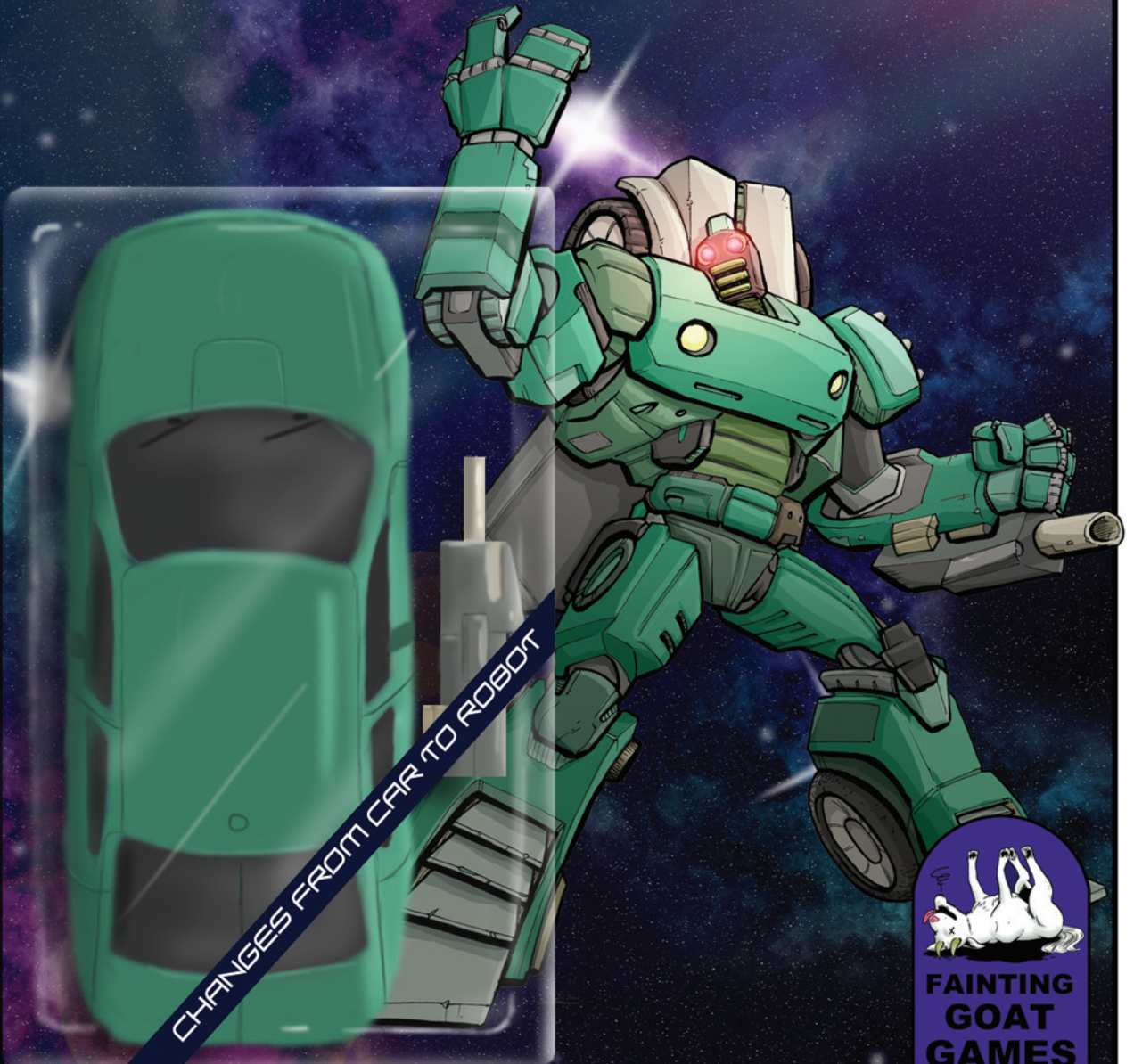


SPACE SUPERERS

VEGA PRIME
OF THE
MECH CENTRALITY



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OF THE
MECH CENTRALITY

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BY ADE SMITH

BASED ON CONCEPTS DEVELOPED
BY STEVE FERRIN AND
JASON TONDRO
IN THE GREAT GAME
FROM FAINTING GOAT GAMES

COMPATIBILITY WITH ICONS REQUIRES ICONS SUPERPOWERED
ROLEPLAYING FROM AD INFINITUM ADVENTURES
AD INFINITUM ADVENTURES DOES NOT GUARANTEE COMPATIBILITY,
AND DOES NOT ENDORSE THIS PRODUCT

CHANGES FROM CARRION

VEGA PRIME

Abilities

Prowess 6
Coordination 7
Strength 8
Intellect 3
Awareness 3
Willpower 4

Stamina 12

Powers

Blast (Blasting) 5 - Energy Rifle
Damage Resistance 5 - Armor
Fast Attack 8
Interface 2
Life Support 10 (Artificial lifeform)
Transformation (Objects) 5 [Limit: One Type
(Sports Car)] - Disguise Form

Specialties

Drive Master
Electronics
Mechanics
Stealth

Qualities

Alien Transforming Robot
Limited Area of Operation When In Disguise
Hostile to Biological Lifeforms

ATTRIBUTES IN DISGUISE MODE (SPORTS CAR)

Abilities

Handling 3
Speed 3
Structure 5
Armor 5

Background: Vega Prime is an advance scout for an expanding empire of technological lifeforms known as the Mech Centrality (see sidebar).

They view all biological life as a cancer in the universe. They conquer worlds and “convert” their biological chaos into perfect technological order.



Vega Prime leads a squad of undercover artificial life forms that have infiltrated Earth and are preparing for the invasion

ADVENTURE HOOK

Vega Prime and his squad have seized a super-conductor research facility near the heroes' home city. They are using the advanced physics equipment to open an interspatial portal to their home planet in order to establish a beachhead for a Mech Centrality invasion.

The heroes receive a panicked communication from a scientist who is hiding out at the super conductor facility. He tips them off to the machines' nefarious plot and also advises them to be very careful when they arrive as literally any piece of equipment or vehicle might be an enemy in disguise...



NOTE: If Vega manages to open a portal - an squad sized force of Mech Centrality Shock Troopers will arrive through the portal. Exact numbers are up to the GM. Additional squads will arrive at regular intervals (again - GM's discretion) until the portal is shut down.

MECH CENTRALITY SHOCK TROOPERS

Abilities

Prowess 6
Coordination 7
Strength 8
Intellect 3
Awareness 3
Willpower 4

Stamina 12

Powers

Blast (Blasting) 6 - (Arm Mounted Energy Rifle)

Damage Resistance 5 - Armor
Fast Attack 8
Flight 5
Interface 2
Life Support 10 (Artificial lifeform)
Strike 7 (Arm Mounted Electro-Sword)
Stunning 7 (Limit: Close Range) (Arm Mounted Stun Rods)

Specialties

Electronics
Mechanics
Mental Resistance

Heroic NPC Option: Vega Prime was a scout for the Mech Centrality - but he developed empathy for biological life forms after observing them. He led a rebellion of similarly minded artificial life forms and was defeated. Now, on the run and branded a traitor to his race, he and his ragtag team of rebels have come to Earth to warn of an impending invasion from the Mech Centrality.

There are many adventure possibilities for this storyline. One possibility: Vega might be able to direct the PCs in how to sabotage the invasion before it starts by staging a guerrilla attack to sabotage the Mech Centality flagship before it reaches Earth. Vega would have a space transport and pilfered access codes that would allow the party to covertly board the enemy starship.

This encounter with Vega Prime could also serve as a gateway to introducing other cosmic elements to the game. For example, perhaps the heroes journey with Vega Prime to the Sirian Principality to seek assistance or weapons from the Ghost Light Legion to defend Earth. Alternately, the nefarious Bloodstone Protectorate may send a delegation offering security if Earth will join their protection racket.

The PCs and Vega Prime have to repulse them while preparing for the invasion.

THE MECH CENTRALITY

On the fringe of the galaxy is a mysterious, aggressive, and expansionistic empire of machines known as the Mech Centality. When the Sirians first detected them, they broadcast messages of peace and welcome, but got no response. Robot ambassadors were sent, allowed into a Centrality vessel, and then never seen again. The Principality was debating sending a Legionnaire to investigate when the Centrality attacked a nearby inhabited planet, massacred all its living inhabitants, and populated it with automated factories for war machines. This put an end to diplomatic outreach.

The Centrality appears to be obsessed with bringing order out of the chaos of biological life. Those who pay attention to the Great Game are at odds over the role these machines play; certainly, as exterminators of life they seem to be tools of the Greater Dark, but they have no known connection to Lord Crux, the Eidolons, or Entropos, and indeed would seem to be as opposed to those beings as they are to all other life forms. It is possible the Centrality sees itself as a kind of "spoiler" in the Great Game, a third party out to take advantage of a hidebound universe.

For the last several years, the Centrality has been concerned with repressing a minor revolution among some of its population. As constructed life forms that are built, not born, the machines of the Centrality come in a bewildering array of shapes and sizes, and a small number of them are designed with the intent to masquerade on other planets as native machines. When some of these advanced spies observed organic culture, they began to find merit in it, a point of view entirely at odds with Centrality philosophy. A short, but sharply-fought civil war erupted within the Centrality, but the odds were against the rebels and they were forced to flee. These shape-changing machines, empowered to identify a single piece of non-Mech technology and then transform to and from that new shape at will, have since fled their home and could now be anywhere, on any world in the galaxy.

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