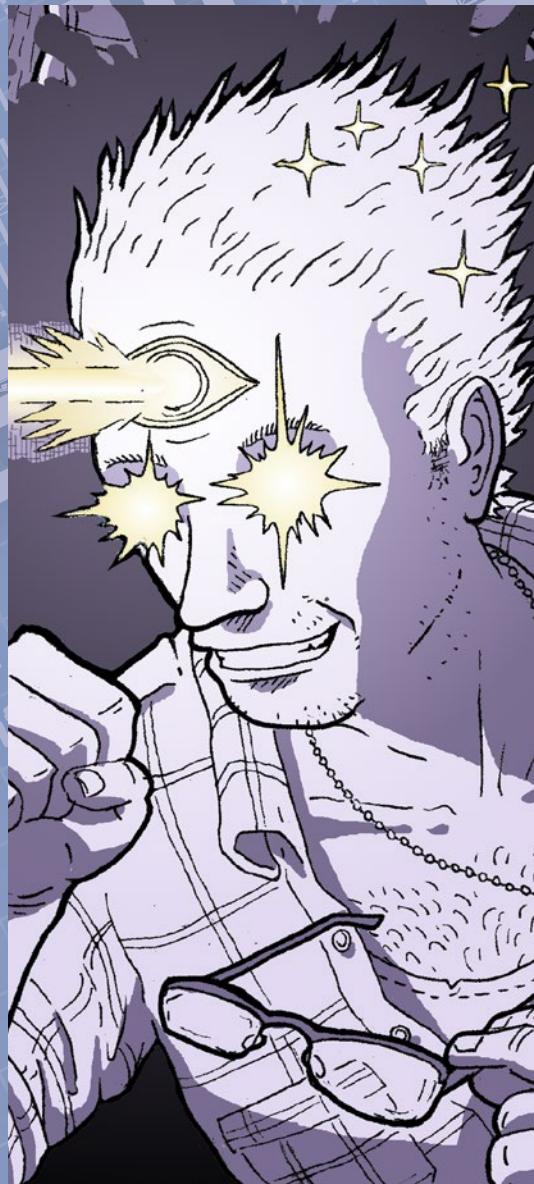


BASE RAIDERS

NEW SUPERPOWERS



BOOST PATCHES

Boost Patches

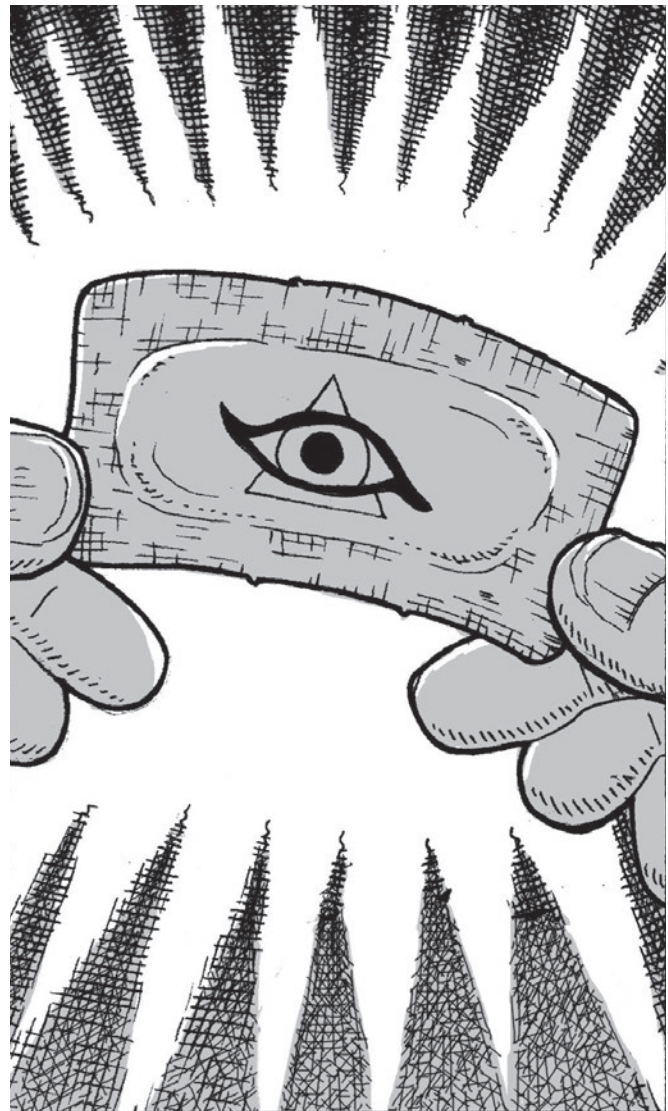
Most power sources take a great deal of time and effort to acquire, have painful or dangerous side effects, and are permanent. Boost Patches are the exact opposite, instantly providing superpowers for a limited duration without consequence. The Ideal hero Biomancer (Base Raiders p. 229) created the patches 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.

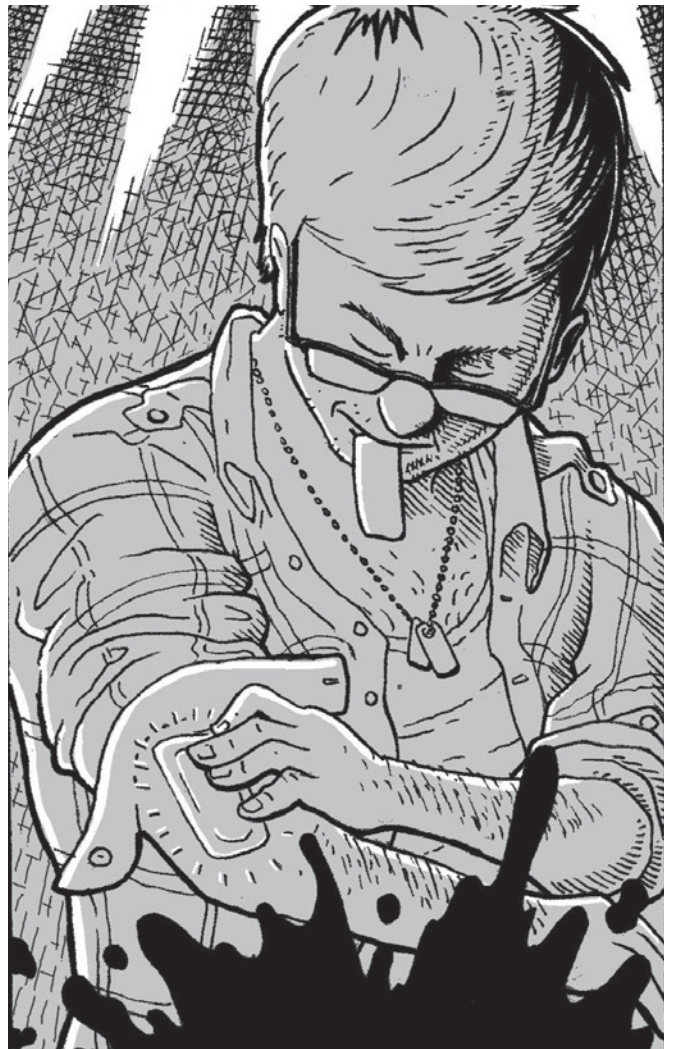
3 Boost Patches active: The character suffers from major strain. He must halve his composure capacity (round down) and reduce health capacity by 1 to a minimum of 1 health. If health was already at 1, then the character takes a -2 penalty to all rolls. Strain remains in effect as long as both powers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

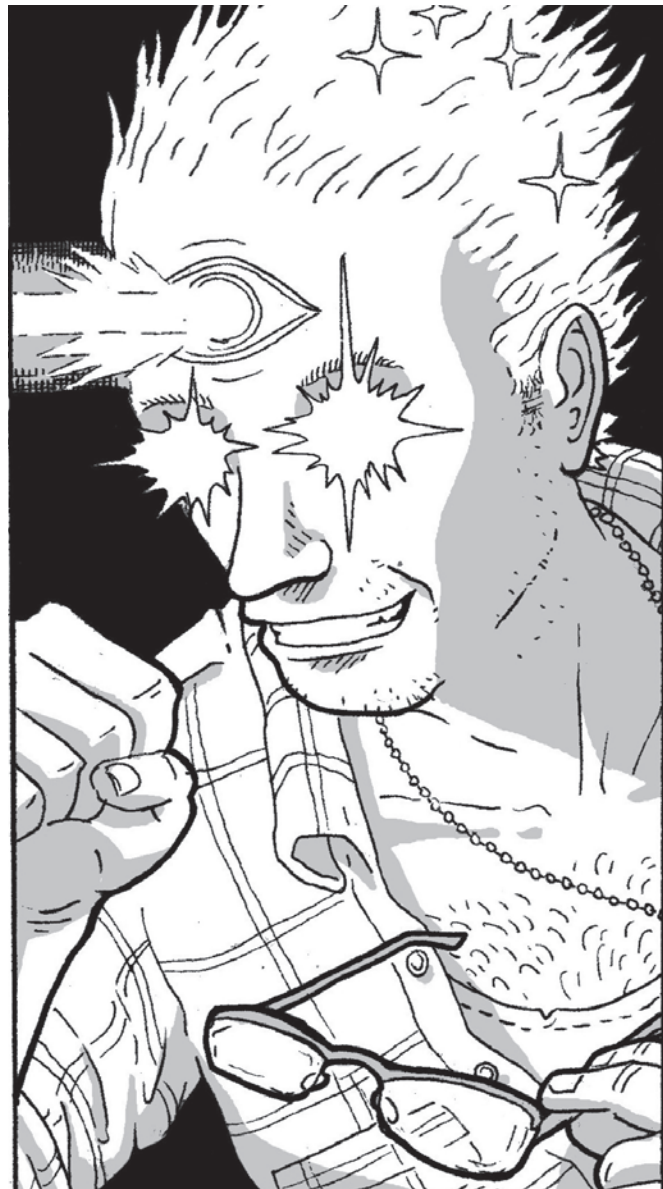
Loot Value: 25

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 patches. 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 unbal-

anced 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 investi-

gation 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).

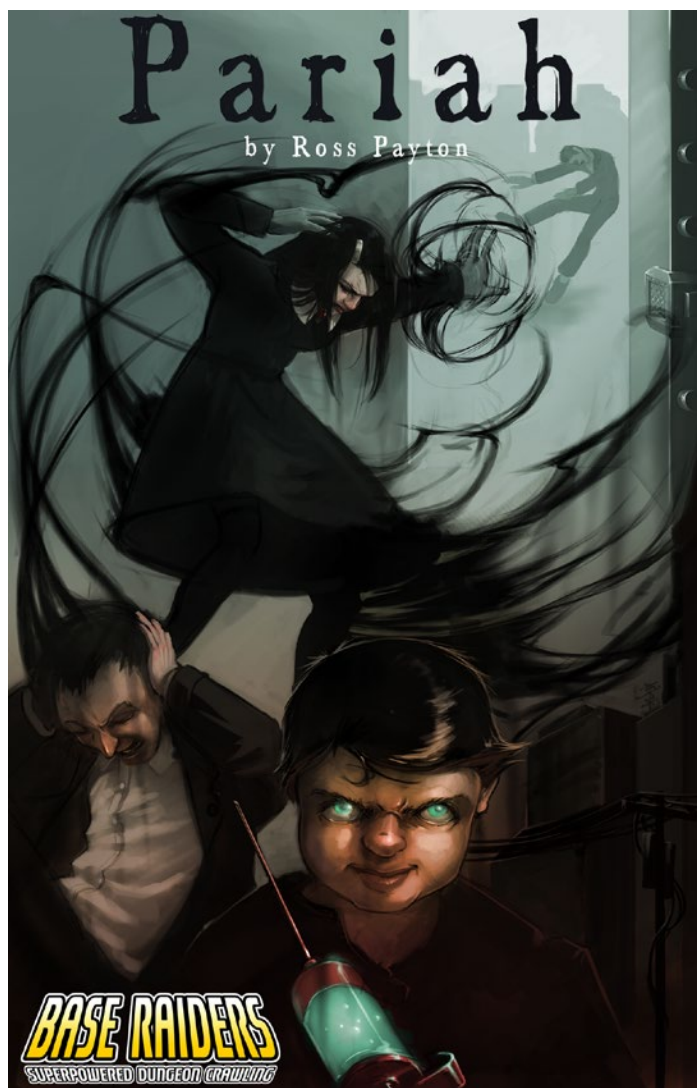
Stress Tracks

Health: ○○○ ○○○

Composure: ○○○ ○○○

No Reputation track

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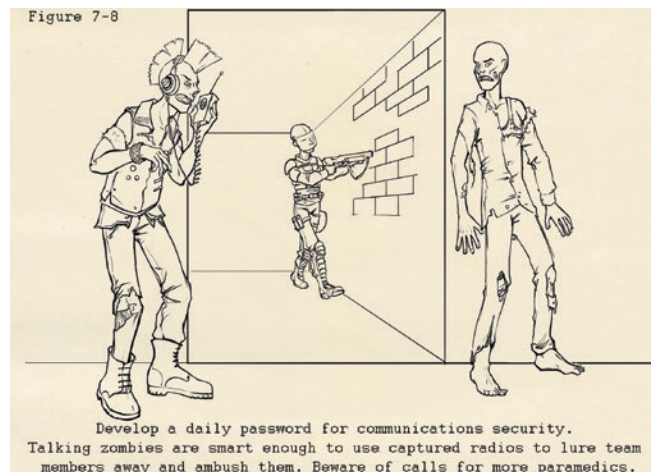
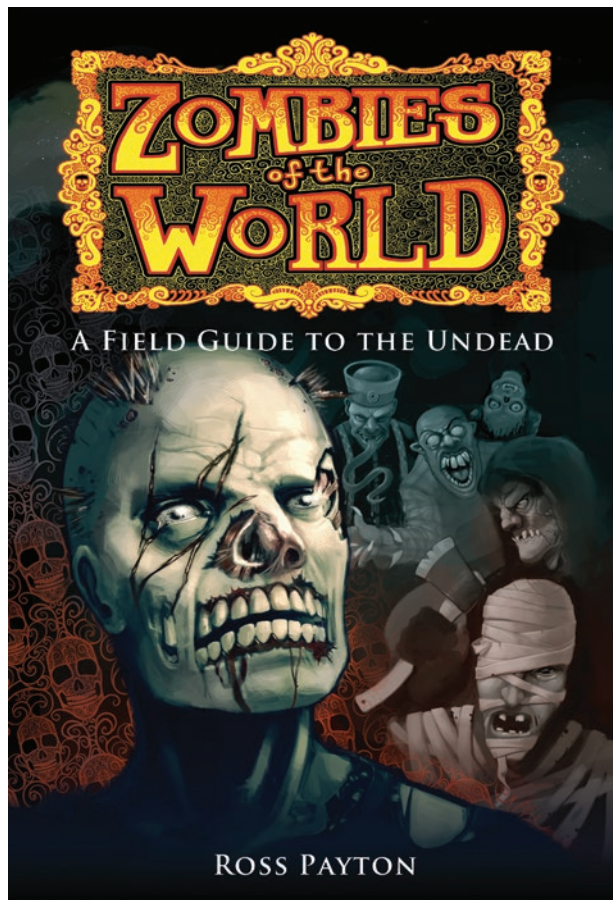
A year after all the powerful superheroes and villains disappeared; the world is a very different place. Hundreds of abandoned bases, lairs, and hideouts wait to be discovered by cunning base raiders. The raiders want to loot the bases for their alien technology and mystical artifacts so they can give themselves superpowers.

One base raider, Emily, is a runaway teenager who found a way to gain tremendous power by attuning her mind to Pariah, an immensely powerful psychic entity. She can channel part of its power but at a terrible price - the entity manifests around her at random intervals, endangering everything around her. It haunts her, tormenting her with nightmarish visions. She's teamed up with Lenny, a hacker augmented with cybernetic implants.

The two young base raiders have found the perfect base - the abandoned lab of a super scientist. Too bad it's guarded by a group of corrupt men trying to loot the base first. Even if they overcome that obstacle, the two raiders will have to survive whatever traps and guards the scientist left behind in the lab.

Go to Baseraiders.com/store to get Pariah today!

ALSO BY THE AUTHOR OF BASE RAIDERS



Zombies of the World: Zombies menace humanity, yet we barely understand them. Now available in print, PDF and Kindle. There are books that show you how to kill the undead but this is the first study to explain the importance of zombies to us. *Zombies of the World* reveals the undead to be a valuable part of our ecosystem and the key to new discoveries in medicine and technology. No other book covers these topics.

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