# THIS VISION OF DARKNESS



A SUPERHERO ADVENTURE

POWERED BY FATE™

ANDREW J. LUTHER

Time anomalies are wreaking havoc in your home city. A time-traveling terrorist is setting himself up to rule the world. In the midst of a violent confrontation, you are thrust into your own future...and it's worse than you ever imagined.

Only you have the power to prevent this nightmare from becoming reality. But do you have what it takes to overcome true evil and return to your own time? Or with you help bring about **This Vision of Darkness**?

This complete adventure is designed for Fate Accelerated Edition and contains an extensive, time-traveling adventure for newly-created superheroes.

**A SUPERHERO ADVENTURE**

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FATE™

VANISHING GOBLIN

# THIS VISION OF DARKNESS

**A superhero adventure for Fate Accelerated Edition**

**by Andrew J. Luther**

## POWERED BY FATE™

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## INTRODUCTION

Welcome to **This Vision of Darkness**, an adventure that takes your heroes into a nightmare future that only they can prevent. This Vision of Darkness is designed for **Fate Accelerated Edition** and can fit into most "regular" comic book superhero campaigns. There are no special rules regarding character creation or development, nor is the setting intimately tied to a particular place.

This Vision of Darkness is designed for playing groups who enjoy some of the staples of modern comic book superhero gaming. Innocents to protect, large and dangerous strongholds, powerful villains with world-shattering plans, interactions with other superheroes; all of these are aspects of This Vision of Darkness. I sincerely hope that your gaming group gets all the enjoyment out of playing this campaign that I experienced while creating it.

### Preparation

In order to run this campaign, you need a copy of the *Fate Accelerated Edition* (FAE) rulebook.

This campaign was designed to require a minimum of preparation on the part of the GM. It is recommended that the GM read through the entire book once. Otherwise, the GM only needs to be somewhat familiar with each particular section as it is played. A GM familiar with the layout of the book will require no more than a second quick glance through a particular section before running it.

All text that appears in shaded boxes is information that you may read or paraphrase to your players. Sidebars contain other pertinent information for you. All major NPCs are described in sidebars within the text.

### Encounters

This Vision of Darkness was designed for a team of 4-6 newly-created FAE heroes (or at most heroes who have reached only one or two significant milestones). You are, of course, free to alter the scenes and the opposition in any manner you choose.

### Campaign Assumptions

This Vision of Darkness has few requirements for hero teams. However, certain things should be kept in mind when creating characters to play through this adventure.

  a) Heroes with the ability to travel among dimensions or through time may find the challenges in this adventure are much easier to handle. Therefore, it is recommended that these powers not be permitted, or—in the case of dimensional travel—the power not allow the characters to return to their own time on their own.

  b) While magic powers should generally be fine, there are no opponents or threats that involve magic in this adventure.

### Adventure Background

It is known that some heroes and villains are able to manipulate time itself, allowing them to see and/or access the past and the future. A select few have heard of a powerful artifact that boosts time-affecting powers, called the **Orb of Time**.

No one knows who created the Orb of Time, or from where (or when) it came. There are cryptic references to it, however, in ancient scrolls and legends dating back to the dawn of recorded history. It tends to appear randomly every few hundred years, causing all manner of strange, time-related effects in its vicinity. Then it disappears again, fading back into legend.

The few scholars who have studied the bits and pieces of information about the Orb all agree that it gives its possessor unique powers. A person in possession of the Orb of Time is able to travel back into his own past and actually change history. The Orb seems to protect time travelers from paradox, meaning that someone could travel back in time and murder his own mother, without ceasing to exist himself. Changes to the past affect everything that comes afterward, although the possessor of the Orb remembers both the original timeline and the altered one.

**Epoch (aka Dr. Edward Flannigan)** is a man who has made the study of time his life's work. A mutant with an overdeveloped brain, Epoch is one of the most intelligent men alive. Unfortunately, this has led him to be unsatisfied with the world around him. He believes that he could "fix" the world's problems if only he were in charge.

When Epoch was a young man, he came across a reference to the Orb of Time in an ancient text that he was reading. Investigating further, Epoch uncovered many details concerning the Orb. Thinking about the power of the Orb gave him an idea that he has worked towards for the last twenty years.

Epoch has calculated the exact moment and location of the next reappearance of the Orb of Time. He intends to take possession of the Orb and then travel into earth's past, setting himself up as a "benevolent" dictator and changing the course of human history. He then plans to move forwards and backwards through time, managing events so that the human race ends up the way he wants it.

During Epoch's studies and preparations, he met and befriended three other super-powered individuals. **Alabaster** is another mutant like Epoch, **Sir Real** is a psionicist of some note, and **Wraith** is an ancient warrior who has conquered death. Due to their wide range of skills and powers, Epoch believes that his "team" is prepared for any problems they may encounter throughout history.

Recently, Epoch set up a facility to track the coming appearance of the Orb. He hired a large number of guards and purchased a great deal of powerful computer equipment to perform the trillions of calculations required to determine the Orb's exact location when it appears. He then set himself to monitoring events and waiting.

**Snake Eyes** was a small-time hoodlum from the Bronx. A natural psionicist, he used his fledgling powers to commit a string of minor crimes throughout New York State. Recently he returned to Manhattan to meet with a new gang of street-level supervillains in the hopes of joining

their group. Unfortunately for every human being on the planet, he is about to be in the wrong place at the wrong time.

## Campaign Summary

The heroes respond to reports of strange time-related anomalies occurring all over New York State, including the appearance of dinosaurs and other things from earth's past.

Investigations lead them to a supervillain named Epoch, and his attempt to gain possession of the Orb of Time. They manage to discover where the next appearance of the Orb of Time will occur, and race there to stop Epoch. Unfortunately, Epoch already has the Orb in his possession, but is having difficulty controlling it.

Epoch loses control of the Orb and he, the orb, and the heroes are tossed into the future. The heroes remain together, but they lose Epoch and the Orb during the trip.

In the future, an evil villain named **Cybernaut** has taken control of North America, and his base is situated on what was once the island of Manhattan. Most of rest of North America is in ruins, and the populace has been mostly eliminated. Only small pockets of humans continue to eke out a harsh existence among the ruins of their fallen civilization.

The heroes stumble across one of these enclaves being attacked by robotic minions of Cybernaut. Assuming they help the innocent people, they make allies and learn that they have arrived approximately ten years in the future. They meet a group of superheroes who are trying to find a way to defeat Cybernaut.

Once these superheroes hear the PCs story, they realize that this is their opportunity to change the fate of the world. Epoch arrived in this time about two weeks before the PCs and was immediately captured by the Cybernaut robots, and there are rumors that some kind of glowing orb of power was recovered by Cybernaut's forces only a few days ago.

The PCs are asked to help rescue the leader of the resistance, a superhero named **Bloodstone** who is being held at a containment facility near the ruins of Chicago. If the heroes help their new allies rescue their leader, they are able to learn where Epoch and the Orb of Time are being held.

They also learn that Cybernaut was once a small-time crook named Snake Eyes, who lived in New York City. Apparently, on the same day the heroes tracked down Epoch, a rift opened in Times Square in New York, and Snake Eyes was infected by some kind of technological virus. He transformed into Cybernaut on the spot and began his campaign to conquer all of North America.

If the PCs can return to their own timeline and stop Snake Eyes, they can prevent this entire future from coming to pass. But that requires infiltrating Cybernaut's Manhattan fortress, extracting both Epoch and the Orb of Time, and defeating Snake Eyes in Times Square before he transforms into Cybernaut.

## Summary

In the first issue of this adventure, the PCs witness two dinosaurs appear on a busy downtown street. The huge creatures immediately panic and begin attacking vehicles, buildings, and pedestrians around them. When the dinosaurs are defeated, they all disappear back into the distant past.

The PCs quickly learn that there have been a growing number of "temporal disturbances" in the area recently. Their questions lead them to a renowned quantum physicist, Doctor Robert Afshari, who tells them that the disturbances remind him of legends about the Orb of Time. He suggests that they speak to a Doctor Edward Flannigan, an expert on the subject.
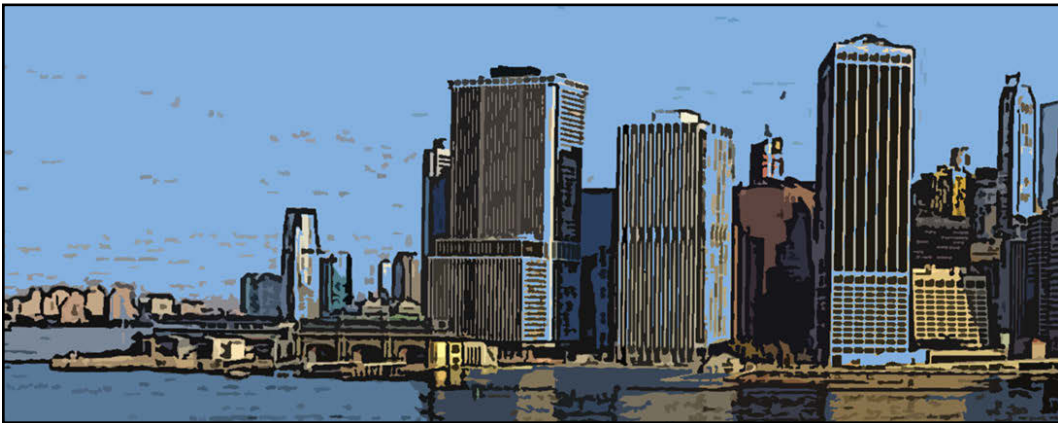
The PCs discover that Dr. Flannigan was recently kidnapped by unknown persons, and no ransom note has yet to be delivered. Contacts in the criminal underworld indicate that a super-villain by the name of Epoch captured him due to his knowledge about the Orb of Time. Clues lead the heroes to an old warehouse near the docks.

When the heroes investigate the warehouse, they discover that the building has indeed been converted into a headquarters by the super-villain. After wading through Epoch's minions, the PCs are able to question a scientist assistant about Epoch's and Dr. Flannigan's whereabouts.

The PCs learn that Dr. Flannigan managed to calculate where and when the next appearance of the Orb of Time will occur. Epoch and his team members Alabaster, Sir Real, and Wraith went to the location with Dr. Flannigan. The assistant does not know the exact time that the Orb will appear, only that it is very soon. He gives the PCs directions to the location, a shopping mall in the town of Norwich, New York.

The assistant tells the PCs that Epoch intends to take the Orb of Time and travel into the earth's past, to set himself up as the ruler of the world. His team will help him shape humani-

ty's future to that of his own personal vision. Only with the Orb of Time is this plan possible, but a moment after he takes control of the Orb, he will be essentially unstoppable.

The heroes race to Norwich in order to stop Epoch from taking control of the Orb of Time. When they reach the shopping mall, the heroes are attacked by Epoch's henchmen: Alabaster, Sir Real, and Wraith. The villains attempt to delay the heroes long enough for Epoch to reach the Orb.

When the heroes defeat (or get past) the henchmen, they enter the mall to discover that Epoch has already gained possession of the Orb of Time—but not control of the artifact. They also realize that Epoch and Dr. Flannigan are the same person; that Dr. Flannigan staged his own kidnapping in order to throw investigators off his trail.

As Epoch notices the heroes, he loses control of the Orb. With a flash of light, Epoch, the Orb of Time, and the heroes disappear.

The heroes are thrown forward through time, along with Epoch and the Orb. During the time storm, the heroes lose sight of the villain and the artifact. Then they are suddenly dumped back into the ruins of the shopping mall. Stunned for a moment from their strange trip through time, they are surrounded by a group of futuristic robotic soldiers.

## Set-Up

It is recommended that the PCs be together when the adventure begins. They may be in their secret identities (if they have them), or patrolling the city in costume. If the PCs are not based in New York City, then they may be sightseeing when the dinosaurs appear, or on their way to whatever other business brought them to this metropolis.

## Scene 1: Time for Action

Ah, New York City. A bustling metropolis if ever there was one. You never know what you're going to see on the streets of Manhattan. Street artists, buskers, panhandlers, movie shoots, masses of people, dinosaurs…dinosaurs!!

With a mighty roar, a tyrannosaurus rex simply appears in the middle of the intersection. It looks around with its weak eyes, highly confused. Then the screams start as the pedestrians realize what is standing in front of them. Another bellow comes from the beast, and it begins to move…

Disturbances in the time stream, caused by the proximity of the **Orb of Time**, have pulled two dinosaurs from their home in the distant past to the modern present—a **tyrannosaurus rex** and a **triceratops**. Confused as the t-rex is initially, it can tell that it is surrounded by food. And carnivores love to eat.

The triceratops appears right in the middle of a gridlocked group of cars. The smell and the noise cause the beast to panic, and it begins ramming cars in an attempt to get away. The drivers and passengers of the vehicles are in danger of serious injury if someone doesn't stop the triceratops quickly.

When a dinosaur is knocked out or killed, it fades from sight as it is pulled back to its own time.

The people trapped in the area act as a mob. While the civilians won't attack the heroes, they will panic, flee in the wrong directions, cower in the worst spots, and generally hamper any efforts to clear the area. The t-rex will attempt to eat them and the triceratops will crush them in its attempt to flee (both represented by inflicting stress on the mob). It's up to the heroes to protect the civilians and take care of the dinosaur problem. The first two stress boxes for the civilians represent injuries, but after that, when the civilians take stress, it represents people actually getting killed by the dinosaurs.

**Note:** If you're running this as more of a four-color setting where innocent people don't die so easily, then filling all the stress boxes basically means that there are many injuries and much destruction of property, but no deaths. Regardless, it also means the heroes are considered to have failed to protect the city, even if they then defeat the dinosaurs.

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**CIVILIANS**
**Aspects:** *Terrified and panicked; Clinging together*
**Skilled (+2) at:** Nothing.
**Bad (-2) at:** Everything.
**Stress:** ☐ ☐ ☐ ☐ ☐

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**TYRANNOSAURUS REX**
**Aspects:** *Dinosaur!; Weak eyesight; Hungry predator*
**Skilled (+2) at:** Chomping on people, knocking people around with its tail, stomping on people and cars, and frightening bystanders.
**Bad (-2) at:** Everything else.
**Stress:** ☐ ☐ ☐

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**TRICERATOPS**
**Aspects:** *Dinosaur!; Long horns; Confused and afraid*
**Skilled (+2) at:** Charging into things horns-first.
**Bad (-2) at:** Everything else.
**Stress:** ☐ ☐ ☐ ☐

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## Aftermath

When the PCs have saved the bystanders from the dinosaurs, local S.W.A.T. teams and emergency personnel arrive, followed quickly by the media. One of the bystanders yells out that he got everything on videotape, and the reporters swarm around him, yelling out offers of money for the footage. If the PCs decide that they want the videotape themselves, they will have to outbid the other reporters, or convince the man to give it to them. There are lots of witnesses standing around, so PCs who try to intimidate the man will end up with a lot of negative publicity.

After being questioned briefly by the detective in charge, the heroes are allowed to leave. The reporters try to interview the heroes, and this is an opportunity for them to get their names and faces known to the city. Unless the heroes offer to do an interview with every one of the twenty reporters at the site, someone whom they turn down will decide to write a series of scathing articles about the team over the next few months.

The detective in charge, **Michael Kynaston**, mentions that a number of weird things have happened all over the state in the last few days, all having to do with "hiccups" in time. He suggests, none to subtly, that perhaps some hero-types should consult with a scientist or two and figure out what is going on.

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**MICHAEL KYNASTON**
**Aspects:** *Jaded and cynical; Good investigative techniques*
**Skilled (+2) at:** Investigating crimes and general police procedures.
**Bad (-2) at:** Internal police force politics.
**Stress:** ☐ ☐

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Michael Kynaston is a tall man in his late 30's. He's been on the force for almost twenty years, working his way up to detective from beat cop. He's terrible at playing the political game, and that's why he's never risen higher than detective. He doesn't really like the idea of superheroes— he thinks they should be licensed and work directly as part of the police force. He also thinks they rely too much on special powers and not enough good investigative techniques.

## SCENE 2: FOLLOW THE BREADCRUMBS

If the heroes speak with an appropriate contact or spend time gathering information by speaking to the scientific community, they should be eventually be given the name of **Dr. Roberta Afshari**, a quantum physicist of some note. A phone call to Dr. Afshari allows the heroes to set up an appointment later the same day at the doctor's home office.

Dr. Afshari tells the heroes that she has been following the time disturbances very closely over the last two days, and thinks she knows the answer. She explains that she hasn't given her explanation to the authorities or to the media because only a handful of scientists believe in what she is about to say.

There are stories—legends, really—that describe an item of great power called the Orb of Time. From the little bit of information that I have encountered, there seems to be evidence that the Orb has existed since the dawn of recorded history. It has appeared in a multitude of different places over the last few thousand years, apparently at random every couple of centuries.

The Orb itself is said to be a glowing sphere, perhaps a foot in diameter. It radiates a bright white light and is warm to the touch. And, apparently, it gives its possessor complete mastery over time.

We've always considered that traveling backwards in time to be impossible because of paradoxes that would be created if you took any action to change something that we knew to have occurred.

Imagine that you could travel back in time and affect your own past. What if you went back and killed your own father when he was a young child? That would mean that you were never born. Of course, if you were never born, you wouldn't have been able to travel back in time to kill your father. So you can understand the problems of paradox.

The Orb, supposedly, frees its possessor from the effects of paradox. With the Orb, you could go back in time and kill your father. History would change and you would never have been born. Yet, the "you" that traveled back in time would still exist, and you would remember your own life history, as well as the "new" history that you just created by your actions.

Someone with control over the Orb of Time would be able to manipulate history completely, thus molding the world to his or her desires.

Dr. Afshari tells the characters that she's no expert on the Orb of Time— she only knows what was written in a scientific paper produced a few years ago. The writer of the paper, Dr. Edward Flannigan, is the true expert. Dr. Afshari knows that Dr. Flannigan is based in New York City, and manages to find a telephone number for Dr. Flannigan's office.

## Scene 3: The Missing Dr. Flannigan

If the heroes call Dr. Flannigan's office, they are able to speak with one of his staff researchers, a young man named **Nelson Lineman**. Nelson tells the characters that it is not possible to speak with Dr. Flannigan right now. He explains that he is not allowed to discuss the schedule or whereabouts of Dr. Flannigan over the phone, and seems to get more and more nervous as he is questioned. He eventually ends the phone call with "I'm sorry, I can't help you" and hangs up.

It doesn't take much to track down the location of Dr. Flannigan's office/lab in a typical Manhattan office building. When they arrive, they are greeted by a young receptionist who screens all visitors to the four shared laboratories on the premises. The young lady calls someone from Dr. Flannigan's office to come down and meet with the characters, and within two minutes, a flustered Nelson Lineman appears.

When Nelson sees the heroes, he lets out a nervous laugh and appears to relax somewhat. He explains that he is under specific instructions not to give out any information over the phone in light of Dr. Flannigan's recent kidnapping. If the characters express any surprise at this news, Nelson warms to his subject and explains all about the disappearance of Dr. Flannigan.

It was about three weeks ago. Dr. Flannigan was getting close to a real breakthrough in the mathematics of time. We could all see how excited he was. He was working on the underlying math that would prove it was possible to look backwards in time, to see history unfold as if one were watching it live on TV.

We all knew the applications were immense. Imagine being able to solve every single crime ever committed by watching it happen. Imagine watching the evolution of man, confirming or denying the historical accuracy of the bible, or discovering the true identity of Jack the Ripper.

Anyway, late on that Thursday morning, a group of three people came into the lobby and walked past our previous receptionist. She tried to stop them, but they were obviously supervillains of some sort. She called the police, but by the time they got here, it was too late. The three villains came into our lab and grabbed Dr. Flannigan. One of them said that some other supervillain named Epoch required his services. The three villains then took Dr. Flannigan away. None of us was able to stop them.

One of the villains was a woman who appears to be made of marble. She was immensely strong. The second one appeared to be some kind of ghost. The third one didn't seem to do anything. He just kept an eye on us as the other two led Dr. Flannigan out through the front doors.

Nelson explains that they called the police and reported the incident, and the lab was closed for a couple of days as the forensics crew looked for evidence. Nothing has happened since. The police haven't found Dr. Flannigan, the villain Epoch, or his three henchmen.

The heroes can question a few other people in the lab, but no one knows anything beyond what Nelson has already told the heroes. The heroes now know that a new supervillain named Epoch has begun activities in New York City and that Dr. Flannigan needs to be rescued from his kidnappers.
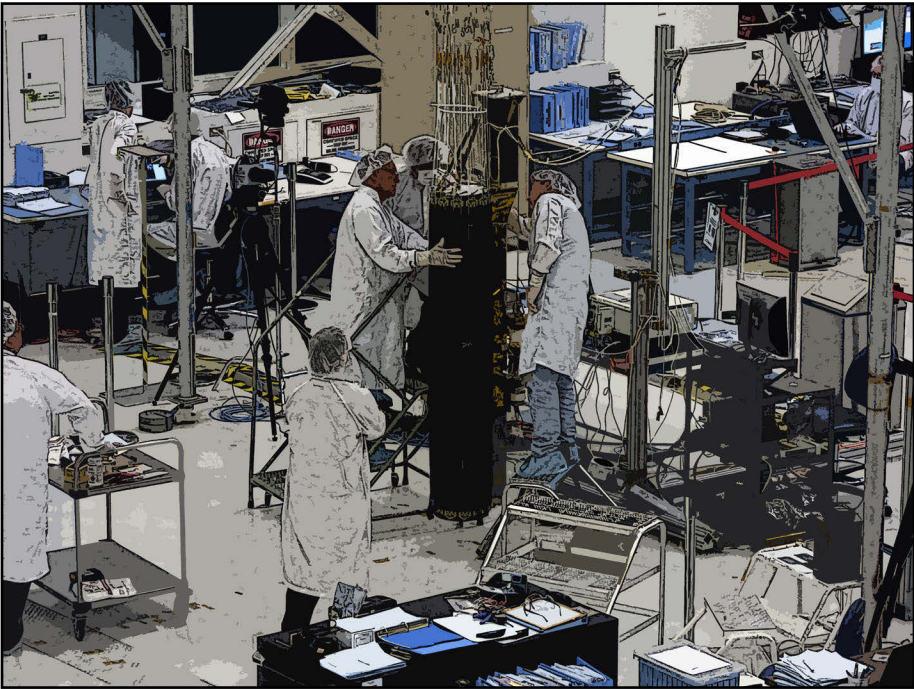
## Scene 4: The Seedy Underbelly

The characters now have the same information as the police. Unlike the police, however, their methods of investigation are not quite so restricted. Villains almost always need minions, and the heroes now have descriptions of Epoch's henchmen as well. A thorough and vigorous questioning of underworld contacts will likely point the characters in the right direction.

If your players like to get right into the action, you can gloss over the search for informants. Alternately, you may want to play out a few encounters with hoodlums and street scum who may (or may not) know a thing about Epoch's whereabouts.

Either way, the characters eventually meet an informant that tells them about Epoch's recent (four weeks ago) recruiting drive. A few of this man's buddies joined up to do security at a warehouse near the docks in New Jersey. In moments, the heroes have an address for the villain's headquarters.
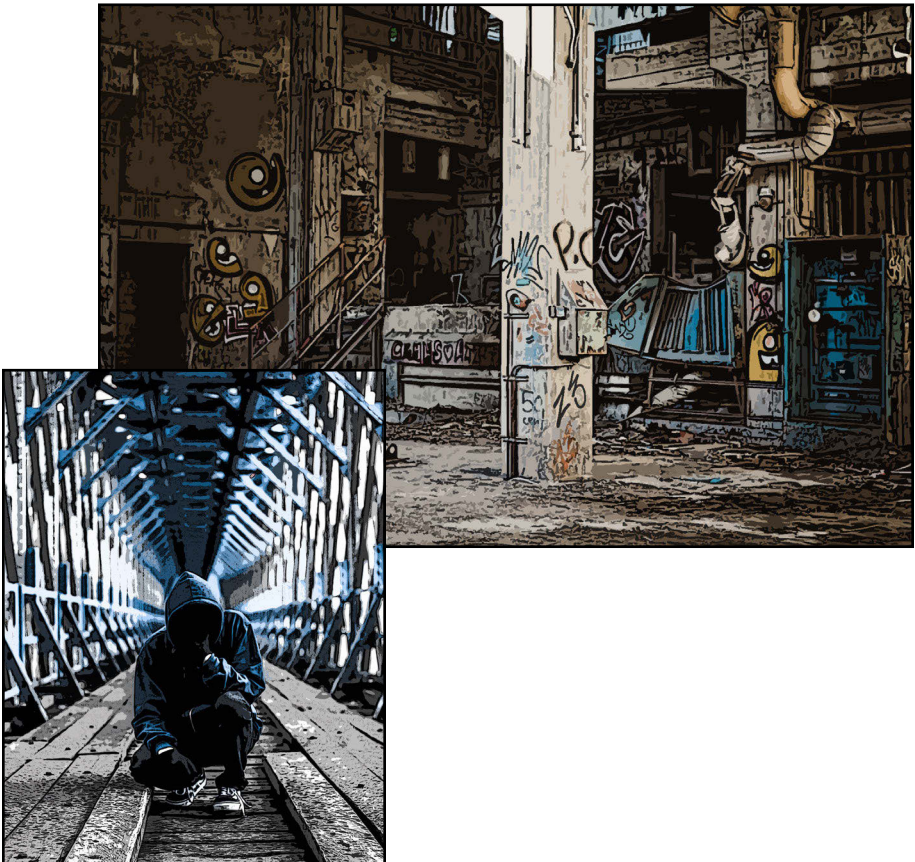
## Scene 5: Assault on Warehouse #165

The warehouse is located in New Jersey, south of the Holland Tunnel, just off the Hudson River. It is a large building surrounded by others almost exactly the same. The only windows in the building are on the southwest corner, and these are completely covered with opaque shades. All of the exterior doors are made of metal, except for the door also on the southwest corner. This door is made of glass, but the interior of the door has been papered over and there is no way to see inside. All doors leading to the outside are locked.

The warehouse consists of a large loading bay with space for three 18-wheeler tractor-trailers (though no trucks are present) and a couple of offices and storage rooms. The large overhead doors that allow trucks to enter this area are welded shut.

The main open area is filled with long tables holding banks of computer equipment, printers, scanners, maps of North America, stacks of printouts, reference books on quantum physics, and a series of monitors that display all kinds of mathematical calculations. One monitor shows a map of New York State with a flashing red dot over a location just outside of the city.

There are ten armed guards stationed in the warehouse, and four scientists.

This is where Epoch did his calculations to determine the exact time and location of the next appearance of the Orb of Time. Epoch's chief scientist, **Roslyn Goh**, is almost always working in this room (she only sleeps about 5 hours a night). Always with her are a personal assistant and two lab assistants.

None of the scientists will fight in any manner. If any combat breaks out, anyone wearing a lab coat will immediately try to huddle in the corners or take cover under the tables. They surrender immediately if confronted.

Roslyn Goh knows the full details of Epoch's plan. She doesn't know that Epoch and Dr. Flannigan are the same person, although she is aware that Dr. Flannigan is willingly helping the supervillain with his plan. She knows the time and location where the Orb of Time will appear, and can tell the heroes that Epoch and his henchmen are already there, waiting for the precise moment to take control of the Orb. She willingly tells the heroes about Pinewood Shopping Mall in Norwich, NY, because she doesn't believe the heroes have the slightest chance of stopping Epoch. She knows that the Orb could appear at any time, and that the heroes are unlikely to arrive before Epoch takes control.

**ARMED GUARDS**
**Aspects:** *Energy blaster rifles; Coordinated fire, Military Training*
**Skilled (+2) at:** Fire blaster rifles and hand-to-hand combat.
**Bad (-2) at:** Resisting illusions.
**Stress:** ☐☐☐☐☐ (10 guards)

**SCIENTISTS**
**Aspects:** *True follower of Epoch; All brains, no brawn*
**Skilled (+2) at:** Anything to do with mathematics or physics.
**Bad (-2) at:** Fighting.
**Stress:** ☐☐ (4 scientists)

## Scene 6: Race for the Orb

The heroes now know where the Orb of Time is supposed to appear, and that it could show up at any time. The characters must get to Norwich, New York as quickly as possible. If they grab a car, or fly, or are fast enough to run, you can gloss over the trip and take them straight to the Pinewood Shopping Mall.

When the characters reach the mall, they have a choice of six public entrances and one private entrance they can use. They also do not know where in the mall the Orb is supposed to appear. Regardless of which entrance they approach, Epoch's henchmen are waiting for them.

**Alabaster**, **Sir Real**, and **Wraith** have the simple intent of delaying the heroes long enough for Epoch to get control of the Orb of Time. If that happens, they know it won't matter what the heroes do—Epoch will be unstoppable. The three villains have been working together for quite a while and they know how to cover for each other's weaknesses.

### Tactics

**Alabaster:** The lady known as Alabaster has never been the most subtle of combatants. She waits in the back of a van near the mall entrance. As soon as any of the heroes get close to the van, Alabaster jumps out and charges the hero who appears the weakest physically. She attempts to batter her opponent into unconsciousness before taking on the next weakest-looking hero. She avoids combat with other powerhouses, letting them fall prey to her companions.

**Sir Real:** This psionicist uses his illusion powers to create a strike force of guards who appear similar to Epoch's minions at the warehouse. The illusory guards fire their blasters at the heroes, trying to force them to take cover amongst the cars in the parking lot. Once the heroes are occupied with the illusory minions, Sir Real animates the vehicles in the parking lot and makes them attack the heroes. Finally, he uses his shape-shift power to hide among other innocent bystanders, or if necessary, he takes the form of one of the heroes in order to sow more confusion.

**Wraith:** As a sorcerer, Wraith has a wide array of abilities to use against the heroes. First, he blocks the entrance to the mall with his Force Field spell. Then he uses his Energy Blast and Snare spells to wreak havoc among the heroes. During the combat, Wraith prefers to remain Incorporeal so that he doesn't have to worry about defending himself against attacks.

### Aftermath

Regardless of how long the characters take to deal with Epoch's henchmen, by the time they enter the mall and discover the supervillain in the food court, he has already taken possession of the Orb of Time. Unfortunately for him, he has had some difficulty getting control over the artifact. At this point, the heroes should identify Epoch as Dr. Flannigan, and should realize that his "kidnapping" was faked in order to prevent anyone from linking the scientist with the supervillain.

**ALABASTER**

**High Concept:** *Muscle-bound stone brawler*

**Trouble:** *One thing at a time!*

**Other Aspects:** *"It's time for a pounding!"; Teamwork at its best; Epoch's lieutenant*

**Careful:** +1
**Clever:** +0
**Flashy:** +2
**Forceful:** +3
**Quick:** +2
**Sneaky:** +1

## Stunts

**Fist-Meet-Face:** Because *"It's time for a pounding,"* I get a +2 whenever I Forcefully attack an opponent in hand-to-hand combat by punching them in the face.

**Cover Each Other:** Because we represent *Teamwork at its best*, once per scene I can force an attack on one of my teammates to target me instead.

## Powers

**Stone Body:** Alabaster's body seems to be made of white quartz, making her immune to damage from physical weapons up to rifle calibers and similar attacks.

**Super-Strength:** Alabaster has enhanced strength. She can pick up and throw the equivalent of a full-sized sedan.

**Stress:** ☐ ☐ ☐

**SIR REAL**

**High Concept:** *Sly Psionicist*

**Trouble:** *Relies too much on mental powers*

**Other Aspects:** *You don't even know what you're looking at; Team coordination; Epoch's lieutenant*

**Careful:** +1
**Clever:** +2
**Flashy:** +2
**Forceful:** +0
**Quick:** +1
**Sneaky:** +3

## Stunts

**One-of-the-Crowd:** Because I'm a *Sly Psionicist*, I get a +2 to Sneakily create advantages to disguise myself or otherwise hide my location.

**Hold My Beer:** Because I understand *Team coordination*, I get a +2 to cleverly create advantages with my illusions when assisting my teammates in combat.

## Powers

**Illusions:** Sir Real can create illusions in the minds of those he can see. The illusions seem completely real to those whose minds are affected, and it can even cause stress and inflict consequences (though the consequences are always mental only).

**Animate Objects:** Sir Real can cause objects to move under their own power. It requires a fate point to make something move that normally cannot (like animating a knife to fly through the air at a target), but does not require a fate point if the object is capable of movement on its own (like making a car drive around or a stove heat up).

**Stress:** ☐ ☐ ☐

**WRAITH**

**High Concept:** *Ghost-Like Sorcerer*
**Trouble:** *Must speak to cast spells*
**Other Aspects:** *A spell for every occasion; I'm tired of subtlety; Epoch's lieutenant*

**Careful:** +1
**Clever:** +3
**Flashy:** +2
**Forceful:** +2
**Quick:** +0
**Sneaky:** +1

## Stunts

**Improvise:** Because I know *A spell for every occasion*, once per scene I can declare I have a spell that lets me eliminate one situation aspect.

**Blast 'Em!:** Because *I'm tired of subtlety*, I get a +2 to Forcefully attack an opponent with a ranged energy blast.

## Powers

**Sorcery:** Wraith is able to cast spells by drawing on arcane power. His primary offensive spells are Energy Blast (choosing the type of energy based on the situation at hand), Snare (creating otherworldly tentacles that trap and hold his opponents), and Force Field (shielding an area with a nearly-impenetrable wall of force).

**Intangibility:** Wraith can turn intangible at will. While intangible, he cannot be affected by physical attacks, but mental and magical attacks affect him normally.

**Stress:** ☐ ☐ ☐

## Scene 7: Out of Time

When the heroes arrive in the mall's food court, read or paraphrase the following description to them.

> Even before you enter the food court, you feel a vibration in your bones like the bass turned up too high on a powerful speaker system. As you come around the corner, you are forced to squint from the brilliant light coming from the center of the food court. Innocent bystanders cower under the tables and behind the counters of the fast food vendors as a man who can only be Epoch holds a glowing sphere in front of a black rip in the fabric of reality.
>
> The sphere is approximately one foot in diameter, and appears to be made of a silver metal that emits the intense white light. As you take in the scene, you all realize that Epoch looks exactly like Dr. Flannigan – only instead of his typical lab coat, the villain is now wearing a black uniform with the picture of a broken hourglass on his chest.
>
> In spite of the fact that Epoch is holding the object of his quest, the look on his face is anything but happy. In fact, sweat rolls down his contorted face as he seems to struggle with the Orb.

At this point, heroes may attempt to do any number of things. Some will attack Epoch immediately, others will attempt to help him control the Orb, and some will try to get any innocent bystanders out of harm's way. Regardless of what the heroes attempt to do, their actions distract Epoch enough so that he loses control of the Orb of Time. Once that happens, all bets are off.

As soon as the Orb is no longer in a struggle for control, its defenses kick in and it decides to leave this moment in time. Unfortunately, it takes along a few passengers in its trip into the future.

Whenever Epoch is distracted, whether as a result of the heroes' actions or simply when he notices them on his action, read or paraphrase the following to the players.

> Epoch tears his eyes away from the Orb for an instant to look at you. That instant is far too much time. With a bright white flash, time appears to stop. Everyone is frozen in place, although individually your minds are still aware of what is happening to you.
>
> You hear a high-pitched whine rise up out of nowhere and reality begins to twist around the Orb. Your surroundings dissolve into a morass of color and light, but you remain frozen in place. The whine builds in volume as the colors and lights begin to move faster and faster. The visual and auditory effects are nauseating, and you wish you could close your eyes or cover your ears.
>
> Just as you think you can't handle it anymore, as you think you may start losing your minds, Epoch appears to become free of the frozen time. Appearing to float in a twisted nightmare landscape, Epoch looks around for a moment before being thrown backwards into the colors and lights.

He screams, but the sound is quickly drowned out by the whine.

An instant later, the Orb is also thrust into the color and lights. It disappears just as Epoch did.

One more instant passes, and everything stops once again. The sudden absence of sound is like a thunderclap, and it takes your eyes a few seconds to adjust to a reality you can understand.

You are all lying on the ground in what appears to be the burnt out ruins of the shopping mall food court. No one appears to be injured from your encounter with the Orb.

Of course, with six large, futuristic-looking, robotic men surrounding you, that may change in a hurry...

The PCs have been thrust ten years into the future, and there's no friendly welcome.
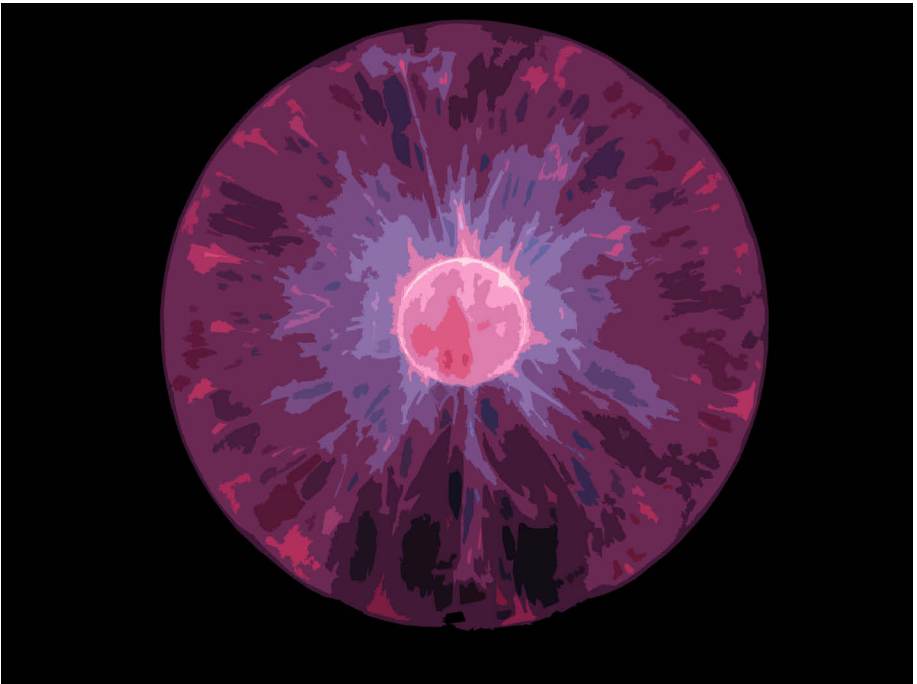
# ISSUE 2: STRANGE NEW WORLD

## SUMMARY

At the end of last issue, the heroes were thrown ten years into the future, and found themselves in the ruins of the same shopping mall with a group of robotic soldiers surrounding them.

The robots attempt to capture and restrain the heroes, attacking at the first sign of resistance. However, the heroes should make short work of their opponents. When the team defeats their attackers, they notice that there is no sign of Epoch or the Orb of Time at their location.

Upon leaving the mall, they see that everything around them is in ruins. In the far distance, the heroes can see what looks like a mountain rising up from the earth where Manhattan used to be.

If the heroes make their way back toward New York City, they see that the city is mostly in ruins as well. However, Manhattan itself is now appears to be a gigantic walled fortress, protected by a powerful force field, automated blaster cannons, and armed hoverships.

The heroes soon stumble upon a small convoy of vehicles trying to escape an attack by the same type of robots that the heroes encountered in the shopping mall. The targets of the soldiers' attack are a group of children being protected by two adults. If the heroes are visible, the adults call for help.

Assuming the heroes help the group against the robots, the leader of the convoy, **Brian Walsh**, tells the heroes that he knows of a safe place to hide from further attacks.

## SCENE 1: WHERE ARE WE?

It appears that the shopping mall has been the site of a pitched battle at some point in the past. The roof is entirely gone, and many walls have been blasted apart, leaving only scattered cover.

The food court where the heroes caught up with Epoch was once surrounded by glass walls. Now, it is little more than a large open space filled with rubble.

When the heroes arrive, the ten robotic soldiers are already surrounding the space, facing toward the heroes. It is almost as if they were expecting the PCs' arrival.

The robots aim their arm-mounted blasters at the heroes, and one of the robots orders them in a metallic voice to "Halt and surrender!"

If the heroes do surrender, proceed to *Scene 2B: Prisoners*.

If the heroes start asking questions or make any movement, the robots start blasting.

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**CYBERNAUT SOLDIERS**
**Aspects:** *Robotic minions; Electric blasters; Act as one mind*
**Skilled (+2) at:** Firing their blasters, taking cover, and hand-to-hand combat.
**Bad (-2) at:** Dealing with magic.
**Stress:** ☐☐☐☐☐
(10 robot soldiers)

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If the heroes are defeated and captured, proceed to *Scene 2B: Prisoners*. Otherwise, proceed to *Scene 2: A Dark Landscape*.

## Scene 2: A Dark Landscape

Once the robots are defeated, the heroes are free to do whatever they wish. Some possibilities are listed below.

**Getting Information from the Robots:** Technologically-minded heroes could try to hack into the robot brains and see what information they can retrieve. This should be a difficult, but not impossible, task that requires a great roll or a helpful aspect or two—Overcome action against Fantastic (+6) difficulty.

If the hacking attempt succeeds, the hero should gain the following information:

- The robot "squad" shares processing power among them and they are in constant communication, thus improving their coordination. Disrupting this communication would hamper their ability to coordinate their actions.
- The robots are linked via satellite to a central computer, which is where they get their orders.
- The robots are hunting for any "powered beings" to capture them and bring them back to the detention center.
- The robots have standing orders to kill any humans they find who show no signs of superpowers or other special abilities.

Attempting to hack into the central computer is nearly impossible—Overcome action against Legendary (+8) difficulty. If successful, the PCs may determine the location of the central computer in the middle of Manhattan and discover that the computer program is vastly more advanced than anything that existed ten years ago.

Any successful attempt to gain access to the central computer is immediately detected, and the connection is cut off less than a second later.

**Exploring the Area:** If the heroes leave the ruins of the mall and explore the surrounding suburb, they find that most of the homes are completely destroyed, and there are many bones scattered around. There is no sign of any living creature. The occasional tracks to be found in the dust and dirt are solely those of the robotic soldiers.

**Monitoring Transmissions:** There are no radio or television signals, no cellular networks, no wifi networks, and no power sources. Every few minutes, a short burst of encrypted communications hits the area of the mall (where the remains of the robots are located). If any hero manages to intercept and decrypt the signal, they discover it is an inquiry of status and an order to report on the results of the battle with the "powered beings."

**Heading for New York:** It is obvious that this area outside of the city proper is nothing but a wasteland. The only signs of life seem to be in the direction of Manhattan. Regardless of what direction the heroes go, they stumble upon the caravan and have a chance to rescue the people and make some allies.

## SCENE 3: A CRY FOR HELP

As the PCs travel, whether it is toward or away from New York City, they soon hear the sounds of vehicles and blaster fire in what seems to be some kind of running battle. Assuming they don't hide—they're supposed to be heroes, after all—they soon manage to get a view of the fight.

Two jeeps are speeding in the general direction of the heroes, pursued by two pairs of robotic soldiers on vehicles that resemble hovering motorcycles, and a ground transport that appears to hold four more robotic soldiers.

In each jeep, the heroes can make out a human figure hanging out the passenger window and firing a blaster rifle back at the soldiers.

The PCs have a single turn before the vehicles will reach them. Allow them to make whatever preparations they can—perhaps creating advantages or otherwise getting ready to help the humans against the robots.

However, just before the jeeps reach the PCs, a blast from one of the hovercycles hits the back wheel of the lead jeep and blasts it off. The vehicle barely manages to stay upright but comes to a shuddering halt, obviously no longer able to drive over the rough ground.

If the PCs are standing in the open and visible to onlookers, the driver of the damaged jeep sees the heroes and yells out "Help us! We've got children in here!"

Assuming the PCs jump into the fray, the robotic soldiers rapidly adjust their tactics to take on any new combatants. During the fight, the second jeep skids to a halt and the two adults in that vehicle also lend their blasters to fighting off the soldiers. To represent this additional firepower, the heroes get one free tag on the aspect Blaster fire each round. The robotic soldiers can make an Overcome roll against Good (+3) difficulty to remove this aspect (represented by them killing a couple of the adults and driving the others into cover).

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**CYBERNAUT SOLDIERS**
**Aspects:** *Robotic minions; Electric blasters; Act as one mind*
**Skilled (+2) at:** Firing their blasters, taking cover, and hand-to-hand combat.
**Bad (-2) at:** Dealing with magic.
**Stress:** ☐ ☐ (4 robot soldiers)

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**CYBERNAUT HOVERCYCLES**
**Aspects:** *Flying hovercycles; Electric blasters; Coordinated attacks*
**Skilled (+2) at:** Flying evasive maneuvers, blasting targets.
**Bad (-2) at:** Dealing with magic.
**Stress:** ☐ ☐ ☐ ☐ (2 hovercycles)

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If the heroes manage to destroy the robots, the leader of the convoy, Brian Walsh, approaches the heroes and thanks them for their assistance. He asks the PCs if they have a secure location nearby, and assuming they answer in the negative, he tells them they are welcome to accompany him to a secret facility that is not far from here.

There are three other adult humans in the jeeps (if no one has been killed by the robotic soldiers) and five children. Brian tells the heroes that he will explain everything once they are safely hidden from the robot patrols.

## SUMMARY

The heroes have rescued someone who can tell them what is going on. But first, they need to get to a safe location to talk.

**Brian Walsh** leads the heroes to an abandoned construction site in the middle of what used to be an industrial area. Unfortunately, four super-powered members of the Resistance mistake the heroes for spies, and launch a surprise attack on the PCs.

Once the battle has gone a couple of turns, Brian Walsh manages to convince the Resistance supers to stop fighting. They stand down and apologize to the heroes for their actions.

The heroes are led into the bunker to meet **Katana**, the current leader of the Resistance. She tells them about what happened over the last ten years and their efforts to resist Cybernaut and his forces.

Katana also tells the PCs that the true leader of the Resistance, **Bloodstone**, was recently captured by the robot soldiers and has been taken to a detention facility in the ruins of Philidelpha. She asks the PCs for their help in rescuing their leader.

## SCENE 1: AMBUSH!

The trip to the hidden bunker takes only fifteen minutes. The "facility" is an abandoned construction site in an industrial area. Destroyed warehouses and factories litter the ground everywhere. Brian parks the remaining jeep under cover in the rubble of a side building and, ushering the children ahead of him, leads the heroes down into the construction area.

However, as soon as the PCs set foot on the ramp leading down toward the foundation below, they are attacked by four super-powered beings.

Basilisk, Ogre, Stinger, and Blackjack work for the Resistance and are tasked with protecting the bunker from all enemies. They misunderstand the arrival of the heroes, thinking that the PCs are forcing Brian Walsh to show them the location of the bunker, and so they come to his "rescue."

### Basilisk

Basilisk (aka Markos Metaxas), is a thin man in his late twenties, with dark hair and a moderately handsome face. However, because his powers are always on, few can look at him directly without experience vertigo and nausea. As a result, he usually wears sunglasses to hide his eyes from onlookers. Basilisk is secretly in love with Stinger, but has never admitted this to her because he is afraid of being rejected. He is deeply loyal to his teammates and would never do anything to harm any of them.

**BASILISK**

**High Concept:** *Gaze-Wielding Mutant*
**Trouble:** *Can't turn off my powers*
**Other Aspects:** *In love with Stinger; Feeling queasy?; I'd give my life to protect my friends*

**Careful:** +3
**Clever:** +2
**Flashy:** +1
**Forceful:** +0
**Quick:** +1
**Sneaky:** +2

## Stunts

**Guardian Angel:** Because I'm *In love with Stinger*, I get a +2 whenever I Cleverly create advantages design to protect her from harm.

**Look Me in the Eyes:** Because I'm a *Gaze-Wielding Mutant*, I get a +2 whenever I Carefully attack with my gaze powers in combat.

## Powers

**Gaze Abilities:** Anyone who meets the gaze of Basilisk experiences severe vertigo, making it nearly impossible for them to move without becoming violently ill. If he stares at a target and they manage to avoid making eye contact, he can still give them "bad luck" and make it more likely they will fail at whatever they are attempting to do.

**Stress:** ☐ ☐ ☐

**OGRE**
**High Concept:** *Oversized Brute*
**Trouble:** *Child-like intelligence*
**Other Aspects:** *Destructive Temper Tantrums; Charging smash; Great leap*

**Careful:** +1
**Clever:** +1
**Flashy:** +2
**Forceful:** +3
**Quick:** +2
**Sneaky:** +0

## Stunts

**It's Your Fault:** Because I have *Destructive temper tantrums*, I get a +2 to Forcefully attack whenever I have an aspect related to me being angry or upset.

**Here I Come:** Because I can make a *Charging smash*, once per scene on a successful Forceful attack, I can also push my target from our current zone to any zone up to two zones away, smashing through any barrier of Good (+2) strength or less.

## Powers

**Super-Strength:** Ogre is super-humanly strong, able to pick up and throw airliners and leap a mile at a time.

**Large Size:** Ogre is permanently enlarged to nearly 9 feet in height, with corresponding weight.

**Durability:** Ogre is immune to anything less powerful than a tank shell.

**Stress:** ☐ ☐ ☐

Ogre (aka Thanh Nguyen) was a construction worker in his mid-thirties when a battle between super-powered individuals in the sky over New York caused a strange energy backlash that washed over his body. He fell into a coma, and during the next twenty-four hours his body transformed into the hulking monstrosity it is now. Ogre's head is now misshapen, his features twisted, and his intelligence has regressed to that of a six-year-old child. He does occasionally experience moments of lucidity, and it was during one of these moments he admitted that is aware of what happens when he is not in control of his mental faculties. He asked to be used as a soldier for the Resistance, as he understands how close humanity is to extinction under the rule of Cybernaut.

### STINGER

**High Concept:** *Mistress of the Perfect Aim*
**Trouble:** *Shy and reserved*
**Other Aspects:** *My honor is my life; Rain of blades; Quiet solitude*

**Careful:** +1
**Clever:** +2
**Flashy:** +0
**Forceful:** +1
**Quick:** +3
**Sneaky:** +2

### Stunts

**Bullseye:** Because I am the *Mistress of the Perfect Aim*, I get a +2 when I Quickly throw my summoned blades at a target.

**Blur of Steel:** Because I can summon a *Rain of blades*, once per scene I can Quickly attack everyone in a zone with by thrown weapons.

### Powers

**Summon Blades:** Stinger can summon an infinite number of throwing blades into her hands. The blades only last for a few seconds—long enough to be thrown and inflict damage—before dissolving into mist. If she holds a blade in her hand, it does not dissolve while it is in her grip, allowing her to fight in close combat. The blades are supernaturally sharp and can punch through an inch of concrete or steel.

**Perfect Aim:** Stinger has absolute perfect aim. If a target is close enough to be hit by a thrown blade, she can hit it. She always scores a perfect bullseye when playing darts, for example.

**Stress:** ☐ ☐ ☐

**BLACKJACK**

**High Concept:** *Ability-Draining Mentalist*
**Trouble:** *Cocky and impulsive*
**Other Aspects:** *Oh, you thought that would work?; I'll turn you off like a light; Star of the show*

**Careful:** +1
**Clever:** +2
**Flashy:** +3
**Forceful:** +0
**Quick:** +1
**Sneaky:** +2

## Stunts

**Weaker and Weaker:** Because I'm an *Ability-Draining Mentalist*, I get a +2 when I Create Advantages as temporary aspects that prevent someone from using one of their powers.

**Attention-Seeker:** Because I'm the *Star of the show*, once per scene I can Flashily create a Distracted aspect that I can apply to any target that is not currently focused on me.

## Powers

**Drain:** Blackjack can drain abilities from other super-powered individuals. He must touch the target to use this power. He can make someone blind or deaf, disable one of the target's powers, or reduce one of the target's Approaches by 2 points.

**Stress:** ☐ ☐ ☐
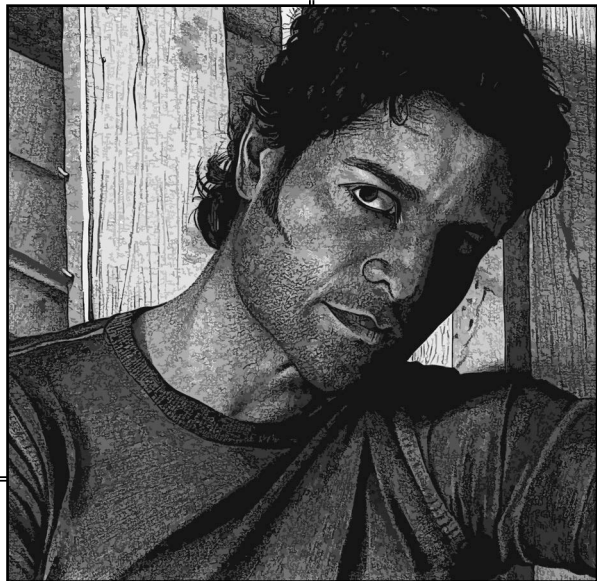
Stinger (aka Sayaka Nakajima) is a small, Japanese woman who was trained as a child in a mystical martial art form that is unknown anywhere else in the world. She has almost no memory of her childhood, nor does she remember who taught her the skills she now has. As a result of her shyness, she fights almost silently, only speaking to call out warnings to her comrades. She is aware of Basilisk's feelings for her, but she does not feel the same way about him—not because of his face, but because she finds it difficult to feel close to any other human being.

Blackjack (aka Renato Hierro) is a young man in his late teens who thinks the world revolves around him. He doesn't see Cybernaut and the robotic soldiers as real threats, and he wants to hurry up and defeat them so that the remaining people can worship him as one of the true heroes of the age. Consequently, he takes risks in combat and sometimes endangers the mission. Bloodstone has considered pulling Blackjack from active duty, but he needs every superhero he can get to remain alive in this dangerous world.

## Aftermath

After the battle has gone two full turns, Brian Walsh comes running out—he quickly shepherded the children to safety—and yells for everyone to stop fighting. Basilisk and Stinger stop immediately and leap to prevent Ogre from continuing his rampage. Blackjack taunts the PCs a bit before Brian orders him to stand down.

If the PCs continue to attack, the Resistance team defends themselves—except for Ogre, who immediately starts to fight in earnest again. Continuing the fight after Brian Walsh yells for them to stop results in Katana not fully trusting the team (same as if they lie to her—see below).

Once the battle is over, the Resistance superheroes apologize to the PCs for the ambush and explain that they were trying to protect the bunker and all the innocent people inside.

Brian Walsh tells them to get back into their guard positions and then leads the PCs to the bottom of the foundation of what was once intended to be a new building and into a large concrete tunnel. When he reaches the end, he hammers twice on a metal door, which is opened immediately. He then leads the PCs into the underground bunker.

## Scene 2: An Explanation at Last

As the PCs look around, it becomes clear to them that the bunker is a series of underground tunnels that once connected the construction site to two other buildings. The tunnels were originally intended as conduits for wiring and other systems between the buildings, but now that the buildings are destroyed, only the tunnels remain intact.

The PCs are introduced to a costumed woman known as Katana. Brian quickly tells her about how the heroes rescued him and the children, and she asks them how they came to be in the area.

If the heroes wish to make up a story rather than tell her the truth, whoever answers her questions must make a successful Overcome action against her Careful ability to detect signs of lying. If the PCs lie to her and she notices it, she decides not to trust the heroes and sets them up to be betrayed in the next Issue.

However, if the PCs tell the true story of their arrival in this time, Katana realizes the opportunity they present for the resistance. She explains the following to the PCs:

- North America has been taken over by an immensely-powerful super-villain known as Cybernaut. Katana gives the date that he appeared in Times Square in New York, and it is the same date that the characters confronted Epoch in the mall in Norwich.
- Cybernaut seemed to increase in power exponentially as he slaughtered the innocent bystanders in the area. By the time any super-powered heroes arrived, he was already unbeatable.
- After murdering the heroes who tried to stop him, he disappeared for almost a month. When he appeared again, he had built an army of robotic soldiers. He launched an attack on Washington DC and within a few hours had nearly leveled the city.
- From there, his forces spread out and began laying waste to the United States, killing any humans they could find.
- Cybernaut's robot soldiers have engaged in wholesale slaughter of every man, woman, and child on the continent.
- Brian Walsh and his Rangers travel around the country, searching for survivors and bringing them back to this base. So far, he has found only a couple dozen people. These children he brought in today are the first young people he's managed to find since he began searching a year ago.
- Super-powered individuals are captured by the soldiers, when possible, and brought to a detention center in the ruins of Philadelphia. This is what happened a few days ago to the leader of the Resistance, Bloodstone.
- Bloodstone was had detected a surge of some kind of power at the site of the mall a few days ago. He went there himself to covertly observe the area, but he was detected by the robotic soldiers and captured.

Katana explains that they are planning to launch an attack on the detention facility and rescue Bloodstone. He is too important to the Resistance to abandon, and there is also the concern that he might be tortured and reveal information about the Resistance to the Cybernaut forces.

If Katana feels that she can trust the PCs, she asks them to help the Resistance rescue Bloodstone. She feels that the power surge that came from the mall a few days ago is likely related to the PCs own story, and therefore Bloodstone may be able to provide them with vital information.

If Katana does not feel she can trust the PCs, she plans to use them and abandon them during Bloodstone's prison escape. She still asks them for help, but their role in the rescue is going to be very different. Also, they will not be invited to the planning session, and Katana will ensure that someone is with them at all times so that they do not have any privacy.

**BLOODSTONE**

**High Concept:** *Mutant Resistance Leader*

**Trouble:** *Takes too many risks*

**Other Aspects:** *Strategic thinker; Electromagnetic powers; Serious and driven*

**Careful:** +1
**Clever:** +2
**Flashy:** +3
**Forceful:** +1
**Quick:** +2
**Sneaky:** +0

## Stunts

**Plan Ahead:** Because I am a *Strategic Thinker*, I get a +2 to Cleverly create advantages when not already in combat.

**Rip it Apart:** Because I have *Electromagnetic powers*, I get a +2 to Flashily Overcome resistance when I use my powers to break apart non-living objects.

## Powers

**Electro-Magnetism:** Bloodstone can generated targeted EM beams or wide pulses that disable electronic equipment and devices. He can also shoot EM beams from his hands that cause damage to matter (both living and inert) by disrupting intermolecular forces.

**Stress:** ☐☐☐

## Summary

Bloodstone, the leader of the Resistance has been captured by the Cybernaut forces. He may have information on how the heroes can return to their own time, and the interim leader, Katana, asks them to help rescue Bloodstone from the detention center in Philadelphia.

If the heroes have earned Katana's trust, she asks them to effect the actual rescue while the Resistance causes a large distraction by engaging the Cybernaut forces directly. The heroes are given a way to infiltrate the detention center and they make their way toward the prison block where Bloodstone is being held. However, when they arrive at the prison block, they discover that Bloodstone has just been removed—he's being taken to a transport that will bring him to Washington DC, where Cybernaut has his primary base of operations. The heroes must race through the detention center and reach the hovercraft bay before Bloodstone is taken out of their grasp forever. Begin with *Scene 1A: Detention*.

If Katana has decided that the heroes are not trustworthy, she gives them the wrong target—she tells them that they believe Bloodstone is being held at a location that is actually a military base for the Cybernaut army. She diverts Basilisk, Ogre, Stinger, and Blackjack to actually rescue to Bloodstone while the PCs, unbeknownst to them, act as the diversion. The PCs are dropped just outside the base and given instructions how to get inside. However, once on the grounds of the base, the entire facility goes into high alert and Cybernaut soldiers begin searching for "the intruders." The heroes are soon able to figure out that the rest of the Resistance is not here with them, and that they were used as diversion and left to be captured. Begin with *Scene 1B: Diversion*.

Whether or not the heroes return with Bloodstone to the Resistance bunker, they find out that Epoch appeared in the ruins of the mall approximately two weeks before the heroes arrived, and the Orb of Time appeared only a couple of days before. Both were captured and are being held in the New York fortress. The only way to get back to their own time is to rescue Epoch and get the Orb of Time, and have him take them back so that they can stop Cybernaut when he first appears.

## Scene 1A: Detention

Use this scene if Katana trusts the heroes.

Katana reveals that the Resistance managed to capture one of the hover-vehicle transports. They've figured out a way to temporarily "spoof" the ID system to allow them to get close to the detention center. The plan is for the PCs to be dropped off at a tunnel that runs under the facility, and then the rest of the super-powered individuals in the hover-vehicle will fly around to the main entrance and launch a full-scale attack on the security forces.

Once the PCs are dropped off, they are able to make their way inside using an old subway tunnel that has not been fully blocked off. They must use stealth to reach the specific prison block where Bloodstone is being kept.

The trip through the detention center should be tense, but the GM is encouraged to let the PCs succeed at any reasonable efforts to remain hidden from the Cybernaut soldiers.

When the heroes reach the prison block, it is likely that they will need to fight their way in. However, it's possible one or more heroes may have a way of gaining access without alerting the guards (such as the ability to turn intangible or something similar). Use the standard Cybernaut Soldier stats for the guards in the prison block, and assume there are about ten guards stationed in the area.

Bloodstone was the only prisoner in this section of the detention center—all the other cells were empty. What the PCs don't realize until they reach the prison block is that Bloodstone has already been moved.

If the PCs manage to gain access to the computer systems in the prison block—which would likely require eliminating the Cybernaut guards—they can determine that Bloodstone is being transferred to a transport that will take him to Washington DC and a (likely final) meeting with Cybernaut himself.

If the PCs do not have a team member who can access the computer system, after they realize that Bloodstone is not in the prison block, Katana contacts them on their wireless communications and tells them that one of her Resistance members has managed to hack in and has discovered what is about to happen to Bloodstone.

Either way, the PCs must race through the detention center and attempt to catch up to Bloodstone before he can be loaded onto the transport.

## Scene 2A: Playing Catch-Up

This scene follows **Scene 1A: Detention**.

If the PCs hope to intercept Bloodstone before he is taken away, they can no longer remain hidden. Depending on their actions in the prison block, an alert may already have been activated. Regardless, they are now in a race and every moment counts.

This should be run as a challenge, as the PCs cannot take the time to fight off the robotic guard patrols they encounter or they will be too late. For each step in the challenge, only one PC should make the roll on behalf of the entire team.

There are three steps in the challenge:

1) **Figure out the best/fastest route to the hover-vehicle bay:** The obvious approach for this is Clever, but Quick could also be justified (though I would suggest a one-level increase in difficulty). Other approaches would require some really good explanation by the player. Suggested difficulty is Fair (+2).

2) **Get past a guard station:** The route takes the heroes right through a guard station. The station consists of waist-high barriers that can be used as cover and is situated at a four-way junction where two hallways cross. A group of robot guards waits here and attempts to stop the PCs. There is no best approach here—each player should come up with

a way to get past the station and use the approach that matches their description of how they are going to do it. Suggested difficulty is Great (+4).

3) **Get into the hangar bay before the blast doors close:** The robot guards attempt to close the blast doors, which are nearly impossible to break through—Legendary (+8) difficulty. The PCs need to be inside the hangar before the doors close. Quick is the best approach, though creative solutions should not be dismissed. Suggested difficulty is Fair (+2).

If the PCs manage to succeed at all three steps in the challenge, then they arrive in the hanger before Bloodstone has been loaded onto the transport.

If the PCs succeed at two out of the three steps, then they arrive to find the blast doors already closed. Breaking through the doors, as noted above, requires beating a Legendary (+8) difficulty. However, the PCs may come up with other options, such as hacking into the building security system. Each should be considered on its own, but the difficulty should not be reduced to less than Great (+4). In the first round as they arrive at the door, Bloodstone is being carried across the hangar to the transport. In the second round, Bloodstone is loaded aboard the transport. In the third round, the transport powers up and the guards prepare to leave. And in the fourth round, the transport takes off, rapidly gaining altitude and speed.

If the PCs succeed at only one of the three steps of the challenge, then

Bloodstone is already on the transport and it is about to power up. The PCs only have two rounds to get past the doors at this point.

If the PCs don't succeed at any of the steps of the challenge, then the transport is gone by the time they arrive at the hangar. If this occurs, then they have failed to rescue to Bloodstone.

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**Flying Heroes**

PCs who possess the ability to fly may attempt to give chase if they arrive after the transport takes off. The transport flies at Superb (+5) speed and ascends to about 40,000 feet, higher than altitude limit of commercial airliners. Heroes will need powers that allow them to breathe at that height if they wish to chase the hovercraft.

If one or more PCs do manage to catch up to the hovercraft, they still have to break in and subdue the six robotic guards inside. Use the stats for the Robot Soldiers earlier in this adventure. The difficulty of breaking through the armored hull or forcing open a door is Great (+4).

Assuming the PCs are successful in their rescue attempt, they can escape using the same hovercraft that was going to transport Bloodstone, or any other option that their powers allow them to use. Once they have Bloodstone in their possession, escaping from the detention center should be a simple matter—don't drag it out unless the players want to play out each moment of their retreat.
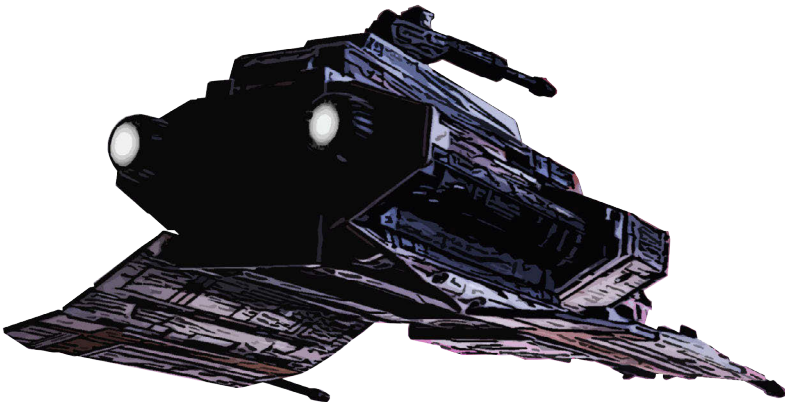
## Scene 1B: Diversion

Katana has decided the PCs cannot be trusted, and she worries that they are spies for Cybernaut. She tells the PCs that her intelligence indicates that Bloodstone is being held at a military facility on the outskirts of Philadelphia. Again, she asks the PCs to break into the facility and gives them a false location inside the building where Bloodstone is supposedly being held. She figures if the PCs are agents of Cybernaut, the base will ready for their arrival with the expectation that the Resistance believes Bloodstone is being held there.

If she's wrong about the PCs—well, in order to rescue Bloodstone, she's willing to make necessary sacrifices, and she'll worry about that later.

When the PCs are dropped off outside the base, they find an old subway tunnel that leads into the facility (yes, just like at the detention center).

The trip through the military base should be tense, but the GM is encouraged to let the PCs succeed at any reasonable efforts to remain hidden from the Cybernaut soldiers until they reach their target.

However, what they find when they arrive at the location they were given is that this area is a "barracks"—it is filled with hundreds of robot soldiers standing at attention and waiting for new orders. And unless the PCs are otherwise undetectable, the soldiers activate and begin to attempt to capture the heroes.

It is important to note that if the heroes choose to fight, they will eventually be overwhelmed. While the individual robot soldiers are not much of a challenge, they coordinate their attacks with near perfect timing and accuracy. Further, the military base is equipped with more powerful weaponry that can harm even the toughest heroes. And finally, the soldiers can also rush the PCs and tackle them to the ground, piling on more and more soldiers until even a hero with super-strength is unable to break free.

Therefore, the GM should make it clear to the heroes that this is an overwhelming force, and if they stay and fight they will be captured. Rather than play out a battle that cannot be won, the GM should offer each PC two fate points to allow themselves to be captured by the robot soldiers. Go to *Scene 2B: Prisoners*.

If the players decline the fate point reward and decide that they do not want their PCs to be captured, then they must try to escape.

In order to keep the escape attempt simple and allow the game to keep moving, this should be run as a challenge. The best way for the heroes to escape is to get back to the subway tunnel and use that to travel away from the base underground so that flying patrols cannot find them.

In each challenge, only one hero needs to succeed at the step for the entire team. The other heroes can support that hero with created advantages. There are five steps to the challenge:

1) **Getting out of the ambush:** The PCs need to get out of the immediate area so that the strength of the full force cannot be easily

brought to bear against them. The Approach should be determined by what the players narrate their heroes are attempting to do. The key is that they retreat from the barracks and the hundreds of soldiers facing them. As they are not fully surrounded when the soldiers activate, the difficulty of this step should be Mediocre (+0)

2) **Outrace the pursuing soldiers:** The robot soldiers will immediately give chase, of course. The heroes can run away from them, block the passageway so that the soldiers cannot follow, or any other plan that stops the immediate pursuit. In this step, simply hiding will not work as the soldiers are still within detection range of the heroes. They must first get some distance before they can hide, disguise themselves, or do something of that nature. The difficulty of this step is Fair (+2).

3) **Find their way back to the staircase leading down underground:** The base is a maze of twisting and crisscrossing corridors. The heroes must find their way back to their starting point. The Clever approach seems the most appropriate, but of course the players may use their powers in unexpected ways and the GM should remain flexible on how they approach this challenge. The difficulty of this step is Fair (+2).

4) **Get past the final robots:** The robot soldiers figure out where the heroes must be going, and send the closest units to intercept. These happen to be a pair of heavy-duty Class V robots that carry powerful weaponry and strong armor. The robots position themselves at the entrance to the stairwell that leads back down to the subway tunnels below, making it nearly impossible to sneak by them or otherwise past without being detected. As always, let the players narrate their actions and use the most appropriate Approach based on how they describe what they are doing. Because of the extra weaponry, heavy armor, and enhanced sensor suites, the difficulty of getting past these soldiers is Great (+4).

5) **Get out of the nearby tunnels before they collapse:** When the PCs get down into the subway tunnels, the robot soldiers decide to bomb the area and bring the tunnels down on their heads. The heroes hear the bombing start and it is obvious what the robots are trying to do. They must race through the tunnels and get out of the area before everything comes crashing down. The difficulty of this step is Fair (+2).

## What Now?

The PCs will likely feel that Katana betrayed them, and rightly so. They still have a communicator and can contact her if they choose. Once Katana discovers that the heroes were nearly killed at the base, she realizes they were not spies for Cybernaut after all. She apologizes for her decision, but she tells the PCs that their behavior was not trustworthy and she simply couldn't take the chance

that they were working against the Resistance. Bloodstone (who was successfully rescued) comes on the communicator and speaks to the PCs, and the discussion can be similar to that in *Scene 3: Rescue Who?* This will give the PCs the information they need to return to their own time.

If the PCs do not attempt to contact Katana, she contacts them after the bombing stops (she had someone watching the base who saw the bombing occur).

However, the PCs may decide that Katana (and perhaps the entire Resistance) is not trustworthy and destroy or throw away the communicator as a precaution. If they take this action, then they might be at a loss on what to do next with no allies and no clear plan on how to get home.

The key pieces of information that the heroes need to have are a) Epoch was captured at the mall a few weeks ago, b) a "glowing orb of energy" was recovered from the mall only a few days ago, and c) both Epoch and the orb are being held at Cybernaut's main fortress in Washington DC.

Getting this information to the heroes can be done in a few different ways:

Heroes with technology-based abilities may be able to hack into the local base communications and find out what is going on now that they escaped. If so, the GM should set up a fairly easy challenge to discover the information.

The PCs may encounter the member of the Resistance who was watching the base and reporting to Katana. This person can tell the heroes about why Katana made the decision she did, and connect them with her and Bloodstone via a communicator.

Any hero with any kind of precognition sees a vision of the heroes, Epoch, and the Orb of Time, with Epoch agreeing to help them get home to stop Cybernaut.

Since the heroes know that Cybernaut is in Washington DC, they could decide to travel there. Once in the area, the GM could have them find a few survivors in the ruins of the city who have managed to hack into the security systems and know about Epoch and "the glowing orb" but not why they are important.

Finally, the heroes may ask if any other superhero from ten years earlier was known to own a time machine. If the GM does not have any other good way to get them home, he or she could mention that there was a famous scientist-hero, Samual Streak, who reportedly had a time machine. He owned a huge building in New York City, and the heroes might be able to find the device in the vaults under his building. Note that the GM will have to make up suitable challenges if the heroes decide to go this route. But this will allow the heroes to jump directly to *Issue 6: Battle for the Future*.

## Scene 2B: Prisoners

The PCs may get defeated and captured by the robot soldiers at a few different points in this adventure, including in their initial battle at the mall in *Issue 2: Strange New World*, during the attempted rescue of Bloodstone in the detention center in *Scene 1A: Detention* or *Scene 2A: Playing Catch-Up* in this Issue, or during their infiltration of the base in *Scene 1B: Diversion* in this Issue.

If the PCs were captured before the rescue of Bloodstone, they are fitted with power-suppression restraints and then taken to the detention center and placed in separate cells in the same prison block as the leader of the Resistance. The GM should provide a scene where they can have a whispered conversion with Bloodstone, who is in a neighboring cell. If they do not already know about the Resistance, Bloodstone can provide them with the same information that Katana would have given them in *Issue 3: Underground*.

The PCs do not have any opportunities for escape for a few days, but then the robot guards come and tell them that they are being transferred to the Washington DC facility. Bloodstone motions for the PCs to go along with the soldiers and to wait to act. They are marched to the hangar bay and loaded aboard the hover-transport.

If the PCs are captured during the rescue of Bloodstone, they are loaded onto the hovercraft along with Bloodstone.

Once they are aboard, but before they can be strapped into the restraints, Bloodstone concentrates for a moment, and any power-suppression systems suddenly fail. He yells "Now!" and starts fighting the robot soldiers aboard the hover-transport.

The heroes and Bloodstone should be able to make short work of any robot soldiers inside the transport. If none of the heroes are pilots, Bloodstone can operate the hover-transport and he flies them out of the detention center.

Bloodstone tells them about Epoch and the strange orb that was taken from the site of the mall, and that both are at Cybernaut's main fortress in Washington DC. Once he hears the PCs' story, he suggests that they fly directly to Washington, which the robots will not expect. They can rescue Epoch and get him to use the Orb of Time to take the heroes back to the same day they left, and perhaps they can stop Snake Eyes before he gets infected by the Cybernaut virus.

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**CYBERNAUT SOLDIERS**
**Aspects:** *Robotic minions; Electric blasters; Act as one mind*
**Skilled (+2) at:** Firing their blasters, taking cover, and hand-to-hand combat.
**Bad (-2) at:** Dealing with magic.
**Stress:** ☐☐☐ (6 robot soldiers)

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## Scene 3: A Possible Solution

This scene takes place if the heroes successfully rescue Bloodstone from the detention center. Everyone returns to the underground bunker, and Bloodstone is happily reunited with his fellow Resistance members.

But the celebration is short-lived as he hears the PCs story. He immediately puts everything together and explains about Epoch appearing at the site of the mall about two weeks earlier, and then the robot soldiers recovering a strange glowing orb at the same location only a couple of days before.

Since the villain Snake Eyes was infected by the Cybernaut virus on the same day the Orb of Time appeared at the mall in Norwich, it appears that the time disturbances may have opened a rift into this very future so that Cybernaut could set these events in motion and ensure that this future came to pass. But if someone could stop Snake Eyes from being infected, then the disturbance would pass without Cybernaut coming into existence.

If the PCs are worried about the paradox of stopping Snake Eyes and thus never coming into this very future, the GM should remind the heroes that anyone traveling through time under the power of the Orb of Time is immune to the effects of paradox. The heroes are in the unique position to stop this future from ever coming to pass.

Bloodstone points out, though, that Epoch is only one who knows how to use the Orb of Time. The heroes will have to rescue him and convince him to help them save the past and change the future. However, Bloodstone figures the Epoch has nothing to lose at this point, so it's probably worth a shot.

Again, it may be worth reminding the PCs that from what they discovered about him, Epoch never seemed to be "evil" but rather always intended to be a benevolent dictator in order to "fix" the problems in the world. While certainly misguided and perhaps narcissistic, he doesn't hate the world and would probably want to prevent this terrible future from coming to pass.

So with the Resistance backing them up, the heroes' next step is to head for Washington DC.

## Summary

In order to return to their own time, the heroes need the help of Epoch. They also need to get their hands on the Orb of Time, which is being kept in inside Cybernaut's Washington DC fortress.

The Resistance launches a final attack on the fortress, which gives the heroes an edge in their attempt to rescue Epoch. Once he realizes who the heroes are, he enthusiastically agrees to help them, as long as he returns as well.

The heroes find themselves in a running battle as they head towards the research facility in another part of the fortress, and they can hear over the communicator that the Resistance superheroes are sacrificing themselves in their fight against the robots. When the heroes reach the chamber holding the Orb of Time, they are forced to fight the Orb's super-powered guardians: Fenris, Mercury, Gargoyle, and Razorback.

When Epoch takes control of the Orb, he realizes that it has been damaged by the experiments done on it. Regardless, he activates the Orb and sweeps the heroes up into another maelstrom. Unfortunately, while the damaged Orb barely returns the heroes to their own time, it disintegrates and sends Epoch spinning away through time.

## Scene 1: Into the Breach

The heroes are given plans that show them a way to bypass the main security systems as they infiltrate the fortress. In the meantime, the members of the Resistance take their hovercraft and land right in the primary hangar bay, launching an attack that draws the attention of the robot soldiers.

The GM should run the infiltration of the base as a challenge. Their heroes' goal is to reach the prison cell where Epoch is being held. Only a single hero needs to succeed at each step in the challenge on behalf of the entire team.

There are three steps in this challenge:

1) **Gain entry into the fortress:** While the heroes are given a secret route into the fortress that bypasses most of the security systems, they still need to avoid certain areas. Sneaky and Careful are the most appropriate approaches, but creative use of other Approaches may also work. The difficulty for this step is Mediocre (+0).

2) **Reach the prison cells:** The heroes have plans that give them the best route through the fortress, but there are still roving patrols that must be avoided. Again, Sneaky and Careful are good Approaches, but if the team decides to simply eliminate any soldiers they encounter, the GM might also choose to allow Forceful to work. The difficulty for this step is Fair (+2).

3) **Free Epoch:** Once they reach the actual cell block, the team needs to get Epoch out of his cell. Clever and Forceful are both good Approaches for this. The difficulty for this step is Mediocre (+0).

Once Epoch is free, the heroes can explain what is needed of him. He readily agrees that this future is terrible and he will do whatever he can to prevent it.

The next step is to recover the Orb of Time.

## SCENE 2: THE ORB GUARDIANS

Getting down to the research station in the fortress is so similar to the heroes' trip to rescue Epoch that the GM is encouraged to gloss over the trip and not make it another Challenge just for the sake of having more dice rolls. The important part of this scene is the battle against the super-powered villains who are tasked with guarding the Orb of Time.

Cybernaut hasn't yet figured out exactly what Orb is yet, but he does have some theories. His scientists are working on the problem, and Cybernaut is taking extra precautions to ensure he doesn't lose it.

The four beings who are tasked with guarding the Orb—**Fenris**, **Mercury**, **Gargoyle**, and **Razorback**— were once super-villains, but now all have been turned into cyborgs under the control of Cybernaut. They retain their superpowers, but Cybernaut always knows exactly what they are doing and can give them direct orders even if he is not present.

While Cybernaut generally prefers to capture superpowered individuals, in this case he has ordered the guards to kill any unauthorized persons attempting to reach the Orb—he is not taking any chances with this object.

The scientists all cower and take cover, and can be safely ignored during the battle.

**FENRIS**
**High Concept:** *Savage Werewolf*
**Trouble:** *Mistakes Friends for Foes*
**Other Aspects:** *Teeth and claws; Killer instinct; Vulnerable to Silver*

**Careful:** +0
**Clever:** +1
**Flashy:** +2
**Forceful:** +3
**Quick:** +2
**Sneaky:** +1

## Stunts

**Rip 'Em Up:** Because I have *Teeth and claws*, I get a +2 when I Forcefully attack in close combat.

**Frenzied Attack:** Because I am a *Savage Werewolf*, once per scene I can attack everyone in the same zone, including my own allies.

## Powers

**Werewolf:** Fenris is able to change into a wolf-man form that increases his mass, makes him resistant (though not immune) to non-silver weapons, and gives him razor-sharp teeth and claws. In this form, he is also superhumanly strong, able to flip over a normal sedan. He can crouch down on all fours and lope at high speed, approximately 40 MPH.

**Stress:** ☐ ☐ ☐

**MERCURY**

**High Concept:** *Liquid Metal Man*
**Trouble:** *Vulnerable to Sonic Attacks*
**Other Aspects:** *Always adaptable; My body is my weapon; Perfect mimicry*

**Careful:** +1
**Clever:** +2
**Flashy:** +0
**Forceful:** +1
**Quick:** +3
**Sneaky:** +2

## Stunts

**I'm You:** Because I have *Perfect mimicry*, I get a +2 when I Cleverly create advantages by taking on the same appearance as another person.

**Think Fast:** Because I'm a *Liquid Metal Man*, I get a +2 to Quickly defend against hand-to-hand attacks in combat.

## Powers

**Liquid Metal Form:** Mercury's body consists of a malleable substance that can flow, reshape, and generally act as a liquid mass. This allows him to form his limbs into simple weapons (e.g. large blades), squeeze through any gaps that a liquid could pass, and change his shape to mimic anyone he sees. As he can also change the color of his body, he can form an exact duplicate of another person, including their clothes (though he cannot mimic their powers).

**Density Control:** Mercury has very limited control over the density of his body. He can harden his substance to resist small arms fire, or let himself go loose into a liquid form that is very hard to hurt, except with cutting attacks.

**Stress:** ☐ ☐ ☐

**GARGOYLE**

**High Concept:** *Animated Granite Statue*
**Trouble:** *Slow reactions*
**Other Aspects:** *Winged flight; Frightening visage; Buddies with Razorback*

**Careful:** +2
**Clever:** +2
**Flashy:** +1
**Forceful:** +3
**Quick:** +0
**Sneaky:** +1

## Stunts

**Stop and Drop:** Because I have *Winged flight*, once per scene I can fly up into the air and drop on an opponent, automatically inflicting a minor consequence on my target.

**Didn't Feel a Thing:** Because I am an *Animated Granite Statue*, I have Armor: 2 against any non-energy physical attacks.

## Powers

**Granite Body:** Gargoyle's body is made from granite and is very resistant to damage. He is also very strong, able to pick up and throw a small (compact) car.

**Wings:** Gargoyle can fly at slow speeds, and hover in place, due to his large stone wings.

**Stress:** ☐☐☐

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**RAZORBACK**
**High Concept:** *Mutant Cyborg Warrior*
**Trouble:** *Systems glitch*
**Other Aspects:** *Buzz-saw tail; Laser targeting system; Looks out for Gargoyle*

**Careful:** +0
**Clever:** +2
**Flashy:** +3
**Forceful:** +1
**Quick:** +2
**Sneaky:** +1

### Stunts

**Blast 'Em:** Because I'm a *Mutant Cyborg Warrior*, once per scene I can attack all enemies in a single zone with my energy blasters.
**The Old One-Two:** Because I *Look out for Gargoyle*, when I create a temporary aspect on a target, I can pass a free use of that aspect over to Gargoyle.

### Powers

**Cybernetic Tail:** Razorback has a metal tail with a unbreakable spinning buzz-saw blade on the end. He can control the movement of the tail and strike over his head at targets in front of him (like a scorpion).
**Cybernetic Systems:** Razorback's body is integrated with cybernetic systems that give him a laser targeting sight, energy blasters mounted to his arms, bionic legs that allow him to leap from one zone to another, and resistant plates under his skin to protect his vital organs.

**Stress:** ☐☐☐

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The laboratory where the Orb of Time is being examined is a large, open space with a great deal of computer equipment and a raised platform in the center of the room where the Orb is held. The lab is three stories high, with raised walkways around the perimeter that look down over the main area.

## Scene 3: Getting Home

Once the villains are defeated, the only thing left to do is travel back in time to the day they left so that they can stop Snake Eyes before he becomes Cybernaut.

Epoch allows the heroes to take whatever precautions they wish to ensure that he doesn't betray them, as long as he has use of his arms and hands, and full control of his own mind. By this point, he is obviously eager to return home and gives every indication that he is aware of how lucky he is that the PCs rescued him.

Epoch takes the orb in his hands and, if the heroes are not already doing so, he tells them to ensure they are all touching each other in an unbroken circle. He then tells the heroes not to disturb his concentration, as he will need every ounce of his will to make the Orb do what he wants it to do.

He focuses all his attention on the Orb and the object begins to glow ever brighter, similar to what the heroes saw when they first encountered Epoch back in New York. Their surroundings start to fade out, but before they disappear completely, the doors to the lab slide open a large silver figure walks into the room—this can only be Cybernaut. He reaches out with his hand towards the heroes, but the laboratory disappears and he fails in his attempt to stop them from leaving.

The constantly shifting colors and lights surround the heroes and once more they find themselves unable to move. The nauseating patterns continue but this time the high, piercing whine sounds different. There is a low rumble underneath it. As they watch, brilliant cracks appear in the Orb of Time and it seems as if it is pulling itself apart. Whatever experiments the Cybernaut scientists were conducting on the Orb, they seem to have damaged it.

The heroes can see a look of pure horror in the eyes of Epoch as the Orb comes apart in his hands. There is a brilliant flash of light once more, and then everything goes dark.

## Summary

The heroes have—barely—managed to make it home. They arrive in a subway tunnel under Manhattan only a couple of minutes after they originally confronted Epoch in the mall in Norwich.

Once they reach Times Square, they must find Snake Eyes. But a rift opens up in the sky above Manhattan, and a bolt of strange energy strikes a man before they can find him.

Snakes Eyes has been infected by the Cybernaut virus, and the PCs have one chance to stop him.

## Scene 1: The Final Battle

The PCs have appeared in the subway tunnel just outside the 42nd Street Station. They can hear a subway coming, so they must rush to the platform before reaches them. It is suggested that the GM allow the PCs to reach the station just ahead of the subway without bothering to roll—they'll need to be at full strength to stand against Cybernaut.

It is also recommended that all PCs get their full refresh of fate points at this time. Any minor consequences should also be cleared when they arrive.

Once they reach street level, they can head for Times Square and start looking for Snake Eyes.

However, before they can perform any real search, a rift tears open in the sky above Times Square. Strange bolts of energy seemingly made of computer code strike the ground as civilians start to panic and flee from the time/space rift. And then, one bolt strikes a shifty-looking man and he screams. Before the rift seals up and disappears, the PCs see themselves standing around Epoch and Orb of Time on the other side of the rift. The bolts of energy have come from the hand of Cybernaut himself.

The computer code seems to play over Snake Eyes' body as he hunches over, and then he straightens up and turns to face the PCs, as if he is already aware of their presence. The Cybernaut virus has taken hold, and the PCs must stop him before he becomes too powerful to beat.
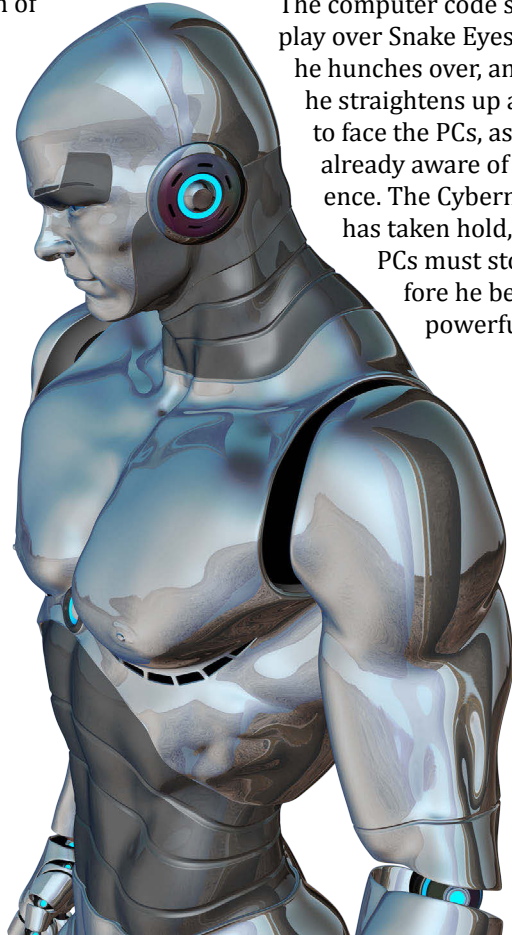
**CYBERNAUT**

**High Concept:** *Cybernetic Supervillain from the Future*
**Trouble:** *Inhuman Thought Patterns*
**Other Aspects:** *Energy blasts; Vast intellect; Rapid Adaptability*

**Careful:** +2
**Clever:** +4
**Flashy:** +1
**Forceful:** +3
**Quick:** +3
**Sneaky:** +2

## Stunts

**Targeting Computer:** Because I have a *Vast intellect*, I get a +2 to Cleverly create advantages in hand-to-hand combat.

**Armored Body:** Because I am a *Cybernetic Supervillain from the Future*, I have Armor: 3 against any physical attacks, including energy attacks.

**Fool Me Once:** Because I have *Rapid Adaptability*, once per scene after I have taken stress or a consequence from an unusual form of attack (e.g. cosmic energy, magic, etc.), I gain a +2 to defend from that attack form for the rest of the scene.

## Powers:

**Cybernetics:** Cybernaut is a human infected with a computer virus, making him a cybernetic being. His brain is a highly-advanced computer, allowing him to think at amazing speed and giving him instantaneous access to all human knowledge. His body is resistant to damage due to the virus turning his skin into a metal alloy substance—he is completely immune to damage equivalent to 21st century bullets. He is able to see in the entire spectrum of light.

**Weaponry:** Cybernaut can fire energy blasts from his hands. The form of energy can be either light (laser) or plasma, and he can hit targets up to two zones away.

**Stress:** ☐☐☐☐☐☐

Cybernaut will not concede the fight—he knows this is his only chance to gain a foothold in this time. This is a tough conflict, and there's a chance that the heroes will fall before Cybernaut. If the fight looks like it's going south, there are a couple of options the GM may consider:

- Have another, unaffiliated superhero show up to help. This hero should not be the one to beat Cybernaut—instead, have the hero focus on creating advantages for the PCs to use in their own attacks on the cybervillain.
- Alternately, a hero could show up and provide support for the PCs in the form of healing some or all of their stress, which will allow them to stay in the fight longer.
- Another option is to have another hero show up just in time to interpose themselves between Cybernaut and a targeted PC, entirely negating one of Cybernaut's attacks. Ideally, this should take out the helping hero and leave the PC standing.
- Have Cybernaut spend an entire round not attacking as the virus continues to transform his body and mind. He will defend as normal (or perhaps with a -1 penalty to all actions, depending on how much help the PCs need).

The key with all of these options is not to have the PCs overshadowed by other superheroes, but to let them take advantage of the help they are being given by anyone else showing up to the fight.

## AFTERMATH

If Cybernaut is beaten, his body rapidly consumes itself as the virus burns itself out, and Snake Eyes does not survive the process.

The heroes are hailed as saviors of the city by the witnesses and the news organizations. However, at least one person on the scene saw the image of the heroes in the time/space rift and starts a conspiracy website declaring the heroes set the whole thing up themselves.

## FURTHER ADVENTURES

**Alternate Universe:** While the PCs appear to have prevented the dark future from coming to pass, many comic books have alternate universes in which things turned out differently from what occurred in the main title. Cybernaut may now exist in an alternate future, and the PCs may end up there again at some point. Or perhaps Cybernaut tries to find his way back to this universe and infect someone else.

**Epoch:** Though Epoch and the Orb of Time appeared to both have been destroyed, it's possible Epoch survived and was thrown out of the time storm somewhere else in time and space. Perhaps he found himself in the past and has been quietly gaining power all this time, ready to emerge as a new villain. Or maybe he truly repented his initial act that started this entire adventure and shows up as a much older man to warn the PCs of a new impending threat.

**Epoch's Henchpeople:** Alabaster, Sir Real, and Wraith most likely got away after the heroes were swept up in the time storm. They will likely continue working together and may show up as henchpeople for another villain later on, or perhaps they simply try to get rich themselves.

**Guardians of the Orb:** The supervillains who were guarding the Orb of Time for Cybernaut—Fenris, Mercury, Gargoyle, Razorback—also exist in the current time. Each one could be used as the basis for another adventure, or they may work as a team (considering Gargoyle and Razorback were friends in the future). The heroes could find themselves facing younger versions of these villains.

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