conceal the presence of characters at the entrance of the base. The vigilant will intuitively sense something is wrong and will try to investigate it, but if the characters can keep them fooled long to open the entrance, then they can enter the base safely.
4. A sufficiently powerful dispelling ritual can destroy a vigil. Such a ritual takes a skilled magician weeks of work and rare and expensive material components. Anyone attempting to perform the ritual must stay near the vigil to study it and may do no other work. The ritual may fail even then, resulting in a disastrous explosion of magical energies.

GAME STATS

Average Vigilant Stats: Fair Minion

Aspects: Normal on the surface, obsessed guardian underneath

Scopes: Social +2, Physical +1, Mental +1

Special: Alertness checks made at +4.

Opening the Entrance to the Base: A character with the Arcana skill or an Information trapping related to the occult can learn the incantation to open the entrance to the base guarded by the Vigil by studying the sigils carved on the monument blocking the entrance. This requires at least ten minutes of study time and a +2 Extraordinary power tier roll or better. Failure means the character needs to study for another ten minutes before making a new attempt. Once the incantation is learned, anyone can be taught to say it. Getting near the monument agitates the vigilant. They will attempt to stop anyone studying the sigils, if they can perceive the character.

Detecting the Vigil: Any character with an appropriate Notice trapping skill can make a test against a +2 Superhuman difficulty to detect the general nature of the magical ward. Identifying it as a Vigil requires a +3 Superhuman Arcana/Information trapping skill test. If the skill test fails, the character knows it is a magical ward of some sort, but they cannot identify the Vigil unless they interact with the vigilant in a social encounter. This may alert them though. Every social encounter allows a reroll of the Arcana skill test to identify the Vigil.

Realizing the townsfolk are behaving oddly requires a +2 mundane tier Empathy/Insight trapping skill test.

Identifying Vulnerabilities: Each of the four vulnerabilities can be discovered with research into the occult, requiring a Superhuman Arcana/Information trapping skill test at +1 for each vulnerability. Alternatively, Wealth or Networking can be used, as the character hires researchers or asks various experts for help.

Each vulnerability can be deduced through close observation of the site as well. This requires an encounter interacting with the vigilant and a successful +1 mundane Empathy/Insight check per vulnerability.

This may trigger the Vigil's defenses though.

Social Combat to Defeat the Vigil (Vulnerability 1): A character with Presence/Convince trapping may attempt to break the Vigil by pointing out the odd subconscious behavior of the vigilant. This is treated as a social conflict, but every attack must be made by pointing out something unusual in the behavior of the vigilant. The vigilant will gather as a group to hear the character's debate and defend as a collective. Treat the entire vigilant community with the following stats:

Presence: +4 Superhuman

Contacting: +1 Superhuman

Reputation: ○○○ ○○○

The character can make one attack at a time, which the Vigilant defends with Presence. Then the Vigilant will attack the character's reputation, using Contacting.

Only one character can attack the Vigilant at a time, but other characters can use various skills for aspect maneuvers to create temporary aspects on the Vigilant. These only require a +1 mundane success to succeed usually. The Vigilant cannot defend against aspect maneuvers while it is debating a character.

If the Vigilant lose all of their reputation, then they will admit the truth and the Vigil is shattered. The wards end and characters can enter the base. The Vigilant lose their longevity and drift away from the town, disillusioned with life.

Knock out all of the Vigilant (Vulnerability 2): Rendering an entire town of vigilant unconscious is difficult but possible. It must be done simultaneously, because even if one vigilant is left awake, they will immediately call the police. The plan requires knowing the location of every vigilant, having a method of knocking them out, and a delivery system that can affect them all at once.

This cannot be done as an encounter. Rather, it should be treated as a city wide goal, requiring multiple encounters to resolve. One example method would be to create stealth gas pellets that could be distributed around the town without alarming the vigilant. Once the pellets are secretly distributed, they can be activated with a remote control.

As a city tier goal

Cost: 11 skill points (11 x 1 for city tier)

Default Skill Test Difficulty: +1 Extraordinary

Trappings: *Shoot + Unusual + Zone* – Knockout gas is treated as an attack on the target's health. If the character is taken out of the action from the gas, they are rendered unconscious.

Stealth + Unusual: The pellets remain undetectable until activated by remote control.

Milestones

1. Negotiate with a black market dealer for a batch of Ideal-designed riot gas, which was meant to cause rioters to fall asleep for hours without any side effects. Totally safe and effective on humans.

2. Salvage high tech stealth materials to build the pellets from a crashed alien ship in a remote region, like a desert or the bottom of an ocean. The wreck might have robot or mutant guardians or it just might be hard to get there.

3. Create a cover to visit the town that won't alert the vigilant. This may involve building up an elaborate front company or just lots of magical or high tech illusions.

4. Plant the pellets throughout the town so when they are activated, the entire town is saturated with the gas, all the while keeping the vigilant from realizing what is going on.

Deceive the Vigilant (Vulnerability 3): Deceiving the vigilant long enough to open the entrance to the base via the monument requires superhuman powers of illusion. These can be magical or high tech, but sophisticated holograms or magical mirages could be deployed to hide intruders messing with the monument.

The vigilant have +4 alertness at mundane tier and normal human senses. Strange skills that can fool humans can work on the vigilant. However, any time someone draws near the monument, the vigilant become subconsciously aware of it and will attempt to investigate. They will wander around and try to figure out whatever is 'bugging them.' Characters will need to be alert and avoid revealing themselves. For example, invisible characters may have to sneak around vigilant patrolling around the monument.

This means that PCs using this method to gain access to the base must be careful and quick or they will

eventually alert the vigilant.

Dispel the Vigil (Vulnerability 4): Dispelling the vigil via magic is extremely difficult and time consuming. Characters with knowledge of the occult can attempt to perform a ritual that will end the vigil, but it requires fulfilling a goal. Use the following stats to describe the ritual:

As a city tier goal

Cost: 4 skill points

Default Skill Test Difficulty: +2 Superhuman

Trappings: *Variable [Session]:* Dispelling the ritual requires various spells that can be represented by the Variable trapping.

Information + Unusual: The magician must understand the nature of the vigil in order to dispel it.

Milestones

1. The magician must map the entire region around the vigil to determine its exact borders. This requires time, discretion, and at least a few skill checks.

2. Once the vigil is mapped, the magician can create an appropriate counter spell if they can summon an earth elemental and secure its aid to break the bond between the ward and the earth. This requires careful negotiation.

3. The earth elemental needs the blood of a demon of the air as its fee. Fortunately, such a demon is haunting a nearby abandoned insane asylum. Go get 'em!

4. After the elemental has been paid, the ritual must be performed. This is a taxing and hours long ceremony, which must be performed near the border of the vigil. The vigilant will probably try to interfere. Others must protect the magician while the ritual is performed.

Notifying the Police: If the vigilant contact the police, they will say whatever it takes to get a serious armed response from federal authorities. If the players linger too long at the site, feel free to throw overwhelming numbers of cops at them, until they are dead or have fled. Preventing the vigilant from being able to contact the police is incredibly hard — they will have multiple means of contacting them, most of which are concealed. This includes, cell phones, landlines, ham radios, flare guns, air raid sirens, and lighting their homes on fire. The vigilant are magically compelled to

do whatever it takes to alert the authorities.

Once the police are notified, the vigilant will ensure that the police stop the intruders. If the intruders can deceive or neutralize first responders (who are usually normal law enforcement officers, not vigilant) the vigilant will say or do anything to get the police to call for backup. The vigilant are magically compelled to sacrifice anything to protect the monument, so lying to cops is easy for them to do. If it takes calling in everyone from the local sheriff to the FBI, then that's what they will do.

The goal of the vigilant is to keep calling law enforcement until the intruders are stopped. No price is too high to pay. They will not consider the consequences of lying to the police, so even if the intruders are stopped, various police agencies may start to investigate the vigil itself. This may result in a Pyrrhic victory as the vigil lacks the resources to hold off such an investigation.

UNDEAD GUARDIAN

SPIRIT - ADVERSARY

Aspects

Normal Human: Revenant Guardian of the Vigil

Conviction: Protect the Monument!

Undead Rage

Strange Skills

Undead Guardian

Power Tier: Ascendant

Move + Unusual (Spirit flying), Resist Damage + Unusual (spirit form), Shoot + Unusual (spectral scream)

Description: The Guardians are hateful beings bound to protect the monument. Every slain vigilant becomes an Undead Guardian within seconds of their death. They will swarm over intruders.

Invulnerability: Non-magical Attacks — all attacks made against the guardian are treated as 2 power tiers lower than normal unless they are from a magical power source. If brought below mundane tier, they automatically fail.

Skills: Alertness +4, Undead Guardian + 4

Stress Tracks

Health: 000

Composure: Immune to Composure stress

Reputation: Immune to Reputation stress

Special: Due to the magic of the Vigil, a Guardian Spirit taken out of action is automatically reformed at full stress one minute later.

CHAPTER FIVE NEW VILLAINS



Agent Grayson

Villain

Power corrupts, so the authorities say. Untrained civilians cannot be trusted with superpowers, which is why agencies like the Empowerment Proliferation and Security Agency (EPSA) and the FBI hunt base raiders down, no matter what kind of heroics they perform. But what happens when an already corrupt federal agent gets his hands on super soldier drugs?

Agent Jack Grayson was a promising investigator before Ragnarok, thanks to his underhanded and illegal tactics. He planted evidence, threatened witnesses, falsified reports, and stole contraband from suspects so he could resell it later. Some of his colleagues suspected the truth, but no one acted on it. However, thanks to the many superheroes of the Ideal, Agent Grayson never made headlines or cracked major cases. He advanced in his career, but not quickly enough to satisfy his ego.

After the superheroes disappeared, Jack was one of the first in the law enforcement community to realize that base raiding posed a threat to society. That is because Grayson raided the base of a vigilante hero only one week after Ragnarok. He already knew the base's location because the vigilante had entrusted it to him. The vigilante told him only to access the base in case a killer alien known as Umbra appeared on Earth again, but Grayson figured it was worth checking out anyway.

The base's automated defense system did not unlock for him, so Jack used explosive breaching charges to gain entry. A squad of automated security drones nearly killed him but they were programmed not to attack legitimate law enforcement figures. Grayson looted what he could from the base and destroyed the drones with more charges to make sure no one could identify him from their memory banks. The rogue agent then realized that finding and looting the bases could be personally profitable and help his career at the same time.

Grayson looted three more bases, selling their contents gradually to avoid calling attention to himself. He called in two more bases. He earned a promotion and became known as an expert when it came to superhero bases. When police in Des Moines called in the feds for help over a recently discovered villain base, they sent Agent Grayson in. Jack ran into a group of base raiders



who were looting the base. The raiders had enough superpowers to easily capture Grayson, which they did while taunting him. The local police later found him strung up in the looted base, covered in obscene Sharpie graffiti. He became the laughing stock of police everywhere when photos were leaked online.

Humiliated and enraged, Grayson turned to his private stash of super soldier drugs and began to experiment on himself. He gained super strength, endurance, reflexes, and the telepathic ability to temporarily shut down the senses of anyone in his line of sight. He uses his powers to take down base raiders, but he can't use them to arrest anyone because he must keep his powers secret. Taking super soldier drugs is illegal, even for law enforcement agents.

Today, Agent Grayson's future is looking bright. He's become a star in law enforcement, after killing a rampaging alien monster in downtown Manhattan (an easy task thanks to his telepathic power) and his discovery of four more bases. No one makes jokes about his defeat, at least to his face. Jack's black market side business is doing great business. Deep down, he still craves revenge on the raiders who humiliated him. He didn't see them before they jumped him, so he has no idea who they could be. Whenever he finds them, there will be no arrests, just unmarked graves.

ASPECTS

Human: Poster Boy for Abuse of Authority

Super Soldier: Peak Performer/Pangloss Cocktail

Conviction: Get Revenge on the Meddling Raiders

Complication [Major]: Undercover Power User

Snag [Major]: Limited by legal authority of the US Government.

Complication [Major]: Internal Affairs on the lookout for dirty cops.

UNIQUE AND STRANGE SKILLS

Juiced Up Peak Performer: 7 skill points

Power Tier: Superhuman

Initiative [Physical], Leap, Physical Force, Resist Damage

Complication [Major]: Undercover Power User

Complication [Minor]: Unnatural Skin Texture

Description: Grayson's strength far exceeds nor-

mal humans. In order to use this strength, his skin and bones have become incredibly dense, which leaves him with an unnatural skin texture. This would be a minor problem to many base raiders, but Grayson is keeping his powers secret. He has faked his medical history to say he has an ongoing skin condition, but any trained doctor will see through.

Grayson's real problem though is actually using his strength. He seldom uses it when there are potential witnesses around, especially other law enforcement agents. He is more than willing to let others die to protect his secret. He will only risk exposure to save his own life.

Sensory Assault Telepathy: 7 skill points

Power Tier: Superhuman

Guile + Unusual + Range, Menace + Unusual + Range Psychic

Snag [Minor]: Only works on beings with living and corporeal brains

Snag [Minor]: Can only be used to tag or invoke new aspects that affect the target's senses.

Charges [Major]

Description: Grayson took a dose of a Pangloss Formula drug so he could read minds but it interacted negatively with the Peak Performer already in his system. It only lets him interact with the parts of the brain connected to the senses, but Grayson is fine with that.

Whenever Grayson uses this skill against someone, they must make an opposed Willpower skill check against him. If the target fails, Grayson make tag a new aspect describing how one of their senses is affected. He commonly blinds or deafens targets to deceive or terrify them. The target is unaware of the source of the attack unless they have a Strange Skill with the Psychic extra.

Corrupt Federal Agent: 14 skill points

Power Tier: Extraordinary

Convince, Esteem, Examine, Guile, Influence, Information, Insight, Minions, Networking, Notice, Research

Snag [Major]: Limited by legal authority of the US Government.

Complication [Major]: Internal Affairs on the lookout for dirty cops.

Description: Grayson has the backing of the federal law enforcement system behind him, so he can investigate anyone suspected of a crime, order lower ranked agents around, or even damage a character's reputation by leaking rumors about them to the press. Of course, he has to work within the system to avoid Internal Affairs.

SKILLS

Fantastic: Drive +5

Great: Corrupt Federal Agent +4, Sensory Assault Telepathy +4, Shooting +4

Good: Juiced on Peak Performer +3, Athletics +3

Fair: , Endurance +2, Presence +2, Resolve +2, Resources +2

Average: Unarmed +1

GIFTS

Skilled x6

Impact: Drive

TIER BENEFITS

Weapon 2 [Health] on all melee and thrown attacks

STRESS TRACKS

Health ○○○ ○○

Composure ○○○ ○○

Reputation ○○○ ○○

Refresh 3 (14 base -5 for powers -6 for gifts)

TACTICS AND WEAKNESSES

Jack Grayson does nothing unless it benefits Jack Grayson in one way or the other. He does not care if the Status Quo actually manages to stop base raiding and the illegal market for superpowers. Grayson realizes there's a chance base raiders and the Underground will become powerful enough to unseat the current powers that be and change society. To that end, he's built up a private stash of loot and a series of safe houses to hide in if the revolution comes. In the end, he only wants to improve his own career and personal

fortune. Everything he does has to be viewed through that perspective.

Player characters will most likely come into contact with Agent Grayson when they stumble across a federal investigation connected to a base or superpowered criminals. Note that Grayson's agency is not specifically listed, so gamemasters can place in whatever law enforcement agency makes sense for the campaign. He could work for the FBI, DEA, EPSA, CIA, or whatever alphabet soup agency that works for your game.

Grayson only works as a lead investigator, as his ego won't allow for anything else. He could be at any crime scene the players stumble across. Jack wants to get his name out, so if five gang members are killed with plasma weapons, he'll be there when the media arrives, waiting to give a statement to the press. He will also be the first to leave the crime scene, leaving the actual legwork of investigation to subordinate agents.

Other ways players could come across Agent Grayson include encountering him while he works undercover as a black market dealer or client, during an actual base raid, or during a chase scene. If the players ever flee from the police, Grayson could become involved in the pursuit, especially if the police know the player characters have superpowers. Jack drives fast cars and isn't afraid to drive recklessly in pursuit of a suspect. Note that he has Impact on his Drive skill and he will use it to create aspects like "Cut off" or "Cornered" on player characters to catch them.

Undercover work blends in with Grayson's actual black market dealings. Players could encounter a heavily muscled dealer who invites them to commit some felonies for him, only to later find the job is a trap. They could also sell base loot to Grayson and find out that the cops have put them under active surveillance.

Once Grayson learns about the player characters, he is unlikely to let go of them until he can extract some kind of profit from them. He does not necessarily need to arrest or charge the players. Grayson might try to force them into becoming informants or at least confiscate their loot and equipment. Even if the players evade him, Grayson can put a warrant out on them and wait until they're found.

Remember that Grayson's powers are a secret and he does not use them in public, except when it is absolutely necessary. The players should see him as a musclebound loudmouth human, not as an empowered

base raider. He goes to great lengths to keep his powers secret and is far smarter than he looks. Characters who try to blackmail him will probably be framed for serious crimes and if caught, Grayson will try to kill them, only to later claim they 'resisted arrest'. Of course, publicly revealing his powers would ruin his career and possibly result in him becoming a fugitive. One with a grudge against the players.

Jack's ego is his greatest weakness and players who realize that can use it against him. Luring Agent Grayson into a trap requires little more than a clue for a 'big case' that will surely get him promoted. He can be goaded into revealing his superpowers by taunting him. Other agents tend to loathe him because he frequently steals credit for key discoveries during investigations, so they can be turned against him.

ADVENTURE IDEA

The Quick and Quarrelsome

Base raiders have to use the black market and when they do, they run the risk of running into Agent Grayson, undercover as "Matrix", a new dealer in super soldier drugs, high tech gadgets, and customized cars. After the player characters develop a reputation for competence and power, he will approach them, asking their help in a profitable job. Jack plans to use the players to help him make a profit then set them up for an arrest.

Thanks to his status as a federal agent, Grayson has learned that a rival black market dealer (use Iconoclast on page 208 of Base Raiders or make up a new one) is moving a shipment of scavenged alien technology by freight truck across the state. He has several cars ready to intercept the truck but he needs additional firepower to deal with the armed guards. Jack wants to hijack the truck while it's on a desolate stretch of highway, far from any police or bystanders.

The freight truck is guarded by a group of armed thugs and at least one superpowered defender. They will have at least two separate cars following the truck. You can use the Human Boundless Clone on page 239 of Base Raiders as an empowered guard or insert any adversary you wish. The players should not damage the truck itself because the truck's cargo is quite heavy and large. They will need to disable the defenders and take control of the truck. Grayson will drive a car so the players can get close to the truck and shoot guards,

but he will not use his powers.

If successful, Grayson pays them 30 loot per player for their part in the job. He makes far more himself (increase his Resources skill to +3). You should also note that this is an actual heist. Grayson has not reported this to his superiors and plans to keep the profit.

After a week or so (you may run another unrelated adventure to keep the players guessing) 'Matrix' will have another job for the players. This time, he plans to send them into a base, where they can disable the traps and guardians, and ambush them with heavily armed federal agents armed with gadgets design to counter their powers when they leave the base. Use any base in the United States for this mission and run it as normal. When the players leave, have several minion groups armed with Ideal Stun Cannons (p. 28) and similar tech attack the players.

If any players are captured, they will be charged with numerous felonies. However, arrested characters should be given a chance to learn the truth about Grayson. They might see a dossier left on a table or overhear two gossiping agents outside their cell. Even if all the characters are caught, let them spend Fate points to have allies show up to aid in their escape.

Once freed, 'Matrix' is nowhere in sight and the players are on the run from the police. If they want to clear their names, they need to take Jack down. They should realize that the first heist was not part of the undercover operation, which means if they can find the original loot, they can use it to prove his corruption. Grayson sold all of the tech to a corporation, which can be found out through investigation. However, unless players can catch Grayson in the act, he is likely to avoid any charges. The case against the players will be thrown out, but Jack will try to find a way to get revenge on the players for making him look bad.

Catching a corrupt federal agent with superpowers may be harder than it looks. Players will need tempting bait to lure him out, like a unique alien artifact. Canny players may set up an illegal street race for racers who modify their cars with advanced technology, which will surely lure him out. Once they get Grayson in the open, they need someone from the media or law enforcement to catch him. Anonymous tips to reporters or a rival police agency will certainly help get them to the scene. Once caught red-handed, Grayson will fold. Of course, he could escape from prison later on. . .

Hedge Wizard

Villain

Magic typically takes a lifetime for a human to master, but shortcuts exist for the ruthless. One shortcut involves killing magical beings for their body parts. The fangs of a vampire, the horn of a unicorn, and the still-beating heart of an elf can be used to fuel powerful ritual magic. Before Ragnarok, mystic heroes hunted down any sorcerer or wizard who attempted to follow this path before they could grow too powerful. Now that is no longer the case, so the rise of a villain like the Hedge Wizard was inevitable. He could be anyone, from any country, of any background. The only difference between him and other superhumans are the choices he made.

The Hedge Wizard began his descent into darkness a month after Ragnarok. He found an e-grimoire (page 85 of Base Raiders) and obsessively studied it for months. He learned a ritual to summon a dryad, a minor spirit of nature but when he performed the ritual, the new sorcerer ambushed the innocent creature to take its blood. The Hedge Wizard used the blood in another ritual to enhance his own stamina. He continued this pattern three more times, summoning and killing supernatural beings in order to harvest their corpses. After each kill, the wizard gained new powers and became more twisted by magic. After the fourth kill, the Hedge Wizard discovered he could no longer summon any being. The taint of his corruption fouled the summoning rituals. In order to continue his quest for power, the wizard became a hunter.

A minor ritual allowed the sorcerer to detect a nearby supernatural being. When the Hedge Wizard found the creature, he saw that it looked like an old woman, seemingly harmless. Boldly, the wizard approached his victim with blade in hand, but the creature was not defenseless. She infected him with a deadly wasting disease that would have slain any normal human instantly. Because the wizard had inhuman stamina, he survived and managed to slay the creature, but the disease lingered on.

Scrying rituals help the Hedge Wizard track down magical beings, but they are still hard to find. He is currently focused on hunting supernatural creatures who were publicly known before Ragnarok. His latest target is Peter Silvertail (page 214 of Base Raiders) and it is



only a matter of time before he finds the trickster rabbit. Unless heroic base raiders protect Silvertail, it is unlikely he will survive an encounter with the Hedge Wizard.

This case would be tragic, if the Hedge Wizard weren't so evil. He is caught in a never-ending cycle of murder and magic. He needs to kill to fuel his powers and keep the disease in check, but each kill further unbalances his mind and corrupts his body. Sooner or later, he will self-destruct, but how many victims will he take with him?

ASPECTS

Human: Just Another Face from the Teeming Masses

Magic User: Sorcerous Sociopath

Obsession: Death is the Path to True Power

Focus [Major]: Blade with A Bloody History

Complication [Major]: The Wasting Disease Foresaw Defeat at the Hands of Alien Technology

UNIQUE AND STRANGE SKILLS

Ritual Works: 6 skill points

Power Tier: Ascendant

Craft, Repair, Dismantle, Information, Research, Examine, Workspace

Ritual

Delay [Major]: Half a Minute or more (however long it takes to craft the Work)

Snag [Minor]: Requires a sufficient Workspace

Description: Given enough time and access to a proper Workspace, Hedge Wizard can create new temporary Works. He can also create permanent Ritual Works by spending Refresh instead of investing Fate Points, and repair or disassemble such Works as well. See page 140 in Base Raiders for more information on Ritual Works.

Blood of Gaia: 4 skill points

Power Tier: Superhuman

Stress Capacity [Health], Treatment [Health], Willpower

Snag [Minor]: Can only treat own wounds.

Description: The blood of a dryad flows through the

Hedge Wizard's veins, giving him enhanced health and the ability to regenerate his own wounds.

Dark Athame: 4 skill points

Power Tier: Ascendant

Initiative [Physical], Menace, Parry + Unusual (parry mystical ranged attacks), Physical Force, Strike + Unusual (Magical beings cannot use Resist Damage to absorb attacks from the Athame)

Focus [Major]: Blade with A Bloody History

Snag [Minor]: Physical Force only provides bonus to weapon damage, not enhanced strength.

Snag [Minor]: Can only parry mystical ranged attacks, not technological ranged attacks.

Item Based Power: Specific User (Hedge Wizard)

Description: An enchanted sacrificial dagger capable of wounding even the most powerful supernatural creature. The Dark Athame is the Hedge Wizard's weapon of choice when stalking his prey. All attacks inflict +3 physical stress with the blade. He can even parry spells and other ranged mystical attacks with the blade, although bullets cannot be blocked through this power. Worse, the mere sight of the blade can terrify many foes before the fight even begins.

Essence of Darkness: 9 skill points

Power Tier: Superhuman

Dodge, Examine, Insight, Move + Unusual (Non-Euclidean Shifting), Notice + Unusual (mystic senses), Stealth + Unusual (total invisibility against magic and mundane technology)

Complication [Major]: The Wasting Disease

Snag [Minor]: Stealth does not work against alien technology

Description: Hedge Wizard combined the spirits of a vampire, a ghost, and a kitsune and infused himself with it to gain their stealth, movement and sensory powers. He can become totally invisible, detect virtually anything with his enhanced senses, move faster than the eye can follow, and even walk on walls without being affected by gravity. However, advanced technology built by aliens can detect him easily, as the magic was only made to work against human-built machines.

Minor Weakness: [Health] Holy Magic

Major Weakness: [Mental] Alien Technology

SKILLS

Superb: Dark Athame +5

Great: Blood of Gaia +4, Essence of Darkness, +4
Ritual Works +4,

Good: Arcana +3

Fair: Academics +2

GIFTS

Skilled x3

Impact: Dark Athame

TIER BENEFITS

Weapon 3 [Health] - Dark Athame only

Armor 2 [Health]

Armor 2 [Composure]

Can take one additional minor [Health] consequence

Can take one additional minor [Composure] consequence

STRESS TRACKS

Health ○○○ ○○○

Composure ○○○ ○○○

Reputation ○○○

Refresh 4 (16 base +3 weakness - 12 for powers -3for gifts)

RITUAL ITEM CRAFTING

The Hedge Wizard uses the Ritual Works skill to create temporary magical items to aid in this task. Each item only lasts a day and crafting a new item takes another day of work.

Commonly, he will first create an item with the Information + Unusual trapping at the Superhuman power tier to scry on a potential victim. The next day, he will create a new magical item to teleport him near the victim and back to his lair once the victim is dead. He must invest Fate points to create magical items, so

he seldom creates more than 1 at a time. Since it takes a day to create a new item, he will not have items to deal with unexpected surprises.

To quickly customize the Hedge Wizard for any given encounter, give him a budget of 10 skill points for temporary magic items, which includes trappings and extras and place all skills at the Superhuman power tier. Because his Ritual Works skill is at the Ascendant tier, he can easily make the skill rolls necessary to craft Superhuman tier items. Don't forget to place drawbacks on items. All items already have the Focus flaw, which cannot be used to reduce the cost of the new skills.

His most common 'hunting gear' is as follows:

Mystic Teleportation Fetish (Roll as +3 skill)

Power Tier: Superhuman

Charges [Minor]

Move + Unusual + Range

Cost: 5 skill points (3 trappings, 3 skill points -1 drawback)

Description: The Hedge Wizard can teleport 3 times with this fetish before it is burned up. He only uses it to teleport to and from his victim - using it as an emergency escape method if cornered or out-gunned.

Dowsing Rod (Roll as +4 skill)

Power Tier: Superhuman

Snag [Major]: Can only detect 1 specific target, chosen when Dowsing Rod is created.

Information + Unusual + Range

Cost: 5 skill points (3 trappings, 4 skill points -2 drawback)

Description: The Dowsing Rod gives the Hedge Wizard an approximate location for his chosen victim as long as he holds it. It can be opposed by any skill with the Stealth trapping.

TACTICS AND WEAKNESSES

The Hedge Wizard is a single minded killer, but is not suicidal or foolish. He usually only attacks when he knows his victim will be alone. He attacks with the Dark Athame while invisible. He never speaks or taunts victims, preferring to remain anonymous.

If confronted with multiple enemies, the Hedge Wizard will try to assess their capabilities at first. If they are mundane humans or lack strong superpowers,

he will slaughter anyone who gets in the way of his chosen prey. But if his enemies show serious combat abilities, he will flee the instant the fight turns against him, usually teleporting away. Hedge Wizard carries grudges against foes who survive an encounter with him. He may try to kill them later, especially if he can use his scrying magic to locate them while they are alone and vulnerable.

If pitted against cunning foes who thwart him more than once, the Hedge Wizard will vary his tactics. He may kidnap a loved one of a target to lure them into a trap, or ally with another villain to take down a group of meddling heroes.

Hedge Wizard has a deep phobia of alien technology and any alien device can be brandished against him as though the user had the Menace skill trapping for that device. Only visually alien technology causes the fear. An alien blaster that looks identical to a human-made revolver will not trigger the phobia.

Holy magic, such as weapons and relics blessed by saints and angels, causes additional stress when used against the Hedge Wizard.

ADVENTURE IDEA

Bring Me the Head of Peter Silvertail

Peter Silvertail is a prominent member of the Underground and well regarded by many non-humans and heroic base raiders. This makes it all the more shocking when he is implicated in the murder of three citizens of the Underground. A bounty, dead or alive, is placed on his head.

A week before the adventure, The Hedge Wizard found the rabbit and was about to kill him when Peter talked him out of it by promising him a dozen magical beings in his place. The killer agreed and Peter made some calls to invite 'friends over for tea' while the Hedge Wizard waited. The 'friends' turned out to be a group of heavily armed alien warriors who then nearly killed the Hedge Wizard. The sorcerer swore revenge, which came three nights later.

Realizing that Silvertail knew of his phobia of alien technology, the Hedge Wizard figured that the rabbit would be prepared to fight him if he launched a direct attack. Instead, he used Ritual Works to create a magical item that would create a false psychic impression on

the corpse of anyone he slew. The impression would mislead any divination magic aimed at detecting who actually killed the victim.

Then, he found three of the alien warriors while they were asleep and killed them. When the Underground found the bodies of the warriors, they used a mage to find out who the killer was and the mage saw an image of Peter Silvertail sneaking in and slitting the throats of the aliens. Horrified, the Underground put out the bounty. Silvertail heard of the news before he could be caught and disappeared. Now deprived of his alien bodyguards and hunted by the rest of the Underground, it is only a matter of time before the Hedge Wizard finds and kills him.

The players can be thrown into this adventure by either being hired by the Underground to catch Peter or being asked by Peter Silvertail himself. The rabbit is desperate for protection against the sorcerer and knows the players are trustworthy and independent base raiders who can help. Peter is quite wealthy and can pay 30 loot points to each character if the players can exonerate him of the murders. Stopping the Hedge Wizard is a bonus, but Peter believes he will be safe if he can go back to the Underground.

Peter knows the Hedge Wizard is a powerful sorcerer with an enchanted dagger and is afraid of alien technology. He seems to be able to turn invisible and teleport, but he must have other powers.

Investigating the murders without magic will reveal the killer was human sized and had an inhumanly sharp blade. Other forensic evidence should clear the rabbit's name, but getting access to the crime scene and convincing the local Underground leader of Peter's innocence won't be easy.

Once the rabbit is cleared, the real challenge begins. Identifying the Hedge Wizard as the real killer will be hard to do. Possible options to identify and confront him include using Silvertail as bait to lure him out, consulting with occult experts to identify his motives, using super-science to detect his teleport signature and tracking him, or trying to find past victims to pick up clues about him.

The key to defeating the Hedge Wizard is finding his lair and destroying his workspace so he can no longer craft new Ritual Works. Only then will it be possible for the heroes to stop him once and for all. Otherwise, he might survive any defeat.

The Darkness That Dwells

No one knows the origin of the Darkness that Dwells. Some think they are the desire and anger left behind by those who purify themselves, the trash thrown aside the road to Nirvana. Others think they are the shadows from the bombing of Hiroshima and Nagasaki, humans turned into a fine powder and splayed across walls rising with anger. Still others find stories of punishments from gods, or portals to failed worlds.

The weakest of these spirits is little more than a fount of anger and hate while more powerful and experienced spirits grow to develop their own personality.

In the early 1980s the spirits first appeared, starting as a wave of crime and pain across Kyoto. It soon spread to other cities in Japan. By the 90s the Elemental Sabers had also appeared, magical school girls fighting against the demon infestation.

By the early 2000s the infestation had been contained in Tokyo by the Elemental Sabers. They were one more supernatural danger in a world filled with such. The Sabers had also gone big, destroying three of the five most powerful Dwellers and creating their own headquarters.

The remaining Lords of the Dwellers however proved more elusive as did the new crop of generals. The possession incidents kept coming and no one could tell if there were new Dwellers or older spirits brought back to trouble the Sabers once again. Most academics seemed to agree that they were not "life" as humans understand it, the most popular theory being that they were all fragments of a deeper entity or energy.

Either way, after Ragnarök they vanished for at least a month and the more powerful ones, those that had shown a personality, never seemed to return.

STATS

Most of the spirits have the following skills:

Dweller in Darkness: *Stealth, move + unusual.* Travel in shadow, strike+unusual: they can attack people or their shadows.

Possess body: *Convince + unusual + psychic.* They merge with the shadow of a person or animal and from there flow into the victim. The victim gains the strange skill Possessed by the Darkness that Dwells.

Note that all of the spirits are "young" having a tier of mundane to extraordinary and a skill score of +1 to +3. Those that manage to survive or thrive may be able to raise their skills or tiers. The first ones to show Supernatural tier may be emerging now, complete with personalities.

POSSESSION

The Dwellers can possess anything with a nervous system, the more complex the mind the less they can alter of the body and the less time they can stay in control. They tend to overcome the shorter time span by making the host body kill itself if they feel control slipping. In game terms it costs one fate point per scene for the dweller to remain in control. Characters that can invoke an appropriate aspect can gain a new willpower roll with an invoke.

Strange Skill: Possessed by the Darkness that Dwells

This is a template, the Dweller will have access to many of the skills of the host, they use whatever skill or tier is greater.

The rating and tier varies with the power and experience of the dweller. The greater the power the higher the tier (mundane to godlike), the more successful possessions the higher the skill bonus (+1 to +4)

Tier: Mundane to Godlike

Skill point cost: 17

Guile, Menace, Move, Physical Force, Resist damage, Stealth, Strike

Complication [Minor]: Clouded Memories

Conviction: Cause suffering

Transformation [Minor]: Mutations might be subtle but always horrifying

Description: A spirit-possessed creature gains strength and speed and some combat prowess. It also becomes a terrifying monster whose mere appearance can scare foes. Add this skill to any possessed creature and give it a bonus of +1 to +3. The creature retains its type (minion, adversary, hero/villain) and other skills.

Weak spirits are mindless animals that hunt and kill out of bloodlust. More powerful and older spirits can gain additional trappings on this skill or develop entirely new abilities to represent their greater connection to evil.

Sparkles the Villain

Villain

An immortal who has died over and over may have lost all of his sanity. If you wish, Sparkles could be a true villain instead of a troubled hero. In this case, Sparkles has embraced dark magical power and seeks to punish humanity for their sins. He has secretly corrupted the Spring in order to convert the rest of the Circle to his dark path. He regularly imbues psychotic killers and other villains with powers so they can serve him as minions. He hides beneath a facade of harmless insanity, a tragic but easily forgotten figure. Many view him as the Jester of the Underground, a position he uses to spy on others and gain intelligence. Sparkles is looking for as many cursed occult artifacts as possible, believing that he can trigger a mystical apocalypse if he gathers enough of them and throws them into the Spring of Immortality.

ASPECTS

Non-Human: Born of the Circle

Magical Being: Dark Unicorn

Complication [Major]: Prey of human occultists

Conviction: Make the Humans Pay

Complication [Major]: Immortality Ennui is cured only by demented laughter

UNIQUE AND STRANGE SKILLS

Corrupted Immortality: 8 skill points

Power Tier: Godlike

Menace, Shoot + Unusual [Unmake Flesh], Treatment [Health] + Unusual [Guaranteed self-resurrection], Willpower

Snag [Minor]: Always reappears at the Spring when resurrected.

Snag [Minor]: Can Only Resurrect Self

Snag [Minor]: Can only harm living creatures made of flesh.

Description: No matter how or where Sparkles dies, he will be resurrected by the power of the Spring shortly after his death. Sparkles has died more times



than any other unicorn and its effects have gradually unhinged him. He can heal others by channeling the power of the Spring, but he cannot bring others back to life.

He can also use the reverse of this ability on living creatures, effectively unraveling their bodies in a matter of seconds. Anyone targeted by this attack also suffers an attack to their Composure if they suffer any stress or take a consequence. This attack is treated a Menace attack (which can only be defended by Willpower) with the same roll as the first attack.

When Sparkles dies, he returns to life in 10 weeks minus a roll of his Corrupted Immortality skill at the Spring. He gains a Severe Consequence connected to how he died. All other consequences are removed from Sparkles. He has full stress when he is resurrected.

Sparkles' also has an unbreakable will. He has experienced death and worse more than any mortal could comprehend. Nothing can scare him now. He can also stare down virtually anyone, a being far more terrifying than anything imaginable.

Dark Unicorn: 7 skill points

Power Tier: Ascendant

Dodge, Move, Physical Force, Stress Capacity [Health], Strike

Conviction: Make the Humans Pay

Complication [Major]: Prey of human occultists

Complication [Major]: Immortality Ennui is cured only by demented laughter

Description: As a magical being, Sparkles is superhumanly strong, fast, and capable of puncturing steel with his horn. He is more than capable of holding his own against most other combatants. Unfortunately, he is hunted by ruthless occultists, alchemists, and sorcerers who can use his corpse to create magical items.

Sparkles pretend to be as noble as the other unicorns, but he secretly hates all other humans

Hypno-Eye Beams: 7 skill points

Power Tier: Ascendant

Guile + Psychic, Insight + Psychic

Snag [Minor]: Does not work on robots

Description: Sparkles is a supernaturally talented

liar who can deceive nearly anyone that discovers his evildoing. He cannot directly control minds, but he can twist and alter the truth very easily. He can also learn the secrets of anyone that he meets. It does not work on artificial minds, like those of robots.

Anoint Dark Blessings: 3 skill points

Power Tier: Superhuman

Variable [once per day] x 4 + Unusual [Grant power to Others]

Snag [Major]: Only truly evil characters may be granted powers

Delay [Major]: Requires 2 full rounds to use

Taxing: Requires a Fate Point to permanently imbue a blessing on a person.

Description: Sparkles may imbue others with power from the Spring. He will only grant powers to truly vile and monstrous beings, especially those that swear to serve him.

In order to bless someone, Sparkles must gain at least a +1 on a skill roll. If the roll is 0 or below, Sparkles must try again.

The blessings come in two types: temporary and permanent. A temporary blessing only lasts for one day and can be freely granted to anyone, regardless if they have superpowers or not. Sparkles may only grant 1 temporary blessing at a time and he may revoke a temporary blessing at any time.

A temporary blessing is treated as a new Strange skill at the Superhuman power tier with up to 4 points worth of trappings. It uses an appropriate skill of the character or a +2 bonus, whatever is higher. Sparkles always chooses the trappings, not the recipient. Every blessing will have an appropriate name. For example, Resist Damage + Range + Zone might be "Stalwart Shield of the Defender". Dodge + Move + Unusual [Run Across Water] might be "Lightning Egress".

Temporary blessings cannot have drawbacks in order to gain more trappings or extras. They are capped at the Superhuman power tier.

There is no burn associated with temporary blessings.

Permanent blessings can only be granted to beings that have no Strange skills. See the section on Blessings to learn how they work as a power source.

Major Weakness [Health]: Dragon Bones
Major Weakness [Mental]: Children Laughing

SKILLS

Fantastic: Corrupted Immortality +5
Great: Dark Unicorn +4
Good: Anoint Dark Blessing +3, Hypno-Eye Beams +3
Fair: Alertness +2, Presence +2
Average: , Arcana +1, Contacting +1

GIFTS

Impact: Corrupted Immortality - frequently used to create scene aspects to terrorize or torment foes.

Skilled

TIER BENEFITS

Weapon 3 [Health] - Melee attacks

Armor 3 [Health]

One additional Health minor consequence

Can clear one Health minor consequence per scene as a free action.

STRESS TRACKS

Health ○○○ ○○○

Composure ○○○ ○○○

Reputation ○○○ ○○

Refresh 4 (16 base +4 Weaknesses -16 Strange Skills)

ADVENTURE SEED - THE WILD HUNT

Synopsis: A middle aged unemployed man, Steve Dunhill has found an apocalyptic mystical weapon, the Horn of the Wild Hunt. Only Sparkles knows the horn is in the wrong hands, but he needs help finding Steve before the Horn possesses him. He's not the only one looking for the Horn though. If it falls into the wrong hands, an angry god may kill thousands.

Background: Thousands of years ago, an evil wizard bound a god to a hunting horn. Some say it is Nodens, but it may be Diana, or any number of hunter gods (left to the discretion of the GM). The Horn of the

Wild Hunt channels a portion of the god's power into its wielder, but the wizard's enchantment is not perfect. Every time the Horn is used, more of the god's power is released. If the Horn is blown seven times, the god will be released, eager to cause chaos on Earth. Sparkles witnessed the power of the Horn, as it turned a simple farmer into a madman and priest of the god. Hundreds died by the fifth time the farmer blew the horn. Sparkles had to kill the man to save thousands of others. It was the first time he had ever killed a human. It scarred him so he vowed that it would never be used for evil again. While Sparkles does not remember much about his life so long ago, his first murder is crystal clear. Beneath the laughter, it still torments him. The Horn disappeared and reappeared throughout history, but never long enough to unleash the god.

Years ago, the Ideal stopped a villain from releasing the god and locked the artifact in a vault. There it stayed, until Ragnarök. Somehow the Horn found its way out and into the hands of an unemployed man somewhere in middle America (or anywhere away from large cities). Steve has been a loser his entire life, but when he found the Horn while he was on a walk in a local park, he blew it out of curiosity. The next thing he knew, Steve was in the forest at night, standing over a dead deer. He took the carcass back, somehow expertly butchering it for his family. A week later, he blew the horn again and took down a drug dealer, stealing more than enough cash for his family to survive for the foreseeable future. Unfortunately, that drug dealer had friends with connections. Several mercenaries and base raiders have been hired to retrieve the money and take out 'the freak with the horn and the hounds.' Sparkles got word of the incident and realized what had happened. Possible villains could include Jack Grayson ('undercover' of course), The Hedge Wizard, Paragon, or Scrap Man or feel free to make up new villains.

The Hook: The player characters can enter through multiple vectors, but the easiest way is through Sparkles. The unicorn contacts the player characters and asks them for their help. The Horn must be returned to the Circle, but the Sparkles will either bless or grant the party three healing potions made from his blood as a reward. There may be additional loot, plus the chance to gain favor with the Underground. Alternately, the PCs could hear rumors about the Horn of the Wild Hunt on their own. Steve is partially

possessed by the Horn and has taken to carving occult symbols on trees in his city. Some photos of the symbols have been posted online and occultists have linked them to the legendary Horn. It is only a matter of time before other base raiders start showing up, looking for the artifact.

Finally, the PCs could be approached by the drug dealer, who wants his money back and the thief punished. Only groups with a ruthless or amoral reputation will get this job but it will certainly pay better than what Sparkles can afford.

The Hunt for the Hunter: Steve has begun to realize what the Horn can do for him, but not the price he will have to pay. He will hunt to help him and his family out, but the Horn will drive him to hunt more dangerous prey than he realizes. If he sees a suspicious person lurking in his neighborhood, he will hunt down not only that unfortunate person, but anyone or anything that could be a threat, especially superpowered base raiders. The characters will need to figure out Steve's identity before he grows too powerful. Every target of the hunt reveals another clue about his identity, but every confrontation with the Hunter pushes Steve to channel more of the artifact's power.

Sparkles will 'help' by imbuing random civilians with superpowers, effectively deputizing them as part of the group. He may also set fires and otherwise draw attention to himself. He makes great bait, but collateral damage is certainly possible. The PCs will probably run into rival base raiders or villains looking for the Horn as well.

Finale: Once someone figures out that Steve owns the Horn, it is only a matter of time before he is attacked. If someone attacks Steve and threatens his family, he will try to unleash the full power of the Horn to defend them. He can't handle the power though and it will be up to the PCs to save the day. Once Steve is defeated in the proximity of the Horn, anyone will be able to take the Horn for themselves. If the PCs give it to the Underground, it will be stored off world in a safe location. Sparkles will probably do the same, unless he's secretly a villain in your campaign, in which case he'll use it for a future evil plot against humanity. If the PCs try to keep the Horn, they can expect villains and rival base raiders trying to steal the artifact from them. PCs could try to disenchant the item and release the trapped god, but doing so in a way that doesn't threaten humanity is tricky.



Horn of the Wild Hunt

Convince + Psychic [Telepathic Brainwashing], Dodge, Initiative [Physical], Menace + Zone, Minions [Advanced], Move, Notice, Physical Force, Resist Damage, Resist Damage, Shoot, Stealth, Stress Capacity [Composure], Stress Capacity [Health], Strike, Variable [Scene] x4, Willpower

Charges [Major]: Can only be blown 6 times by a user. On the seventh time, they will be possessed by the god of the hunt.

Focus [Major]: Horn of the Wild Hunt

Transform [Major]: Avatar of the Hunter

Snag [Major]: Gradual Power Up

Snag [Major]: Convince can only be used to recruit new hunters

Conviction: A Hunter Must Hunt

Complication [Major]: Gradual Possession by the God of the Hunt

Item-based Power: Specific User

Skill Point cost: 50 skill points

Power Tier: Godlike (special)

Loot Value: Priceless - a minimum of 1,000 loot, depending on a buyer. Finding an appropriate buyer is a global goal.

Description: The Horn is a prison for a god, carefully designed to channel a portion of its power into the wielder, safely. Unfortunately, it was imperfectly designed. The first time the wielder blows the Horn, they are bound to it until they voluntarily release it, they die, or they are defeated in their avatar form near the Horn. Otherwise, the Horn will only work for that wielder.

Effects of the Horn: The wielder transforms into the Avatar of the Hunt for the duration of a single hunt. The Horn is left behind at the wielder's home, in a hidden place. The wielder either consciously or subconsciously chooses a target and the Avatar will pursue it with relentless determination. It may summon spectral hounds (using the Minions trapping) or brainwash nearby beings into joining the hunt. Anyone who sees the Avatar must make a Willpower/Resolve check against the Wielder's current skill. It can stab or throw a magical spear with pinpoint accuracy. Every time the Horn is blown, the Avatar becomes more powerful and the wielder loses more control. The wielder will be compelled by the Gradual Possession by the God of the Hunt aspect between every hunt - often to carve occult symbols marking the god's new territory or build

shrines to the God of the Hunt. If the wielder is taken out of combat, they return to their normal form. If the Horn is within sight of the Avatar when it is defeated, the link between wielder and Horn is broken.

If the Horn is stolen from a wielder, the Horn is useless to anyone else until the link is severed.

Generally, the wielder will only blow the Horn once a month the first few times, but will be compelled to blow it more frequently later on.

Avatar strength per blowing of the Horn:

- First time: Extraordinary power tier, skill +3
- Second time: Extraordinary power tier, skill +4
- Third time: Superhuman power tier, skill +3
- Fourth time: Superhuman power tier, skill +4
- Fifth time: Ascendant power tier, skill +3
- Sixth time: Ascendant power tier, skill +4
- Seventh time: The Horn is broken and the God of the Hunt totally possess the wielder.

In ancient times, cults held the Horn and carefully monitored wielders. When a wielder had blown the Horn five times, they were often ritually killed to prevent them from accidentally releasing the god.

If the God of the Hunt is released, a new cult will sweep the earth, gladly taking a true god as their master. Wild hunts will be carried out throughout the world, and thousands will die. Stopping the god would be the subject of a campaign or multi-part adventure.

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