

PRIMUS™

By Shelley Chrystal Mactyre



HERO  GAMES™

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By Shelley Chrystal Mactyre

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PRIMUS™

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Dedication

The PRIMUS Sourcebook is dedicated to my beloved husband, Matthew “Laugh while you can, monkey boy!” Mactyre, and to my sister, Sarah “I love Target!” Chrystal, who also happens to be my best friend.

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Robert “Sure, I can do that” Hudson was positively invaluable to the writing of PRIMUS, and contributed the characters of Silver Avenger Hartigan, Agents McComb, Deluca, and Kobayahsi, as well as critical assistance with the equipment and Iron Guard armor, and, well, the entire manuscript. Rob is a great GM and a wonderful player, even if I’ve never met him in person!

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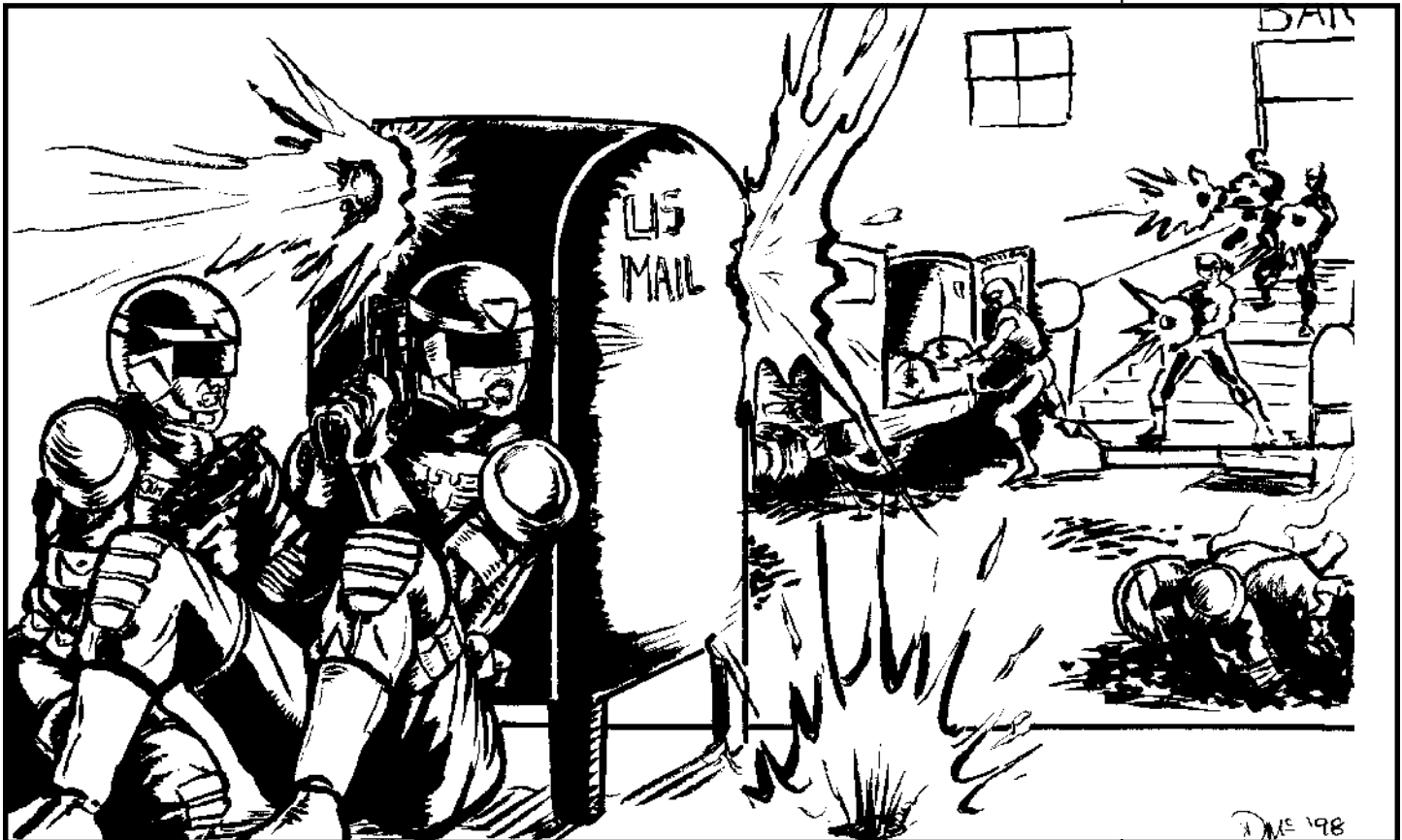
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The character of Kevin Armstrong initially appeared in *VIPER*, by Scott Bennie and Cliff Christiansen.

Please send feedback and questions to scm@mactyre.net. I’d really love to hear from you!



Introduction



“AT-HC5, what is your position?” the radio barked. “HQ, we’re proceeding to LeMastre Park.” Agent Gillian Thomas said into the helmet mike, with a nod to the Agent Commander. “No sign of VIPER ye—”

The high-pitched whine of a VIPER blaster erupted ahead of the team, and Gillian and the rest of the team instinctively dove to the ground. The only cover around was a USPS mailbox, and she crept forward, keeping the steel mailbox between her and the green-armored VIPER agents. From the cries of pain behind her, it looked like Agent Hanson was down but not out. Around them, blue-uniformed Hudson City police officers in SWAT gear had met the same fate—and VIPER continued to load gold into the back of the Rainbo bread truck.

“Correction, HQ, VIPER has been sighted,” she said. “Robbery still in progress at the Federal Reserve. Agent down, request backup.”

“Backup negative,” PRIMUS dispatch said. “VIPER robberies in progress all over the city.”

Gillian glanced over at the commander, listening in on his own helmet radio. He shrugged.

“Acknowledged, HQ,” she said sourly. “We’ll handle it on our own.”



PRIMUS is the federal government's response to paranormal terrorism and crime. Like its non-superpowered counterpart, the FBI, PRIMUS investigates federal crimes as an arm of the Department of Justice; however, PRIMUS' jurisdiction only extends to dealing with federal crimes involving the paranormal or assisting other federal agencies when needed. PRIMUS can also be called in to advise and assist with local law enforcement investigations at their behest. PRIMUS is an emergency responder—911 dispatch operators will contact the agency when paranormals are reported or suspected to be involved.

Though PRIMUS is primarily a civilian agency under the Department of Justice, the agency retains its original name—Primary Response and Interdiction Military Unified Service—for tradition's sake. In times of war PRIMUS personnel can be called for military duty, in a fashion similar to how the U.S. Coast Guard operates under the Department of Transportation during peacetime, yet by order of the President can operate as a service of the U.S. Navy. PRIMUS organization, however, is civilian rather than military, and PRIMUS is made up of both civilians and military personnel on detached duty.

PRIMUS is the one of the smallest of the federal law enforcement agencies—there are less than two thousand armed agents capable of making arrests, compared to over seventy thousand FBI agents. What sets PRIMUS apart from other federal agencies is extensive training, high-tech equipment, and Cyberline.

The *PRIMUS Sourcebook* draws upon as its influences not only Andrew Robinson's PRIMUS from *PRIMUS and Demon*, but also the organization and mission of the Federal Bureau of Investigation and other federal law enforcement agencies. Whenever I was in doubt as to how PRIMUS would handle a given situation, I looked to the FBI's example.

You'll find information completely updating PRIMUS for the nineties and beyond – from a new Golden Avenger, Silver Avengers, agents, Iron Guardsmen, and the PRIME Team, to equipment, and adventures to help you get started with the United States' response to the paranormal threat. Also included here are guidelines for playing PRIMUS agents. Whether the PCs stand behind the barrel of the blaster or in front of it is a decision left up to them.

Why use PRIMUS?

In a world where supervillains can take a shotgun blast or punch through steel a foot thick without blinking, a response is needed. In many *Champions* campaigns, superhero teams often make up the difference, and government agencies are only there to collect the bad guys at the end of the game. But is that realistic? Probably not. It is part of the United

States Government's mission to protect its citizens from terrorism, and paranormal crimes are often seen in that light. PRIMUS ensures a federal level of protection that the public would demand after seeing their streets trashed by the likes of Mechanon and Eurostar.

PRIMUS Attitudes

PRIMUS' attitude towards paranormals is critical to determining how to use this sourcebook. If PRIMUS has a positive attitude toward paranormals, they're likely to welcome assistance from heroic PCs, and will, in certain cases, invite them to assist. If the public and lawmakers largely fear paranormals, PRIMUS will take a dim view of vigilantism and will likely pursue "heroic" paranormals (whom agents would perceive as violating due process and legitimate methods of law enforcement) as often as supervillains.

PRIMUS vs. Paranormals

In this extreme situation, PRIMUS considers all paranormals to be threats, and hunts them down. There is likely a Paranormal Registration Act in place, and PRIMUS' attitudes only reflect the public's fear of paranormals. Most heroes act in secret (if they act publicly at all), and there are no government-sanctioned teams; the PRIME Team's background is as sinister as outlined in their history.

Variations on PRIMUS vs. Paranormals might be:

- PRIMUS is an international organization dedicated to tracking down paranormals and making sure they don't commit crimes. This could entail a form of electronic tagging or possibly hot sleep.
- PRIMUS has gone underground, and is now a secret organization working to eliminate all paranormals.

PRIMUS loves paranormals!

At the other extreme, PRIMUS embraces all paranormal heroes as welcome help against the tides of villainy. While naïve, this approach to PRIMUS is the most four-color and is the most painless way a GM can introduce PRIMUS into an existing four-color world – and attitudes can always change in time to reflect something more realistic. In this style of game, the heroes are very important to the campaign world, and PRIMUS doesn't mind assistance—in fact, the heroes may even be a government-sanctioned team working with PRIMUS. This type of campaign world typically has laws in place to enable heroes to preserve their secret identities and to act as law enforcement agents. There is likely no Paranormal Registration Act and only extremists would propose it.



Variations on PRIMUS loves paranormals! might be:

- The laws which enable superheroes to act as law enforcement require that each team be assigned a PRIMUS liaison to assist and counsel them on the law. In this case, PRIMUS agents will largely show a supportive relationship to the PCs.
- The PCs are PRIMUS agents, serving the same niche as the PRIME Team, and operate from the [Campaign City] PRIMUS base. PCs have access to all PRIMUS equipment and are subject to the Brownie Point System.

Skeptical PRIMUS:

This is the middle ground, and the attitude presented in this book. Paranormals are not pursued outright, but neither are they considered qualified to assist professional law enforcement agents by virtue of putting on spandex and shooting energy beams from their eyes. Sympathetic PRIMUS commanders and Avengers may allow qualified and trusted heroes to participate in investigations. In this type of world, the Paranormal Registration Act remains a hotly contested bill – there are those who sympathize with paranormals, and those who do not.

Variations on Skeptical PRIMUS might be:

- The laws which enable superheroes to act as law enforcement require that each team be assigned a PRIMUS liaison to assist and counsel them on the law. Unlike the scenario in PRIMUS loves paranormals! however, the PRIMUS agent assigned to the PCs has an adversarial relationship towards the PCs and is waiting for them to make a mistake.
- A mysterious illness has sickened or killed all Cyberline treated individuals, and the government has no choice but to call superheroes in to assist in finding those responsible.

Of course, PC attitudes towards PRIMUS are also important; if the heroes look upon the agency with disdain bordering on disgust, it is likely the

agency will return that attitude, and the heroes may find themselves under PRIMUS surveillance or even hunted by the agency! It is important to remember that federal police powers mean just that – paranormals who fly in the face of the law may find their faces on wanted posters at the post office next to a significant award.

PRIMUS is able to take on just about any power level—agents range from slightly augmented and equipped agents to well-rounded Avengers to the very powerful paranormal PRIME Team. If the heroes laugh off a group of agents, they might be very surprised to find what else PRIMUS has in store for them.

However, an adversarial relationship with PRIMUS is not something to be taken lightly by GMs. If the group is run to its full potential, the adversarial situation taken to its logical conclusion means persecution, prosecution, and incarceration in Stronghold. While a trial might make for interesting roleplaying, jail time is liable to only make players mad, and so PRIMUS must be handled delicately. However, if PCs have been running rampant over the law, formation or reformation of PRIMUS could be used to bring them around.

Notes about power level

The tone you wish to set with PRIMUS also relies on the group's overall power level. As presented here, PRIMUS is a serious government agency, and its agents run the gamut from normals to very powerful paranormals. In a world where paranormal powers exist and supervillains threaten the security of the American way of life, it is realistic to expect the most powerful nation in the world to possess an adequate and well-armed force to combat them.

Yet should GMs wish to present PRIMUS as a fledgling agency, or as a less powerful force, the simplest way to limit their effectiveness is to remove higher-powered agents such as the PRIME Team. Avengers can be made into highly skilled and trained normal agent commanders with standard military equipment by reducing their characteristics and ignoring the section on equipment. The Iron Guard can themselves be toned down to the level of regular assault teams.



Overview of PRIMUS

The life's work of General Jonathan Hawkins, the agency known as PRIMUS was signed into existence in October, 1964 by President Lyndon Johnson. PRIMUS stands for "Primary Response and Interdiction Military Unified Service." During the early years, PRIMUS was a military group, answering to the Joint Chiefs of Staff. Congress initially balked at funding the Avenger program General Hawkins dreamed of, and only one Avenger, Robert Kaufman, was approved. PRIMUS has faced criticism, revision and eventually complete reorganization under the Department of Justice over the past twenty-four years, keeping only its name intact.

What sets PRIMUS apart from other Department of Justice agencies such as the FBI and BATF is Cyberline, the code-name for the excruciating process of genetic alteration which results in the superior strength, agility, and resistance of Avengers and Assault Agents. Only five percent of the populace is fully compatible with Cyberline, and an additional five percent are partially compatible. Treatment of incompatible individuals with Cyberline would result in insanity, coma, or death, and applicants are screened very carefully.

PRIMUS has clear lines of jurisdiction under which they operate. Agents—from intelligence operatives to Avengers—investigate federal crimes involving paranormals. The designation of "paranormal" is not limited to actual powers, however. Officially, a paranormal is defined by PRIMUS as "any being exhibiting abilities that are beyond the limits of normal human potential." For example, flying is not considered normal, nor is bench pressing an aircraft carrier or shooting fire out of one's eyes. Conversely, a highly trained (and potentially dangerous) normal martial artist would be considered paranormal by PRIMUS, as are aliens and those utilizing high-tech equipment. Because in many cases only a genetic test would determine the true nature of a supervillain, hairsplitting is rare; police dispatchers don't care if the source of the energy beams is a VIPER blaster in the hands of a human agent or the eyes of a supervillain.

PRIMUS bases, located in sixteen cities across the country, work hard at maintaining good working relationships with local law enforcement. PRIMUS offers training facilities at the PRIMUS Academy specifically to instruct local law enforcement in how to deal with paranormal threats. As a rule, local police will not hesitate to call in PRIMUS assistance in emergency situations.

PRIMUS bases also maintain laboratory facilities that can be utilized by local law enforcement investigating paranormal crimes. While not as extensive as the FBI labs, PRIMUS labs maintain a high standard of scientific accuracy.

PRIMUS and Stronghold

The nation's repository for paranormal criminals, both awaiting and following trial, is Stronghold, located on a mesa in New Mexico. PRIMUS staffs Stronghold, providing rookie agents an opportunity to learn more about paranormals at the same time ensuring that an adequate security force is on hand to deal with any prison break-out attempts.

Stronghold is also unique in the fact a Silver Avenger commands more than just a team of agents; Silver Avenger William Baker is in charge of all PRIMUS staff assigned to Stronghold, while the remainder of the staff is overseen by the prison director. The high-tech prison's PRIMUS complement includes a squad of Iron Guard agents, two intelligence agents, twenty long-term assault agents, and thirty rotating assault agents in addition to the Silver Avenger and his aide. Stronghold is considered a PRIMUS base for budget purposes, and the agents there also respond to nearby paranormal emergencies.

PRIMUS supports the use of hot-sleep—keeping dangerous paranormals unconscious and in a state of suspended animation during the terms of their prison sentences—because of the costs involved in maintaining Stronghold.

PRIMUS History

In October 1964, President Johnson signed the order that creates the Primary Response and Interdiction Military Unified Service, called PRIMUS. However, Congress balked at the funding demanded by the project, and General Hawkins began a two-decade crusade to properly fund his agency. Robert Kaufman, a Korean War veteran, became "The Avenger," a prototype Super Soldier, and combated paranormal crime under the authority of PRIMUS in the Washington, D.C. area.

PRIMUS' funding remained low during the sixties, and the agency was limited to a few hundred agents nationwide. Equipped with standard military weaponry, agents were often outgunned by paranormals. The formation of Special American Tactics, led by Colonel Barrington, caused an immediate rift between General Hawkins and Colonel Barrington, former West Point roommates.

In February 1973, the mysterious deaths of several low-level paranormal vigilantes were reported around the Washington D.C. area. The *Washington Post* discovered evidence that linked PRIMUS personnel, particularly the Avenger, to the scenes, but no criminal investigation followed.

Later in the seventies, Robert Kaufman, still called the Avenger, began a dialogue with new PRIMUS Intelligence Director Avery Vasquez about the creation of a team of paranormals who would be completely loyal to PRIMUS—and them.



In 1980, research teams were assigned the task of developing "Project: PRIME," under the direction of Dr. Merrill, the primary geneticist responsible for Cyberline. General Hawkins, long deemed by Kaufman and Vasquez as too moderate, was told nothing of the plan.

Finally in January 1982, President Reagan pressured Congress for, and received, General Hawkins' long hoped for funding for the Avenger program. Sixteen Avengers were announced, and recruitment began. Unlike later recruitment for replacement Avengers, the first members of the program came not from the ranks of PRIMUS agents (with the sole exception of Ernie Freeman), but from the military. In June 1983, Silver Avenger candidate Gregory Hayes became irrational and violent while undergoing Cyberline injections, and was terminated. His death was passed off to the public as an allergic reaction to the Cyberline process, and alternate Eric Harper took his place in treatment. It was in March 1984 that the Silver Avenger Corps was fully functional and presented to the public. The lack of inclusion of any women at this point reflects the military nature of the group and the biases of General Hawkins, Avery Vasquez, and Robert Kaufman.

Project: PRIME moved from planning to implementation in 1984. Key scientists were removed to an Alaskan installation, where they remained for eight years, as their subjects were artificially aged and trained.

General Hawkins' unfortunate comments to the effect women and minorities were incapable of handling the power of the Avenger program were leaked to the press, and in March 1986, PRIMUS issued an internal memo stating that all "replacement" Silver Avengers were to be minorities in order to combat negative public relations and criticisms.

PRIMUS experienced its first major embarrassment in the form of Lyndon Kaufman's "defection" in September 1987 (See *Classic Organizations*: pp 64-5). Kaufman's nephew had not been a prime candidate for Cyberline treatment, but was pushed through at the Golden Avenger's insistence. Involvement in SAT schemes in South America caused the young man to repudiate the United States and defect to the Soviet Union. In February 1988, Barbara King, the first female Silver Avenger, replaced defector Lyndon Kaufman in the Miami Avenger position, and in April 1990 deceased Boston Silver Avenger Thomas Brown was replaced by Mel Flanagan, another woman.

PRIMUS suffered another defeat in January 1991, when Washington DC Silver Avenger Kevin Armstrong left PRIMUS by faking his death, and began a war on PRIMUS while leading VF-2 (*VIPER*, pp. 106-8). When Armstrong confronted Kaufman about Project: PRIME, Kaufman retaliated by threatening the life of Armstrong's mother.

Armstrong faked his death rather than put her life in jeopardy. Armstrong feared that Kaufman would follow through on his threat if any information about came to light, sat on his knowledge until Kaufman's death in 1994. Feeling free of any threat, he leaked the knowledge to the Press.

In August 1993, following the election of President Clinton, PRIMUS was forced to present alternative organizational structures in response to public opinion polls indicating little patience or tolerance of the high spending of the agency. The Department of Justice investigated PRIMUS involvement in the siege of Waco. Robert Kaufman, the Golden Avenger, testified before the Senate that PRIMUS' military nature is its strength, but reorganization was ordered nevertheless. The reorganization, secretly pushed for by General Hawkins, greatly limited the power of the Golden Avenger Kaufman and Avery Vasquez, streamlined headquarters, and abolished many superfluous management positions. New guidelines of ethical conduct were instituted and a two-year hiring freeze on agent hiring was put into place, pending an investigation and the restructuring of PRIMUS' hiring practices.

Golden Avenger Robert Kaufman was killed in November 1994, while defending the Capitol from Eurostar. Avery Vasquez had arranged for Eurostar's attack, and had manipulated the terrorists into specifically targeting Kaufman. No investigation was held, and Eurostar remained at large for over a year. Kaufman was buried at Arlington National Cemetery. Silver Avenger Johnson, from San Francisco, was named his successor, while Maria Chow succeeded Johnson as Silver Avenger in San Francisco. Johnson was primarily selected because of his relative "non-ambition," compared to Kaufman, and because of his high profile, squeaky-clean reputation.

The PRIME Team was announced in early 1995. PRIME Team consists of six men, who are all very powerful paranormals. PRIMUS was criticized by women's groups for the lack of women on the team. All six members were the product of Project: PRIME in the 1980s, and had fake "lives." All were completely loyal to PRIMUS, and none were aware of their true origins.

At the end of August 1995, PRIMUS announced the creation of two hundred agent positions following the end of its hiring freeze, and widespread agent hiring began.

PRIMUS was the media's darling throughout the early nineties, until the agency suffered another setback. In September 1995, during a televised battle in Hudson City, Armstrong of VF-2 was captured and revealed to be the "deceased" Silver Avenger Armstrong. Also in September, Darin Falswell (*Mutant File*) defected from the ranks of the Avengers. This led to questions regarding the continued feasibility of the Avenger program and



speculation as to whether or not the PRIME Team would take the place of the seemingly untrustworthy Avenger Corps in the future.

In December 1995, General Hawkins, now 83, announced his impending retirement in March, 1996. President Clinton, under the 1993 revised charter, had the responsibility of naming his successor. The President selected Colonel Peter Glenn, a highly decorated Army officer, as Hawkins' replacement. Glenn became head of PRIMUS in a ceremony open to the press March 11, and the PRIMUS Headquarters building in Washington, D.C. was renamed "The Jonathan Hawkins Building."

In May 1997, an unprecedented attack on the PRIMUS base in San Francisco by a well-armed VIPER force left the public stunned and PRIMUS reeling. Though one of the smallest PRIMUS bases, the San Francisco PRIMUS facility's reputation had never been tarnished. Several outbuildings were destroyed and five agents were killed in the attack. VIPER's motive was freeing Python from the PRIMUS holding facility, where he had been awaiting transport to Stronghold. Python had been arrested by PRIMUS after he led a raid on the PRIMUS Academy to seize Cyberline samples. Several PRIMUS recruits were killed in that attack.

Who's Who in PRIMUS

Administrators

Colonel Glenn, Director of PRIMUS

The most important figure in PRIMUS, Colonel Glenn has been with the agency since 1996, when he took the reins of command from General Jonathan Hawkins. Glenn has little to do with basic operations, and spends most of his time meeting with



directors and lobbying politicians. Yet Glenn has made a real effort to seem accessible to rank-and-file agents, taking precious time from his

schedule to tour all sixteen bases, meet with agents and discuss their concerns. Glenn is well liked by the agents for this reason, and for his ability to get PRIMUS' annually increasing budget approved. Glenn has become the second most public figure in PRIMUS (behind the Golden Avenger), and is

willing to appear on news shows to increase the public's awareness of what PRIMUS does.

Colonel Vasquez, Director of PRIMUS Intelligence

While Glenn keeps a high profile, Colonel Vasquez certainly does not. Vasquez, who had been with PRIMUS since 1967, fully expected to be promoted into Hawkins' position when he left, and resents Glenn for this. Vasquez is perhaps one of



the most feared men in PRIMUS – he has dirt on everyone – and does not seem to care if he is liked or not. But Vasquez is very good at his job and administrators work hard to have a good

working relationship with Vasquez, for internal investigations are also part of the Intelligence mission.

Pat Daubert, Director of Human Resources

It is highly unlikely that anyone outside of PRIMUS has heard of Daubert, a fierce, dark-haired woman in her fifties who came to the organization to help facilitate the 1993 reorganization, but Daubert is well known within PRIMUS. Ultimately responsible for all of PRIMUS' hiring and firing, Daubert's Human Resources Department supervises the medical program and all PRIMUS support personnel.

Agents

PRIMUS is more than the Avengers and Iron Guard, though they are the most visible of PRIMUS agents. Agents are divided into three categories – Assault agents, Intelligence agents and Iron Guard. All PRIMUS agents are highly qualified, though only assault agents have undergone Cyberline treatment. PRIMUS agents must possess a college degree and many have also served in the military. Two years' work history is required for most agent applicants, though this requirement is waived for agents with degrees or experience in areas PRIMUS has a special need for, such as computer or linguistic skills.

Rick Henderson, a former USMC sergeant major, is the Director of Agent Operations, headquartered in Washington, D.C., which oversees all assault agent and Iron Guard operations. Assault agents report to agent commanders, who report to



the base commander, who report to regional agent coordinators, who report to Henderson.

Detailed discussion of the nature of PRIMUS agents follows in the *PRIMUS Campaign* section.

The Avenger Corps

Avengers are PRIMUS' most conspicuous agents, even though they are a small minority within the organization. They have undergone the most rigorous of screening processes and training and have each beat out hundreds of other qualified applicants. The Avenger Program is no longer an active one, however; Avengers are replaced only through the death, defection, or retirement of existing Avengers. Completion of the Avenger Program obligates Avengers for a term of service not less than twenty years, due to the tremendous initial investment. While there is a contractual stipulation that Avengers may be excused from service for medical reasons, not even the condition of Avenger Falswell, beaten nearly to death by a mutant gang (see *The Mutant File*) enabled him to leave PRIMUS.

The Avenger Program was widely criticized by women's and minority rights groups during the eighties for the largely white and all male makeup of the Corps. An unfortunate private statement by General Hawkins to the effect that only men were qualified to handle the power of the Avenger Program made the front page of the *Washington Post*, and severely damaged the agency's credibility. A retraction followed, though not quickly or forcefully, and soon afterwards a memo circulated through PRIMUS' Human Resources Department that "strongly suggested" that selection committees "weigh ethnic background and gender." All subsequent Avengers have been female, a minority, or both.

While the original Golden Avenger, Robert Kaufman, was PRIMUS' second in charge behind General Hawkins, following the 1993 reorganization of PRIMUS, the Golden Avenger's authority was reduced to Director of Avengers. Following his death, it was decided to promote Silver Avenger DJ Johnson to the post of Director of Avengers and to the title "Golden Avenger."

As the Golden Avenger, Johnson is the figure most Americans associate with PRIMUS, whether he's appearing on Larry King Live or in front of Congress to defend PRIMUS actions. The Golden Avenger's active participation in charity organizations – he is an advocate for the Boy Scouts of America and Habitat for Humanity – and in public service announcements warning kids to stay off drugs make for a very high public profile and busy schedule.

Silver Avengers have a great deal of autonomy, given that their immediate supervisor is in Washington, D.C. Avengers have their own agent staffs, depending on the size of the base, and conduct their own long-term investigations in addition to re-

sponding to emergencies. Every three months, the Silver Avengers and Golden Avenger meet at a predetermined PRIMUS base to conduct the Avenger Games. The "games" consist of training exercises, workshops on topics like "Tactical Use of Iron Guardsmen: When to Deploy" and "Meeting Foreign Paranormals: International Etiquette," as well as medical reassessment. The Avenger Games are largely responsible for the close-knit relationship between the seventeen Avengers.

It is important to note that Avengers do not maintain secret identities. The position of PRIMUS is that they are no different from other law enforcement agencies, and will not "hide behind masks." Avengers see themselves as servants of the people, and they have long since accepted the risks their position entails. Criminal groups such as VIPER have rarely targeted the dependents of Avengers, knowing that to do so would invite a scorched earth policy.

A more detailed discussion of Avengers follows in the *Personnel* section.

The PRIME Team

City	Avenger
Atlanta	Frank Hartigan
Boston	Melanie "Mel" Flannagan
Chicago	Ernie Freeman
Fort Worth	Robert Webster
Houston	David Frasier
Hudson City	Alex Richardson
Los Angeles	Joseph Gray
Miami	Barbara King
New Orleans	Peter St. Croix
New York City	Anna Martinez
Philadelphia	Eric Harper
San Francisco	Maria Chow
Seattle	Richard Stephens
St. Louis	Stephen Hawkins
Stronghold (NM)	William Baker
Washington D.C.	Sherrie Peters DJ Johnson (Golden Avenger)

For decades, PRIMUS has stated publicly that it would never employ a team of superheroes among its ranks; in 1995, however, the formation of the PRIME Team was announced. Composed of six hitherto unknown paranormals, the team is very powerful and highly mobile, and resented nearly universally among the rank and file of PRIMUS as a violation of the decades-old "no paranormals" policy.



PRIMUS Organization

The director of PRIMUS is Colonel Peter Glenn, and while he has little interaction with the day-to-day operations of PRIMUS, he wields significant power. Underneath Glenn in the organizational scheme of PRIMUS are the directors of the Avengers (the Golden Avenger), Intelligence (Colonel Vasquez), Agents (Rick Henderson), and Human Resources (Pat Daubert). Authority is further divided into Western, Central, Southern, and Eastern Regions, with Human Resources, Intelligence, and Agent coordinators at those levels, and at base level. PRIMUS funding requests must be approved by Congress, and both Colonel Glenn and the Golden Avenger often find themselves defending the agency's budget publicly.

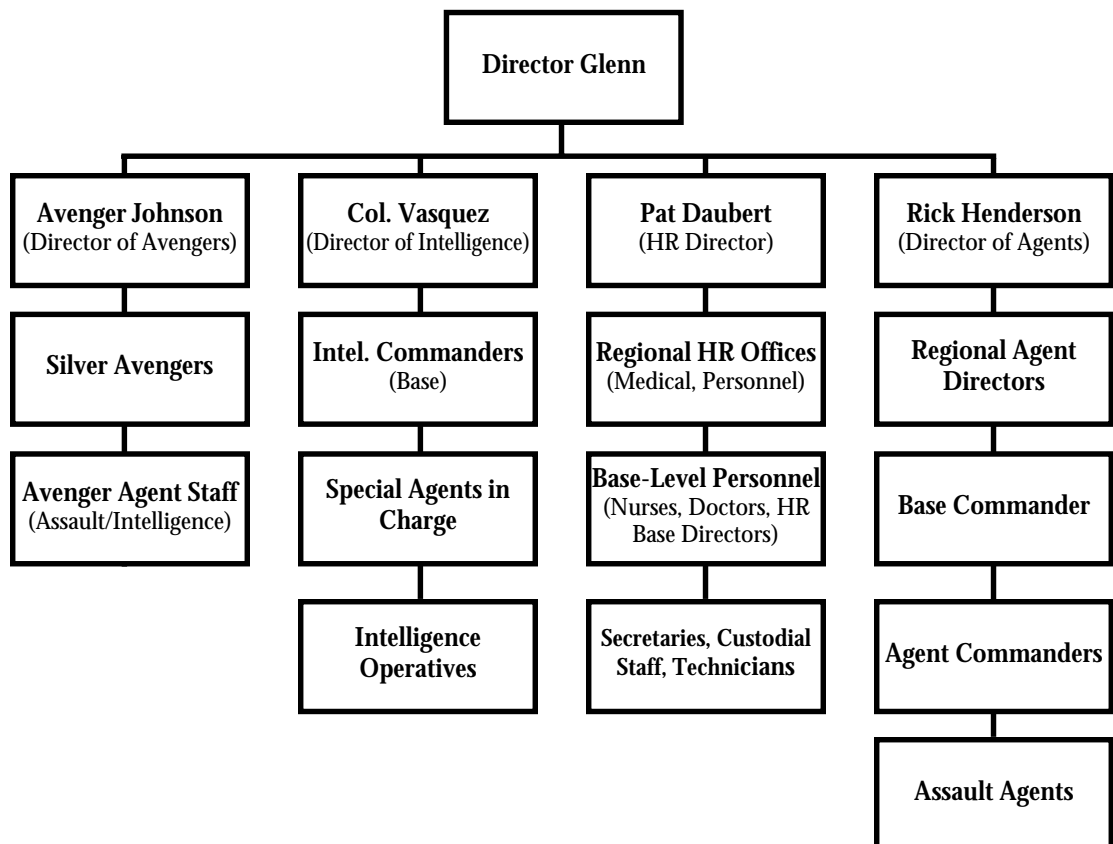
Rank in PRIMUS is confusing to outsiders and is partially civilian, partially military. Among the Assault Agents and Iron Guard, agents are organized into squads of five, led by an agent commander (assault squads are typically called "teams" since the reorganization, however both terms are used within PRIMUS). In the Intelligence Department, agents are supervised by a special agent-in-charge. The Golden Avenger is the Director of Avengers, and all sixteen Silver Avengers answers to him. Avengers are addressed as "Avenger" followed by their surname, and this holds for the Golden Avenger and Silver Avengers; for example, the Golden Avenger is addressed directly as "Avenger Johnson." To complicate matters further, most of PRIMUS' higher-ranking personnel have been with the agency since before the reorganization under

the Department of Justice, and are colloquially addressed by their military rank; though Peter Glenn insists on "Director Glenn," no one would dare call Colonel Vasquez anything but "Colonel."

PRIMUS also relies on a multitude of non-agent personnel to operate. PRIMUS' Medical Program, a division of Human Resources, is a progressive occupational health, safety, and injury compensation program that includes physicians, nurses, and EMTs. Clerical and maintenance support staffs are also integral to the organization's success, though they are often overlooked.

PRIMUS employs 872 assault agents (including the 17 Avengers), 568 intelligence agents, 296 Iron Guard, and over 1100 support staff throughout its sixteen bases, Maryland Academy, and regional training facilities. PRIMUS' budget has begun to garner complaints even from Congressional Republicans, and the Golden Avenger and Colonel Glenn have been fighting tooth and nail to make sure funding stays in place.

All persons and positions in PRIMUS are in the excepted service (28 U.S.C. Sec. 536). This places all PRIMUS employees outside the general civil service population and allows Director Glenn to take various personnel actions relating to hiring, promotion, qualifications, discipline, and other matters with a greater degree of discretion. Positions in PRIMUS are governed by regulations issued by the Office of Personnel Management (OPM), an independent agency in the Executive Branch of the federal government.



Relationships With Other Agencies

Federal Agencies

PRIMUS operates closely with other federal law enforcement agencies, including the FBI, BATF, U.S. Postal Inspectors, and DEA, for paranormals are often employed by cartels to run guns and drugs in and out of the country. PRIMUS' most competitive relationship is with the FBI, for though Louis Freeh lobbied for PRIMUS' reorganization under the direction of the Bureau, President Clinton allowed PRIMUS to continue to operate independently, something which has rankled among the FBI since. PRIMUS agents consider themselves to be more elite than the other organizations, which has caused tension in the past, but when the stakes are high they won't let rivalries get in the way of doing their jobs.

Genocide

The anti-mutant, secret agency headed by Dr. Jeffery Andevers has its sympathizers within PRIMUS, for many agents hate mutant paranormals as much as Genocide. However, Colonel Glenn considers Genocide a serious threat to paranormal civil liberties, and placed Andevers on PRIMUS' ten most wanted list. It has been rumored in the Intelligence Department that perhaps Colonel Vasquez is the mole in PRIMUS who slips Andevers warnings whenever PRIMUS plans a raid, but no one is willing to make a public accusation along those lines.

DEMON

PRIMUS agents hate DEMON, for the aftermath of DEMON rituals finds few (if any) survivors and hordes of demonic spawn to combat. However, as it's nearly impossible to root out DEMON groups—taking a page from VIPER, DEMON is much more decentralized—PRIMUS only devotes a few agent teams to researching DEMON attacks. There is one primary expert in PRIMUS on the occult—Intelligence Agent Alan Peterson—who works tirelessly linking crimes to DEMON, and helping the Department of Justice build a case.

UNTIL

PRIMUS' relationship with the United Nations Tribunal on International Law has improved in the last decade. PRIMUS agents have assisted UNTIL agents abroad in missions in Somalia and in the former Yugoslavia. PRIMUS also participates in the International Paranormal Crime Fighting Academy in Geneva, in which agents from all over the world participate, including those from UNTIL. Thirty PRIMUS agents have graduated from the academy since the program's inception in 1995. Under the direction of Colonel Glenn, PRIMUS has recently

instituted an international program similar to the FBI's Legal Attaché program. Those PRIMUS agents who work with United States diplomatic missions abroad have already found themselves in a position where they've worked very closely with UNTIL.

VIPER

VIPER is, of course, PRIMUS' primary adversary. The organization's decentralization and increased efficiency has greatly reduced the numbers of VIPER agents and villains that PRIMUS has been able to capture, a fact that frustrates PRIMUS and delights VIPER. While VIPER doesn't shy away from attacking PRIMUS, VIPER Central Command realizes that some actions – overt attacks on PRIMUS dependents, for example – would lead to a scorched earth policy from which VIPER could not recover. At this point, VIPER is content to frustrate PRIMUS with random attacks while it builds its strength, and is biding its time, waiting until they can strike with impunity.

World Security Services

Colonel Barrington's post-SAT project has PRIMUS up in arms. Not only does WSS' charter violate many federal and local laws, but the anti-PRIMUS attitude exhibited by Barrington and his just makes the situation worse. PRIMUS and SAT had a long-standing rivalry, but WSS has turned the rivalry into a near-war. Director Glenn has attempted to diffuse the situation, though as of yet unsuccessfully.

Individual Hero Groups

The relationship PRIMUS has with individual heroes or a team depends largely on the attitude the heroes present to PRIMUS and on the PRIMUS attitude in the campaign. Heroes who help contain paranormals and who have no problem turning the situation over to PRIMUS when they arrive will be treated far better than heroes who tell PRIMUS agents how to do their jobs and who are less willing to let PRIMUS take over. Heroes who are abusive to PRIMUS agents may find themselves under surveillance or worse; obstructing justice, kidnapping, and illegal arrest are only three of the charges belligerent heroes may be facing.

Local Law Enforcement

PRIMUS' relationship with local law enforcement agencies depends on the police department in question. PRIMUS is typically welcomed in areas of high paranormal activity where police are overwhelmed on a daily basis. However, in smaller, more insular cities, PRIMUS may be viewed as federal interlopers. Since taking over, Colonel Glenn has worked to rid PRIMUS of a "big brother" image, and PRIMUS has been more available to assist local police with education about paranormals as well providing training for police at the PRIMUS Academy.



PRIMUS and Crime



"You got anything yet, Kowalski?" Intelligence agent Marie Henderson asked, opening the car door and plopping the bag of fast food down on the seat.

Her partner looked up from the computer screen, which was connected to the surveillance devices monitoring Mongoose's apartment. "Nah, nothing. He's been on the phone with his mom for the last twenty minutes."

Henderson sighed, and sipped coffee from the Styrofoam cup. "I appreciate the help, anyway," she said.

Kowalski shrugged. "Not much was happening with Coil recently, anyway, and if we're lucky, Mon-

goose might lead us to them. Did you get fries with that?"

"I almost feel sorry for him," Agent Henderson mused, handing Kowalski the bag of fries. At his warning look, she laughed. "Oh, not like that—I'm not getting soft. He's a bank robber, plain and simple, and he'll go to jail for it. But he's done a lot to cut down on Coil activities, too."

Kowalski scowled. "More like made a bloody mess of my Coil investigation. As soon as we get a lead and are onto them, Mongoose makes a move and drives them underground again. I'll be glad to send the fruitcake to Stronghold—heck, I'll have a party."



As a branch of the Department of Justice—which can be described as the largest law firm in the nation—PRIMUS pursues dangerous criminals in order to keep the public safe. PRIMUS is limited in their jurisdiction to investigating federal crimes involving paranormals, though local law enforcement may also contact PRIMUS to assist with their investigations.

The greatest number of PRIMUS operatives are assault operatives, ready to scramble to the scene of a paranormal rampage. Each base has at least three assault teams ready to go at any given moment; larger bases have even more. Assault operatives are ubiquitous at a paranormal crime scene, with heavy blasters, armor, and grenades, but the intelligence agents conduct the bulk of PRIMUS investigations and are, in many ways, more deserving of the heroes' respect than the agents with the heavy blasters or the Iron Guard suits.

Intelligence Investigations

Superhero PCs will likely be shocked to realize that PRIMUS investigates and maintains files on not just villains, but all paranormals—including the heroes! PRIMUS considers any paranormal to be a potential risk and has numbers as well as law to back their actions. According to PRIMUS statistics, a full seventy percent of those manifesting paranormal abilities will violate federal and local laws or cause significant injury to civilians at some point in their careers. As soon as an undocumented paranormal makes an appearance in public, PRIMUS intelligence agents begin their work.

Interviewing witnesses, taking samples for genetic analysis and attempting to trace the paranormal's secret identity are the first steps, and intelligence agents may also shadow suspected paranormals. Agents do have to obtain warrants to use wiretaps or other such invasive technologies, although agents may—without the official sanction of PRIMUS, of course—secretly bug phones or residences.

Once the secret identity of the “hero” is known, the information is sealed in PRIMUS files and is inaccessible except to those with proper clearance. Intelligence agents often “specialize” in specific paranormals, devoting years to only one case. In the event the paranormal they have been studying breaks the law, these agents will be called upon to brief PRIMUS assault teams or local police forces in how best to proceed with capturing the paranormal: identifying weaknesses, favorite haunts, and so on. It is important to note that on rare occasions, the agent begins to sympathize or identify with the paranormal, something for which Intelligence agents-in-charge are always keeping a lookout.

Investigations into criminal cases proceed differently. If the secret identity of the paranormal is

known and a case is being built before an arrest can be made, PRIMUS agents maintain twenty-four hour surveillance. The special agent in charge of that paranormal acts as an advisor to the assault agent commander charged with bringing the paranormal in, and accompanies the team for the arrest.

PRIMUS Advisors To Local Police

When local law enforcement suspects that they're dealing with a crime that involves paranormals, they have the opportunity to call PRIMUS for assistance. PRIMUS Intelligence will send an expert in the field required—for example, paranormal mass murderers—who will offer every assistance possible to the local police and coordinate PRIMUS agents if necessary. While local police may initially balk at bringing in federal agents to help, PRIMUS agents make every effort to take a secondary role—as simply an advisor—in these situations. Despite this, tension between PRIMUS and police does exist in some cases, much to the PR department's chagrin.

Wanted by PRIMUS

The following are PRIMUS' ten most wanted fugitives. All fugitives should be considered armed and extremely dangerous, and rewards are offered for information leading to their capture and arrest, ranging from \$25,000 to \$3,000,000. GMs should feel free to replace any person on this list with someone from their campaign who has broken the law once too often for the federal government's tastes.

1. **Fiacho (*Classic Enemies*)**

The leader of Eurostar has been implicated in dozens of terrorist actions within the United States and against American nationals abroad; Fiacho's involvement in the killing of Golden Avenger Kaufman cemented his position on this list. Fiacho has been also implicated in a bombing that killed two American Congressmen aboard a flight to London, which also killed 241 additional passengers. Fiacho is wanted for the following crimes: conspiracy to Destroy a Civil Aircraft of the United States, Conspiracy to Destroy a Vehicle Used in Foreign Commerce by Means of an Explosive; Destroying a Civil Aircraft; Destroying a Vehicle Used in Foreign Commerce by Means of an Explosive; Killing Nationals of the United States; Aiding and Abetting.



2. Kevin Armstrong (*VIPER*)

The former Silver Avenger from Washington, D.C., Armstrong defected to VIPER in 1991 and has an irrational hatred of PRIMUS. Armstrong fully intends to bring the agency to its knees and has attacked PRIMUS installations on many occasions, damaging bases, vehicles, and equipment. Only recently has PRIMUS learned of the true identity of the commander of VF-2, and the agency immediately placed him on their most wanted list. Armstrong is wanted for attempted murder, unlawful flight to avoid arrest, assault on federal property, assault on federal personnel, conspiracy to destroy federal property, and aiding and abetting.

3. Python (*VIPER*)

The leader of VIPER's Serpent Syndicate is well-known and despised by most PRIMUS agents after he raided the PRIMUS Academy and stole Cyberline. Although the Golden Avenger and PRIME Team managed to stop Python before he turned the Cyberline over to VIPER, Python himself managed to escape capture. He is wanted for assault on federal installations, federal personnel, and causing the death of federal agents. He is also wanted on conspiracy charges related to other VIPER crimes.

4. Mechanon (*Champions*)

Mechanon's bloody attacks on defense industry factories for raw materials, and the Federal Reserve Bank in San Francisco for cash to bankroll his operations have placed the mechanistic villain on PRIMUS' most wanted list. PRIMUS believes Mechanon to have built the majority of his robotic factories on foreign soil, and PRIMUS attaché agents attached to American embassies have been on the lookout.

5. Supreme Serpent (*VIPER*)

The Supreme Serpent is unique on PRIMUS' top ten list, for Intelligence is completely unsure as to the identity of the Serpent. That said, the Serpent is wanted for conspiracy involving every VIPER crime PRIMUS has evidence of, from interstate kidnapping to grand larceny to murder.

6. Shamrock (*Classic Enemies*)

The Irish strongman has earned a place on this list by his participation in a series of robberies believed to help finance the Irish Republican Army and its political arm, the Sinn Fein. Shamrock is wanted for bank robbery, interstate transportation of stolen property, and theft from interstate shipment.

7. Harbinger of Justice (*Dark Champions*)

PRIMUS does not take a positive view of vigilantes who take the law into their own hands, time and again, and the Harbinger of Justice's Hudson City activity has incurred the wrath of both the FBI and PRIMUS. It is known that the Harbinger has contacts within both federal agencies that have enabled him to keep evading justice. Colonel Glenn's welcoming speech to PRIMUS included a promise to devote more time and resources to finding the Harbinger. Silver Avenger Alex Richardson, the least tolerant of all Silver Avengers towards vigilantes, has been transferred to Hudson City specifically to bring him in.

8. Prism (*Champions Presents #1*)

Taking exception to the old adage "the enemy of my enemy is my friend," PRIMUS is seeking Prism in conjunction with several murders which occurred in the Washington, D.C. area in 1994, as well as a Stronghold breakout in 1996 in which three rookie assault agents were killed.

9. Jeffery Andevers (*Mutant File*)

The leader of Genocide may share a particular view of mutants with many PRIMUS agents, but his methods are barbarous and, as Colonel Glenn has stated, quite illegal, violating the civil rights of his victims. In addition to murder, Andevers is wanted for conspiracy to commit murder, conspiracy to assault a federal installation, theft of federal property, and murder of federal agents.

10. Red Shield (*Classic Organizations*)

Although no one has seen hide or hair of Lyndon Kaufman, nephew of the old Golden Avenger Kaufman, since the collapse of the Soviet Union, he is still considered an embarrassment to PRIMUS. Rumor has placed him working for Serbs in the former Yugoslavia and even in Iraq, though these reports have yet to be substantiated. PRIMUS attaches are always on the lookout for news of Red Shield.



PRIMUS in Combat

AT-SF3 was trapped—ahead of them VIPER agents were overwhelming AT-SF2 and the Iron Guard was blasting away at the massive mech ineffectually. Worse than that, Silver Avenger Chow was down for the count at the hands of Viperia, and it looked like the slimy snakes would win the day.

“Not on my watch they won’t,” Agent Commander Erdhardt muttered. “McComb, put a shot right between that VIPER commander’s eyes. Kestler, Anderson—once he connects I want to see the two of you out there and firing at his support. Beres, you’re with me—get ready to fire those gas grenades in the middle of that cluster of agents. On my mark....mark!”

PRIMUS agents have had proper tactics drilled into their heads since their first day at the Academy, and pride themselves on not being as sloppy as other federal agencies when confronted with a dangerous situation. They are somewhat limited by their oaths to observe the PRIMUS code and to protect innocents, although once a dangerous paranormal has demonstrated his intention to kill innocents indiscriminately, PRIMUS’ kid gloves are off.

Upon arriving at a paranormal crime scene, assault agents will surround the area, cutting off escape routes. Iron Guard will do the same, attacking as they approach. Assault agents provide suppression fire, and allow the Avenger to close with the villain. PRIMUS agents will take advantage of cover unless impossible; they know they can’t stand up to a plasma cannon any better than a cardboard box.

PRIMUS agents attempt to choose appropriate weapons for the situation at hand—if, for example, it is known that the foe has the ability to go desolid, they will bring a weapon which affects desolid. Typically one agent in every team carries a net gun in addition to his primary weapon. A “generic” assault team has one sniper, one hand-to-hand specialist, the team leader, and two generalists. Likewise, Iron Guard squads do not all possess the same weapon types, and a variation should be found in every team.

PRIMUS agents will avoid killing foes, but when their lives or the lives of civilians are at stake, often there is no choice but to fire and continue firing until the foe goes down, either unconscious or dead. Their oath is to protect the public from paranormal menaces, and that’s what they will do. PRIMUS agents should not possess any form of a code vs. killing for this reason.

Running PRIMUS in Combat: Rule of Thirds

When confronted with running three teams of assault agents in addition to an Iron Guard squad and a Silver Avenger, a GM can simplify life greatly by observing an “super agents rule of thumb.” For any given turn, have one-third of the agents attack right away, have a third holding an action in order to interrupt enemy actions, and the last third providing support to the heavy guns, such as the Avenger. Remember that PRIMUS agents are connected by encrypted radio transmissions, and can change their tactics without any apparent signals.



The PRIMUS Campaign



Around the conference table, the agents looked bored. Even Silver Avenger Hawkins was doodling on his yellow pad as the speaker droned on about the psychological motivations of Professor Muerte and Terror Inc. Finally, sensing the silence, the Avenger looked up and nodded at the intelligence agent. “Thank you, Agent Evans—that was an exceptionally thorough report.”

“Excuse me, Avenger,” Agent Commander Barstow asked after the briefing concluded, approaching the youthful-looking Silver Avenger. “The information presented was interesting—well, until he went on about Scorpia’s need for a father figure—but are we really anticipating a Terror, Inc. attack in the near future?”

“We have received reports that Terror Inc. will be arriving here within the week,” the Silver Avenger responded, sounding resigned. “They’ve been ‘cleaning up’ the Mariposa Cartel’s operations, courtesy of their employers in Bolivia, and St. Louis is a major distribution location for Mariposa.”

Barstow nodded. “I take it the DEA is involved with this one, then?”

The Avenger grinned as he packed up the yellow pad into his briefcase. “Expect another briefing tomorrow morning. Their people will be coming here for advice on Terror Inc., and they’ll be advising us on how we can best assist them.”

“One of those investigations. I’ll warn my people.”
“Good plan,” Hawkins responded. “And I’ll see you bright and early tomorrow.”



Playing in the PRIMUS Campaign

There are tremendous advantages inherent in playing in a PRIMUS campaign! The perks that draw *characters* to a career in PRIMUS are identical to what is so appealing for *players* in a PRIMUS campaign, and what is often at the heart of the superhero genre. PCs save the public from larger than life threats, investigate crimes, and deal with the effects of their world-saving on their personal lives. PRIMUS agents are not cookie-cutter characters, and skill levels and talents vary widely from agent to agent.

The potential for roleplaying as an agent is greater in some ways than playing a superhero, for problem solving and investigation, as any PRIMUS agent will tell you, are far more important than the blaster in the holster.

A key to playing PRIMUS agents, regardless of power level, is to remember the character is part of a team, and should act accordingly. PRIMUS does not encourage Dirty Harry-like behavior from recruits or Avengers. The most important elements of the PRIMUS code are to protect the public and to bring honor to the agency; remember this and you've got the heart of what it means to be a PRIMUS agent.

Note About Types Of Agents

To take the example of the United States Army, consider as follows:

PRIMUS Assault Agents are like the infantry in the Army - Where the infantry does the actual combat to take and hold positions against the enemy, the Assault Agent teams take and hold positions to protect property and innocents from rampaging paranormals. They have their own standardized equipment, which consists of armor, blaster, and suppression cuffs, and have the ability to carry much more, depending on their inclination, the job at hand, the number of Brownie Points they possess.

PRIMUS Intelligence agents are essentially like the CID Division of the Military Police - they carry limited offensive equipment, and a great deal of equipment pertaining to criminology and surveillance.

Iron Guard are like the guys in \$24+ million dollar tanks with armor capable of bouncing all small arms, and a fair number of larger weapons, only sustaining reduced damage from the really big stuff up to their own main armament in size. In the case of PRIMUS, the Iron Guard are issued their own armor, custom built to their measurements.

Game Mastering the PRIMUS Campaign

Running a PRIMUS game has many inherent advantages for GMs. The problem of determining why the PCs are together and coming up with contrived scenarios when they all notice the same disasters on the same news reports, week after week, are eliminated. PCs have common goals and often the same motivations.

PRIMUS campaigns offer a tremendous opportunity for roleplaying (think of all the cop movies, and the *X-Files*), as PCs investigate crimes. As in superhero games, there are many potential adversaries for PRIMUS agents to combat. VIPER agents are logical adversaries, but is important to realize, however, that the hordes of agents that 300 point superheroes can subdue without thought can quickly overwhelm a team of five 200-point agents carrying fifty points of equipment each. Supervillains present a much greater threat to agents than to superheroes, and GMs should use caution when coming up with adventures. Also, when PCs are intelligence agents or assault agents in trouble, it is easy for the GM to have Iron Guard or the Silver Avenger to arrive and help out; avoid this at all cost! It isn't fun for PCs to be bailed out of trouble every time they happen to wander into it. Not only are they no longer the heroes of the story, but having their big brother (or sister) save them frequently encourages reckless behavior.

Examples of Campaign Styles

PRIMUS campaigns can run the gamut from a military-style campaign, where the PCs take orders and carry them out, to a more liberal style of play in which they have a greater deal of autonomy in deciding cases. Here are some examples, although most campaigns will be a mix of types.

The "X-Files" Game: The PCs are intelligence agents or a mix of intelligence and assault agents charged with investigating the most bizarre of phenomena. They uncover plots and conspiracies other agents scoff at, or work to discredit. While missions are assigned, the PCs have more autonomy conducting investigation and determining course of action. Adventures contain a mix of episodic and serial plots, with long term plot lines developing over the course of many games. Successful missions are balanced with the unsuccessful.

The Super Agents Game: In this style of game, the players are assigned standard missions and, while they have less latitude in determining their course of action, there is a greater potential for glory and Brownie Points. This style of game is suited for all three agent types, and adventures are typically episodic. Successful missions tend to outweigh the unsuccessful.



The Avengers Game: this style of game is well-suited to worlds in which there are large numbers of paranormals – most of them villains – and the PCs are a special team of Avengers who operate under orders from either Colonel Glenn or the Golden Avenger. This style of campaign is a cross between a standard *Super Agents* and Special Forces style of campaign. Adventures are typically episodic, and missions are a blend of successful and not, though successful missions should be more common than losses.

The Special Forces Game: The PCs are elite assault agents, intelligence agents, Iron Guard, or a mix, and are assigned only the most dangerous and complex of missions. Like the Super Agents game, there is a high potential for glory. This style of game is also suited to an elite team of Avengers.

The Undercover Game: The PCs are intelligence agents who are undercover within VIPER, DEMON, or other terrorist groups. There is a great potential for ethical conflict and roleplaying in this style of game, though it is difficult to maintain for a long period of time. Usually the undercover game is a facet of a Super Agents or Special Forces game.

The Paranormal Heroes Game: In this style of game, the PCs are paranormal heroes employed by PRIMUS in addition to (or in the absence of) the PRIME Team. This style of game is suited to worlds in which PRIMUS has a very positive relationship with heroes, and in worlds where there are large numbers of paranormal threats.

No equipment is listed or discussed in the agent creation process. PRIMUS equipment is allocated according to the Brownie Point System for all agents. Guidelines for the Brownie Point System are detailed later in this section.

Building PRIMUS Agents as Characters

Before the PC enters the academy, players should design a 75-point character (50 base +25 disadvantages), with the skills PC would have from college, work, and hobbies. It's perfectly acceptable for agent hopefuls to possess skills that they'll learn in the Academy at the start of character generation; this will lead to higher levels, ultimately as they further perfect their skills. (*See the example of Assault Agent Kestler, later in this section*).

Normal Human Characteristic Maxima:

This should be assumed (and no disadvantage points granted) for intelligence agents and Iron Guard; they are incompatible with and do not

receive Cyberline. Assault agents should not possess characteristics in excess of normal human maxima *before* the Academy, but may exceed normal maximums after Cyberline treatment. In short, NHCM is not appropriate in the PRIMUS campaign setting, but if the agents are in a superheroic setting where NHCM is limiting, it may be used.

Getting into the Academy:

Hopeful agents endure a lengthy application process, which usually takes over a year to complete, just to get into the Academy. Applicants are required to have a bachelor's degree and two years' work history, though applicants with linguistic, legal, or computer skills, or those who received an honorable discharge from the armed forces, do not need a work history.

Applicants must be US citizens, and must apply between their twenty-first and thirty-seventh birthdays. Because of the physical demands that may be placed on the agent, no characteristics below 10 should be allowed, nor should physical limitations such as blindness or missing limbs be permitted. PRIMUS Intelligence agents attached to the Academy check credit and arrest records, interview associates, contact personal and business references, interview past employers and neighbors, and verify the educational achievements of all applicants.

Additionally, applicants are tested for drug use, and must submit to a polygraph test and physical examination. All agents are tested for Cyberline compatibility, which is a requirement to become assault agents and Avengers – those who test positive for Cyberline are aggressively recruited into the assault agent program, even if their original intention was on an intelligence agent path. Paranormals are automatically incompatible with Cyberline, and while a screen for compatibility would not reveal the paranormal nature of a PC, it would show as a negative compatibility and would disqualify him or her from becoming an assault agent, or an Avenger.

Members of PRIMUS' medical program and most of Human Resources personnel do not attend the academy, but instead attend a two-week training course. Medical and support staff are not subjected to the same degree of scrutiny as agents. However, should they require clearance levels in the future, intelligence agents will investigate them as rigorously as any agent. Vehicle specialist agents attend a specialized Academy training, which focuses mainly on their roles as well as vehicle training.

At the Academy:

The PRIMUS Academy is a secured facility located on nearly a thousand acres outside Frederick, Maryland, and is not open to the public for tours as is PRIMUS Headquarters in Washington, D.C. Would-be PRIMUS agents spend six months in training, and are able to return home for a visit every four weeks. All agents, from assault agents to



Avengers, have passed the Academy's rigorous coursework. Training is intense, and twenty-five to forty percent of the trainees are expected to drop out.

For the first three months, agents are trained in the following areas: Firearms and PRIMUS weaponry, Physical Training/Defensive Tactics, Legal Knowledge, Basic Forensic Science, Interviewing, Informant Development, Communications, Drug Investigations, Ethics, Organized Crime, Behavioral Science, Computer Skills, and Foreign Counterintelligence/Terrorism.

This breaks down into the following skills, which require three points each:

- Breakfall
- Bureaucratics
- Computer Programming
- Conversation
- Criminology
- KS: PRIMUS
- KS: Criminal Organizations
- KS: Federal Law
- Paramedic
- PS: PRIMUS Agent

Agents also acquire two levels in H-T-H or ranged combat and Weapon Familiarity in small arms at this point.

(38 points)

Agent Specialization

After three months of training in PRIMUS basics, training is specialized. Because of their rarity, agents compatible with Cyberline are automatically made assault agents. Incompatible agents with superior physical skills proceed to Iron Guard training, and those with superior mental abilities become intelligence agents. Please note that Avengers are drawn up from the ranks of assault agents, and though this is often the goal of many assault agent hopefuls, it is often a goal that is many years down the road.

There is some possibility of crossover later on in agent careers, though this is frowned on by PRIMUS. While it is impossible for intelligence and Iron Guard agents to develop Cyberline compatibility, on rare occasions assault agents find their talents better suited to intelligence or the Iron Guard.

Assault Agent Specialization

Q: How many assault agents does it take to change a light bulb?

A: Six. Four to storm the room and take control of it, one to forcibly eject the old bulb, and another one to screw it in.

—Well-known PRIMUS Joke

Assault agents are further trained in hand-to-hand and ranged combat, how to effectively fight paranormals, and the known abilities of paranormals PRIMUS has records of. Assault agents acquire these additional skills (three points each):

- Acrobatics
- Climbing
- KS: Paranormals & their powers
- Tactics

Assault agents also learn Defense Maneuver, and acquire the Commando Training martial arts package, and two all-combat levels.

(57 points)

During training, assault agents have been undergoing Cyberline treatment, and may take twenty points to divide as the player sees fit between STR, DEX, CON, PD and ED. Cyberline does not affect all agents equally, and a variety of results is typical.

(20 points)

Players have ten points they may use to add to existing skills or characteristics, to round the character out. The perk Federal Police Powers (3 points) *must* be purchased at completion of the Academy.

(10 points)

Assault Agent Costs	
Basic Academy Training	38 points
Assault Agent Training	57 points
Cyberline Treatment	20 points
Skill Bonus Points	10 points
Disadvantages	
Psych: PRIMUS Code	-15 points
Phys: Subject to Orders	-10 points
Vul: 1½ Effect from poisons	-15 points
Reputation: Protects Innocents	-10 points
Watched: PRIMUS 8-	-5 points
Package Bonus	-3 points
Package Cost:	67 points

Assault Agents should equal 200 points (100+100) at completion of character generation, and should take additional disadvantages to make up the cost. Assault agents with a base of twenty Brownie Points.

Fuzion Notes:

PRIMUS Academy students should purchase all of the Skills listed, except for Breakfall, at Level 3, and buy Firearms or Melee Combat at Level 2. Alternately, they can increase their Hand-to-Hand skill to Level 4.

This will have a cost of 29 OP.

Fuzion Notes:

Assault Agents take all of the skills listed at Level 3, add +2 to their Ranged Evade, Melee Combat, and Firearms Skills, and the Streetfighting Martial Arts package for a total cost of 34 OPs.

They then should spend 4 CPs to improve their STR, REF, DEX, and CON, as they see fit. They also get a further 10 OPs to spend on improving their skills and rounding out the character. Lastly, they must also take a 3 OP Membership in PRIMUS.



Roleplaying the Assault Agent

Assault agents consider themselves the grunts of PRIMUS; they take pride in their ability to roll up their sleeves and get the job done. Assault agents have a rivalry with Iron Guard, whom they perceive as “hiding” in those big armor suits while assault agents are out on the line, getting their butts shot at. Fortunately, the rivalry is usually good-natured.

Assault agents come from all sorts of backgrounds, though they’ve all had the benefit of a college education. Many have served in the military, others had intended to become intelligence agents but were convinced to become assault agents when it was discovered they were Cyberline-tolerant. Still others worked in law enforcement in other ways and decided to give PRIMUS a shot. Assault agents are still mostly male, though women are gaining ground; fully one-third of assault agents are now female.

The key to roleplaying an assault agent is to remember that they are the soldiers of PRIMUS, the ground-pounders. Assault agents rarely act in the capacity of an intelligence operative, unless circumstances merit it; this is not because they feel that they can’t, but because they know it’s not their field of expertise.

Intelligence Agent Specialization

A. *One.*

Q: *How many intelligence agents does it take to change a lightbulb?*

—Well known PRIMUS Joke

Intelligence agent trainees are further instructed in criminal methods, investigative techniques, known paranormals, and data analysis. Though they do not undergo Cyberline treatment, intelligence agents keep up their physical and weapon training during this phase of training, and like assault agents, learn the commando training martial arts package.

Intelligence agent trainees must put three points in the following skills:

- Bugging
- Concealment
- Deduction
- Disguise
- Interrogation
- KS: Paranormals & their powers
- KS: Investigative methods
- Security Systems
- Shadowing
- Stealth
- System Operations
- Tracking

The agent also learns Commando Training martial arts package (24 points) at this phase of training. (60 points)

Intelligence agents also have a pool of twenty-seven points, which they can spend raising existing PRIMUS Academy skills or purchasing combat levels. The perk Federal Police Powers (3 points) *must* be purchased at completion of the Academy. (27 points)

Intelligence Agent Costs	
Basic Academy Training	38 points
Intelligence Training	60 points
Skill Bonus Points	27 points
Disadvantages	
Psych: PRIMUS Code	-15 points
Phys: Subject to Orders	-10 points
Reputation: Protects Innocents	-10 points
Watched: PRIMUS 8-	-5 points
Package Bonus	-3 points
Package Cost:	82 points

Intelligence Agents should equal 200 points (100+100) at completion of character generation, and should take additional disadvantages to make up the cost. Intelligence agents start at twenty Brownie Points.

Roleplaying the Intelligence Agent

Intelligence agents – affectionately (and predictably) known as the spooks by other agent types – spend the majority of their time researching paranormals. Intelligence operatives show up after a fight to question witnesses, assist with tracking the paranormals involved, and build a file. Intelligence operatives are often called in to brief assault and Iron Guard teams, and in time intelligence operatives often specialize in one or two paranormals.

Intelligence agents, like all PRIMUS agents, come from varied backgrounds and as such have different motivations. By and large, however, intelligence agents tend to be secretive, adept at speaking without revealing anything, and getting witnesses to say more than they’d intended to.

Fuzion Notes:

Intelligence Agents built in Fuzion take all of the skills lis at Level 3 and the Streetfighting Martial Arts package for a total cost of 52 OPs.

Intel Agents spend an additional 27 OPs for improving their Academy Skills, Specialty Skills, and/or Combat Skills. They must also take a 3 OP Membership in PRIMUS.



Iron Guard Specialization

Q: How many Iron Guard does it take to change a lightbulb?

A: Fewer than anyone ELSE, damn it!
—Well-known PRIMUS Joke

Iron Guard agents are composed of the PRIMUS trainees with the best physical scores who are not compatible with Cyberline. The physical requirements of wearing the Iron Guard armor are very strenuous, and the majority of the Iron Guard are men, often those who have served in special forces, but more women are joining the ranks of the Iron Guard with each successive Academy class.

Minimum requirements for wearing the Iron Guard Battle Armor:

Height of 5'9 - 6'1

STR 15 or better

DEX 15 or better

CON 15 or better

SPD 4

The remainder of Academy time for Iron Guard trainees is spent developing incredible physical skills at the same time they are becoming proficient at using the complex combat armor, as well as repairing it.

It is important to realize that while Iron Guard characters are no more points than intelligence or assault agents, the armor suit lends itself to significantly higher powered games (see *Equipment & Vehicles* section).

Iron Guard learn the following skills:

Combat Pilot

Demolitions

Electronics

KS: Iron Guard armor theory (INT roll)

Mechanics

Systems Operations (armor)

Tactics

Weaponsmith (armor)

WF: Iron Guard Armor

TF: Iron Guard Armor

Iron Guard trainees also acquire one combat skill level with the armor, and two combat levels.

They also have ten points to divide among their physical characteristics (usually STR and DEX).

Iron Guardsmen learn Commando Training.

(79 points)

Iron Guard have the opportunity to specialize and hone their skills, and have twelve points to spend raising any PRIMUS Academy skill. Iron Guardsmen are permitted to purchase weapons element to allow them to use their skills with the suit for one point. The perk Federal Police Powers (3 points) *must* be purchased at completion of the Academy.

(12 points)

Iron Guard Agent Costs	
Basic Academy Training	38 points
Iron Guard Training	79 points
Skill Bonus Points	12 points
Disadvantages	
Psych: PRIMUS Code	-15 points
Phys: Subject to Orders	-10 points
Reputation: Protects Innocents	-10 points
Watched by PRIMUS 8-	-5 points
Package Bonus	-3 points
Package Cost:	86points

Rookie Iron Guard agents should equal 200 points (100+100). While they are based on the same number of points as other agents, Iron Guard do constitute a higher level of power for PRIMUS, and Iron Guard tend to have rivalries with assault agents. Iron Guard receive their armor for free, and start with twenty Brownie Points, like assault or intelligence agents. However, the Iron Guard suit is proprietary, and Iron Guard rarely have an opportunity to use equipment other than their armor. Only when their suit is damaged and they are placed on alternate duty do they typically draw more than their standard equipment load (the Iron Guard suit) and utilize their Brownie Points.

Roleplaying the Iron Guard

Iron Guard take delight in the capabilities of their suit, and think of themselves as the agency's elite forces. Very aware of the fact that they haven't undergone any Cyberline process and are just "a guy in a suit," Iron Guard are cliquish and protective of their own. The armor tends to give Iron Guard a heightened sense of invincibility, and many are overconfident.

Iron Guard are, like assault agents, qualified to do more than just "drive the armor," though that tends to be what they do the most. When an Iron Guard's armor is out of commission, he or she will often be assigned to assist with intelligence work until the armor is fixed.

Fuzion Notes:

Iron Guard Agents have minimum requirements of STR 5, REF 5, DEX 5, and CON 5.

They buy all of the skills listed, except for the WF and TF, at Level 3, Streetfighting, and Use Iron Guard Armor Skill at Level 2. They should also increase their Hand-to-Hand, Firearms, Melee Evade, and Ranged Evade Skills by +2 Levels each. This has a cost of 50 OP.

They should then spend another 2 CP on their Physical and/or Combat Stats, and spend an additional 12 OP improving their Skills. They must also take a 3 OP Membership in PRIMUS.





Fuzion Notes:

Fuzion Avengers have 16 CPs to split between STR, REF, DEX, CON, & BODY.

They also spend 2 PPs on buying 1/2 END Cost on their STR, and must buy Armor equal to their SD & ED, 10 pts. of Power Defense, and +5 m/yds of Running.

Designing Avengers

"Never invite Avengers to a party. One beer and it's Tailhook."

—PRIMUS words of wisdom

While PCs coming straight out of the Academy will not be Avengers, in worlds with large numbers of paranormals or in which PRIMUS has suffered Avenger losses, the PCs can be promoted to the ranks of the Avenger Corps. In a Special Forces style of campaign, an all Avenger team would be a serious advantage to PRIMUS.

As with the first Cyberline treatment, power level and effect varies from candidate to candidate. Also, learning how to use drastically increased strength and agility will take additional training time.

PCs promoting to Avenger have 80 points to add to their STR, DEX, CON, Body, PD, ED, and SPD scores. Average Avenger totals for these characteristics, though they may vary:

- 40 STR
- 26 DEX
- 20 CON
- 15 BODY
- 20 PD
- 20 ED

Avengers also purchase 1/2 Endurance on STR, 10 points of Power Defense, Resistance on PD &

ED, and at least +3" Running. With greater power comes greater responsibility, and greater numbers of disadvantages. The following disadvantages should be added to characters promoting to Avenger:

- 10 Public ID
- 15 Hunted by VIPER 8-
- 5 Watched by the media 8-

Promoted Avengers have the same number of Brownie Points as they did as assault agents, plus their promotion bonus.

Roleplaying Avengers

Several Avengers are listed in the Personnel section. Silver Avengers are the best of the best, and have a great deal more authority and prestige within PRIMUS than regular agents do. Silver Avengers run the gamut of personality traits, from shy David Webster to flamboyant Maria Chow, but the common thread which runs through them all is the sense of duty and responsibility surrounding their position.



Explanations of Required PRIMUS Disadvantages

All PRIMUS agents have required disadvantages, though with GM approval players may substitute others in their place. However, the vast majority of PRIMUS agents will all possess these.

Vulnerability to Poisons/Toxins (1 ½ x effect)—Assault Agents and Avengers only

The Cyberline process effectively rebuilds part of the genome of those undergoing treatment, and the drugs candidates are given to suppress reactions with Cyberline leave agents permanently unable to process poisons and toxins as well as they used to. Poisons and toxins include alcohol, and agents who continue to drink even in moderation have a much higher incidence of liver problems than the population at large.

Subject to Orders (Physical Limitation)

The vast majority of PRIMUS agents do not get to pick their first, second, and often third assignment, and their location is subject to the whims of Human Resources. Agents also have to take call for one day every two weeks in addition to their regular shifts, and may be called in to deal with other emergencies at any given moment...in a nutshell, PRIMUS agents' lives are often more the agency's than their own, hence this limitation.

Watched: PRIMUS 8-

The watched disadvantage reflects another aspect of the fact agents' lives are not necessarily their own. PRIMUS agents are part of a powerful organization, and their on-the-job actions (and occasionally their personal lives) may find themselves under scrutiny. This comes into play but rarely, however; most of the time agents will not be seriously supervised at work.

Reputation: Protects Innocents

All PRIMUS agents are known to have been sworn to protect innocents, a fact that many supervillains may capitalize on in combat situations by taking hostages. PRIMUS will always act to protect innocents *when possible*, but should a supervillain take hostages and kill one as an "example," he may be surprised to find PRIMUS agents storming his position. (PRIMUS will assume that in the event one hostage is killed, all may be shortly, and it is in their best interest to act as soon as possible with as much force as the situation warrants).

The PRIMUS Code (Psychological Limitation)

All PRIMUS agents have the PRIMUS Code drilled into them during their time at the Academy, and it is part of the oath all agents take. Part of the

new ethical code of conduct mandated by the 1993 reorganization, the PRIMUS Code also covers conduct and policies, from when lethal force is acceptable to how PRIMUS agents are to behave at public functions. The degree of the code's impact on individual PCs is an issue for the players and GM to discuss—for example, "common, strong" is as possible as "uncommon, total," depending on the agent. It *is* possible for a PC to graduate from the Academy without possessing the disadvantage, though it is highly unlikely the agent would be able to trick psychological examiners throughout.

Important aspects of the PRIMUS Code:

Public safety and honor of the agency are at the core of the PRIMUS code, as are respect for fellow agents. Actions that bring honor upon the agency are encouraged, those which do not are discouraged or forbidden. PRIMUS agents are sworn to protect the public and their fellow agents. PRIMUS agents are not required to be superpatriots; in fact, while it is expected that agents be patriotic, rabid superpatriots are weeded out during the initial psychological screening processes. The exception to this rule is the PRIME Team, but they were not subjected to the same type of scrutiny as rank-and-file agents.

Discrimination:

Discrimination on the basis of gender, religion, or race is not acceptable at any point, ever. Discrimination against paranormals is common; PRIMUS agents tend to only interact with paranormal criminals. PRIMUS does not officially endorse any discrimination against paranormals, however.

Lethal force:

The use of lethal force is acceptable when a PRIMUS agent feels his life, the life of his teammates, or the public is at risk. While not to be used frivolously, it is far more desirable for a paranormal's life to be lost than a dangerous fugitive to remain at large because agents did not use significant enough measures to bring him in.

Fraternization:

Agents are not *expressly* forbidden to become involved romantically, though interactions between an agent and his or her direct superior are forbidden. For example, two agents in the same team may become involved, but any involvement with the agent commander would violate PRIMUS' code of ethical conduct. Please note that while agents may become involved, it is not endorsed by PRIMUS, and is likely to be frowned upon.

Fraternization with Paranormals:

Not an official rule of conduct, but rather an attitude agents pick up at the Academy and on duty, PRIMUS agents look down on their fellows who become involved with paranormals. This trend has been bucked by the flamboyant Silver Avenger

Playing other types of PRIMUS personnel

There is also a possibility of playing other types of PRIMUS personnel, besides agents. EMTs and trauma physicians accompany PRIMUS agents into the field and are on hand, and scientists in the lab often are involved in investigations. These types of characters are often more suited to NPCs rather than PCs, though GMs can allow players to run support personnel. In these cases, characters should be 200 point skilled normals, with normal human characteristic maxima. Scientific and medical personnel possess twenty starting Brownie Points, to be used for defensive and scientific equipment exclusively, though permission may be granted for them to use some intelligence equipment. These personnel would not possess federal police powers, but would instead be required to possess a secured clearance perk.

PRIMUS vehicle specialists are another type of PRIMUS agent that PCs may play. Often former military pilots, vehicle specialists undergo training for their vehicle in lieu of the Academy. Vehicle specialists require a high level of Combat Driving or Piloting (or both), as well as the TF and mechanics for the vehicle they operate. These agents do not possess federal police powers.



Maria Chow, who has been privately reprimanded for her romantic flings with prominent paranormals and by the relatively unknown interactions of Silver Avenger Stephen Hawkins with his secretly paranormal wife.

New Perquisites for PRIMUS Campaigns

Commendations and Awards

A remnant of its military origin, PRIMUS continues to award military-style commendations to agents whose service was above and beyond the call of duty. There are three separate awards agents may earn. Players who earn these during play should not have to pay points for them, unless the GM generally requires payment for perks acquired during play. Players who wish to reserve a portion of their starting points to reflect experience within the agency can purchase awards as perks, though they do not receive the corresponding increase in Brownie Points (that is a separate perk).

Commendation for Meritorious Service:

A character may receive this award after a series of successful missions (usually five or six) his to reflect achievement. Agent commanders typically possess two commendations of this sort before they are promoted.

Cost: 1 point

Medal of Extreme Heroism:

This award is granted for acts of extreme heroism and self-sacrifice, and has been awarded posthumously more often than not. A prominent example would be Assault Agent Tamara Lane of the St. Louis Base, who sacrificed her life to save several schoolchildren from Mechanon, and was awarded with the Medal of Extreme Heroism. This commendation, when granted in play, should be accompanied by a brownie point bonus, if the recipient survives.

Cost: 2 points

Purple Heart:

The Purple Heart is given for injuries in the line of duty. It does not accompany a brownie point increase, though it may be granted with the PRIMUS Medal of Extreme Heroism.

Cost: 1 point

Increased Starting Brownie Point Levels

Another method of reflecting experience within the agency is purchase of additional starting Brownie Points. Because this is potentially unbalancing to a new campaign, GMs should carefully consider the degree to which they will allow brownie point levels to increase, and it is recommended that this only be purchased a maximum of twice. Characters purchasing a total of sixteen Brownie Points do not automatically receive a commendation (that is a separate perk!)

Cost: 5 points per 8 Brownie Points

The Brownie Point System

*The PRIMUS system for allocating equipment is heavily based on Aaron Allston's Brownie Point System detailed in **Super Agents**.*

Assault agents, intelligence agents, and Avengers all possess a starting level of Brownie Points from which they draw equipment. Additional Brownie Points are awarded to agents for successful completion of missions, commendations, injury in the line of duty, and for other meritorious conduct – whenever the GM awards experience points, Brownie Points should also be awarded. Increases in rank within the organization also result in increases in Brownie Points. Brownie Points may be *deducted* from agents for misconduct, unsuccessful missions, death of civilians, or unjustified killing of criminals.

It is also important to realize that Brownie Points are a *gaming mechanic*, not an actual organizational function of PRIMUS. Brownie Points represent gained or lost prestige within the agency, reputation, and can reflect of rank.

All assault and intelligence agents start with twenty Brownie Points, instead of zero. Iron Guard receive their armor for “free,” and start with ten Brownie Points instead of twenty. It is expected that agents will increase their Brownie Points rather than decrease as the campaign progresses, but agents are allowed several bad missions early in their career without serious repercussion. However, should agents fail repeatedly in their missions and lose all twenty starting Brownie Points, once they reach zero, the agent would be pulled off duty and an inquiry into his or her competence would follow.

Brownie Points are the currency by which agents purchase their equipment. The real cost of equipment is deducted from the number of equipment points a PC's Brownie Points enable him to have, and PCs cannot draw over their allotment without conning the weapons agent into it with the appropriate skill roll! For dangerous missions, GMs can increase the number of equipment points PCs have available, though these gains are only for the duration of the mission.

For every eight Brownie Points subsequently earned, five equipment points are added. Agents are eligible for commendations and awards after every sixteen Brownie Points earned, though whether or not the agents receive those awards depends also on how political they are within PRIMUS. If GMs feel PCs are progressing too rapidly through the chart, increase brownie point to equipment point increments to every 16 BPs per 5 Equipment points, instead of every eight BPs per 5 Equipment points.

Promotion to Agent Commander among the assault agents and to Special-Agent-In-Charge among intelligence agents is accompanied by an automatic gift of ten Brownie Points. Demotion back to the ranks carries with it an *automatic deduction of ten Brownie Points*.



Brownie Point Awards Chart

Circumstances	Points
Character/Team Accomplished Major Objective	+2
Character/Team Accomplished Minor Objective	+1
Character/Team Performed Mission Secretly	+1
Character Performed Unauthorized Actions that Worked	+1
Character/Team Overcame Unexpected Resistance	+1
Character/Team Captured Enemy Agents	+1
Enemy Agent/Villain Unnecessarily Killed by PRIMUS Agent	-1
Enemy Agent/Villain Messily Killed by PRIMUS Agent	-2
Agents Blew Their Cover	-1
Lost Expensive or Secret Equipment	-1
Messy/Severe Property Damage	-2
Damage to Important or Famous Property	-3
Team Member(s) Died During Mission	-2
Secret Mission was Publicized	-2
Main Objective was Not Attained	-2
Character/Team Performed Unauthorized Actions That Failed	-3
Civilian(s) Died	-3
Many Civilians Died	-4
Prominent Civilian(s) Died	-5
Mission Was Very Important	+1*2

Equipment Allowance

Number of Brownie Points	Number of Equipment Points
0	0 (agent is on suspension)
10	50 (agent's reputation is damaged)
20 (starting value)	75 (starting value)
22	80
24	85
28	90
36	95 (commendation for meritorious service)
44	100
52	105
60	110
68	115 (commendation for meritorious service)



Character Creation

Example: Assault Agent

Terry Kestler

Note: because Kestler already possessed Breakfall when she entered the Academy, her player decides to use two points to raise the skill by one, and uses the remaining point to raise Kestler's PRE by one, reflecting the additional confidence she gained since joining.

Pre-Academy Fuzion Skills:

All Skills listed except Breakfall at Level 3.

Post-Academy Fuzion Skills:

All Skills listed except Breakfall at Level 3, Melee Combat, Firearms, and Ranged Evade at Level 2.

Post-Academy Fuzion Stats:

Same as Pre-Academy Stats.

During her senior year at Stanford, where she majored in accounting, Terry Kestler attended a job fair on campus. The PRIMUS intelligence agent she spoke with was very interested in Kestler, for the young woman would not only have a degree PRIMUS was actively seeking in 1992, but she had also competed on Stanford's women's gymnastic team and was in excellent physical condition. Kestler was encouraged to apply to PRIMUS directly from college, and she was quickly accepted, despite initial reservations about a low-level of self-confidence.

Kestler Pre-Academy

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [2]
18	DEX	24	13-	OCV:6 /DCV: 6
12	CON	4	11-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2 d6
16	COM	3	12-	
3	PD	0		Total PD: 3
3	ED	1		Total ED: 3
4	SPD	12		Phases: 3, 6, 9, 12
5	REC	0		
24	END	0		
24	STUN	0		

Total Characteristics Cost: 57

Fuzion Stats:

INT	6	WILL	3	PRE	3	TECH	6	REF	6
DEX	6	CON	2	STR	5	BODY	5	Move	4
SD	4	ED	4	SPD	3	STN	25	Hits	25

Movement: Running: 6"/12"

Powers & Skills:

Background Skills:

- Acrobatics 13- (3)
- Breakfall 13- (3)
- Contortionist 13- (3)
- KS: Accounting 13- (3)
- PS: Accountant 13- (3)
- PS: Gymnast 13- (3)

Total Powers & Skills Cost: 18

Total Character Cost: 75

Disadvantages: 50+

Distinctive Feature:

Attractive (natural) blond, easily concealable, minor (5)

Psychological Limitation:

Perfectionist, common, strong (15)

Reputation:

College Gymnast, occur 8- (5)

Total Disadvantage Points: 75

At the Academy: General Training

Though she had been recruited for an intelligence agent position, to her surprise, she tested positively for Cyberline compatibility. After several discussions with PRIMUS advisors, she decided to undergo assault training, where her natural athletic ability would be allowed to shine. PRIMUS strongly encourages all Cyberline compatible trainees to pursue the assault agent path, because of their rarity. Her gymnastic skills were perfectly suited to combat training, and her natural agility gave her an edge over nearly all of the other trainees.

Kestler After General Agent Training

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
18	DEX	24	13-	OCV:6 /DCV: 6
12	CON	4	11-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll: 13-
10	EGO	0	11-	ECV: 3
11	PRE	1	11-	PRE Attack: 2d6
16	COM	3	12-	
3	PD	0		Total PD: 3
3	ED	1		Total ED: 3
4	SPD	12		Phases: 3, 6, 9, 12
5	REC	0		
24	END	0		
24	STUN	0		

Total Characteristics Cost: 58

Movement: Running: 6"/12"

Powers & Skills:

Combat Training:

- Combat Skill Levels: 2 Levels: w/ Firearms (6)
- WF: Small Arms (2)

Background Skills:

- Acrobatics 13- (3)
- Breakfall 14- (5)
- Contortionist 13- (3)
- KS: Accounting 13- (3)
- PS: Accountant 13- (3)
- PS: Gymnast 13- (3)

PRIMUS General Skills:

- Bureaucratics 11- (3)
- Computer Programming 13- (3)
- Conversation 11- (3)
- Criminology 13- (3)
- KS: PRIMUS 13- (3)
- KS: Criminal Organizations 13- (3)
- KS: Federal Criminal Law 13- (3)
- Paramedic 13- (3)
- PS: PRIMUS Agent 13- (3)

Total Powers & Skills Cost: 55

Disadvantages: 50+

Distinctive Feature:

Attractive (natural) blond, easily concealable, minor (5)

Psychological Limitation:

Perfectionist, common, strong (15)

Reputation:

College Gymnast, occur 8- (5)

Total Disadvantage Points: 75



Assault Agent Training

In assault training, Kestler further honed her physical skills. Her analytical mind quickly grasped the intricacies of federal law, and she often found herself in a position where she tutored fellow trainees. The Cyberline treatments further augmented her strength and dexterity, while her self-confidence blossomed. Kestler also developed a strong hatred of VIPER, after the Academy Infirmary was attacked by VIPER-Force 1 and her roommate was killed, trying to defend the “safe” area containing Cyberline (fortunately, a fast response team lead by the Golden Avenger recovered the lost Cyberline). Kestler graduated second in her academy class and was granted her first choice assignment – to the San Francisco PRIMUS base, close to home.

Note: Kestler's disadvantages worked out to be 201 points, instead of 200. GMs may adjust package costs if they prefer numbers to be even, or they may grant an extra point or two to players. As in the Breakfall case, Kestler already possessed Acrobatics, and raised her skill with the points allotted for its purchase.

Kestler at Completion of the Academy

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
21	DEX	33	13-	OCV: 7 /DCV: 7
14	CON	8	12-	
11	BODY	2	11-	
18	INT	8	13-	PER Roll: 13-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
6	PD	2		Total: 6 PD
5	ED	2		Total: 5 ED
5	SPD	9		Phases: 3, 5, 8, 10, 12
7	REC	0		
28	END	0		
28	STUN	0		

Total Characteristics Cost: 85

Movement: Running: 6"/12"

Fuzion Stats:

INT 6 WILL 4 PRE 5 TECH 6 REF 7
 DEX 7 CON 3 STR 7 BODY 6 Move 4
 SD 6 ED 6 SPD 4 STN 30 Hits 30

Fuzion Skills:

Acrobatics 4, Expert: Federal Criminal Law 4, Streetfighting, Hand-to-Hand 2, Melee Weapons 2, Firearms 4, Melee Evade 2, Ranged Evade 2, All other Skills listed at Level 3.

Powers & Skills:

Combat Training:

Combat Skill Levels: 2 Levels w/ All Combat (16)

Combat Skill Levels: 2 Levels: w/ Firearms (6)

Defense Maneuver (5)

WF: Small Arms (2)

Martial Arts—*Commando Training* (24)

Maneuver	OCV	DCV	Damage
Martial Strike	+0	+2	6d6
Martial Throw	+0	+1	4d6 + v/5; Target Falls
Killing Strike	-2	+0	1d6 +1 KA
Choke Hold	-2	+0	2d6 NND
Martial Disarm	-1	+1	STR 30 Disarm
Martial Block	+2	+2	Block, Abort

Background Skills:

Acrobatics 14- (5)

Breakfall 14- (5)

Contortionist 13- (3)

KS: Accounting 13- (3)

PS: Accountant 13- (3)

PS: Gymnast 13- (3)

PRIMUS General Skills:

Bureaucrats 12- (3)

Computer Programming 13- (3)

Conversation 12- (3)

Criminology 13- (3)

KS: PRIMUS 13 (3)

KS: Criminal Organizations 13- (3)

KS: Federal Criminal Law 14- (4)

Paramedic 13- (3)

PS: PRIMUS Agent 13- (3)

Assault Agent Skills:

Climbing 13- (3)

KS: Paranormals and their powers 13- (3)

Tactics 13- (3)

Federal Police Powers (3)

Total Powers & Skills Cost: 115

Total Character Cost: 200

Disadvantages: 100+

Distinctive Feature:

Attractive (natural) blond, easily concealable, minor (5)

Enraged when:

Fighting VIPER, uncommon, 11-, Recover 11- (8)

Package Bonus (3)

Physical Limitation:

Subject to Orders, infrequent, greatly (10)

Psychological Limitation:

Despises VIPER, uncommon, total (5)

Perfectionist, common, strong (15)

PRIMUS Code, common, strong (15)

Reputation:

College Gymnast, 8- (5)

Protects innocents, 11- (10)

Vulnerability:

1 1/2x Effect from Poisons/Toxins, very common (15)

Total Disadvantage Points: 201



A Day in the Life of PRIMUS

“Crime never sleeps, and neither do we.”

— Unofficial PRIMUS Motto

There are three squads of assault agents ready to scramble at any given time, and one squad of Iron Guard ready to go. In larger bases such as New York City, Los Angeles, and Atlanta, five assault agent squads and two Iron Guard squads are at hand. Avengers can set their own hours, though most come in early and leave late; sixty hour weeks are not uncommon among Avengers, and they are often called from home to respond to emergencies. Intelligence agents usually work days, while agents remain on call at night. Intelligence agents working diligently on a case or assisting an assault operation may be present at night. While PRIMUS agents do not earn overtime pay, they do tend to be workaholics—and they can always collect compensation time later.

Assault agents and Iron Guard do not follow the shift schedule; instead, these agents are “on” for three days straight, then off for four. Every three weeks, an agent team will pull four days straight. They are well compensated, and earn hazardous duty pay. An assault agent’s average day is also much like a fireman’s; lots of waiting and working out punctuated by moments of frantic scrambling and dangerous situations. Because agents are highly qualified and PRIMUS does not want them to become too bored, assault agents rotate through other duties, such as attachment to Intelligence operations and public relations (talking to school children and the like). Assault agents also rotate through a three-month assignment to Stronghold. Because of the prison’s placement on a remote New Mexico mesa, it is not a popular assignment, and is often the first assignment of rookie PRIMUS assault agents and the last for screw-up agents.

PRIMUS’ all-inclusive and oft-cursed paperwork is the primary bane of agents, not Dr. Destroyer. All PRIMUS actions require all participants to file their accounts, and PRIMUS Intelligence audits reports at random.

PRIMUS bases are administered by a base commander, who is the ultimate supervisor of all assault agents and Iron Guard. Two assistant base commanders (ABCs) and three assistant directors of operations (ADOs—essentially assistants to the assistants), as he or she is called, assist the BC. There is always one of these personnel at the base to make executive decisions, and either the BC or the ABCs is on call when the ADOs are on duty.

Avengers and Human Resource personnel fall into different command lines; Silver Avengers answer to the Golden Avenger while Human Resource personnel answer to regional directors. Most Avengers strive for a good relationship with their base commander, for while they do not answer to the base commander in chain of command, their equipment and staff requisitions *must* be approved by the base commander’s office.

PRIMUS bases are all equipped with an infirmary to handle small emergencies and routine check ups of Avengers and assault agents. PRIMUS maintains one physician per base, who has been trained in how to handle patients treated with Cyberline and who is usually on staff during alpha shift and on call the remainder of the time. This physician oversees contracts with specialists in the area and, in turn, trains them in how to treat PRIMUS personnel. PRIMUS medical facilities are not equipped to handle other paranormal medical emergencies and do not act as paranormal hospitals.

PRIMUS bases have variable holding facilities for paranormals in a sub-basement, but these are only temporarily repositories for paranormals pending their transfer to one of the Stronghold facilities. These cells may also be used for containment when a paranormal is on trial. PRIMUS agents also guard the villain during trial hours and will transport the villain to and from the courthouse.

PRIMUS bases—with the exception of the PRIMUS Academy—are open to the public for tours. Tours are offered three times daily, and special arrangements are available for school groups.

Training is a facet of all PRIMUS agents’ lives. Assault agents spend much of their downtime at the base training and preparing for all types of paranormal attacks. Avengers attend Avenger Games every three months, but they also drill with assault agents and Iron Guard. Agents spend two weeks a year at training exercises at the Academy grounds or at one of PRIMUS two regional training facilities, located in Nevada and Ohio. Training exercises may be unannounced, and occasionally a false alarm is given at a PRIMUS base to measure the response times of responding agents. Since taking over, Colonel Glenn has been requiring more and more drills and performance evaluation to ensure that agents are responding according to the Code guidelines.



A Day in the Life of PRIMUS Assault Agent Terry Kestler

(March 11, 1998 Journal entry)

What a weird day—not that I shouldn't have expected it since every day around here is weird—but man, what a weird day. Got to the base at 7:45; I had 8-8 shift duty, and had wanted to get there earlier, but an accident on the bridge held me up for thirty minutes longer than normal. Went to get suited up (after all that hinting about a possible drill, I wanted to be ready) and found two spooks waiting by my locker. “Are you Terry Kestler?” one of them asked (she was a short, dark-haired woman who looked constipated). I said I was, and then the other one—really good looking guy in his thirties, nice butt—started asking me questions about that Foxbat arrest I made at the de Young museum.

Well, I had to be suited up and in the ready room by eight, and so I just started changing right there. The guy took the hint and found somewhere else to be, but the woman—Agent Canfield—kept asking me questions as I got dressed. There were like five other agents in there, and she just kept yammering away. I explained to Agent Canfield that I would be very happy to talk to her and the other agent (found out later he's Agent MacGowan) in the ready room, and finally she took off for there. Spooks just don't have a sense of deadlines—I mean, they just come and go as they please. If I'm even a minute late, Erdhardt's going to know and file that away. I can't afford to make *any* mistakes if I want to advance!

While I finished suiting up, Beres told me that they'd been asking everyone about me before I showed up, even what I was like in combat! I was kind-of mad—I mean, I know I haven't done anything wrong, and if they wanted to know something about me, my record ought to be enough. I'm not so naïve as to not realize that's the way spooks work, but still.

They were, of course, waiting in the ready room for me—they'd talked to Commander Erdhardt before I got there, and he gave me the go-ahead to talk with them while the rest of the team ran through a training scenario. MacGowan winked at me when Canfield resumed her interrogation, and I felt a little less nervous.

I explained what happened with Foxbat—I'd been in the ready room on my last day of watch for the week (this was back a few months ago) when the SFPD dispatcher called PRIMUS in (that's the way that works, in emergencies. In California, we have to wait for them to contact us. It depends on local laws, and in other states, PRIMUS will just go as soon as they know there's an emergency) because of some paranormal hostage situation at the deYoung museum. Two squads, along with the Silver Avenger and an Iron Guard unit, went out. We got there in like two minutes, and what we saw was Foxbat juggling all these Faberge eggs. I was

thinking, *OK, so this is the hostage situation? A bunch of Russian Easter eggs?* But then he saw Silver Avenger Chow, and dropped the eggs. He ran over to her and started kissing her hand. I remembered this story I'd heard when I first joined PRIMUS, about how Foxbat had this thing for the Silver Avenger, and would send her flowers and chocolate. It was kind of a joke around PRIMUS, but Foxbat was really pretty clever about it and it took them a month to catch him. They arrested him on an outstanding warrant (I don't think the Silver Avenger ever pressed any charges against him) and I really hadn't heard much about Foxbat since. He'd been out of Stronghold for a while and last I'd heard he was somewhere back east.

So we get to the deYoung, Foxbat drops the eggs, and the Silver Avenger just rolls her eyes (that's Maria Chow for you). While he's busy offering protestations of his undying love, she gestures to me (I was the closest assault agent) and I step up. Then Foxbat notices me, and starts spouting more poetry (Dad heard it on the news—yes, of course the media was there—and told me later it was cleverly modified Byron). I was OK with that—the SA had agents moving up around our position and I figured someone would arrest him or something—but then he kissed me! I didn't really know what to do...so I decked him. I guess I hit him a little harder than I'd intended, and he went down for the count. Everyone was laughing, including the reporters AND the Silver Avenger. Needless to say, he was duly arrested and taken away (something about a joke virus at the Microsoft headquarters that has caused them millions of dollars of losses).

I have not lived the Foxbat story down (showing the news footage of that scene has been a running joke among the other assault agents), but later the Silver Avenger told me that I hadn't done anything wrong, and that it was probably the simplest way to diffuse the situation. It was kinda funny, anyway.

Now, Agent MacGowan thought the whole thing was really darn funny, and laughed through the story—he wanted blow-by-blow accounts of everyone's expressions (I wanted to tell someone to just roll the damn tape again), but Canfield never cracked a smile. I got the feeling she has a thing for MacGowan, but it was hard to say. Just when I'm starting to get to the part where I hit Foxbat, the alarm sounded—VIPER was attacking the Federal Reserve Bank.

They had agents with anti-aircraft weaponry of some sort set up on the roofs of buildings around the bank, and the chopper we were in took a hit. We landed OK, but the pilot was hurt pretty badly. At the Fed, VIPER had tunneled from a BART access tube up into the basement, and it was a mess. I think they had forty agents on the ground, and a couple of their supers in the building. PRIMUS sent the AT-SF1 and 2 as well as us (that's only 15 agents) and the Silver Avenger and both Iron Guard squads



as well. It was rough—when things started looking bad, VIPER took hostages. One lady got dropped from one of their transport vehicles, and hit the ground hard. My blood was boiling as soon as I hit the ground—nothing makes me angrier than VIPER’s brand of terrorism. My stun baton ran out of juice long before I ran out of snakes, so I used it as a tonfa.

I took a blaster hit somewhere in there—I kind of lost track of time—and woke up on the way back. Erdhardt said he hadn’t seen anything like it—apparently I just went berserk! I don’t remember a whole lot of it, but Beres said he was going to start stenciling little snakes on my armor to represent all the agents I’d pounded. We stopped the robbery, by the way, although I heard later that three civilians had been killed, and about five agents got away.

So we get back to the base—and lord, I know what a fright I must look—and guess who’s still waiting to finish our interview? You got it. Agents Canfield and MacGowan were eating popcorn and watching PNN. Canfield didn’t even give me time to run to the infirmary, but just picked up where she left off. I don’t know what her deal was (I know MacGowan knew better, because he excused her and told me it could wait until later.) I guess I always thought that the intelligence agents who make the Avenger’s staff are the best of the best, and Agent Canfield just didn’t seem to fit the bill. The short story is that I have to go and change—Agent MacGowan and I are going out to dinner so I can finish my story in relative comfort. More later.

Later: Oh, wow! Agent MacGowan—that is, Marc—told me the reason they were out here from Washington. I guess the Golden Avenger is looking to form another agent team in Washington, and had Marc and Andrea (that’s Canfield) out checking on the story. I guess he had seen the tape, and then thought of me later on. Marc also told me that everyone has been really positive about me. The Golden Avenger’s staff—that would be too cool! It would mean I’d have to work with Canfield, who really doesn’t seem to like me, but the position would be such a step up! I’d actually get to work on investigations, like I’d hoped when I joined up. Woo-hoo! I’ve got to get to bed—I have to be to work early, to help set up a scenario for AT-SF1.

PRIMUS-Speak

Agents have a language all their own. These are some of the most commonly heard expressions heard around the PRIMUS base, though they may be completely incomprehensible to outsiders.

“459-ed,” as in, “Nice work, Casini, you 459-ed that perp.” Referring to the repetitive and tedious paperwork that all agents on a team must file when a paranormal is killed by one member of the team, the expression is usually accompanied by a groan and thrown objects towards the agent responsible.

“Tin Cans,” as in “Call in the tin cans!” This is how assault agents refer to Iron Guard behind their backs. Iron Guard are also called Campbells, as in “Campbell Soup Cans.”

“Ants:” Iron Guard’s term for assault agents.

PRIMUS Intelligence operatives are “Spooks” to other agents.

“Plug-n-Play:” A powersuiter. Also referred to as “PNP hero/villian.”

BC on a PRIMUS base refers to the Base Commander, not “Before Christ” or “Birth Control.” The Assistant Base Directors are the ABCs, while the Assistant Director of Operations is the ADO.

“Sweet-Pea” is the new moniker for the Golden Avenger, whose Washington, D.C. office is located in Suite P of the Jonathan Hawkins PRIMUS Building.

PNN

PRIMUS operates what agents call “PNN, the PRIMUS News Network,” (the official title is “PRIMUS Information Resource”), a network of text-based news broadcasts which play on televisions in every PRIMUS break room and ready room.

Information provided on PNN includes statistics on PRIMUS arrests, unclassified ongoing investigations, trial follow-up information, recent releases from Stronghold, and the like. PNN channels 2 and 3 broadcast training videos to keep agents up-to-date, and assault agents on watch but not engaged in active training are encouraged to watch the training films.

PNN can be used by a GM to foreshadow adventures or to provide clues to ongoing investigations—who knows what random tidbit of information could lead the agents on to solving a mysterious crime spree?



The PRIMUS Benefits Package

PRIMUS personnel have stressful working conditions, for the pressure to succeed is very high. PRIMUS agents are well compensated for their efforts, however; the pay range for PRIMUS agents is \$37,021-\$72,937. The need for cost of living adjustments is assessed annually, and is typically 2-4%. Two weeks' paid vacation is granted each year, which increases to three weeks' after five years on the job. PRIMUS agents receive moving allowances and travel funds to pay for training and additional work-related travel costs. PRIMUS agents earn, on average, two sick days a month. Agents are not, however, paid overtime, and are instead granted comp time.

PRIMUS recognizes the stress agents operate under, and so PRIMUS agents also receive twelve free visits with a professional counselor to discuss problems (which are completely confidential). More comprehensive psychiatric care is guaranteed as part of the medical benefits package.

Although the criteria for becoming a PRIMUS agent are very stringent, if an agent suffers an injury or illness that results in impairment, retirement is not mandatory. Federal regulations mandate that PRIMUS provide limited or light duties for disabled personnel for the duration of the injury. Injured agents may find themselves with deskwork until they can recuperate fully.

Grounds for Dismissal

While PRIMUS agents undergo rigorous screening procedures to determine their capabilities and limitations, it is possible for agents to slip through the cracks. Grounds for dismissal include:

Involvement in a felony act (dismissal occurs only after successful prosecution of charges; an agent under suspicion of a felony act is suspended from duty pending trial).

Disobeying direct orders.

Confirmed illegal use of controlled substances (PRIMUS randomly tests for drug use among agents).

Sexual Harassment: PRIMUS has a zero tolerance policy, following the institution of the new code of conduct in 1993 and in reaction to public complaints of female agents in the early nineties.

Evidence of discrimination on the basis of gender, race, or religion.

Evidence of lying on the PRIMUS application.

A blanket category of "bringing dishonor upon PRIMUS" also continues to exist in the PRIMUS charter.

The Avenger Games

One of the things the Avengers look forward to every three months is an opportunity to train with each other at what's called the "Avenger Games." A different PRIMUS base hosts the event every time. The event lasts from Friday at noon to Monday morning. The scheduling of the event typically looks like this:

Friday morning: Avengers arrive at hosting PRIMUS base.

Friday noon: Avengers check in with the PRIMUS docs for Cyberline treatments. Note: the physicians who oversee the treatments are PRIMUS research physicians with high security clearances, not the trauma docs who have the most frequent contact with the Avengers.

Friday afternoon: Avengers meet for an hour and a half for the mission briefing.

Friday night: Avengers typically go out together and party. It's just their way.

Saturday morning, 04:30: Avengers crawl out of hotel rooms and make their way to the hosting base, where they're briefed on the day's "game," and transported to the prearranged area. These range from (evacuated) national parks to warehouses equipped with sophisticated holographics.

Saturday 06:00-20:00: the game. These are usually designed by SA Alex Richardson in conjunction with several base commanders. Games are typically situations designed to not only stretch the limits of the Avengers' physical skills, but also their resourcefulness under stressful situations. In addition to this, SA Richardson has been instructed by Colonel Glenn to add more and more psychological stresses to the game situations, in order that he might be better able to evaluate the Avengers.

Sunday 10:00: Meetings. Avengers attend workshops and training seminars taught by experts. A smattering of presentation topics: "Working with Rogue Paranormals" "Media Relations," "Tactical Use of Iron Guardsmen: When to Deploy," "Meeting Foreign Paranormals: International Etiquette," "Combating the Paranormal Terrorist Threat," "Stress Reduction: Don't Punch that I-Beam," and "Effective Agent Briefing Techniques."

Sunday Evening: Avengers socialize, usually at the hotel bar.

Monday Morning: PRIMUS van drops Avengers off at airport for return to home cities.



PRIMUS Adventure Seeds

Adventures for PRIMUS Agents

Training Mission Gone Bad:

(There are a lot of variations on this type of adventure, a solid way of establishing a relationship between PCs and letting them learn the PRIMUS ropes. While primarily a combat-oriented mission, there is a lot of room for character interaction). The PCs are a group of assault agents dropped via helicopter over the Rocky Mountains and told to find the Genocide research installation and clear it out. The PCs should be completely confident that the installation is part of the PRIMUS training facility, and it is. What the PCs don't know is that while they're carrying blanks, the PRIMUS facility has been overrun by Genocide agents with real rounds. The PCs will soon discover the ruse when the first shots are fired, and will have to use ingenuity to make it out alive. This makes for a great "dungeon crawl" type of adventure.

Infiltrating the Nest:

The PCs are assault agents (or intelligence agents with a good degree of physical prowess) who have been assigned an odd intelligence mission – to uncover the VIPER training facility in Las Vegas. In the bowels of a casino, illegal, to-the-death fights occur at the behest of the man in charge of recruiting combat specialist agents. Fighters that survive the pits are recruited into VIPER. The PCs must pose as fighters looking to earn a few bucks, and be inducted into the ranks of VIPER, in order to uncover the location of the Vegas Nest (inside the mountains around Hoover Dam).

Guard Duty:

(This adventure works well for superhero PCs as well as PRIMUS PCs.) The PCs have been assigned to guard an ambassador who has refused all American police protection, and PRIMUS knows that VIPER is going to attack. The heroes must guard the ambassador without arousing his anger (or notice) against all VIPER attacks.

PRIMUS Adventures for Superheroes

The Mole:

The PCs are organizing as a team, and are establishing a staff. The best candidate for secretary is the beautiful and intelligent Mirabella DeLuca (see *PRIMUS Personnel*), assigned to the team to infiltrate them by Colonel Vasquez. Mirabella will fall for any man who sees her personality over her looks, and the ethical stress the situation causes her will likely mean she'll confess to the PCs, leaving them with a sour taste in their mouth for dealing with PRIMUS, and establishing the fact PRIMUS contains some highly unethical personnel. This is a perfect lead-in for PCs discovering the truth about the PRIME Team or other nefarious dealings.

Poison in the Well:

The PCs are asked to participate in the Avenger Games, the quarterly gathering of all Avengers in which a combat scenario is devised by Silver Avenger Richardson. The PCs are the tactical "problem" the Avengers are asked to solve. A villain somehow manages to bypass the tight security that surrounds the Cyberline treatments, and poisons the Avengers, perhaps some even fatally. The PCs must find a way to save their lives and find the villain responsible in time. This scenario can be complicated by the fact the PCs are thought to be responsible at first.

Time Capsule:

The PCs have discovered a deep-sleep capsule containing Isaac Rosenberg, the man whose DNA was used to create Cyberline. Investigations into his past reveal that he was MIA in Korea, and that the person who spoke at his memorial service was none other than then-Lt. Robert Kaufman, who would later become the Golden Avenger. When Isaac displays all the abilities of the Avengers, it's just too close of a coincidence to ignore...and suddenly, PRIMUS intelligence agents begin to insist that Rosenberg be taken for questioning.

VIPER Set-up:

The PCs have been set up by VIPER for a number of vicious crimes they didn't commit. During the course of the adventure, the PCs will not only have to find a way to clear their names with PRIMUS, but also discover who's behind their predicament.



PRIMUS Personnel



The Golden Avenger sighed, and looked at the pile of personnel folders on his desk. “Whose bright idea was it to have me do Avenger evaluations?” he muttered at the ceiling, pushing his chair back to thump brown boots next to the stack of files. “Probably the same Einstein who decided I should wear a spandex costume to work a desk job,” he mentally answered.

Outside his office, the phone rang once and was promptly answered by Marcia, now holding all of his calls so he could work in peace and get the long-overdue reports done. Even the members of his agent staff were under strict orders to leave the Avenger alone.

DJ ran a hand through short, blond hair, and pulled the first file onto his lap. It was Stephen Hawkins’s file—Well, this certainly won’t be hard, the Golden Avenger thought. Known within PRIMUS

as “the boring Silver Avenger,” Hawkins was dutiful and ran everything by the book. The earliest reports from the Base Commander in St. Louis were glowing—who would have criticized General Hawkins’ only son?—but even now that Glenn had the helm, reports of Hawkins were never critical. Nothing to worry about there—everything could honestly be checked “satisfactory.”

Ernie Freeman, Silver Avenger in Chicago, was next. Freeman had had a rough year—an alien mentalist infiltrated his base, and his youngest child, an adopted HIV-positive baby, now had full-blown AIDS. There had been allegations of corruption amidst which the Chicago Base Commander had resigned, suddenly leaving Ernie bereft of support. He had managed to pull the base through the rough times, but it hadn’t been easy, and his work had suffered as he’d



filled in for the Commander and tried to fulfill his own duties. Ernie had done incredibly well given the circumstances, but there wasn't a box to check covering that contingency. DJ set the file aside—he'd write a personal report later—to do after the others.

Frank Hartigan's file was just as bad. "The problem with these reports," DJ thought, "is that I'm friends with nearly everyone I have to evaluate—I can't be objective. Relying on reports of the base commanders helps, but so many of them feel threatened by Avengers it's difficult to determine what's real and what isn't. I haven't had enough time for proper visits in months—I don't think I've even seen Frank Hartigan since the budget committee meeting and I missed two Avenger games in a row—how can I possibly tell how he's doing down in Atlanta?"

The Golden Avenger sighed. "I'm just going to have to make more time to visit bases," he thought, "even when I'm swamped here in Washington—no excuses next year at evaluation time."

In the majority of PRIMUS campaigns, the most important personnel PCs will encounter on a regular basis will be their agent commander, Silver Avenger, and base commander. The Golden Avenger and the PRIME Team should be distant figures, only rarely appearing in most PRIMUS campaigns.

When PRIMUS is used in a superhero game, PCs will likely interact with Avengers or the PRIME Team more often. Familiarity can breed contempt, however, and GMs should use the most powerful members of PRIMUS sparingly. It's far more likely that PRIMUS will assign an intelligence operative to handle the PC team exclusively, and this character will be the one determining the PCs' relationship with PRIMUS.

Avengers

Members of the Avenger Corps are the best of the best in PRIMUS. Older Avengers—those who were recruited in the 1980s—were all male, and all military. After the creation of the sixteen original Silver Avengers in 1984, the only new Avengers to join the ranks have done so through the death or defection of the original Avengers. The Cyberline process which alters Avengers is a hundred times more costly than the simplified process agents undergo, and for this reason, PRIMUS has been unable to receive additional funding for more Avengers, despite hard lobbying by General Hawkins and the current director, Colonel Peter Glenn.

Women's and minority rights groups criticized the Avenger Corps during the eighties for its homogenous membership, and Avengers who have been promoted since have all been female or mi-

norities, something that *conservatives* have criticized in recent years.

Avengers possess a variety of martial arts styles; though all trained with the commando maneuvers at the Academy, most prefer to utilize their unique styles in combat. Avengers wear a blue and gray uniform with silver piping (for Silver Avengers) or gold piping (the Golden Avenger). Their uniform is a tight-fitting gabardine/spandex material, with a large gold eagle emblazoned on a red-and-white shield on the front of the tunic. Avengers are also issued black leather jackets and boots (the Golden Avenger's are brown). Avengers typically wear some sort of additional body armor over their costume (either the standard or reinforced assault armor) and a helmet in combat.

The Golden Avenger

Background: The younger of identical twin sons born to Commander Alexander Johnson and his wife Samantha in 1960, Daniel James Johnson always wanted to follow in his father's footsteps. He and Alex Jr. were Eagle Scouts, honor students, and athletes. The seventeen-year-old twins were accepted into the Naval Academy, where DJ played football and Alex ran track, and from which they graduated four years later, DJ with a degree in mathematics, Alex with a degree in physics. Like their father, Alex and DJ became fighter pilots after graduation. However, while on night maneuvers several years after graduation, Lt. Alexander Johnson's F-14 disappeared from radar and was assumed lost, never to be recovered.

DJ was devastated by the loss of his twin. Unbeknownst to him, PRIMUS was actively recruiting for members of the Avenger Corps at this time, and had been testing blood samples of military personnel. Both Johnson twins had been prime candidates, but while DJ was on leave following the funeral, he was approached about joining.

DJ decided that he would give up his Navy career, and join the fledgling PRIMUS. After being tested for compatibility with Cyberline, he was admitted to the ranks of the Avengers. He was able to change his active duty status to reserve status, however, which he has maintained to this day.

His father, now a Rear Admiral, was not pleased by his son's decision and disowned him. Having lost his brother, and now his father, the new Silver Avenger threw himself into his work, and became highly decorated. He rarely visited home, not forgetting his father's slight. In 1988, however, he met Kim Emori while on vacation.

Kim, a law student of Japanese descent, filled the void that DJ had felt since his brother had died. After graduating from law school, she found work in the San Francisco District Attorney's office, moving to San Francisco, where Johnson was posted. They had just begun to discuss marriage plans in



1991 when she was shot to death, the apparent victim of a Yakuza drug lord's dispute with a rival gang.

Her death changed his life for good. DJ became grim and determined. Though it stretched the concept of his jurisdiction to the limits of credulity, the Silver Avenger targeted the drug lords of the Bay Area. He gained incredible notoriety in the press, and eventually implicated DEA agents in a \$100 million per year drug ring. Johnson's reputation, which had always been good, became high profile. When the Golden Avenger was mortally injured in 1994, Johnson was chosen as his successor.

Since his appointment as the Golden Avenger, Johnson has moved to Washington D.C., where he lives in a plush apartment near PRIMUS HQ. He lives with his German Shepherd, Erik, who was given to him by a German heroine. His career has continued to flourish, and he has also been trusted with important, high profile ambassadorial duties. He does not advertise his political views, though he failed to support Kaufman's cherished Paranormal Registration Act.

Johnson has had greater contact with his family since relocating to Washington, though relations with his father remain strained. His divorced sister, Irene, and her sons live in nearby Alexandria, and Johnson treats them like his own children. He continues to support the Boy Scouts of America, donating his time and name to their cause. He appears in national public announcements as a BSA advocate and is, in fact, the scoutmaster for his twin nephews' troop in Alexandria. He often spends his free time camping and hiking, and since Kim's death, escapes every summer for two weeks to hike and camp in Alaska. Lt. Commander Johnson also spends one weekend every month and two weeks every year serving in the Naval Reserve.

Personality: Johnson never fully recovered from his fiancée's death in 1991. While he has finally gotten on with his life, he refuses to date and still grieves, despite the best efforts of his friends. Johnson appears easy-going, and is always polite, though he will not budge when he sees that his ideals have been violated. While he has become friendlier with his mother and sister in recent years, he continues to resent his father for casting him out when he left active duty. Anger at his father keeps Johnson from regretting his career move to PRIMUS or wondering what life would have been like if he'd stayed in the Navy. Johnson remains a friend to Silver Avenger Chow, whom he handpicked as his successor as the Silver Avenger in San Francisco.

Johnson is skeptical of most paranormals, but those who respect PRIMUS' position and authority may win him over in time. While Johnson misses the action he used to see as a Silver Avenger, he does not pick fights.

Commendations/Brownie Points: Johnson possesses four purple hearts, six commendations for meritorious service, and one medal for extreme heroism. Johnson has earned 124 brownie points since joining PRIMUS in 1984.

Typical Equipment: In combat, Johnson prefers to use his hand-to-hand maneuvers as opposed to ranged weaponry; he wears reinforced combat armor, and while he carries a heavy blaster pistol, he prefers to carry grenades and uses those to weaken opponents. He enjoys technical toys, and while he rarely has a use for it, tends to check out intelligence equipment just to play with it.

Powers/Tactics: Johnson is a skilled tactician, and does not charge into combat without thought, instead working with agents and Iron Guard. When he sees agents being threatened, he will act to distract or superimpose himself between the agents and the threat. Because of this, he's earned the devotion of many San Francisco and Washington, D.C. agents. Johnson has an encyclopedic knowledge of paranormals, and acts to exploit their weaknesses. He prefers hand-to-hand combat to relying on PRIMUS weaponry, but does not shirk at using firearms when his fists won't suffice.

Appearance: Johnson is 6' tall, with blond hair and blue eyes. He weighs 215 pounds and is ruggedly handsome. He squints at people who irritate him, though he is always scrupulously polite. While off-duty, Johnson tends to wear khaki pants or shorts and knit shirts. As the Golden Avenger, Johnson wears a blue uniform, and a brown leather jacket and boots.

Quote: "Put the 747 down, Grond, and both pairs of hands on your head. Now!"

Power Variation: The Golden Avenger is designed to be as powerful and skilled as the majority of powerful paranormals on the planet. Since this varies from campaign to campaign, here are guidelines for adjusting his power level.

For real-world campaigns in which super-tech and Cyberline do not exist and PRIMUS exists to investigate paranormal phenomena in an X-Files vein, Johnson is a highly trained normal agent. He has more experience than most, and his combat skills are among the best in the world, but none of his attributes should exceed human maximums. In this type of game, Johnson does not wear a costume.

To reduce Johnson's power level for lower-powered super campaigns, drop his STR to 30, his CON to 20, and his PD and ED to 10. His DEX should be lowered to 23, and his SPD to 5.

To raise Johnson's power level for higher-powered campaigns, increase his CON to 30, and his PD and ED to 30. His DEX should be raised to 33, his SPD to 8, and add two overall levels. Give him Find Weakness at 13-.



The Golden Avenger

VAL	CHA	COST	Roll	Notes
45	STR	35	18-	12.5 tons, 9d6 [3]
30	DEX	60	15-	OCV: 10/DCV:10
25	CON	30	14-	
20	BODY	20	13-	
18	INT	8	13-	PER Roll: 13-
16	EGO	12	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
16	COM	3	12-	
20	PD	11		Total: 20 PD/20 rPD
20	ED	15		Total: 20 ED/20 rED
7	SPD	30		Pha: 2,4,6,7,9,11,12
14	REC	0		
50	END	0		
56	STUN	0		

Total Characteristics Cost: 239

Fuzion Stats:									
INT	6	WILL	5	PRE	8	TECH	8	REF	10
DEX	10	CON	10	STR	9	BODY	11	Mov	7
SD	20	ED	20	SPD	5	Stun	55	Hits	55

Movement: Running: 11"/22"

Powers & Skills

Combat Training

- Defense Maneuver (5)
- WF: Small Arms (2)
- Combat Skill Levels: 2 Levels w/ All Combat (16)
- Combat Skill Levels: 4 Levels w/ Hand-to-Hand combat (12)
- Range Skill Levels: 3 :Levels w/ PRIMUS Small Arms Range Mods (6)
- Martial Arts—*PRIMUS Commando Training* (24)

<i>Maneuver</i>	<i>OCV</i>	<i>DCV</i>	<i>Damage</i>
Martial Strike	+0	+2	11d6
Martial Throw	+0	+1	9d6 + v/5
Killing Strike	-2	+0	1d6 +1 Killing
Choke Hold	-2	+0	2d6 NND
Martial Disarm	-1	+1	STR 55 Disarm
Martial Block	+2	+2	Block, Abort

Cyberline Abilities

- Devastating Punches:** STR is Armor Piercing and ½ END Cost (34) [3]
- Damage Resistance: 20 PD/20 ED (20)
- Mental Defense: 14 (11)
- Power Defense: 10 (10)
- Running: +5" (11" Total) (10) [1/5"]

Background Skills

- Combat Piloting 15- (3)
- Navigation 11- (3)
- PS: F-14 Pilot 15- (3)
- SC: Mathematics 13- (3)
- Survival 11- (3)
- TF: F-14 Tomcat(1)
- PRIMUS Career:**
- Federal Police Powers (3)
- Acrobatics 15- (3)
- Breakfall 15- (3)
- Bureaucrats 14- (3)
- Climbing 15- (3)
- Computer Programming 13- (3)
- Conversation 14- (3)
- Criminology 13- (3)
- Electronics 11- (3)
- High Society 14- (3)

- KS: Criminal Organizations 13- (3)
- KS: Federal Law 13- (3)
- KS: Paranormals 16- (6)
- KS: PRIMUS 13- (3)
- Paramedic 13- (3)
- PS: PRIMUS Agent 13- (3)
- TF: PRIMUS Attack Helicopter (1)

Total Powers & Skills Cost: 218

Total Character Cost: 457

Disadvantages: 150+

Distinctive Features

- Handsome, high-ranking PRIMUS agent, easily concealable, major (10)

DNPC

- Nephews, incompetent, useful skills, 8-(10)

Enraged

- When innocents killed, uncommon, 11-,recover 11- (8)

Hunted by

- VIPER, as powerful, NCI, 8- (15)

Physical Limitation

- Subject to Orders, frequently, slightly (10)

Psychological Limitations:

- PRIMUS Code, common, strong (15)
- Patriotic, common, strong (15)
- Grieves for fiancée, uncommon, strong (10)

Public ID: DJ Johnson, Golden Avenger (10)

Reputation

- Protects Innocents, 11- (10)

Rivalry

- Colonel Vasquez, professional (5)

Vulnerability

- 1½x Effect from Poisons & Toxins, very common (15)

Watched

- Media, less powerful, NCI, 11-(5)

PRIMUS Package (3)

Federal Hero Bonus (166)

Total Disadvantages Points: 457

Fuzion Notes:

Skill Notes: Streetfighting, Hand-to-Hand: 6, Melee Combat: 2, Firearms: 2, Melee Evade: 6, Ranged Evade: 2, Expert: Paranormals: 6, other Skills listed at Level 3. Power Notes: +10 m/yds Running; STR Damage (and Martial Arts) are Armor Piercing and H END Cost, 20 KD & 20 EKD Armor.



Silver Avenger Chow, San Francisco

Background: Maria Chow was San Francisco Peninsula born and raised. Her ethnic background of Chinese, Japanese, and Mexican, while not unusual for the Bay Area, was noticeable at the upscale Catholic schools she attended as a child, and she was teased mercilessly. She became a top junior fencer, and competed as a way of escaping.

She was a wild woman in high school, and her family kicked her out of the house at the age of eighteen, thinking it would straighten her out. Instead, Maria's grades parlayed into a full scholarship at Sarah Lawrence College, where she excelled. After graduating with a degree in rhetoric, she really didn't have a clue of what she wanted to do with her life. She wasn't absolutely positive she wanted a career in law, and so she returned to San Francisco and took a summer job in the DA's office to help her decide.

Maria worked closely with one of the new Deputy DAs, Kim Emori, and the two became fast friends. It was Emori's boyfriend, Silver Avenger DJ Johnson, who convinced Maria to apply to PRIMUS, and he personally sponsored her application. She was accepted, found compatible with Cyberline, and became a top agent commander at the PRIMUS base in San Francisco.

Kim Emori was gunned down in 1991 and DJ Johnson began a vendetta against the Yakuza and the drug trade in San Francisco. Maria was also completely distraught over the death of her best friend. She recognized that the Silver Avenger was becoming too focused on revenge, and she helped pull him back from the brink. When he was promoted to the position of Golden Avenger, he recommended that Maria take his place in the San Francisco base, saying, "Maria is the only person I'd trust with my base." She has done an excellent job at living up to his expectations, except in the case of her office, which is a perpetual disaster area.

Maria still fences on her off time, and volunteers at various youth centers teaching fencing. She is not close to her family, who are wealthy businesspeople in the Bay Area, with the exception of a younger half-sister, Rachel, who can often be found at Maria's San Francisco Japantown apartment.

Maria drives a Honda Del Sol, about which she and the Golden Avenger are perpetually bickering over. Maria and DJ Johnson often reminisce together about Kim, though Maria has been hunting (as have all of his friends) for someone to set him up with.

Personality: Maria finds it hard to maintain romantic relationships for long, for she has never learned to fully trust people. However, Maria's friendships are of the utmost importance to her. The Golden Avenger is still a close contact, and

among the Silver Avengers she is friendly with Sherrie Peters (Washington D.C.) and Alex Richardson (Hudson City), who has failed utterly at teaching Maria chess.

She has a propensity for dating superheroes (in their hero IDs or not), though not for very long. Colonel Glenn recently reprimanded her for her flamboyant behavior out of the office. She is married to her work, and commonly works 14-hour days. It usually takes an order from the Golden Avenger for her to go on vacation.

Maria has maintained the San Francisco base's friendly relationship with the press, which started under Silver Avenger Johnson. She appears on local television shows to talk about paranormal issues, and also volunteers to answer phones at membership-drive time for PBS. Maria gets along well with her Base Commander, Alan Thurmond, and both share duties.

Commendations/Brownie Points: Maria has earned two Purple Hearts and three commendations for meritorious service. Since joining PRIMUS in 1990, she has earned 73 brownie points.

Typical Equipment: Maria prefers to carry the stun baton as her primary weapon in combat, and wears reinforced assault armor. She also carries the heavy blaster and gas grenades.



Powers/Tactics: Maria realizes that she is stronger on her personal combat skills than on group tactics, and she relies on her agent commanders for ground support and much of mission planning. She is confident in her own abilities, but not overconfident as many Silver Avengers are. Maria has a knack for getting people and groups to get along and work well together, which means that the missions she leads are almost always successful. Also, she never pushes for the closure of an investigation, instead finding the right moment to lay a trap.

In combat Maria uses the stun baton to good advantage, closing the distance between herself and the enemy while letting the agents and Iron Guard soften them up. After the charges in the baton are depleted, she will use the extra dice to add to her martial arts damage.

Appearance: Maria is very petite at 5'3 and 105 pounds. Her hair is thick, black, and wavy, and her eyes are brown. When she's not on duty (which isn't often) Maria alternatively dresses very well or very grungy. The *San Francisco Chronicle* received a rare, in-depth impromptu interview with the Silver Avenger after reporters discovered Maria hanging out in her favorite restaurant—in a holey T-shirt and jeans.

Quote: "If you kiss my hand one more time, Foxbat, you're dog meat. Now be a good bat, run along with Agent Kestler and get yourself fingerprinted."

Power Variation: Avenger Chow is designed to be nearly as powerful and skilled as most paranormals on the planet.

For real-world campaigns in which super-tech and Cyberline do not exist and PRIMUS exists to investigate paranormal phenomena in an X-Files vein, Chow is a highly trained normal agent in charge of other agents. She does not wear a costume, and carries a pistol.

To reduce Chow's power level for lower-powered super campaigns, drop her STR to 25, her CON to 18, and her PD and ED to 10. Her DEX should be lowered to 21, and her SPD to 5.

To raise Chow's power level for higher-powered campaigns, add AP to STR, increase her CON to 25, and her PD and ED to 25. Her DEX should be raised to 30, her SPD to 7, and add two overall levels.

Silver Avenger Chow

VAL	CHA	Cost	Roll	Notes
40	STR	30	17-	6400 kg, 8d6 [2]
26	DEX	48	15-	OCV: 7 / DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
18	INT	8	13-	PER: Roll 13-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
18	COM	4	13-	
20	PD	12		Total 20 PD/20 rPD
20	ED	16		Total 20 ED/20 rED
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
12	REC	0		
40	END	0		
45	STUN	0		

Total Characteristics Cost: 190

Fuzion Stats:

INT	6	WILL	5	PRE	7	TECH	7	REF	9
DEX	9	CON	10	STR	8	BODY	9	Mov	6
SD	20	ED	20	SPD	5	Stun	45	Hits	45

Movement: Running: 9"/18"

Powers and Skills

Combat Training

Defense Maneuver (5)

Combat Skill Levels: 2 Levels, w/ all combat (16)

Combat Skill Levels: 3 Levels w/ Hand-to-Hand combat (9)

WF: Swords, Small Arms (3)

Martial Arts—PRIMUS Commando Training (25)

Maneuver	OCV	DCV	Damage
Martial Strike	+0	+2	10d6
Martial Throw	+0	+1	8d6 + v/5
Killing Strike	-2	+0	1d6 +1 Killing
Choke Hold	-2	+0	2d6 NND
Martial Disarm	-1	+1	STR 50 Disarm
Martial Block	+2	+2	Block, Abort

Use Art w/ Fencing Swords

Cyberline Abilities

Efficient Strength: ½ END Cost on STR (10) [2]

Damage Resistance: 20 PD/20 ED (20)

Mental Defense: 10 (7)

Power Defense: 5 (5)

Running: +3" (9" Total) (6) [1/5"]

PRIMUS Career

Acrobatics 14- (3)

Breakfall 14- (3)

Bureaucratics 13- (3)

Climbing 14- (3)

Computer Programming 13- (3)

Conversation 13- (3)

Criminology 13- (3)

Federal Police Powers (3)

KS: Criminal Organizations 13- (3)

KS: Federal Law 13- (3)

KS: Paranormals 13- (3)

KS: PRIMUS 13- (3)

Paramedic 13- (3)

PS: PRIMUS Agent 13- (3)

TF: Motorcycles (1)



Background Skills

KS: California Law 11- (2)
Spanish, native accent (4)
Cantonese, native accent (4)
Oratory 13- (3)

Total Powers & Skills Cost: 162

Total Character Cost: 352

Disadvantages: 150+

Distinctive Feature

Pretty, high-ranking PRIMUS agent, easily concealable, major (10)

DNPC

Sister Rachel, normal, useful skills, 8-(5)

Enraged

When innocents killed, uncommon, occur 11, recover 11- (8)

Hunted by

VIPER, as powerful, NCI, 8- (15)

Physical Limitation

Subject to Orders, frequently, slightly (10)

Psychological Limitations

PRIMUS Code, common, strong (15)

Patriotic, common, strong (15)

Trying to prove herself, common, strong (15)

Public ID: Silver Avenger Chow (10)

Vulnerability

1½x Effects from Poison, & Toxins, very common (15)

Reputation

Protects Innocents, occur 11- (10)

Watched by

Media, less powerful, NCI, 11-(5)

PRIMUS Package (3)

Federal Hero Bonus (66)

Total Disadvantage Points: 352

Fuzion Notes:

Skill Notes: Streetfighting, Hand-to-Hand: 5, Melee Combat: 2, Firearms: 2, Melee Evade: 6, Ranged Evade: 2, all other Skills listed at Level 3.

Power Notes: +6 m/yds Running; STR costs H END to use, 20 KD & 20 EKD Armor. other powers as listed.



Silver Avenger Ernie Freeman, Chicago

Background: There were a few things Betty Freeman always made clear to her son. Church was about believing, not just going; school was about learning, not passing tests; and earning what you wanted was as important as getting it. Hard work was the answer to all life's problems, and the only way out of the projects was discipline. Somewhere in her life, Betty Freeman had made a mistake and let a chance slip by, and she was going to make sure her son would never do the same. And as the only son of a very remarkable single mother, Ernie was the target of the full force of her will.

With a mother like that, it was inevitable that Ernie develop an almost frightening determination, a deep-rooted need to achieve, no matter the cost to himself. But he realized early that that kind of intensity made people nervous, and adopted a carefree, joking manner to cover it. Besides, between the pressure from his mother and himself, he needed to let off steam. In elementary school he was always cracking jokes and making faces even the teacher couldn't help but laugh at. But he was always careful to shut up when the teacher spoke; school was business, he was there to learn. He did extremely well all through school, spending his off-time involved in church youth activities. It was through the latter that he began boxing. By the time he reached high school, he excelled both in the classroom and in the ring, pursuing both with the same iron determination wrapped in the same carefree banter.

He did go through a classic period of "teen rebellion," deciding he was less interested in school than in boxing. He and his mother argued bitterly, and he took to staying away from home as much as he could. He even took to talking about letting college slide while he tried to build a boxing career. Ernie was delighted when his coach set him up in a sparring bout with an old friend, a retired professional. Ernie got his clock cleaned, and decided maybe it would be better to pay more attention to school. He was not surprised to learn, years later, his mother had set the whole thing up.

He entered University of Illinois at Chicago as an NROTC cadet, majoring in mechanical engineering. He pushed hard, never letting up. His coach encouraged him to take a shot at the Olympics, and train for the trials. But his commitment to the Navy took up more time and energy than he had expected, and bright as he was, he found himself flailing in his coursework as he grew short of time to study. And part of him became frustrated, unable to apply himself to academics with the same fervor he had found before. The pressure mounted, and Ernie pushed himself harder and harder, to no avail.

He might well have burned out, had he not met Michelle, a young English major intent on becom-



ing a poet. She held down a work-study job doing the graveyard shift manning the desk at the gym, and she took to joking with him when he came in to train. One day she asked him, "Look, it's 11 at night. Why are you in here?"

"My coach thinks I've got a shot at the Olympics," he replied. "Gotta work for it."

"So you want to be in the Olympics?"

That brought him up short. It dawned on Ernie that he didn't really want to be in the Olympics. Nothing about it—the glory, the achievement—really appealed to him, at least not as much as the career he wanted to build in the Navy. He wound up skipping his workout and spending half the night keeping Michelle company behind the desk.

Ernie finished college with a degree in mechanical engineering, and entered the Navy, serving as a lieutenant aboard a nuclear submarine. He liked the work well enough, and was good at it, but felt that there was something missing. Ernie was proud to be serving his country, to be part of something important, but he wanted to do it more directly and see the people he was helping. A routine screening of military personnel revealed his compatibility for Cyberline, and he was offered a chance to join PRIMUS as an assault agent when his commitment to the Navy was over. He took it, and found his niche. He made Agent Commander in only two years, proving himself an able tactician and competent officer. During a scuffle with the Conquerors in Miami, he unwittingly caught the eye of then-Avenger Kaufman. The Avenger put a note in his file, and Ernie found himself transferred from base to base over the next few years, serving in a variety of roles. He didn't realize he was being groomed for the Avenger program until after he was offered the chance to be part of the first round of Avengers.

For Ernie, there was never any question that he would take it. Here was a chance to serve his country, to take a risk which would make him better able to carry out the job he wanted to perform. While he did not adapt as well to the treatment as most of the Avengers (Ernie is slightly slower than the average Avenger) he was nevertheless pleased with his new abilities, especially when he learned he would be serving in his home town.

Barbara Lonergan, the Base Commander, welcomed him to the team a little coolly at first. She had her operation running smoothly, and had no desire to see one of these new "Avengers" throw a wrench into the works. Sensitive to that, Ernie concentrated on working with her on tactical issues, taking on duties such as providing briefings to the assault teams on potential threats and assisting in running training exercises for the assault squads and Iron Guard. Ernie also began making contacts in the local police and FBI offices to try and make it easier to coordinate their efforts. He met with resistance at first, as inter-agency squabbling was a

well-established norm, but his easy manner and charm won over his critics. It became standard procedure for Chicago PD to request PRIMUS assistance in any cases that looked like they might involve paranormals. Sometimes too much so; Ernie still jokes about the time when, acting on information from the police, he led five assault agents into an apartment which was supposed to hold a voodoo sorceress but in fact was just a tarot reading.

This willingness to work with locals, however, has never extended to superheroes. Lonergan's policy has always been to ignore them, not actively pursuing "vigilantes" but keeping them out of PRIMUS' way and never sharing information. Ernie has never been entirely comfortable with this policy, feeling that open communication would be a better way to keep heroes in line, but has always abided by Lonergan's wishes.

It was nine years ago that he met Terisa Baker, not long after he began working in Chicago. He was instantly taken by her beauty and grace when she came to see him, but she responded coolly as he tried to make the interview less formal. Ernie resolved to try and be professional, so he settled behind the desk and asked,

"Now which case did you say you were here about?"

"The Shawn Jenkins case," she said.

Inwardly, Ernie cringed, knowing he could never recite the story of Jenkins' arrest with a straight face. So he pulled out all the stops, delivering the facts but choosing his words carefully to heighten the irony of the Lunatic Avenger's dialogue. By the end of his monologue, Terisa was in tears of laughter, begging him to stop so she could catch her breath. Eventually, she leaned back in her chair and asked him, "Is that really the way it happened?"

"Yes, ma'am. Though I don't think anyone but Stan Lee could get his quotes just right."

She shook her head, and he asked her to dinner. She accepted. Since then, Ernie has married, adopted four children, and invited his mother to come live with them.

Personality: These last few years have been everything he wanted, especially now, with the prospect of conceiving a child of his own with Terisa, still a Cook County prosecutor. He loves his family life, and spends as much time with the children as he can. He's a little crazy with them sometimes, letting them pretend to box or chasing after the youngest, which serves to counter-balance Betty and Terisa's more stern approach. He often feels Terisa is a little too strict (he expects it from his own mother), but never contradicts her in front of the children. And he knows she is sensitive about appearing "cold," so he tries to be gentle about it with her in private, making little jokes about it in his usual way. The sole exception to this is church, where he demands perfect behavior.



In short, Ernie is dedicated to his work and devoted to his family and certain that this is exactly the life he wanted. He sometimes wishes he had more time to spend with Terisa, but he's always surprised to find that the bond they share raising the children is as important to him as the passion between them. No life is perfect, but Ernie is content.

Commendations/Brownie Points: Ernie has been with PRIMUS longer than any other Avenger, since 1981, and to date has earned the most Brownie Points, a whopping 202 of them! Ernie has also been awarded two medals for extreme heroism, and numerous other commendations.

Typical Equipment: Because of his high Brownie Point total, Avenger Freeman can essentially carry any piece of equipment he wishes to. He prefers to wear reinforced armor, and carries the heavy blaster pistol and telescoping tonfa, as well as the net gun, grenades, and suppression cuffs.

Powers/Tactics: Like all Avengers, Freeman has been trained in how to coordinate his abilities with those of the agents and Iron Guard. His time spent as an agent and agent commander give him an even better insight into how to do this, and Freeman continues to train regularly with Chicago PRIMUS agents.

In combat, Freeman will attack at range using the heavy blaster first; when his opponents are growing weak, he will then close and engage them in hand-to-hand combat. Freeman will do his best to protect the men on his team from attacks. He is not as strong as most Silver Avengers, but uses his superior agility to make up for it. He's shifted his emphasis from boxing to more wrestling maneuvers as time has past, primarily due to the judo-intensive training Richardson emphasizes in the Avenger Games.

Appearance: Ernie is an African-American man standing 6' tall and weighing 195 pounds. He has a Chicago accent, which becomes more pronounced the more animated he becomes. Freeman is 43 years old, but appears to be in his thirties. He is in excellent physical condition.

Quote: "You want some of me, you green freak of nature? Huh? You do? Why don't you come on over here and get some, then!"

Power Variation: For real-world campaigns in which super-tech and Cyberline do not exist and PRIMUS exists to investigate paranormal phenomena in an X-Files vein, Freeman is a highly trained normal agent. He has more experience than most, and his combat skills exceptional, but he possess no characteristics above the human norm. In this type of game, Freeman does not wear a costume.

To increase Freeman's combat efficiency, raise his DEX to 33 and his SPD to 7, and raise his defenses to 25 PD and ED, respectively.

For lower powered games, reduce his strength to 25, lower his DEX to 26, and lower his defenses to 15.

Silver Avenger Ernie Freeman

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	3200 kg; 7d6 [1]
30	DEX	60	15-	OCV: 10 / DCV: 10
24	CON	28	14-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll: 13-
16	EGO	12	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½ d6
14	COM	2	12-	
21	PD	14		Total: 21 PD/ 21 r PD
21	ED	16		Total: 21 ED/21 rED
6	SPD	20		Phases: 2, 4, 6, 8, 10, 12
12	REC	0		
48	END	0		
45	STUN	0		

Total Characteristics Cost: 203

Fuzion Stats:

INT	6	WILL	5	PRE	6	TECH	8	REF	10
DEX	10	CON	10	STR	7	BODY	9	Mov	6
SD	20	ED	20	SPD	5	Stun	45	Hits	45

Movement: Running: 13"/26"

Powers and Skills

Combat Training

Defense Maneuver (5)

Combat Skill Levels: 2 Levels, w/ all combat (16)

Combat Skill Levels: 3 Levels w/ Hand-to-Hand combat (9)

WF: Small Arms (2)

Martial Arts—*PRIMUS Commando Training & Wrestling* (36)

Maneuver	OCV	DCV	Damage
Martial Strike	+0	+2	9d6
Fast Strike	+2	+0	9d6
Martial Throw	+0	+1	7d6 + v/5
Killing Strike	-2	+0	1d6 +1 Killing
Choke Hold	-2	+0	2d6 NND
Martial Disarm	-1	+1	STR 45 Disarm
Martial Block	+2	+2	Block, Abort
Def. Block	+1	+3	Block, Abort
Sacr Throw	+2	+1	7d6, you fall; target falls

Cyberline Abilities

Efficient Strength: ½ END Cost on STR (9) [1]

Damage Resistance: 20 PD/20 ED (20)

Mental Defense: 10 (7)

Power Defense: 8 (8)

Running: +7" (16" Total) (14) [1/5"]

Background Skills

Electronics 13- (7)

KS: Wrestling 13- (3)

Oratory 13- (3)

PS: Naval Officer 13- (3)

SC: Mathematics 11- (2)

SC: Electronic Engineering 13- (3)

Spanish, native accent (4)

PRIMUS Career

Acrobatics 15- (3)

Breakfall 15- (3)

Bureaucrats 15- (7)

Climbing 15- (3)

Computer Programming 13- (3)

Conversation 13- (3)

Criminology 13- (3)



Federal Police Powers (3)
 KS: Criminal Organizations 13- (3)
 KS: Federal Law 13- (3)
 KS: Paranormals 13- (3)
 KS: PRIMUS 13- (3)
 Paramedic 13- (3)
 PS: PRIMUS Agent 13- (3)

Total Powers & Skills Cost: 197

Total Character Cost: 400

Disadvantages: 150 +

Distinctive Features:

Handsome, high-ranking PRIMUS agent, easily concealable, major (10)

DNPC

Children, incompetent, 11-(20)

Enraged

When sees children hurt, uncommon, 11-, recover 11- (8)

Hunted

VIPER, as powerful, NCI, 8- (15)

Physical Limitation

Subject to Orders, frequently, slightly (10)

Psychological Limitations

PRIMUS Code, common, strong (15)

Loves Terisa, common, strong (15)

Public ID: Silver Avenger Freeman (10)

Reputation

Protects Innocents, occur 11- (10)

Vulnerability

1½x Effect from Poisons & Toxins, very common (15)

Watched

Media, less powerful, NCI, 11-(5)

PRIMUS Package (3)

Federal Hero Bonus (114)

Total Disadvantage Points: 400

Fuzion Notes:
 Skill Notes: Streetfighting, Wrestling, Hand-to-Hand: 5, Melee Combat: 2, Firearms: 2, Melee Evade: 5, Ranged Evade: 2, Science (Mathematics): 2, all other Skills listed at Level 3.
 Power Notes: +14 m/yds Running; STR costs H END to use, 20 KD & 20 EKD Armor. All other powers as listed.

Silver Avenger Hartigan, Atlanta

Background: The oldest son of Massachusetts Senator Thomas P. Hartigan, Frank was born into a



wealthy and influential Bostonian family with a long history of public service and duty. Joining the Marine Corps fresh out of col-

lege, he moved up through the officer corps rapidly until he reached the rank of Captain in the elite Force Recon. A random screening detected the favorable response to the Cyberline series, and he was offered the chance to join PRIMUS, a chance that he accepted eagerly.

Frank did not inform his father of his career change until after his acceptance, fearing that if his father knew how badly he wanted this chance, he would not have been able to resist using his influence to get his son the appointment. Despite that, there were rumors about the use of improper influence when Frank was accepted for PRIMUS duty, and leapfrogged over several other applicants to be placed in the Silver Avenger program. Upon graduation from training and completion of the Cyberline series, he was assigned to the Atlanta base—the second largest in the nation. Frank has now been in Atlanta thirteen years, and has had an exemplary record during his tour of duty to date. He deals fairly well with paranormals, being somewhere near the middle of the pack on the paranormal registration issue.

Frank favors the use of good discipline and sound tactics in any operation involving conflict with paranormals and/or organized criminal groups like VIPER. The Assault Agents assigned to Atlanta regularly work out with the military forces stationed in their area, especially the troops at Fort Benning and Paris Island, and have perhaps the best tactical discipline of any PRIMUS operatives, regularly earning high marks from even Silver Avenger Alex Richardson at the Avenger Games.

Frank has a secret that could place his entire career in jeopardy, however: he is gay. His reputation is protected by an accomplice, Sandra Rikard, his closest friend who poses as his girlfriend at functions. Because of his celebrity in Atlanta, Frank has found it impossible to have a lasting relationship with another man, and remains torn between his nature and his duty to PRIMUS and his father.

Personality: Born to the upper echelons of society, Hartigan navigates the halls of society with an ease that no other Avenger can match. He attends social



functions regularly, both in Atlanta and across the Southeast, promoting PRIMUS interests and keeping himself, and thus the agency, in the minds of the wealthy and influential movers and shakers of Southern society. He's also a familiar sight every year in Washington at budget time—assisting the Golden Avenger and Colonel Glenn with lobbying for PRIMUS funding and the like.

Hartigan is very mild tempered, and has a relaxed managerial style that makes him a favorite with the agents assigned to him. Despite his movie-star looks (and numerous attempts from young women across the South to the contrary) he flies in the face of the ranks of playboy Avengers, and appears content in a long-term relationship with a fellow PRIMUS agent, intelligence agent Sandra Rikard, also stationed at the Atlanta base. As a side note, he has the singular distinction of being the only independently wealthy member of the Avenger Corps, thanks to investments and trust funds set up by his grandparents.

Commendations/Brownie Points: Hartigan has only been seriously injured once since becoming an Avenger, and has one Purple Heart. He has received three commendations for meritorious service. Hartigan has earned 181 brownie points since joining PRIMUS in 1984.

Powers/Tactics: Hartigan is an exceptionally skilled martial artist, and enjoys hand-to-hand combat with skilled opponents. When he's there to get the job done, however, Hartigan will utilize the standard PRIMUS tactic of softening up opponents at range before engaging them in hand-to-hand combat.

Favorite Equipment: Hartigan favors solid, reliable gear for himself and his men. He wears the reinforced armor [particularly after his Purple Heart] and carries the telescoping tonfa and the Standard Blaster. Other gear would be chosen on an "as needed" basis. If going up against a telepath, he'll take mind boosters.

Appearance: Frank is a very handsome man in his mid thirties, with dark brown hair and hazel eyes. He's 5'11" and about 190 lbs. He's something of a clotheshorse, always dressing well, to the extent of having his uniforms personally tailored.

Quote: "Hartigan here, how can I help you? Yes, Senator, I had planned on stopping by the party for a while this evening... Excuse me for a moment sir, I'm being paged... I'm sorry Senator, but I may be late for the reception, there's a problem in Charleston I have to attend to. Sandra and I will be there as soon as I get this under control though. Give my regards to your wife, and I'll see you both later tonight."

Power Variation: To increase SA Hartigan's power level, increase his damage resistance to 20, increase his SPD to 7, and add AP and Find Weakness at 13- with all attacks.

To decrease his power, lower his STR to 30, his DEX to 21, his SPD to 5, and remove his levels.

Silver Avenger Hartigan

Val	Cha	Cost	Roll	Notes
40	STR	30	17-	6400 kg; 8d6 [2]
26	DEX	48	14-	OCV: 9 /DCV: 9
20	CON	20	13-	
15	BODY	10	12-	
18	INT	8	13-	Per Roll: 13-
15	EGO	10	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½ d6
18	COM	4	13-	
20	PD	12		Total: 20 PD/12 rPD
20	ED	16		Total 20 ED/12 rED
6	SPD	24		Pha: 2, 4, 6, 8, 10, 12
12	REC	0		
40	END	0		
45	STUN	0		

Total Characteristics Cost: 190

Fuzion Stats:

INT	6	WILL	5	PRE	6	TECH	7	REF	9
DEX	9	CON	10	STR	8	BODY	9	Mov	5
SD	20	ED	20	SPD	5	Stun	45	Hits	45

Movement: Running 9"/18"

Powers & Skills

Combat Training

Combat Skill Levels: 2 Levels, w/ all combat (16)

Combat Skill Levels: 2 Levels w/ Ranged Combat (10)

Combat Skill Levels: 2 Levels w/ Martial Arts

WF: Small Arms, Common Melee Weapons (4)

Martial Arts—PRIMUS Commando Training (24)

Maneuver	OCV	DCV	Damage
Martial Strike	+0	+2	10d6
Martial Throw	+0	+1	8d6 + v/5
Killing Strike	-2	+0	1d6 +1 Killing
Choke Hold	-2	+0	2d6 NND
Martial Disarm	-1	+1	STR 40 Disarm
Martial Block	+2	+2	Block, Abort

Cyberline Abilities

Efficient Strength: ½ END Cost on STR (10) [1]

Damage Resistance: 12 PD/12 ED (12)

Mental Defense: 10 (7)

Power Defense: 5 (5)

Running: +3" (9" Total) (6) [1/5"]

Background Perks

Wealthy (10)

Political/Social/Business Contacts (12)

Scholar (3)

Well-Connected (3)

Background Skills

AK: Boston 13- (3)

AK: Atlanta 13- (3)

AK: Southeast United States 13- (3)

High Society 13- (3)

KS: Current Events 13- (2)

KS: Law Enforcement World 13- (2)

KS: Military/Mercenary/Terrorist World 13- (2)

KS: Martial Art Forms 13- (2)

KS: Types of Dance 13- (2)

KS: USMC History and Customs 13- (2)

KS: US Politics 13- (2)

French, fluent conversation (3)

Spanish, fluent conversation (3)

PS: Marine Officer 13- (3)

PS: Dancer 14- (3)



PS: Socialite 13- (3)
PRIMUS Career
 Acrobatics 14- (3)
 Breakfall 14- (3)
 Bureaucratics 13- (3)
 Climbing 14- (3)
 Conversation 13- (3)
 Criminology 13- (3)
 Federal Police Powers (3)
 KS: Federal Law 13- (2)
 KS: Paranormals and their Tactics 13- (2)
 KS: PRIMUS 13- (2)
 Paramedic 13- (3)
 Persuasion 13- (3)
 Stealth 14- (3)
 Survival 11- (3)
 Tactics 15- (7)

Powers & Skills Cost: 230

Total Cost: 420

Disadvantages: 150+

Distinctive Feature

Handsome, charismatic, concealable, minor (10)

Enraged When:

When companions downed, uncommon, 11-,
 recover 8- (10)

PRIMUS Package Deal (3)

Physical Limitation

Subject to Orders, frequently, greatly (15)

Psychological Limitations

Hides Sexual Orientation, uncommon, total (15)

Patriotic, common, strong (15)

Protective of His Men, common, total (20)

PRIMUS Code, common, strong (15)

Public ID: Avenger Frank Hartigan (10)

Reputation

Protects Innocents, occur 11- (10)

Silver Avenger, occur 11- (10)

The "Socialite" Avenger, occur 8- (5)

Vulnerability

1½x Effect from Poisons/Toxins, very common
 (15)

Federal Hero Bonus (119)

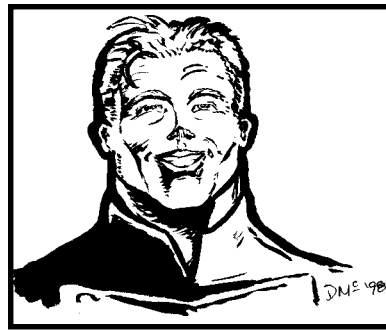
Total Disadvantage Points: 420

Fuzion Notes:

Skill Notes: Streetfighting, Hand-to-Hand: 4, Melee
 Combat: 2, Firearms: 4, Melee Evade: 4, Ranged Evade:
 4, Tactics: 5, all other Skills listed at Level 3
 Power Notes: +5 m/yds Running; STR costs H END to
 use, 12 KD & 12 EKD Armor. Other powers as listed.

**Silver Avenger Richardson,
 Hudson City**

Background: The only son of an Army Intelligence officer and his wife, an Army nurse, Alex Richardson was born and bred to serve the USA. Alex is probably one of the most brilliant minds on the planet, though sadly much of his talent was wasted at PRIMUS. A top junior chess player from the age of seven, Alex has a tactical genius which is unparalleled. He continued to compete through high school and at West Point, where he breezed through a double physics/mathematics major.



After graduation, he was assigned to the Pentagon. Stephen Hawkins, a West Point classmate and son of General

Jonathan Hawkins, persuaded Alex to transfer to PRIMUS. He had initially no interest in becoming an Avenger, instead hoping to coordinate tactical information and direct intelligence efforts. Turning his focus towards the tactics of paranormal combat, he literally wrote the manuals for the PRIMUS Academy on dealing with paranormals.

His career was stymied by the involvement of Colonel Avery Vasquez, who had no intention of letting this kind of talent waltz all over his department, whatever General Hawkins thought. Though Richardson was only marginally tolerant to Cyberline, Vasquez altered the medical results, making it appear that the candidate had a superior tolerance. Vasquez figured Richardson would either die from Cyberline poisoning, or would continue to serve PRIMUS—as he wanted him to.

Richardson survived, and appeared to be quite normal, though physically weaker and less resistant than other Avengers. If he seemed a bit overly effective—bordering on brutal—in combat, well, that was easily explained as adjusting to his new powers. If he suddenly left his wife of two years, well, he had a new job and was under serious pressure to succeed. No one knew that the process had seriously mentally unbalanced the Silver Avenger.

Richardson knew something was wrong with him, though as time passed, it became less important to him. He watched as Kevin Armstrong defected, and while he suspected the former Silver Avenger was still alive, he never said a word. He did his job, watching and waiting. He competed in World Chess Federation competitions when he could, his ranking continuing to climb.

When DJ Johnson was promoted to Golden Avenger, Richardson wasn't surprised—it was a political decision, really, for the best solution to Kaufman's excesses would be a moderate who would please the Democrats in power. He had always liked DJ and didn't really mind his appointment. But Alex realized that PRIMUS would never really become the strong organization he'd been hoping for.

Alex lives in a nice two-story, red brick house, and has a cat named "Arbi" (short for "Arbiter"). He drives a silver BMW roadster. Alex has dated sporadically since his divorce, though all of his



girlfriends have been stunningly beautiful and on the low end of the IQ scale. There is currently a \$367 pot for the PRIMUS agent who can beat the Silver Avenger in a chess match, but no one has been able to collect.

Personality: Alex is very complex—a function of his intelligence as well as Cyberline treatment. He is a sociopath who loves the thrill of combat. Consequently, he feels no remorse for damages he has inflicted on opponents, and has been reprimanded for use of excessive force. Paranormals who've engaged him in the past and lost will usually surrender rather than facing him again. He occasionally regrets that his past life fell apart—he keeps tabs on his former wife, Annemarie Randolph, occasionally fighting the urge to pick up the phone and call her.

Alex has his allies in PRIMUS. He avoids PRIMUS politics and never forgets a friend's birthday. While he's easily bored and is impatient with those less intelligent than he when they don't immediately understand what he's talking about, he has friends for whom he'd bend over backwards, like Maria Chow. While he's baffled at Maria's complete inability to master chess (despite an excellent understanding of personal combat tactics) he hasn't given up trying to teach her, patiently explaining why sacrificing her queen five moves into the game is a bad idea.

Commendations/Brownie Points: Although Alex tends to lead successful missions, his brutality in combat prevents him from achieving the maximum number of BPs. He currently possesses 116 brownie points. He has earned two purple hearts and two commendations for meritorious service.

Typical Equipment: Alex carries the reinforced assault armor, various grenades, telescoping tonfa and suppression cuffs. He is concerned about mental powers, and his helmet has the psionic screen inserts. He selects his equipment on need basis whenever possible.

Powers/Tactics: Alex is an incredible tactician, and puts his skills to good use when fighting paranormals. He has an encyclopedic knowledge of the weaknesses of known paranormals and will exploit them. He eschews the PRIMUS ranged weaponry and uses his hand to hand combat skills instead. When entering combat, he has a tendency to find many levels of weakness as possible and then to pummel one opponent at a time.

Because of his find weakness talent, Alex is one of the more dangerous Avengers PCs can encounter; this is exemplified by his contempt for paranormals and unconcern for ramifications should he go too far. His only major weakness is that he's vulnerable to ranged attacks, and will keep his levels in DCV when ranged attacks appear a threat.

Appearance: Alex is 6'5 and excessively muscular—the Cyberline treatment augmented his strength less efficiently as fully compatible Avengers. His hair is dark blond, and his eyes are brown. He's a mildly attractive man in his late thirties, though his eyes are coldly intelligent and his stance is typically intimidating. He dresses in tailored suits when not on duty, and goes running every morning wearing a West Point sweatshirt and shorts, regardless of the weather.

Quote: *“Oh, how touching—a plea for mercy from the all-powerful villain. Pity that it won't save you.”*

Power Variation: For real-world campaigns in which super-tech and Cyberline do not exist and PRIMUS exists to investigate paranormal phenomena in an X-Files vein, Richardson is a highly trained normal agent in charge of other agents. He has more experience than most, and his combat skills exceptional, but he possess no characteristics above the human norm. In this type of game, Richardson does not wear a costume.

For higher powered games, increase Richardson's STR to 45, his defenses to campaign norms, and add three more levels of Find Weakness.

For lower powered games, reduce his STR to 30, his defenses to 10, and his SPD to 5, and eliminate his Find Weakness talent and DCV levels.



Silver Avenger Richardson

Val	Cha	Cost	Roll	Notes
35	STR	25	16-	3200 kg.; 7d6 [1]
26	DEX	48	14-	OCV: 9 /DCV: 12
20	CON	20	13-	
15	BODY	10	12-	
30	INT	20	15-	PER: 15-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack 3½ d6
14	COM	2	12-	
18	PD	11		Total: 18 PD/18 r PD
15	ED	11		Total: 15 ED/15 rED
6	SPD	24		Pha 2, 4, 6, 8, 10, 12
11	REC	0		
40	END	0		
43	STUN	0		

Total Characteristics Cost: 187

Fuzion Stats:

INT	10	WILL	5	PRE	6	TECH	9	REF	9
DEX	9	CON	8	STR	7	BODY	9	Mov	6
SD	17	ED	15	SPD	5	Stun	45	Hits	45

Movement: Running 9"/ 18"

Powers and Skills

Combat Training

- Combat Skill Levels: 3 Levels w/ DCV (15)
- Combat Skill Levels: 4 Levels w/ Martial Arts (12)
- Find Weakness w/ Martial Arts 13- (30)
- Martial Arts—*PRIMUS Commando Training & Judo* (43)

Maneuver	OCV	DCV	Damage
Martial Throw	+0	+1	7d6 + v/5
Killing Strike	-2	+0	1d6 +1 Killing
Choke Hold	-2	+0	2d6 NND
Martial Disarm	-1	+1	STR 45 Disarm
Def Block	+1	+3	block, abort
Grappling Throw	+0	+2	9d6
Legsweep	+2	-1	8d6
Martial Escape	+0	+0	50 STR
Nerve Strike	-1	+1	2d6 NND
Shove	+0	+0	50 STR
Takedown	+1	+1	7d6
Martial Dodge	+0	+5	Dodge, Abort

Cyberline Abilities

- Efficient Strength: ½ END Cost on STR (9) [1]
- Damage Resistance: 18 PD/15 ED (17)
- Mental Defense: 10 (7)
- Power Defense: 5 (5)
- Running: +3" (9" Total) (6) [1/5"]

Background Skills & Talents

- Absolute Time Sense (3)
- Eidetic Memory (10)
- KS: Chess 15- (2)
- KS: Judo 15-(2)
- KS: Military History 15- (2)
- Lightning Calculator (3)
- SC: Physics 15- (3)
- SC: Mathematics 15- (3)
- Scholar (3)
- Speed Reading (3)
- PS: Military Tactician 15- (3)
- PS: Chess Player 18- (6)

PRIMUS Career

- Acrobatics 14- (3)
- Acting 13- (3)
- Breakfall 14- (3)
- Bureaucratics 13- (3)
- Combat Driving 14- (3)
- Computer Programming 15- (3)
- Deduction 18- (9)
- Federal Police Powers (3)
- KS: Criminal Organizations 15- (2)
- KS: PRIMUS 15- (2)
- KS: Paranormals and their combat efficiency/ deficiency 15- (2)
- PS: Silver Avenger 15- (3)
- Security Systems 15- (3)
- Tactics 18- (9)

Total Powers & Skills Cost: 235

Total Character Cost: 422

Disadvantages: 150+

Distinctive Feature

- Very large Silver Avenger easily conc, major (10)

Enraged

- In Combat, very common, 14-,recover 11- (15)

Hunted by

- VIPER, as powerful, NCI, appear, 8- (15)

Physical Limitation,

- Subject to Orders, frequently, greatly (15)
- Sociopath, all the time, slightly (15)

Psychological Limitations

- Remembers how things used to be and regrets his losses, uncommon, moderate (5)
- Resents legal restrictions on his actions against paranormals, uncommon, strong (10)
- Contempt for paranormals, common, strong (15)

Public ID (10)

Reputation

- The brutal/brilliant Silver Avenger", 11-, extreme reputation (15)

Susceptibility

- 3D6 from Pure Cyberline Treatments, uncommon, (15)

Vulnerability

- 1 ½ STUN from Poisons/Toxins, very common (15)

Watched by

- Chessmen, less powerful, NCI, appear 14- (10)
- PRIMUS Intelligence, less powerful, NCI, 11-(5)

Federal Hero Bonus (112)

Total Disadvantage Points: 370

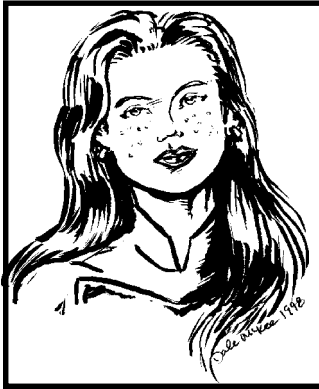
Fuzion Notes:

Skill Notes: Streetfighting, Judo, Hand-to-Hand: 4, Melee Evade: 3, Ranged Evade: 3, Expert: Chess: 6, Deduction: 6, Tactics: 6, all other Skills listed at Level 3
Power Notes: Find Weakness w/ All Martial Arts Attacks, Skill of 12, +5 m/yds Running; STR costs H END to use, 17 KD & 15 EKD Armor. All other powers as listed.



Other Avengers

Boston: Melanie ("Mel") Flanagan



Female Silver Avengers have always felt that they've had to work twice as hard. Mel is exceptionally beautiful, and she's had to work even harder to gain respect. She's 5'9, 130 pounds, has long auburn hair, blue eyes, and lots of freckles.

Fort Worth: Robert Webster



Robert is the practical joker of the Avengers. He managed to hit the Golden Avenger in the head with a piece of ice during Stephen

Hawkins' wedding reception (though the favor was returned later in the evening!) Robert is 6'3, 230 pounds, with short blond hair and icy eyes. He's handsome and a dreadful flirt.

Houston: David Frasier



David is known as "the quiet one" in the Avengers, and he's actually quite shy in large public gatherings. He manages to deal with the spotlight

whenever it's thrust on him, though. David has brown hair and eyes, and is 6'1 with a thin build.

Los Angeles: Joseph Gray

Joseph, like many of the Silver Avengers, came from a strong military tradition. He's also the oldest Silver Avenger, at the age of 47, though he looks like he's in his late thirties. Joseph is 6'0 and heavily built. He plays war games in his spare time, and the siege of Jerusalem by the Romans is of particular interest to him.



Miami: Barbara King

Barbara was the first female Silver Avenger, placed in Lyndon Kaufman's base (see *Classic Organizations*). Barbara often deals with paranormal drug trafficking, and is a vocal supporter of the measure which would extend PRIMUS' jurisdiction. She's tall and thin, about 5'10 and weighing 139 pounds. She has dark blond hair which is pulled back in a ponytail.



New Orleans: Peter St. Croix

Ranks with Robert Webster as a lady's man. Both men carouse together. Peter is 5'10, thin, with dark hair and eyes. He's actually from Oregon, but he fakes a Louisiana accent when he meets people who don't know him.



New York City: Anna Martinez

Anna Martinez was appointed to Darin Falswell's vacated Silver Avenger post before she thought she was ready. The pretty 27-year-old Avenger is the shyest Avenger (a fact which has caused more than one person to question her placement in the Avenger Corps), though she's been working on her command skills. She's 5'6, with brown hair and eyes.





Philadelphia: Eric Harper

The second of PRIMUS' two African-American Silver Avengers, Harper was selected for the post after one of the original Silver Avengers developed an allergy to Cyberline treatment. Harper is 6'2 and 210 pounds, and is "married with dogs," as he likes to say.



Seattle: Richard Stephens

Richard is 6'0 and heavily built. He has black hair and brown eyes, and freckles across his nose which make him look like a young man, though he's in his late thirties. A Marine prior to entering PRIMUS in the early eighties, Richard is one of the toughest Avengers.



Stronghold, New Mexico: William Baker

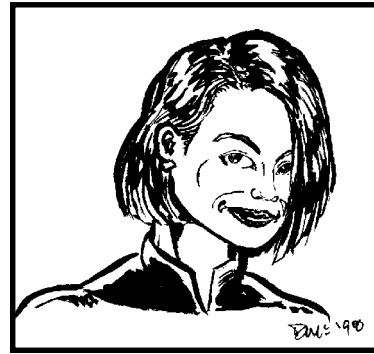
William is 6'1 and 225 pounds with black hair and brown eyes. Married last year, he and his wife made headlines when they adopted two Bosnian orphans. William's known to be the "adventurous Avenger," because of his propensity for extreme sports.



St. Louis: Stephen Hawkins

The son of General Hawkins, first Director of PRIMUS, Stephen joined the Avengers soon after graduation from West Point, with his father's full approval. He's 6'1 with blond hair and green eyes, and often wears wire-rimmed eye-glasses. He married intelligence operative Christine Hailley in an Episcopal ceremony in March, an event that all the Avengers turned out for and which led to almost riotous partying.

Washington D.C.: Sherrie Peters



Sherrie, 5'8 and thin, with short brown hair and hazel eyes, was one of the first female assault agents. Promoted often, when Armstrong defected in 1991, Sherrie

was selected to undergo treatment. She gets along well with DJ, though she's been rumored to call him "Sweet Pea" behind his back (the Golden Avenger's office designation in Washington is Suite P.)

Administrators

Colonel Peter Glenn, Director of PRIMUS

Background: Born in 1946, Peter Glenn came from a long line of Army men. But his father's West Point



background hadn't saved him from the ravages of Bataan and the POW camp in Manchuria. Upon his return to the U.S. in 1945, Richard Glenn promptly

resigned his commission and returned to Iowa. He remained bitter about what he considered the betrayal of the Philippines—and the soldiers stationed there—by the United States.

But his son had the Army in his blood, and at the age of 18, without his father's permission, he enlisted and was sent to Vietnam. Though a small man, Glenn had natural presence and charisma to spare, and quickly advanced through the ranks during his two tours in Vietnam. Upon returning to the U.S., he attended college on the GI Bill, and was commissioned as soon as he finished. As an officer in the Army, Glenn continued to distinguish himself and was promoted rapidly. In 1978, he married Alice Richards-Allen, an heiress and debutante. Despite her family's reservations about Glenn,



the marriage has worked well, with Alice doggedly promoting her husband's career.

In the early eighties, Glenn was assigned to a research program investigating paranormals and national defense; as such, he began to work closely with both PRIMUS and SAT. When Hawkins retired, the sparkling-clean Glenn was a natural choice for the beleaguered Clinton Administration.

Though he is not much of a socialite, preferring to spend his evenings at home, his socialite wife, Alice, drags her husband to Washington gatherings whenever she can. Glenn has two sons, Peter, Jr., 19 and at West Point, and Allen, 15.

Personality: His men have compared Peter Glenn to a force of nature. He has a zero-tolerance policy for incompetence, and does not hesitate at expressing that to the object of his derision. When he wants a project done, it gets done when he wants it, even if it means he rolls up his shirtsleeves and does it himself.

Glenn is a man of honor and integrity, something which has come back to haunt the Clinton Administration. Glenn has not hesitated to pursue investigations which have proven embarrassing to the President, seemingly forgetful as to whom he owes his appointment. Glenn grasped the ways of Washington quickly, however, and does not shirk at badgering, cajoling, and reminding Congressmen and women of favors he's done them.

Commendations/Brownie Points: Glenn operates above the Brownie Point system, and may requisition any equipment that he likes. He typically carries a holdout pistol in his belt, though he travels with two assault agents (with full equipment loads) for protection.

Powers/Tactics: Glenn is no longer a combatant, though he is in excellent physical condition. He keeps in shape by running in the mornings and sparring with members of his staff. He is difficult to intimidate, however, and rarely backs down, even when his life is on the line.

Appearance: Glenn is a rugged man in his early fifties, with thick, gray hair and sharp blue eyes. He stands 5'5, but has an imposing presence. Glenn retired from the Army to accept the position as head of PRIMUS, and does not wear his Army uniform, instead wearing tailored suits in dark colors.

Quote: *"Senator Bryan, may I respectfully remind you that had it not been for PRIMUS intelligence agents intercepting the plasma bomb addressed to your office, half of your constituency would have been wiped out by Mechanon? I hardly see how an increase of twenty million to our budget is anything to get so fired-up over, when the lives of voters are at stake!"*

Power Variation: None needed; though high-power games may wish to give Glenn additional physical abilities. Glenn is more fearsome in the power he wields as head of PRIMUS than in any innate physical abilities.

Colonel Peter Glenn

Val	Char	Cost	Roll	Notes
12	STR	2	11-	110 kg; 2d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
15	CON	10	12-	
14	BODY	8	12-	
18	INT	8	12-	PER Roll 13-
14	EGO	8	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
12	COM	1	11-	
4	PD	2		
4	ED	1		
3	SPD	4		Phases: 4, 8, 12
5	REC	0		
30	END	0		
28	STUN	0		

Total Characteristics Cost: 77

Fuzion Stats:

INT	6	WILL	5	PRE	8	TECH	5	REF	5
DEX	5	CON	2	STR	4	BODY	6	Mov	6
SD	4	ED	4	SPD	3	Stun	30	Hits	30

Movement: Running 9"/18"

Powers & Skills

Combat Training:

Combat Skill Levels: 3 Levels w/ Martial Arts (9)

Combat Skill Levels: 3 Levels w/ Handguns (9)

Defense Maneuver (5)

Weapon Familiarity: Small Arms(2)

Martial Arts—PRIMUS Agent Training (18)

Maneuver	OCV	DCV	Damage
Choke Hold	-2	+0	2d6 NND
Killing Strike	-2	+0	1d6+1 KA
Martial Strike	+0	+2	4D6
Off. Strike	-2	+1	6D6

Running: +3" (6) [1/5"]

Head of PRIMUS Perks:

Agent Staff: 16—200 pt. Followers (60)

AK: Washington, D.C. 11- (2)

Contact: President Clinton, 11- (1)

Contact: Supreme Court Justice, 11- (1)

Contact: Various Senators and Representatives, 11- (6)

Favor: Avery Vasquez (1)

Favor: President Clinton [x3] (2)

Favor: Senator Relm (0)

Federal Police Powers

KS: Washington Dirt 13- (3)

PERK: Head of PRIMUS/Colonel in Army (5)
(Includes Federal Police Powers)

PS: Director of PRIMUS 15- (5)

Well-Connected (3)

Agent Training:

Bribery 14- (3)

Bureaucrats 14- (3)

Demolitions 11- (3)

Interrogation 14- (3)

KS: Paranormal History 13- (3)

KS: PRIMUS Operations 16- (6)

Paramedic 13- (3)

Persuasion 14- (3)



Background Skills:
 Combat Piloting 12- (3)
 High Society 14- (3)
 KS: Military History 13- (3)
 PS: Army Colonel 15- (5)
 Survival 11- (3)
 Tactics 13- (3)
 Vietnamese: fluent w/accnt (3)
 Well Off (5)

Total Powers & Skills Cost: 191

Total Character Cost: 268

Disadvantages: 100+

DNPC:

Alice (wife), incompetent, 8- (15)

Public Identity (10)

Psychological Limitation:

Considers all paranormals as threats to be contained, uncommon, total (15)

Hates incompetence, common, strong (15)

Honorable, common, strong (15)

Reputation:

Incorruptible tough head of PRIMUS, 11- (10)

Rivalry with:

Colonel Barrington, Head of WSS, professional (5)

Hero Bonus (83)

Total Disadvantage Points: 268

Fuzion Notes:
 Skill Notes: Streetfighting, Hand-to-Hand: 3, Firearms: 3, Melee Evade: 3, Ranged Evade: 3, Professional (Director of Primus): 5, Expert (PRIMUS Operations): 6, Professional (Army Officer): 5, all other Skills listed at Level 3

Colonel Avery Vasquez



Background: The most feared man in PRIMUS joined the agency in 1975, following his return from Vietnam. Unlike most PRIMUS personnel, Vasquez was handpicked for this position by the Army and has not had to work his way through the ranks. Also unlike most PRIMUS personnel, Vasquez mind-controlled his superiors and forced them to grant him the position.

By the time Vasquez arrived at PRIMUS, not much had been accomplished since the agency had

been signed into existence in 1964. General Hawkins was still fighting Congress for funding of a supersoldier program, and agents were ill equipped to handle most threats. Determined to turn the agency around, Vasquez found a similarly ruthless ally in the Avenger, Robert Kaufman. And as Intelligence Director, Vasquez took a page from FBI giant J. Edgar Hoover, and began acquiring dirt on key members of the government, and using what he'd gathered to help push Hawkins' budget proposals through Congress. His mind control power helped him in this capacity, and PRIMUS began to turn

around. Hawkins relied on his Intelligence Director increasingly as he aged, and before long, Vasquez and Kaufman were running the show with the elderly Hawkins as a figurehead.

In 1993, however, Vasquez' luck began to change. The new administration wanted to keep its promise to reduce government, and polls showed that PRIMUS was considered the most wasteful of organizations. An investigation team headed by the Vice President himself began audits, and it was soon discovered that Avery Vasquez had his hands in every bit of dirty laundry PRIMUS had participated in. On top of that, Vasquez's mental abilities didn't work on the Vice President, and his attempts to counter-threaten the Administration fell short of the mark; it seemed the Clinton Administration could weather almost any scandal. When the reorganization was complete, Vasquez found himself with only a fraction of the power he used to: heading up intelligence operations.

Golden Avenger Kaufman took advantage of Vasquez's waning power to seize more of it for himself, an affront Vasquez could not let stand. In 1994, an agent working for Vasquez contacted Eurostar, and paid them five million for the assassination of Golden Avenger Kaufman during a battle at the Capitol. The event, televised on CNN, eliminated Vasquez's principle rival at the same time it led to an outpouring of support for PRIMUS; the result was allocation of enough money to re-outfit all Iron Guardsmen and hire two hundred additional agents. Vasquez had a hand in appointment of Silver Avenger Johnson to the Golden Avenger's post, recognizing the (relative) lack of ambition on the part of the Avenger, though his hopes for controlling Johnson proved to be unfounded.

The final insult was in 1996, when Hawkins finally retired. Not forgetting Vasquez's attempts to thwart the reorganization in 1993, the Clinton Administration appointed Colonel Peter Glenn as the agency's head. Vasquez was outraged, but he had another ace in the hole: Project: PRIME. But that's another story (see the Project: PRIME write up).

Personality: Vasquez is ruthless and will not stop at running over anyone in his path to get what he wants. While he was able to get along well enough with General Hawkins, Peter Glenn's leadership ability and contempt for Vasquez has meant that the Director of Intelligence has found a new enemy in Glenn. Vasquez also dislikes the new Golden Avenger, for he has not proven as pliable as Vasquez had hoped.

Vasquez loves power for power's sake; he gathers information on everyone he can, and will exploit it whenever necessary. He is past the age for mandatory retirement, at 63, but no attempts at removing him from his position have succeeded; his power is not what it used to be, but then again, now he has PRIME working for him.



Vasquez's daughter, Juana, a college student at Vassar, is the sole person who sees his softer side. For his daughter, Vasquez would do anything, even quit PRIMUS.

Commendations/Brownie Points: Like Colonel Glenn, Vasquez operates outside of the brownie point system, and carries whatever equipment he sees fit.

Typical Equipment: Vasquez delights in the toys that PRIMUS contractors come up with—his favorite piece of equipment is a prototype Spider which is even smaller and more difficult to detect. Vasquez carries a holdout pistol as well as wearing undercover armor at all times. Vasquez will often draw from assault agent equipment whenever he sees the need.

Powers/Tactics: Vasquez's mind control abilities only works on those who are corruptible; those people, such as Avenger Johnson and Director Glenn, who are largely incorruptible, are immune. That said, Vasquez's powers work on just about anyone else he finds in Washington. He uses his voice to soothe his target and to focus himself. The members of the PRIME Team are immune to his effects, but their loyalty is so built in that he can persuade them of just about anything.

Physically, Vasquez is not much of a threat; while he isn't in bad shape, he doesn't actively keep up his combat techniques. He is familiar with PRIMUS weaponry and will use it if he needs to.

Appearance: Colonel Vasquez stands 5'8, with graying hair and brown eyes; he is noticeably of Puerto Rican descent. Since the reorganization of PRIMUS under the DOJ, Vasquez wears suits instead of his Army uniform; however, he insists on being called "colonel" and has a military bearing. Vasquez has an incredible tenor voice, and sings in his church choir.

Quote: [In a sonorous voice] *"I quite understand your reservations, Agent Thompson, but you realize that our national security—indeed, the security of the world—rests on your successful mission. I hardly think that you should let something like honor interfere with the safety of our people, do you?"*

Power Variation: In high-powered games, Colonel Vasquez should be given additional mental abilities, with invisible power effects (mental powers). For lower powered games, remove Colonel Vasquez's mental powers; his control over agents and others comes from solely his blackmail and bribery.

Colonel Avery Vasquez

Val	Char	Cost	Roll	Notes
11	STR	1	11-	100 kg; 2d6 [1]
13	DEX	9	12-	OCV: 4/DCV: 4
12	CON	4	11-	
12	BODY	4	11-	
19	INT	9	13-	PER Roll 13-
24	EGO	28	14-	ECV: 8
18	PRE	8	13-	PRE Attack 3½d6
10	COM	0	11-	
4	PD	2		
4	ED	2		
3	SPD	7		Phases: 4, 8, 12
4	REC	0		
30	END	3		
24	STUN	0		

Total Characteristics Cost: 77

Fuzion Stats:

INT 6	WILL 8	PRE 6	TECH 5	REF 4
DEX 4	CON 2	STR 2	BODY 5	Mov 4
SD 4	ED 4	SPD 2	Stun 25	Hits 25

Movement: Running: 6"/12"

Powers & Skills

Combat Training:

Weapon Familiarity: Small Arms (2)

Mutant Powers:

Dirt Digging: Mind Control, 12D6, Invisible Power Effects (+½) Extra Time (1 Turn to Start Power, -½), Concentrate, 0 DCV, Incantations, Limited: Doesn't work on the "pure of heart" (-½) (90/33) [9]

Head of PRIMUS Intelligence Perks:

Contacts w/ various useful Government officials, 11- (12)

Favors: 10 various favors from his contacts (10)

Followers: PRIMUS Agents under his command (16—200 pt. Agents) (60)

Federal Police Powers (3)

Agent Training:

Bribery 16- (9)

Bureaucrats 13- (3)

Concealment 13- (3)

Conversation 13- (3)

Criminology 13- (3)

Forgery 11- (3)

Interrogation 13- (3)

KS: Dirt on Washington Officials 18- (8)

KS: Paranormals 13- (3)

KS: PRIMUS 13- (3)

KS: PRIMUS Gossip 13- (3)

Persuasion 13- (3)

PS: Army officer 13- (3)

PS: PRIMUS Intelligence Director 15- (5)

Riding 12- (3)

Security Systems 13- (3)

Shadowing 11- (3)

Total Powers & Skills Cost: 184

Total Character Cost: 261



Disadvantages: 100+

Distinctive Features:

Older man, craggy features, easily concealable, minor (5)

DNPC:

Juana (Daughter), less powerful, useful skills, 11-

Physical Limitation:

Slight limp, frequently, slightly (10)

Psychological Limitation:

Craves power, common, total (20)

Adores his daughter, uncommon, total (15)

Ruthless, will walk over anyone, very common, strong (20)

Reputation:

The man to fear in PRIMUS, extreme, 8- (10)

Villain Bonus (75)

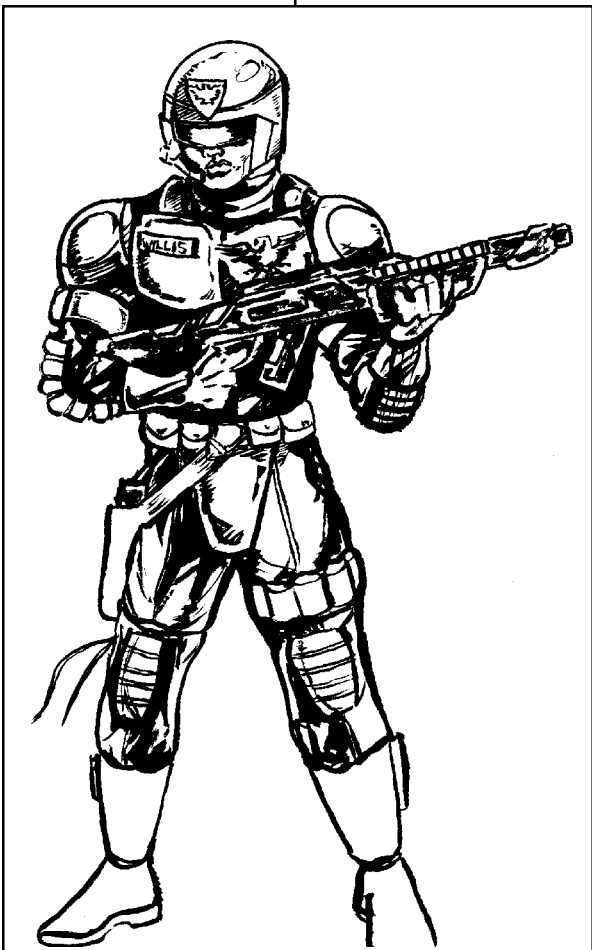
Total Disadvantage Points: 261

Fuzion Notes:

Skill Notes: Bribery: 6, Expert (Dirt on Washington Officials): 8, Professional (PRIMUS Intel Director): 5, all other Skills listed at Level 3

Power Notes: 12d6 Mind Control, .takes a Full Turn to Start the Power (-2 PP), DEX of 0 while in use (-2 PP), Won't work on people who are "pure of heart" (-2 PP), Not Detectable by Mental Awareness. (+2 PP) (8 PP)

The Rank and File



Assault agents are the key to PRIMUS' success, and the most numerous agent type in the organization. Competent, highly trained, and well equipped, they are the first line of defense against a paranormal threat. Given the relative power level of the Avengers and the Iron Guard, however, assault agents tend to think of themselves as the agency's grunts, and foster a healthy rivalry with Iron Guard.

Assault agents wear a blue, form fitting uniform with red piping and gold eagle on the chest. Assault armor is gunmetal gray and fits over the uniform. Assault agents have blue and gray jackets for cold weather, with "PRIMUS" in large white letters on the back.

Assault Team SF-3

This five-person team is typical of assault teams, reflecting the various types of motivations typically found amongst PRIMUS agents. Recently transferred from Hudson City to San Francisco, Agent Commander Tom Erdhardt leads AT SF-3, and, if he is not loved yet by the other members of the team, Erdhardt is certainly well respected by his subordinates.

The members of AT SF-3 have varying degrees of experience, and as such have different point totals. Rarely is an assault team made up entirely of rookies or experienced agents; AT SF-3 is no exception.

Assault Agent Jacob Anderson

Background: Agent Anderson joined PRIMUS in 1992, recruited for his electrical engineering degree. Proving tolerant to Cyberline, the painfully shy Anderson acquiesced to pressure that he join the ranks of assault agents. Cyberline enhanced his strength more than his agility, and his nickname among fellow agents is "the gentle giant."

Anderson surprised even himself during in what was later called by the media the "Battle of the Presidio," when VIPER attacked the San Francisco PRIMUS base. Anderson flew into a rage following the death of a fellow agent, and charged a VIPER five-team alone. Whether it was blind luck or divine intervention, Anderson defeated the team by himself, earning several commendations.

Personality: Anderson is a quiet man, rarely willing to voice an opinion counter to his teams'; it takes extraordinary circumstances to get a rise out of him—not that his teammates don't keep trying! He is very religious, attending early Lutheran (ELCA) services every Sunday.

Appearance: 6'3, brown hair and eyes, Anderson wears glasses to read, and he's usually always got his head stuck in a book or journal. He has a bulky build, a function of his incredible strength, and wears jeans and flannel shirts when he's not in uniform.

Brownie Points: 42

Favorite Equipment: Reinforced Armor, Telescoping Tonfa, Net Gun, Heavy Blaster, Suppression Cuffs.

Agent Anderson

Val	Char	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
12	EGO	4	11-	ECV: 4
12	PRE	2	11-	PRE Attack 2d6
14	COM	2	12-	
5	PD	0		
6	ED	2		
4	SPD	15		Phases: 3, 6, 9, 12
9	REC	0		
40	END	0		
35	STUN	0		

Total Characteristics Cost: 87

Fuzion Stats:

INT	6	WILL	4	PRE	4	TECH	5	REF	5
DEX	5	CON	3	STR	5	BODY	7	Mov	4
SD	6	ED	6	SPD	3	Stun	35	Hits	35

Movement: Running: 6"/12"

Powers & Skills

Combat Training:

Combat Skill Levels: 2 Levels w/ All Combat (16)

Combat Skill Levels: 2 Levels w/ Hand-to-Hand Combat (10)

Defense Maneuver (5)

Weapon Familiarity: Small Arms & Clubs (3)

Martial Arts—*PRIMUS Agent Training* (24)

Maneuver	OCV	DCV	Damage
Martial Strike	+0	+2	7D6
Martial Throw	+0	+1	5d6 + V/5
Killing Strike	-2	+0	1d6+1 KA
Choke Hold	-2	0	2d6 NND
Martial Disarm	-1	+1	STR 35
			Disarm
Martial Block	+2	+2	Block, Abort

Total Powers & Skills Cost: 113

Total Character Cost: 200

Disadvantages: 100+

Enraged when:

Fighting VIPER, common, 14-, recover 8- (15)

Physical Limitation:

Subject to Orders, infrequently, greatly (10)

Psychological Limitation:

PRIMUS Code, common, strong (15)

Introvert, very common, strong (20)

Perfectionist, common, strong (15)

Reputation:

Protects Innocents, 11- (10)

Hero of the Presidio Battle, 8- (5)

Package Bonus (3)

Vulnerability:

1½x Effect from Poisons & Toxins (15)

Watched by:

PRIMUS, more powerful, NCI, 8- (8)

Total Disadvantage Points: 201

Fuzion Notes:

Skill Notes: Streetfighting, Hand-to-Hand: 4, Melee

Weapons: 2, Firearms: 2, Melee Evade: 4, Ranged

Evade: 2, Science (Electrical Engineering):2, Science

(Mathematics): 2, all other Skills listed at Level 3

Assault Agent Ron Beres

Background: The son of two NYC cops, Ron Beres knew he'd always go into law enforcement. His parents encouraged him to go to college for a degree in criminal justice, and when he graduated, he, too, joined the NYPD.

Two years after he'd joined the force, he responded to a domestic violence call. The situation—a man holding his wife and children hostage, threatening to kill them if police moved in. A local superhero heard about the situation on the police band, and decided that he could handle it better than the professionals. He flew through the window to talk to the man, despite police protests.

The superhero was the only person to walk out of the house alive; the husband doused his family with gasoline and set them on fire. Five people died that day, all because of a meddling paranormal. Beres decided to try for the PRIMUS Academy. He's currently the newest member of ATSF-3, but his skills exceed that of most rookies.

Personality: Beres hates paranormals, and his rage ranges far and beyond what PRIMUS encourages. Something in him snapped when he saw the charred body of the infant boy—so likes his own son at home—and the simpering fool in the spandex costume giving a statement to officers, then going free. He flies into a rage when PRIMUS fights paranormals, and cannot accept that "heroic" paranormals are anything but selfish meddlers out for their own glory.

Appearance: Beres is in his early thirties, and is losing his coal-black hair. His eyes are brown, and in combat against paranormals he is ferocious. Beres is 5'10, weighs 200 pounds, and wears his hair boot-camp short.



Brownie Points: 20

Favorite Equipment: Standard Armor, Heavy Blaster, Net Gun, Telescoping Tonfa, Suppression Cuffs. He's looking forward to the day he'll be able to carry the Stun Baton (it's a bit beyond his Brownie Point allotment currently).

Agent Beres

Val	Char	Cost	Roll	Notes
23	STR	13	14-	600 kg; 4 ½d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
13	BODY	6	12-	
16	INT	6	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
13	PRE	3	12-	PRE Attack 2 ½d6
14	COM	2	12-	
5	PD	0		
5	ED	1		
4	SPD	10		Phases: 3, 6, 9, 12
9	REC	0		
36	END	0		
34	STUN	0		

Total Characteristics Cost: 91

Fuzion Stats:									
INT	5	WILL	4	PRE	4	TECH	6	REF	7
DEX	7	CON	3	STR	5	BODY	7	Mov	4
SD	6	ED	6	SPD	4	Stun	35	Hits	35

Movement: Running: 6"/12"

Powers & Skills

Combat Training:			
Combat Skill Levels: 2 Levels w/ All Combat (16)			
Combat Skill Levels: 3 Levels w/ Small Arms Range Mods (6)			
Defense Maneuver (5)			
Weapon Familiarity: Small Arms & Clubs (3)			
Martial Arts—PRIMUS Agent Training (24)			
<i>Maneuver</i>	<i>OCV</i>	<i>DCV</i>	<i>Damage</i>
Martial Strike	+0	+2	6 ½D6
Martial Throw	+0	+1	4 ½d6 + V/5
Killing Strike	-2	+0	1d6+1 KA
Choke Hold	-2	0	2d6 NND
Martial Disarm	-1	+1	STR 33 Disarm
Martial Block	+2	+2	Block, Abort

- Agent Training:**
- Acrobatics 13- (3)
 - Breakfall 13- (3)
 - Bureaucratics 12- (3)
 - Climbing 13- (3)
 - Computer Programming 12- (3)
 - Conversation 12- (3)
 - Criminology 12- (3)
 - Demolitions 11- (3)
 - Federal Police Powers (3)
 - Interrogation 12- (3)
 - KS: Criminal Organizations 12- (3)
 - KS: Federal Law 12- (3)
 - KS: Paranormals and their Powers 14- (5)
 - KS: PRIMUS 12- (3)
 - Paramedic 12- (3)
 - PS: Policeman 12- (3)
 - PS: PRIMUS Agent 12- (3)
 - Tactics 12- (3)

Total Powers & Skills Cost: 110

Total Character Cost: 201

Disadvantages: 100+

- Enraged when:**
Fighting paranormals, common, 14-, recover 8- (15)
- Physical Limitation:**
Subject to Orders, infrequently, greatly (10)
- Psychological Limitation:**
PRIMUS Code, common, strong (15)
Hates paranormals, common, total (20)
Perfectionist, common, strong (15)
- Reputation:**
Protects Innocents, 11- (10)
- Package Bonus (3)**
- Vulnerability:**
1 ½x Effect from Poisons & Toxins (15)
- Watched by:**
Paranormal Rights groups, as powerful, 11- (5)
PRIMUS, more powerful, NCI, 8- (8)

Total Disadvantage Points: 201

Fuzion Notes:	
Skill Notes: Streetfighting, Hand-to-Hand: 2, Melee Weapons: 2, Firearms: 2, Melee Evade: 2, Ranged Evade: 2, Expert (Paranormals and their powers): 5, all other Skills listed at Level 3	

Assault Agent Kestler

Background: Kestler's sheltered life, the youngest child of two Stanford professors, meant lessons in everything, but gymnastics was where she really shined; when she followed her brother on to Stanford herself, she was a star member of the women's gymnastic team.

Like Anderson, Kestler was recruited as an intelligence agent, not an assault agent, but was persuaded to join the ranks of the assault agents (see "Character Creation Example: Terry Kestler.")

Kestler has been stationed at the San Francisco base for her entire PRIMUS career; her exceptional performance at the Academy guaranteed that. She has distinguished herself time and again, and she's thought to be on the fast track for promotion to Agent Commander in the next year or two. Silver Avenger Chow herself has her eye on Kestler to head her agent staff.

Personality: Kestler is gung-ho for just about anything; she's discovered her adventurous side since joining PRIMUS, and loves what she does. Her only regret is that she isn't able to do intelligence work, which her meticulous accountant's mind would have loved, though she knows that if she's selected for the Avenger's staff that would change. Kestler is completely loyal to PRIMUS and her teammates and wouldn't do a thing to jeopardize her career.

Appearance: Kestler is tall for a gymnast at 5'10, and thin, weighing only 140 pounds. Her hair is a natural blond, and her eyes a blue-gray. She tends to dress in tweedy jackets and skirts when not in uniform. She's a pretty, intense young woman.



Brownie Points: 37

Favorite Equipment: Reinforced Assault Armor, Stun Baton, Gas Grenades, Standard Blaster, Suppression Cuffs.

Agent Terry Kestler (Experienced)

Val	Char	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
21	DEX	33	13-	OCV: 7/DCV: 7
14	CON	8	12-	
11	BODY	2	11-	
18	INT	8	13-	PER Roll 13-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack 3d6
16	COM	3	12-	
6	PD	2		
6	ED	3		
5	SPD	19		Phases: 3, 5, 8, 10, 12
7	REC	0		
30	END	1		
30	STUN	2		

Total Characteristics Cost: 98

Fuzion Stats:

INT 6	WILL 4	PRE 5	TECH 6	REF 7
DEX 7	CON 3	STR 4	BODY 6	Mov 4
SD 6	ED 6	SPD 4	Stun 30	Hits 30

Movement: Running 6"/12"

Powers & Skills

Combat Training:

Combat Skill Levels: 2 Levels w/ All Combat (16)

Combat Skill Levels: 2 Levels w/ PRIMUS

Weapons Range Mods (4)

Defense Maneuver (5)

Weapon Familiarity: Small Arms & Clubs (3)

Martial Arts—PRIMUS Agent Training (24)

Maneuver OCV DCV Damage

Martial Strike +0 +2 6D6

Martial Throw +0 +1 4d6 + V/5

Killing Strike -2 +0 1d6+1 KA

Choke Hold -2 0 2d6 NND

Martial Disarm -1 +1 STR 30

Martial Block +2 +2 Disarm Block, Abort

Agent Training:

Acrobatics 14- (5)

Breakfall 14- (5)

Bureaucrats 12- (3)

Climbing 13- (3)

Computer Programming 13- (3)

Contortionist 13- (3)

Conversation 12- (3)

Criminology 13- (3)

Federal Police Powers (3)

KS: Accounting 13- (3)

KS: Criminal Organizations 13- (3)

KS: Federal Law 13- (3)

KS: Paranormals and their Powers 13- (3)

KS: PRIMUS 13- (3)

Paramedic 13- (3)

PS: Accountant 13- (3)

PS: Gymnast 13- (3)

PS: PRIMUS Agent 13- (3)

Tactics 13- (3)

Total Powers & Skills Cost: 113

Total Character Cost: 211

Disadvantages: 100+

Distinctive Features:

Attractive Blond (5)

Enraged when:

Fighting VIPER, common, 11-, recover 1- (10)

Physical Limitation:

Subject to Orders, infrequently, greatly (10)

Psychological Limitation:

PRIMUS Code, common, strong (15)

Hates VIPER, very common, strong (20)

Perfectionist, common, strong (15)

Reputation:

Protects Innocents, 11- (10)

College Gymnast, 8- (5)

Package Bonus (3)

Vulnerability:

1 ½x Effect from Poisons & Toxins (15)

Watched by:

PRIMUS, more powerful, NCI, 8- (8)

Total Disadvantage Points: 211

Fuzion Notes:

Skill Notes: Streetfighting, Hand-to-Hand: 2, Melee Weapons: 2, Firearms: 2, Melee Evade: 2, Ranged Evade: 2, Acrobatics: 4, all other Skills listed at Level 3

Agent Willis McComb

Background: Willis McComb was born the youngest of eight children. His father worked construction, and his mother waited tables at a neighborhood restaurant to make ends meet. He grew up desperately trying to get his share of his parent's—or anyone else's—attention, often engaging in foolish stunts to achieve that end.

After graduating from high school, Willis did a tour with the United States Army and discovered the innate gift for marksmanship that he possessed. Despite the fact that the attention it brought him was enjoyable, he realized that the strict regimentation necessary to remain a member of the shooting team wasn't going to provide him with the sustained level of attention needed to make it worthwhile. When he tested positive for the Cyberline series as part of a standard testing sweep of the military, he immediately realized that PRIMUS offered him a way to gain that attention for the utilization of his talents.

He needed a bachelor's degree—criminal justice seemed to fit—and Willis signed on with PRIMUS, and blazed through the firearms qualifications at the Academy with record scores. When his Cyberline augmentation heightened his reflexes still further, he quickly realized that there were few people in the world who were better marksmen and began to trade on that skill for the attention he so desperately craved.



Personality: Willis is a glory hound, and something of a loose cannon in AT SF-3. He seeks recognition for his actions and will go for the impossible shot just to impress those around him. Erdhardt has been riding him hard—occasionally his impossible shots remain impossible, and as Erdhardt reminds Willis, that could have been the shot that got someone killed. Willis does not like Erdhardt much, but conceals that as best as he can, confining his remarks to safely behind the commander's back.

Appearance: Willis is an unremarkable individual with brown hair and blue eyes, who dresses in his PRIMUS uniform whenever appropriate—sometimes even skirting the edge of appropriateness to garner a tiny bit more attention. When not in uniform, he always makes sure to carry his PRIMUS badge on his belt in an “off-duty” holder, and never goes anywhere without the off-duty firearm permitted assault agents.

Brownie Points: 20

Favorite Equipment: Standard armor, Sniper Rifle, Suppression Cuffs, Standard Blaster.

Agent Willis McComb

Val	Char	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
26	DEX	48	14-	OCV: 9/ DCV: 9
15	CON	10	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
13	PRE	3	12-	PRE Attack 2½d6
10	COM	0	11-	
5	PD	2		
3	ED	0		
5	SPD	14		Phases: 3, 5, 8, 10, 12
6	REC	0		
30	END	0		
26	STUN	0		

Total Characteristics Cost: 91

Fuzion Stats:									
INT	5	WILL	4	PRE	4	TECH	7	REF	9
DEX	9	CON	2	STR	3	BODY	5	Mov	4
SD	5	ED	3	SPD	5	Stun	25	Hits	25

Movement: Running: 6"/12"

Powers & Skills

Combat Training:

Combat Skill Levels: 2 Levels w/ All Combat (16)
 Combat Skill Levels: 3 Levels w/ PRIMUS Ranged Weapons (9)

Combat Skill Levels: 3 Levels w/ All Range Mods. (9)

Defense Maneuver (5)

Weapon Familiarity: Small Arms (2)

Martial Arts—PRIMUS Agent Training (31)

Maneuver	OCV	DCV	Damage
Martial Strike	+0	+2	5D6
Martial Throw	+0	+1	3d6 + V/5
Choke Hold	-2	0	2d6 NND
Martial Disarm	-1	+1	STR 25
Disarm			
Martial Block	+2	+2	Block, Abort
Martial Escape	+0	+0	STR 30
Martial Grab	-1	-1	STR 25 Grab

Agent Training:

Acrobatics 14- (3)

Breakfall 14- (3)

Bureaucratics 12- (3)

Climbing 14- (3)

Computer Programming 12- (3)

Conversation 12- (3)

Criminology 12- (3)

Federal Police Powers (3)

KS: Criminal Organizations 12- (3)

KS: Federal Law 12- (3)

KS: Paranormals and their powers 12- (3)

KS: PRIMUS 12- (3)

Paramedic 12- (3)

PS: PRIMUS Agent 12- (3)

Tactics 12- (3)

Total Powers & Skills Cost: 117

Total Character Cost: 208

Disadvantages: 100+

Physical Limitation:

Subject to Orders, infrequently, greatly (10)

Psychological Limitation:

PRIMUS Code, common, strong (15)

Glory Hound, very common, strong (20)

Can't resist a tough shot, common, strong (15)

Reputation:

Protects Innocents, 11- (10)

Package Bonus (3)

Vulnerability:

1 ½x Effect from Poisons & Toxins (15)

Watched by:

PRIMUS, more powerful, NCI, 8- (8)

Agent Bonus (15)

Total Disadvantage Points: 208

Fuzion Notes:

Skill Notes: All Skills listed at Level 3.



Agent Commander Erdhardt

Background: Fresh-faced Georgian Tom Erdhardt joined PRIMUS during a heavy recruitment phase in the mid-seventies. With a degree in forestry, Erdhardt figured PRIMUS was as good a job as any. He was right, for Erdhardt excelled within PRIMUS, becoming an agent commander in the early eighties. He's been doing this job for over twenty years, and is pretty darn good at it now.

Erdhardt has been married for nearly as long as he's been with PRIMUS to Marty, a redheaded woman who excels at needlepoint. He owns a 29' sailboat that he takes out whenever he can, and which is moored at the San Francisco Marina. The only extravagance of the ordinarily "common man" Erdhardt is his membership in the San Francisco Yacht Club, the members of which Erdhardt can mimic at the drop of a hat.

Erdhardt is something of a practical joker, though he would never do anything that would put "his men" at risk (Agent Kestler has cheerfully accepted the fact she's one of Erdhardt's "men").

Personality: Erdhardt has an Andy Griffith approach to people. He's willing to let them think he's a country bumpkin all the while he's gathering information and getting ready to make his move. He's well liked in PRIMUS, though he's often underestimated by those unfamiliar with his ways.

Appearance: Erdhardt is now in his late forties, and has salt-and-pepper hair. He stands 6'1, and weighs 220 pounds. He's been fighting a potbelly for years, and runs every morning.

Brownie Points: 122

Favorite Equipment: Erdhardt tries to pick the best equipment for the mission. However, he favors the stun baton, heavy blaster, reinforced armor, energy riotgun, and suppression cuffs.

Agent Commander Erdhardt

Val	Cha	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
18	DEX	24	13-	OCV: 6 /DCV: 6
18	CON	16	13-	
13	BODY	6	12-	
18	INT	8	13-	Per Roll: 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
8	PD	3		
9	ED	5		
4	SPD	12		Phases: 3, 6, 9, 12
9	REC	0		
36	END	0		
40	STUN	5		

Total Characteristics Cost: 115

Fuzion Stats:

INT	6	WILL	5	PRE	7	TECH	6	REF	6
DEX	6	CON	4	STR	5	BODY	8	Mov	4
SD	8	ED	8	SPD	3	Stun	40	Hits	40

Movement: Running: 6"/12"

Powers and Skills

Combat Training

Defense Maneuver	(5)		
Combat Skill Levels:	3 Levels, w/ all combat	(24)	
Range Skill Levels:	3 Levels w/ All Range Mods.	(9)	
WF:	Small Arms, Clubs	(3)	
Martial Arts—PRIMUS Agent Training	(24)		
<i>Maneuver</i>	<i>OCV</i>	<i>DCV</i>	<i>Damage</i>
Martial Strike	+0	+2	6D6
Martial Throw	+0	+1	4d6 + V/5
Killing Strike	-2	+0	1d6+1 KA
Choke Hold	-2	0	2d6 NND
Martial Disarm	-1	+1	STR 30 Disarm
Martial Block	+2	+2	Block, Abort

Background Skills

KS: Fishing Spots	11- (1)
KS: Sailing	13- (2)
Navigation	11- (3)
PS: Sailor	13- (3)
Scholar	(3)
Traveler	(3)

PRIMUS Career

Acrobatics	13- (3)
AK: Dallas	11- (1)
AK: Los Angeles	11- (1)
AK: Atlanta	11- (1)
AK: San Francisco	13- (2)
Breakfall	13- (3)
Bureaucratics	15- (7)
Climbing	13- (3)
Computer Programming	13- (3)
Conversation	13- (3)
Criminology	13- (3)
Demolitions	11- (3)
Federal Police Powers	(3)
KS: PRIMUS	13- (2)
KS: Criminal Organizations	13- (2)
KS: Paranormals and their Powers	13- (2)
KS: Federal Law	13- (2)
PS: PRIMUS Agent	13- (3)
Paramedic	13- (3)
Tactics	16- (9)

Total Powers & Skills Cost: 139

Total Character Cost: 254

Disadvantages: 100+

Distinctive Feature

Georgia accent, concealable, minor (10)

Physical Limitation

Subject to Orders, frequently, slightly (10)

Insulin-dependent diabetic, frequently, slightly (10)

Psychological Limitation

PRIMUS Code, common, strong (15)

Joker; always telling jokes, common, moderate (10)

Andy Griffith style of police work, common, strong (15)

Reputation

Georgia Good ol' boy, occur 8- (5)

Protects Innocents, occur 11- (10)

Vulnerability

1½x Effect from Poisons & Toxins, vc (15)

Watched by

PRIMUS, more powerful, NCI, 8-(8)

Package Bonus (3)

Federal Hero Bonus (43)

Total Disadvantage Points: 254

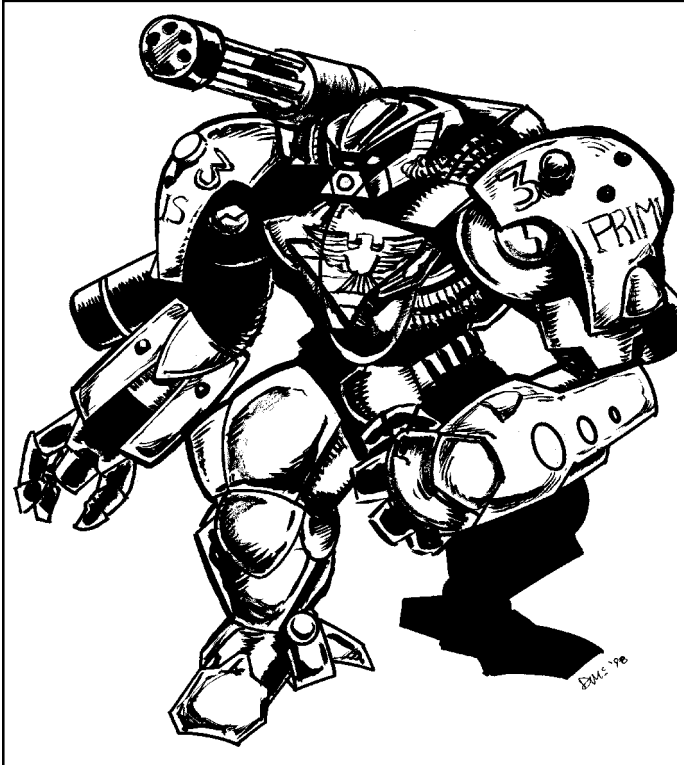
Fuzion Notes:

Skill Notes: Streetfighting, Hand-to-Hand: 3, Melee Weapons: 3, Firearms: 3, Melee Evade: 3, Ranged Evade: 3, Expert (Fishing Spots): 2, Bureaucratics: 5, Tactics: 6, Local Expert (Dallas): 2, Local Expert (Los Angeles): 2, Local Expert (Atlanta): 2, Local Expert (San Francisco): 2, Acrobatics: 4, all other Skills listed at Level 3



The Iron Guard

Like assault agents, Iron Guard are organized into five person squads. Unlike assault agents, Iron Guard are completely reliant upon their equipment for their power: when it comes down to it, they're ordinary people in battlesuits. While the suit gives them superior power compared to assault agents, Iron Guard are inordinately proud of the fact *they* haven't undergone any treatment for their powers. And so the assault agent-Iron Guard rivalry is perpetuated endlessly.



Iron Guard Agent Kobayashi Hideo

Seattle IG-2

Background: Hideo's father was a career businessman in Los Angeles with little time for his children, leaving most of their raising to their mother, Yuriko. He died in 1988, a victim of work-related stress and years of neglecting himself, leaving his wife and children the financial wherewithal to pursue the dreams he had always denied himself.

Hideo has three sisters: Akiko, 24, a law student at Columbia; Katsuko, 20 a music major at UCLA; and Mayumi, 18, a freshman in literature at USC. The family gets along well together, and communicates regularly via e-mail and telephone despite their differing locations. Hideo, being the oldest as well as the only boy, found it difficult to adjust to the somewhat unsupervised life he led as a youth, and was in trouble for several years in late adolescence until 1987 when he attended a youth camp in

San Francisco and met then Silver Avenger DJ Johnson.

Hideo was so impressed by the Avenger, that he turned his life around with the goal of being a PRIMUS Agent after graduation. He began the study of Aikido to help control his temper, and buckled down to his studies academically. Initially hoping to be accepted to the Assault Agent Program, when his tests showed a negative compatibility for the Cyberline series, he re-adjusted his goals and applied to the Iron Guard program instead. His persistence was ultimately rewarded, and he joined the ranks of the Iron Guard in 1992.

Despite his mother's initial objections, all three sisters supported Hideo's decision to join PRIMUS, and eventually convinced her to accept his wishes in order to provide a unified support for his goal. Acceptance aside, Yuriko worries constantly about her son, and frequently calls to check on his status after any reported action involving Iron Guard units in his area—a habit which has caused Hideo some small amount of embarrassment in the past, though he's never let her know that.

Personality: Hideo is quiet, and prefers to let others with better "public presences" do the speaking unless he feels strongly about a subject. He does speak to some of the same youth groups that DJ Johnson does, and has never missed speaking at the youth camp where he met Johnson.

Hideo suffers from a somewhat common problem among Iron Guardsmen in that he has acquired a certain sense of personal invulnerability while wearing the Iron Guard armor and this occasionally makes him prone to taking risks that might prove unnecessary. To date, this has not gotten him in any real trouble.

Hideo is also a devout Buddhist, and regularly chants over his armor to ensure that no evil influences or harm will come to it.

Appearance: An attractive Japanese man in his mid-to-late twenties. Wears his black hair short, and dresses casually when not on assignment. At 5' 9 1/2" was just barely tall enough for the Iron Guard Program, and because of that, is sensitive to jokes about his (otherwise unremarkable) height.



Agent Hideo Kobayashi

Val	Char	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
13	EGO	6	12-	ECV: 4
13	PRE	3	12-	PRE Attack 2½d6
14	COM	2	12-	
4	PD	1		
4	ED	1		
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	2		

Total Characteristics Cost: 78

Fuzion Stats:

INT	6	WILL	4	PRE	4	TECH	6	REF	6
DEX	6	CON	2	STR	3	BODY	6	Mov	4
SD	4	ED	4	SPD	3	Stun	30	Hits	30

Movement: Running: 6"/12"

Powers & Skills

Combat Training:

Combat Skill Levels: 2 Levels w/ All Combat (16)

Combat Skill Levels: 3 Levels w/ Aikido (9)

Combat Skill Levels: 1 Level w/ Iron Guard Weapons (5)

Combat Skill Levels: 2 Levels w/ Ranged Combat (10)

Weapon Familiarity: Small Arms, Heavy Weapons, Iron Guard Weapons (5)

Martial Arts—*Aikido* (41)

Maneuver	OCV	DCV	Damage
Martial Dodge	-	+5	Dodge, Abort
Def. Block	+1	+3	Block, Abort
Def. Strike	+1	+3	3d6
Takedown	+	+1	3d6; target falls
Root	+0	+0	STR 30 to resist Shove; Block, Abort
Joint Break	-1	-2	1d6+1 KA; Grab one limb; Disable
Joint Lock/Throw	+1	+0	Grab; 1d6 NND; target falls
Martial Throw	+0	+1	3d6 + V/5
Martial Escape	+0	+0	STR 30
Martial Grab	-1	-1	STR 25 Grab

Use Martial Arts w/ Iron Guard Armor

Agent Training:

Breakfall 13- (3)

Bureaucratics 12- (3)

Combat Piloting 13- (3)

Computer Programming 13- (3)

Conversation 12- (3)

Criminology 13- (3)

Demolitions 11- (3)

Electronics 11- (3)

Federal Police Powers (3)

Japanese, native accent (4)

KS: Aikido 13- (2)

KS: Criminal Organizations 13- (2)

KS: Federal Law 13- (2)

KS: Iron Guard Armor 13- (2)

KS: PRIMUS 13- (2)

Mechanics 11- (3)

Paramedic 13- (3)

Perk: Accredited Martial Arts Instructor (1)

Perk: Black Belt (1)

PS: PRIMUS Agent 13- (2)

PS: Sensei 13- (2)

Scholar (3)

Systems Operation 13- (3)

Tactics 13- (3)

TF: Iron Guard Armor (1)

Weaponsmith for Iron Guard Armor 11- (3)

Total Powers & Skills Cost: 154

Total Character Cost: 232

Disadvantages: 100+

Distinctive Features:

Style Disadvantage (10)

Hunted by:

Varies by adventure, more powerful, 11- (20)

Physical Limitation:

Subject to Orders, infrequently, greatly (10)

Slightly nearsighted, wears contact lenses, infrequently, slightly (5)

Psychological Limitation:

PRIMUS Code, common, strong (15)

Overconfident in armor, common, strong (15)

Devout Buddhist, uncommon, strong (10)

Reputation:

Protects Innocents, 11- (10)

Package Bonus (3)

Watched by:

PRIMUS, more powerful, NCI, 8- (10)

Agent Bonus (24)

Total Disadvantage Points: 232

Fuzion Notes:

Skill Notes: Aikido, Hand-to-Hand: 5, Melee Weapons: 2, Firearms: 4, Use Power (Iron Guard Weapons): 5, Melee Evade: 2, Ranged Evade: 2, all other Skills listed at Level 3



Intelligence Agents

PRIMUS Intelligence is a highly organized segment of PRIMUS, and the information that intelligence agents gather often means the difference between success and failure of assault missions. After a period of time with PRIMUS, Intelligence agents begin to specialize in particular paranormals, becoming experts and instructing other agents in how to best deal with those paranormals. Intelligence agents often act as advisors to local law enforcement agencies and prosecutors, assisting with investigations, and are also called as expert witnesses in criminal trials. Intelligence agents also direct PRIMUS Public Relations, and PR is an important function of the Intelligence Department.

The Director of PRIMUS Intelligence, Colonel Vasquez, keeps himself apprised of many of the investigations taking place, and often takes a personal interest in cases, assigning agents to his pet projects. Intelligence agents operate with a great deal more autonomy than assault agents or Iron Guard, but often feel the need to watch themselves, lest they anger Vasquez.



Agent Mirabella DeLuca

Background: Mirabella DeLuca was born to middle-class parents in New York, and was a highly intelligent and motivated, but otherwise unremarkable girl until the year she turned fourteen—at which time biology ensured that no one would ever think of her intelligence again.

Her parents were killed in a paranormal conflict between several vigilante paranormals and a pair of paranormal criminals released on a technicality as she was about to enter high school, and Mirabella found herself with no one to depend on but herself. She put herself through school and finished paying off the family home on the money she earned as a receptionist, secretary, and, determined to make her looks pay off in some fashion, in a brief modeling career.

Determined to help keep paranormal criminals behind bars, she made the decision to attend law school, and applied for academic scholarships at many of the best schools. Once again, her looks worked against her, as despite her spotless academic record and advanced class work, and even after graduating from Harvard Law School with honors, after one look at her, no one would seriously accept the idea that she was a lawyer.

Despondent, she applied to the FBI, but was lured to PRIMUS by a recruiter's promises of a chance to have a real effect on paranormal crime. Once through the Academy, she found that yet again, her looks were working against her. Time after time she has been assigned to investigations where her looks were the primary factor—not her intelligence or skills.

What she does not realize, is that the Director of PRIMUS' Intelligence arm, Col. Vasquez has earmarked her for special attention. After meeting her in the Academy, he realized the powerful tool that her beauty and skills could become in the furtherance of his personal agenda, but was thwarted when she proved resistant to his powers. Since then, he has made sure to influence her assignments, hoping to create a level of frustration and resentment that will erode her resistance, allowing him to add her to his private arsenal with an eye towards using her against the current Golden Avenger, DJ Johnson.

Personality: Mirabella is desperate for someone to take her seriously, as more than just a beautiful face. She's also growing frustrated with PRIMUS Intelligence assigning her to cases where she isn't able to use her training. Anyone who gets to know Mirabella will see that she is a lonely woman, trapped behind a façade she is starting to despise.

Brownie Points: 28

Appearance: Mirabella is drop-dead gorgeous. Whatever it is that the great beauties like Monroe, Taylor, and Harlowe through the years have possessed, she got extra helpings of. She has thick, curly

black hair that she currently wears to mid-back, eyes so blue and deep that men drown in them like untrained swimmers attempting to cross the English Channel, a throaty, purring voice that wraps around you like a warm blanket, and a body nothing short of incredible.

She regularly tries to dress down and avoid attracting attention to her appearance, but almost always fails. Her normal office wear is severe corporate-style skirts and blazers in dark colors, but when she gets the chance she prefers jeans and sweatshirts. Depending on the assignment, she will vary her wardrobe as appropriate.

Note: Mirabella is a perfect set-up for an upstanding, moral male PC. Her looks would get her noticed quickly—and any attention that the PCs pays to her outside of her appearance is going to earn her adoration without much prompting from Vasquez. As soon as she's trusted by the hero team, however, Vasquez will have an immediate "in" to their secrets, and Mirabella's angst at having to betray the only man to take her intelligence seriously leads to some great roleplaying opportunities.

Agent Mirabella DeLuca

Val	Char	Cost	Roll	Notes
10	STR	0	11-	100 kg; 2d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
18	PRE	8	13-	PRE Attack 3Hd6
22	COM	7	13-	
4	PD	2		
4	ED	1		
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
30	END	2		
25	STUN	3		

Total Characteristics Cost: 67

Fuzion Stats:

INT	6	WILL	5	PRE	6	TECH	5	REF	5
DEX	5	CON	2	STR	2	BODY	5	Mov	4
SD	4	ED	4	SPD	3	Stun	25	Hits	25

Movement: Running: 6"/12"

Powers & Skills

Combat Training:

Skill Levels: 2 Levels Overall (20)

Combat Skill Levels: 1 Level w/ Ranged Combat (5)

Combat Skill Levels: 1 Level w/ Hand-to-Hand Combat (5)

Weapon Familiarity: Small Arms (2)

Martial Arts—*PRIMUS Agent Training* (24)

Maneuver	OCV	DCV	Damage
Killing Strike	-2	+0	1d6+1 KA
Martial Strike	+0	+2	4D6
Martial Dodge	-	+5	Dodge; Abort
Martial Escape	+0	+0	STR 25 vs. Grabs
Nerve Strike	-1	+1	2d6 NND
Martial Block	+2	+2	Block, Abort

Agent Training:

Skill Levels: 1 Level w/ PRE-Based Skills (5)

Acting 13- (3)

Breakfall 12- (3)

Bugging 13- (3)

Bureaucratics 13- (3)

Combat Driving 12- (3)

Computer Programming 13- (3)

Concealment 13- (3)

Conversation 13- (3)

Criminology 13- (3)

Deduction 13- (3)

Disguise 11- (3)

Federal Police Powers (3)

High Society 13- (3)

Interrogation 13- (3)

Jack of All Trades (3)

KS: Criminal Investigations 13- (2)

KS: Federal Law 13- (2)

KS: Investigative Methods 13- (2)

KS: Paranormals and their Powers 13- (2)

KS: PRIMUS 13- (2)

Paramedic 13- (3)

Perk: License to Practice Law (1)

Persuasion 13- (3)

PS: Executive Assistant 11- (1)

PS: Intelligence Agent 13- (2)

PS: Lawyer 13- (2)

PS: Receptionist 11- (1)

PS: Secretary 11- (1)

Scholar (3)

Security Systems 13- (3)

Seduction 13- (3)

Shadowing 11- (3)

Stealth 12- (3)

Systems Operation 13- (3)

Tracking 13- (3)

Total Powers & Skills Cost: 151

Total Character Cost: 218

Disadvantages: 100+

Distinctive Features:

Incredible Beauty, not concealable, major reaction (20)

Normal Characteristic Maxmima (20)

Physical Limitation:

Subject to Orders, infrequently, greatly (10)

Psychological Limitation:

PRIMUS Code, common, strong (15)

Resents being judged on appearance, very common, strong (20)

Reputation:

Protects Innocents, 11- (10)

Package Bonus (3)

Watched by:

PRIMUS, more powerful, NCI, 8- (10)

Colonel Vasquez, more powerful, NCI, 8- (10)

Total Disadvantage Points: 218

Fuzion Notes:

Skill Notes: Streetfighting, Hand-to-Hand: 3, Melee Weapons: 3, Firearms: 3, Melee Evade: 3, Ranged Evade: 3, Professional (Secretary): 3, Professional (Receptionist): 3, Professional (Executive Assistant): 3, all PRE Skills at Level 6, all other Skills listed at Level 5, Beautiful (x2)



Agent Alan Peterson

Background: PRIMUS' expert on DEMON got his start in the organized crime division of the FBI in the late eighties. He'd been investigating the de Castiglioni family's ties to Nevada casinos when he discovered the Don was into something even more strange—like sacrificing virgins on altars with a few of his Mafioso buddies in the basement of said casinos.

Peterson found himself fascinated by the occult—not that he actually craved the power of DEMON, just that he became entranced with the idea of an entirely new world. Not many people, even in PRIMUS at the time, let alone the FBI, knew much about the occult, and Peterson largely pioneered the field. He faced ridicule within the FBI, for few people took ritualistic crimes seriously, and besides, DEMON was the province of PRIMUS—“Leave the goat blood drinking wackos to the spandex feds,” his supervisor told Peterson.

By 1991, Peterson had enough. For the past three years he had worked sixty hour weeks and had amassed a tremendous amount of evidence linking the de Castiglioni to DEMON, but the FBI didn't want to use any of it. Peterson put in for a transfer to PRIMUS, and was accepted. He completed an abbreviated course, rather than the Academy, because he'd already been through the FBI Academy.

Peterson has been working exclusively on DEMON, and now is the agency's expert. He travels from base to base, briefing agents and conducting training sessions on how to conduct investigations when DEMON is suspected. Peterson is also often called in by local law enforcement on an advisory basis.

Peterson is vastly annoyed at the FBI, because in the same year he moved to PRIMUS, the FBI appointed a special agent in charge of DEMON, Bernard Prescott. Peterson follows Agent Prescott's work intensely, and is a (not always amicable) rival.

Personality: Peterson is an easy-going man who really loves his job. When he begins to discuss the occult, he lights up like a beacon, animatedly telling stories and relaying facts with only the slightest amount of prompting. He's been divorced for two years, and has used his work to avoid feeling lonely. Because he travels so often, it's difficult for him to maintain much of a relationship, and besides, he rationalizes, he's too busy.

Brownie Points: 32

Appearance: Peterson is a mildly attractive man in his late thirties, with brown hair and blue eyes. He dresses in dark suits and ties, and stands 5'11, with a thin build. His voice is low and he tends to speak in a monotone, unless speaking about the occult.

Agent Alan Peterson

VAL	CHA	COST	Roll	Notes
13	STR	3	12-	150 kg; 3 ½d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
13	CON	6	12-	
12	BODY	4	11-	
19	INT	9	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4D6
14	COM	2	12-	
5	PD	2		
5	ED	2		
3	SPD	4		Phases: 4, 8, 12
6	REC	0		
26	END	0		
26	STUN	0		

Total Characteristics Cost: 76

Fuzion Stats:

INT 6	WILL 6	PRE 7	TECH 5	REF 5
DEX 5	CON 3	STR 3	BODY 5	Mov 4
SD 6	ED 6	SPD 3	Stun 25	Hits 25

Movement: Running 6"/12"

Powers & Skills

Combat Training:

Combat Skill Levels: 4 Levels w/ All Range Mods (12)

Weapon Familiarity: Small Arms (2)

Martial Arts—PRIMUS Agent Training (24)

Maneuver	OCV	DCV	Damage
Martial Strike	+0	+2	4 ½D6
Martial Throw	+0	+1	2 ½d6 + V/5
Killing Strike	-2	+0	1d6+1 KA
Choke Hold	-2	0	2d6 NND
Martial Disarm	-1	+1	STR 23 Disarm
Martial Block	+2	+2	Block, Abort

Agent Training:

Breakfall 12- (3)

Bugging 13- (3)

Bureaucratics 13- (3)

Computer Programming 13- (3)

Concealment 13- (3)

Conversation 13- (3)

Criminology 14- (5)

Deduction 13- (3)

Disguise 13- (7)

Federal Police Powers (3)

Interrogation 13- (3)

KS: Criminal Organizations 13- (2)

KS: DEMON 16- (5)

KS: Federal Law 13- (2)

KS: Investigative Methods 13- (2)

KS: Occult 16- (5)

KS: Paranormals & their powers 13- (2)

KS: PRIMUS 13- (2)

Paramedic 13- (3)

PS: FBI Agent 13- (3)

PS: PRIMUS Agent 13- (3)

Scholar (3)

Security Systems 13- (3)

Shadowing 11- (3)

Stealth 12- (3)

Systems Operation 13- (3)

Tracking 13- (3)

Total Powers & Skills Cost: 124



Total Character Cost: 200

Disadvantages: 100+

DNPC:

Daughter (Tina, Age 8), incompetent, 8- (15)

Physical Limitation:

Subject to Orders, infrequently, greatly (10)

Psychological Limitation:

PRIMUS Code, common, strong (15)

Fascinated by the Occult, common, (10)

Reputation:

Protects Innocents, 11- (10)

Agent who bagged a Morbane, 8- (5)

Package Bonus (3)

Rivalry:

FBI Agent Bernard Prescott, Professional, re:

Occult crimes (5)

Susceptibility:

Many allergies (dust, cats, pollen, milk), common,
per turn, 2D6 (20)

Watched by:

PRIMUS, more powerful, 8- (5)

Hero Bonus (2)

Total Disadvantage Points: 200

Fuzion Notes:

Skill Notes: Streetfighting, Hand-to-Hand: 2, Melee
Evade: 2, Ranged Evade: 2, Disguise: 5, Expert
(DEMON): 5, Expert (Occult): 5, all other Skills listed
at Level 3





Equipment & Vehicles

PRIMUS Equipment

PRIMUS has benefited from its close proximity to the paranormal world in past decades, and PRIMUS agents are the best equipped in the world. Indeed, aside from Cyberline, PRIMUS' equipment is what sets the agency apart from other, better-staffed federal agencies. The largest portion of PRIMUS' budget is allocated to vehicles, weapons, and armor, and the most prominent defense contractors in the country cater to the agency's demands for better equipment, providing, of course, that PRIMUS shares information it gathers regarding captured super technology.

PRIMUS guards its secrets well, and agents who allow their weapons to be captured are reprimanded. Weapons lockers are guarded at all times and are placed in the most secure areas of bases.

The equipment presented here is in the vein of advanced super agencies in superhero worlds; it is not realistic, for the most part, but is consistent with what would develop in a world where technological advances are spurred on by paranormals and captured alien technology. Cyberline, for example, is based on real-world science, just fifty years too early, and exists only because of alien technology and advanced genetic research taking place in the wake of the appearance of paranormals. The best "real world" solution, should GMs wish PRIMUS equipment to be realistic, is to give PRIMUS agents standard military weaponry. Vehicles are presented as real world as well as super vehicles (modern military aircraft are darn impressive as they stand).

An issue for the GM to resolve is whether police and military personnel have access to the same equipment as PRIMUS, though generally the best solution to limit the availability to PRIMUS alone. PRIMUS' equipment is partially what sets the agency apart from regular police and other federal agencies, and is not as reliable as commonly used military weapons. For example, the "instability of gadgets" rule (see: *VIPER*, p. 48) can be used: "Any time an 18 is rolled, the gadget explodes, inflicting a 1d6 killing explosion upon the user."

The real cost for PRIMUS equipment is the "cost"

for agents using the Brownie Point System. For example, the standard starting Brownie Points for assault agents is 20 BPs, which corresponds to 50 Equipment Points. Armor costing 12 real points deducts from the agent's total *equipment* points. GMs may opt to make required equipment separate from equipment requiring Brownie Points to enable PCs to carry more equipment.

Note: *numbers are not necessarily continuous, reflecting the fact PRIMUS equipment has varied over the years, and older items have been removed as additional items have been added.*

PRIMUS AGENT EQUIPMENT

Assault Equipment: Offensive

PSG-1R Standard Assault Blaster Pistol

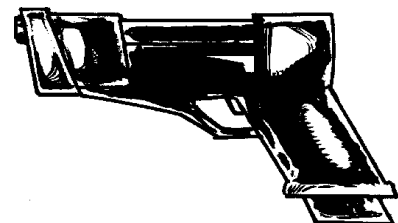
Point Cost: 17

Note: *it is mandatory for an assault agent to carry either the standard or heavy blaster pistol. Intelligence agents may requisition this weapon with a successful Bureaucracy skill roll.*

This is the standard PRIMUS blaster, and is the weapon all assault agents start out with. It weighs three pounds, most of which is power supply, and fires a red blast of energy. The clips are the power source for the blaster. It has a powerful recoil and requires a strong arm to fire properly.

9d6 EB, OAF Pistol (-1) Activates 15- (-¼) 2 Clips of 16 charges each (+¼) STR Min 13 (-¾)

Fuzion: 9d6 EB, Focus (Grabbable), Activation Roll 6+, 2 Clips of 16 Charges. 5 PP.



PSG-2 Heavy Assault Blaster Pistol

Point Cost: 17

Note: *it is mandatory for an assault agent to carry either the standard or heavy blaster pistol*

The heavier version of PRIMUS' blaster pistol is less reliable, though it delivers a substantially stronger kick. Clips hold fewer charges, and because of this, agents carry twice as many clips.

12d6 EB, OAF Pistol (-1) Activates 14- (-1/2) 4 Clips of 8 charges each (-1/4) STR Min 15 (-3/4)

Fuzion: 12d6 EB, Focus (Grabbable), Activation Roll 8+, 4 Clips of 8 Charges. 5 PP.

SP-1a EMP Frisbee

Point Cost: 24

Designed exclusively for use against villains in powered armor, the Frisbee emits a short electromagnetic pulse when it connects. If one grenade doesn't do the trick, it should at least slow them down. Note that this weapon turns PRIMUS armor into so much scrap metal, and it is used only in situations where powerful power suited or robotic villains are anticipated. Because of its high cost, only experienced agents with BPs to burn typically carry it.

3d6 Power Drain vs. All Electrical Powers (+2), OAF (-1), 1 Charge, continues 1 turn (-1 3/4), Not Underwater (-1/4) Range based on STR (-1/4)

Fuzion: 3d6 Ranged Drain vs. All Powers with an Electrical SFX, Focus (Grabbable), 1 Charges lasts 1 Turn, Not underwater, Ranged based on STR. 1 PP.

PSG-3 Energy Riotgun

Point Cost: 30

Despite its fierce name, the energy riotgun is a stun-only attack, which can fill a large area and bring down most normals with one shot, although it typically takes two or three shots to bring down paranormals (the protection against the weapon is a Hardened Force Field or Power Defense). The primary weakness to the energy shotgun is that it takes a full second for the weapon to power up and fire.

6d6 EB, NND [Defense is Power Defense or a Hardened Force Field] (+1), AE Cone (+1), OAF (-1), 8 charges (-1/2), full phase (-1/2)

Fuzion: 6d6 NND [Defense is Power Defense or a Hardened Force Field], Cone Area (12 m/ yd Long), Focus (Grabbable), 8 Charges, Full Phase to Use. 3 PP.

SP-2 Flash Bombs

Point Cost: 14

A commonly carried device, flash bombs release an intense magnesium flare which temporarily blinds the enemy. The flash created here is about 20 feet in diameter.

2d6 Flash, Explosion (-1 DC/2") (+3/4), Penetrating (+1/2), 2 Charges (-1) 1/2, OAF, Range Based On STR (-1/4)

Fuzion: Flash, 2 Phases vs. All Sight, Area Affect (4 m/ yd radius), Focus (Grabbable), 2 Charges. 1 PP.

SP-3a Gas Grenades (Assault)

Point Cost: 13

These standard gas grenade are pellets the size of a shotgun shell which emit a thick, noxious cloud which takes a full turn to disperse.

4d6 EB, NND [Defense is Life Support: Need not breathe] (+1), Explosive (+1/2), 4 Charges lasting 1 Turn (-1/2), OAF (-1), Not Underwater Or High Winds (-1/2), Range Based On STR (-1/4)

Fuzion: 4d6 NND [Defense is Life Support: Need not breathe], Explosion, Focus (Grabbable), 4 Charges lasting 1 Turn, Doesn't work Underwater on in high winds, Range Based on STR. 1 PP.

SP-3cq Gas Grenades (Close Quarters)

Point Cost: 13

These standard gas grenade are pellets the size of a shotgun shell which emit a thick, noxious cloud which takes a full turn to disperse.

4d6 EB, NND [Defense is Life Support: Need not breathe] (+1), AE One Hex (+1/2), 4 Charges lasting 1 Turn (-1/2), OAF (-1), Not Underwater Or High Winds (-1/2), Range Based On STR (-1/4)

Fuzion: 4d6 NND [Defense is Life Support: Need not breathe], Area Attack (1 m/ yd radius), Focus (Grabbable), 4 Charges lasting 1 Turn, Doesn't work Underwater on in high winds, Range Based on STR. 1 PP.

PSG-4 Holdout Pistol

Point Cost: 5

This is a small, short-range pistol designed for agents who have lost their primary blaster or are engaged in undercover work. It is hidden inside the belt.

1d6+1 RKA, 4 Charges -1, OAF, STR Min 7 (-3/4)

Fuzion: 3d6 Ranged Killing Attack, Focus (Grabbable), 4 Charges. 1 PP.



PSG stands for "PRIMUS Special Gun," although agents believe it was intended to be "P.S., Goodbye." SP refers to "Special Projectile," HW to "Hand Weapon" and HW-S to "Hand Weapon-Special."

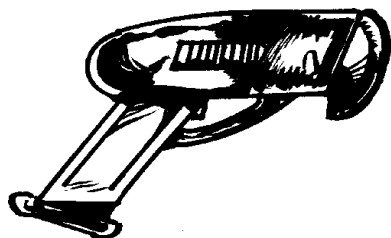
SP-4 Net Gun

Point Cost: 13

Carried by one member of an assault team, the net gun releases a large, weighted net that tightens around its target on impact. The net is composed of a tough, treated nylon.

5d6 Entangle, DEF 5, OAF Net Gun (-1) 4 Charges (-1)

Fuzion: Entangle, 5d6 SDP, KD 15, EKD 15, Focus (Grabbable), 4 Charges. 2 PP.



Plasma Cannon

Point Cost: 60

Note: *not typically used in ordinary combat situations; not necessary for a PC to spend equipment points on if "Sherman" is available and the fight has become desperate.*

Not typically used against supers—unstoppable bricks excepted—PRIMUS' plasma cannon packs an incredible punch and is often used to assault paranormal bases. The weapon is mounted on the roof of a "Sherman" (PRIMUS armored personnel carrier, not a tank) and draws its power from an independent power supply; there is enough power to supply 8 blasts. It takes a full phase for an Agent to power up the plasma cannon during combat.

5d6 RKA, AP (+½), AE Hex (+½), +2 Stun Multiplier (+1), OIF immobile (-1 ½), Act. 15- (-¼) 8 charges (-½), extra time (-½).

Fuzion: 14d6 Ranged Killing Attack, Area Attack (1 m/yd radius), Armor Piercing, Focus (Unmoveable -6 PP), Activation Roll 6+, 8 Charges, Takes 1 Turn to Use. 10 PP.

PSG-5b Sniper Rifle

Point Cost: 29

The sniper rifle utilized by PRIMUS requires far greater physical strength than an ordinary rifle to fire, given the large caliber round. The rifle is four feet long, and has a thick barrel. The rocket is partially powered by regular powder, partially chemically propelled to pack a bigger punch. Recently the weapon has been upgraded to improve accuracy.

3d6 RKA, AP (+½), OAF Rifle (-1), 4 clips of 8 charges (-0), STR Min 16 (-¾) + 6 Levels w/ Range Mod, OAF Rifle (-1)

Fuzion: 10d6 Ranged Killing Attack, Focus (Grabbable), 4 clips of 8 Charges 8 PP.

PSG 7S Sound Amplification Projector

Point Cost 22

This specially designed hand weapon is rarely used due to the highly specialized use it was designed for. Designed to take down only Supers using Desolidification by tuning into the precise vibrational frequency and emitting a pulse vibration that fills the area. It operates on similar principles as the Screamer, but at a different frequency.

6d6 EB, AE Hex (+½), Affects Desolidified (+½), OAF (-1), 16 Charges (-0), No Knockback (-¼), Only affects desolid (-½)

Fuzion: 6d6 Affects Desolid, Area Attack (1 m/yd radius), Focus (Grabbable), 16 Charges, No Knockback, Only affects targets that are Desolid. 3 PP.

PSG-8 "Screamer"

Point Cost: 29

This weapon fires a powerful burst of sonic energy that impacts the target, causing temporary loss of hearing as well as physical damage. It's a popular item among assault agents, because of its dual effect, but it is used primarily against paranormals, not agents (who tend to wear helmets with some ear protection). The Screamer holds enough energy for 12 blasts.

8d6 EB (vs. PD.) OAF (-1) 12 charges (-¼) + 2d6 Flash vs. all Hearing, OAF Weapon (-1), Linked to EB, 12 charges (-¼)

Fuzion: 8d6 EB, Focus (Grabbable), 12 Charges plus 2 phases Flash vs. All Hearing, Focus (Grabbable), Linked to EB, 12 Charges. 5 PP.

HW-2 Shield

Point Cost: 14

A popular hand-to-hand item, the PRIMUS shield is composed of a titanium alloy and is both resilient and tough. Worn on the left arm, not only does it provide protection to the user, but it possesses a hardened edge which allows for a powerful hit. Many shield proponents practice their martial arts maneuvers with the shield.

+2 DCV, OAF Shield (-1), +5 rPD/rED Armor, OAF Shield (-1), Act. 11- (-1), +10 STR, only for purposes of damage (-½), OAF Shield (-1)

Fuzion: +2 DEX, For DV only, Focus (Grabbable), plus +16 KD & +16 EKD (adds to other Killing Defenses) Armor, Focus (Grabbable), Act 10+ (-4 PP) plus +2 STR for Damage Only, Focus (Grabbable). 3 PP.



HW-S1 Stun Baton

Point Cost: 25

An impressive looking weapon, the stun baton is two feet long, and glows a brilliant blue-white. Popularized by Silver Avenger Chow, who uses the baton with fencing moves, it is a recent addition to the PRIMUS standard arsenal.

6d6 Stun Drain Recover 5 points/minute (+¼)

OAF Baton (-1) 8 charges before needing recharge (-½) STR Min 10 (-¾) +10 STR OAF Baton (-1) Only after stun charges are used up (-½) STR Min 10 (-¾) Only for purposes of damage (-½)

Fuzion: 6d6 Drain (STUN), Recovers at 5 pts. Per Minute, Focus (Grabbable), 8 Charges plus +2 STR, only for damage, only useable after all of the STUN Drain charges are expended. 8 PP.



HW-3 Telescoping Tonfa

Point Cost: 5

For assault agents who prefer to engage in hand-to-hand combat, this tonfa—which can extend to a length of six feet and be used as a staff—is a preferred item to carry on missions. A very lightweight weapon, the tonfa packs a heavy punch. Agents do need to train with the tonfas before using them with their martial arts, though this is covered in the Academy.

+10 STR OAF Tonfa (-1) STR Min 10 (-¾) Only for purposes of damage (-½) plus +1” Stretching No non-combat (-½), OAF Tonfa (-1) STR Min 10 (-¾)

Fuzion: +2 STR, Focus (Grabbable), Only for Damage plus Stretching, 2 m/yds, Focus (Grabbable). 2 PP.

Assault Equipment: Defensive

Standard Assault Armor

Point Cost: 25

Note: *it is mandatory for an assault agent to wear either the standard or reinforced armor*

The armor used by the vast majority of PRIMUS assault agents has been upgraded in recent years. The newer armor features a Kevlar body suit with ceramic plate inserts to protect vital organs. The helmet is composed of composite material and is tough, yet lightweight. It features IR, UV, and encrypted communications. Agents can download key information regarding paranormals from the PRIMUS satellite network using the system.

+5 rPD/ 5 rED Armor, OIF PRIMUS Armor (-½), STR Min 10 (-¾) plus +5 rPD/+5 rED Armor, OIF PRIMUS Armor (-½), Activates 11- [Titanium/ceramic plates] (-1), STR Min 10 (-¾) plus UV Vision, OIF Helmet (-½), Fragile (-¼) plus IR Vision, OIF Helmet (-½), Fragile (-¼) plus High Range Radio Hearing, Invisible (+½), OIF Helmet (-½), Fragile (-¼)

Fuzion: Armor 16 KD/16 EKD, Focus (Attached), STR Min 2 to Use, plus + Armor +14 KD/+14 EKD, Focus (Attached), Activation 10+ plus UV Vision Focus (Attached), plus IR Vision, Focus (Attached), plus High Ranged Radio Hearing Focus (Attached). 6 PP.

Reinforced Assault Armor

Point Cost: 33

Note: *it is mandatory for an assault agent to wear either the standard or reinforced armor*

This reinforced armor is used by agents who suspect they're going to face heavy hitters. The reinforced armor is worn instead of the standard assault armor (armor cannot be “stacked”), and is preferred by experienced agents. The primary difference between standard and reinforced armor is heavier Kevlar and a titanium alloy coating on the ceramic plates. There are limited reinforced suits available, and are distributed on a seniority basis.

+8 rPD/ 8 rED Armor, OIF, STR Min 13 (-¾), plus +7 rPD/ 7rED Armor, OIF, Activates 11- [Titanium plates] (-1), STR Min 13 (-¾) plus UV Vision, OIF, Fragile (-¼) plus IR Vision OIF, Fragile (-¼) plus High Range Radio Hearing, Invisible (+½) OIF, Fragile (-¼)

Fuzion: Armor 16 KD/16 EKD, Focus (Attached), STR Min 2 to Use, plus + Armor +14 KD/+14 EKD, Focus (Attached), Activation 10+ plus UV Vision Focus (Attached), plus IR Vision, Focus (Attached), plus High Ranged Radio Hearing Focus (Attached). 6 PP.

Note on Draining STUN in Fuzion: *STUN is a derived Characteristic, and thus is affected by Drains a little differently than normal. When Draining STUN, do not divide the die roll by 5. Instead, apply it directly to the Target's STUN total. This STUN will return at the rate of 5 pts. Per Round, unless the Recovery Time is bought up. The Drained STUN will not return via normal Recoveries.*



Psionic Screen

Point Cost: 5

An energized metal mesh interfaced with the standard assault helmet. The technology behind the psionic screen is a mystery to most agents; it was, in fact, developed from analysis of the Timemaster's armor.

Mental Defense (+10), OIF, -½, Not vs. Magic -½ (10)

Fuzion: Mental Defense (10 pts.), Focus (Attached), Doesn't work vs. Magic SFx (-2 PP). 1 PP.

Flash Shield

Point Cost: 3

An insert that fits inside the standard assault helmet, the flash shield is polarized plastic, which can protect the agent from most flash attacks.

Flash Defense (Sight): 5 point, OIF

Fuzion: Flash Defense (Sight): 5 pts, Focus (Attached). 1 PP.

Intelligence Equipment:

Intelligence agents, it is often said in PRIMUS bases, have the best toys. There's a lot of truth to this: PRIMUS intelligence agents have access to very sophisticated surveillance equipment.

Intelligence equipment is largely restricted to use by intelligence agents, and assault agents requesting intelligence equipment will be questioned very carefully as to their reasons for it. Successful persuasion rolls or spending double the equipment points are the only ways around this rule, though assault agents on special duty to intelligence teams can requisition intelligence equipment without penalty.

Flash Shades

Point Cost: 3

These are specially treated Ray-Bans that allow the wearer to be protected from most flash attacks.

Flash Defense (Sight): 5 point, IAF (Ray Bans)

Fuzion: Flash Defense (Sight): 5 pts, Focus (Grabbable). 1 PP.

Grapple and Rope

Point Cost: 6

Note: *This equipment may be used without restriction by any agent type.*

A heavy-duty nylon cord and grapple.

5" Swinging, 0 END (+½), OAF (-1) Activation 14- [Grapple catches] (-½) plus Clinging (normal STR), OAF (-1), requires a Climbing skill roll (-½) Activation [Grapple catches] (-½)

Fuzion: Swinging 10 m/yds, Focus (Grabbable), Activation 8+ plus Clinging, Focus (Grabbable), Activation 8+. 2 PP.

PSG-4 Holdout Pistol

Point Cost: 5

This is a small, short-range pistol designed for agents who have lost their primary blaster or are engaged in undercover work. It is hidden inside the belt.

1d6+1 RKA, 4 Charges -1, OAF, STR Min 7 (-¾)

Fuzion: 3d6 Ranged Killing Attack, Focus (Grabbable), 4 Charges. 1 PP.

Laptop Computer

Point Cost: 8 (40/5)

The laptop is standard equipment for intelligence agents, but is not restricted to their use alone. Anyone with a need for the laptop may put in a requisition for one—a successful Bureaucracy roll will enable other agent types to acquire one.

Val	Cha	Cost	Roll	Notes
18	INT	8	13-	Per Roll: 13-
14	DEX	12	12-	
3	SPD	6		Phases: 4, 8, 12

Characteristics Cost: 26

Powers & Skills

AK: Internet 13- (3)

KS: Paranormals 13- (3)

KS: Legal status of paranormals 13- (3)

Program, "Search reference material for information on paranormals" (1)

Program: "Word Processor Program" (1)

Program: "Browse Internet" (1)

Program: "Send/receive electronic mail" (1)

Program: "Download/upload information" (1)

Powers Cost: 14

Total Cost: 40

Disadvantages:

Physical Limitation:

Requires password to operate, infrequently, fully (15)

Vulnerability:

2x Effect from Magnetic attacks, uncommon (10)

Mind Booster

Point Cost: 12

Designed to assist intelligence operatives who may come into contact with mentalists, the mind booster was developed during a period of time when DEMON constituted a larger threat. The mind booster is delivered as an intramuscular shot (into the thigh), using an atropine injector.

6d6 EGO Aid, Loses 5 character points/Hour +¾, 1 Charge -2, OAF, Fragile -¼, doesn't Improve EGO roll -¼

Fuzion: 6d6 WILL Aid, Fades a 1 WILL per Hour, Focus (Grabbable), 1 Charges, Fragile (-1 PP), Only for defending against Mental Powers (-1 PP). 2 PP.



Psionic Detector

Point Cost: 1

An item which can now be routinely found in courtrooms across the country as well as in the PRIMUS arsenal, the Psionic Detector is a hand-held device that can pick up on the use of mental abilities (mental abilities with invisible power effects are, of course, still beyond the scope of the device).

Mental Awareness, OAF

Fuzion: Mental Awareness, Focus (Grabbable). 1 PP.

Radio Earpiece

Point Cost: 2

This tiny device looks just like a small hearing aid, and is used by agents preparing to move in on a suspect when they wish to remain undercover. Note: Intelligence agents typically stay in contact with the PRIMUS base through digital PCS phones.

Radio Hearing, IIF (-1/4)

Fuzion: High Ranged Radio Hearing, Focus (Attached). 1 PP.

Shock Ring

Point Cost: 17

One of the best kept secrets in the PRIMUS arsenal, the shock ring looks like a college ring, with a deep blue stone that looks like a sapphire, but is instead an energy crystal. The ring delivers a powerful shock, but can only be used four times. The user must land the ring's crystal squarely on an exposed surface, hence the activation.

6d6 NND [insulated or Hardened Defenses; not being grounded], 4 charges, OIF, Activation 14-, No Range

Fuzion: 6d6 NND [insulated or Hardened Defenses; not being grounded], 4 charges, Focus (Attached), Activation 8+, No Range (-2 PP). 1 PP.

Smoke Grenades

Point Cost: 5

These are standard versions of a common theme, releasing an inky cloud about twenty feet in diameter. The cloud usually lasts ten to twelve seconds, and does not block any unusual senses such as infrared, ultraviolet vision. Intelligence agents who have been spotted and wish to effect a speedy retreat often employ a smoke grenade for cover.

Darkness vs. Normal Sight (2" Radius), 2 Charges Lasting One Turn -1, OAF, Not In High Winds Or Rain -1/2, Range Based On STR -1/4

Fuzion: Darkness to Normal Sight in 4 m/yd radius, Focus (Attached), 2 Charges each lasts for 1 Turn (-4 PP), Doesn't work in High Winds or Rain (-2 PP), Range Based on Throwing Distance (-1 PP) 1 PP.

Undercover Armor

Point Cost: 12

Note: *It is mandatory for intelligence agents in the field to wear undercover armor*

Lighter and more flexible than Kevlar, PRIMUS intelligence agents are required by PRIMUS regulations to wear the armor when they're in the field. A lightweight, gray mesh, it fits under loose clothing (it cannot be easily worn underneath assault armor). The undercover armor can be customized to fit under dresses, and in extreme cases, clothing can be lined with the mesh.

Armor: +5 PD/ +5 ED, IIF

Fuzion: Armor: 14 KD, 14 EKD, Focus (Attached). 5 PP.

Xenon Flashlight

Point Cost: 13

Note: *Any agent type may carry the flashlight without special permission.*

The standard PRIMUS xenon flashlight is heavier (8 pounds) and more powerful than most other hand-held light sources. They are expensive and agents are instructed to be careful with them.

Change Environment (illuminate area): 4" cone, 0 END (+1/2), (-1/2 to reduce radius to cone), OAF plus +10 STR OAF, Only for purposes of damage (-1/2)

Fuzion: Change Environment to illuminate the area, 8 m/y Cone, 0 END Cost, Focus (Attached) plus +2 STR, Only for Damage, Focus (Attached). 1 PP.

Field Criminology Equipment

For the most part, this equipment is equivalent to real-world criminology equipment that is available to most police forces. It is the sort of equipment that is used to find and collect evidence for later use in investigations or trials. Eidetic memory has been used to simulate the storage capabilities of items such as a fingerprint kit or voice scanner. In several cases a -1/2 limitation has been taken to indicate that while the equipment has recorded the exact characteristics of a piece of evidence, the PC will not be able to immediately identify a suspect.

The following equipment is available to all qualified intelligence agents; assault agents would rarely have an opportunity to need such equipment.



Chemical Analysis Kit

Point Cost: 3

This suitcase-sized kit allows the user to identify a specific trace chemical found at a crime scene. However a Science skill: Chemistry roll should be required to translate that information into layman terms.

Detect: Chemical Compounds, Discriminatory, +4 Perception OAF, Bulky, Fragile (-1 ¾) Gestures throughout (-½) Concentration 0 DCV (-½) Requires a Skill Roll (Criminology or Sci: Chemistry) (-½) Extra Time: One minute (-1 ½)

Fuzion: Detect Chemical Compounds, Discriminatory, +6 Perception Check, Focus (Grabbable), Requires a Competent Skill Roll (Criminology or Sci: Chemistry) to properly analyze the date (-1 PP). Cost: 1 PP.

Drug Analysis Kit

Point Cost: 4

This fanny pack-sized kit allows the user to identify a specific drug compound by performing simple tests on the substance.

Detect: Drugs, Discriminatory, +4 Perception OAF, Fragile (-1 ¼), Gestures throughout (-½), Concentration 0 DCV (-½), Requires a Skill Roll (Criminology or Sci: Chemistry) (-½) Extra Time: One minute (-1 ½)

Fuzion: Detect Drugs, Discriminatory, +6 Perception Check, Focus (Grabbable), Requires a Competent Skill Roll (Criminology or Sci: Chemistry) to properly analyze the date (-1 PP). Cost: 1 PP.

Energy Pattern Scanner/Analyzer

Point Cost: 8

A hand-held device that allows the user to identify a specific energy signature given off by a super-powered character. This device cannot detect residual signatures, but it is useful for determining whether the purple man across the street is emitting ultraviolet rays or gamma radiation.

Detect: Electromagnetic signature, Discriminatory, +4 Perception, Eidetic memory (Detect Only) OAF, Fragile (-1 ¼), Gestures throughout (-½), Requires a Skill Roll (Systems Operation) (-½).

Fuzion: Detect Electromagnetic Signature, Discriminatory, +6 Perception Check, Focus (Grabbable), Requires a Competent Skill Roll (Systems Operation) to properly analyze the date (-1 PP). Cost: 1 PP.

Evidence Vacuum

Point Cost: 6

An ultra-powerful, exceptionally small vacuum that is used to collect and preserve forensic evidence such as hair, dead skin and other such items. Of course, it will also collect dirt and other debris that may be useful in an investigation.

Detect: Forensic Evidence, Discriminatory, Eidetic memory (with Detect only) OAF, Fragile (-¼), Gestures throughout, (-½), User cannot determine qualities of evidence collected until it has been properly analyzed (-½), Usable by others (Not at the same time) (+¼).

Fuzion: Detect Forensic Evidence, Discriminatory, Eidetic Memory (for the evidence only), Focus (Grabbable). Cost: 1 PP.

Explosives Sniffer

Point Cost: 3

This hand-held device identifies conventional explosive devices by their odor. It does not specify the type of explosive found or the exact location of the explosive. (i.e. it will tell the user that there is an explosive device in a piece of luggage, but not that it is C-4 in the right front pocket.)

Detect: Explosive Compounds, +4 Perception ¼ OAF, Fragile (-1 ¼), Gestures throughout - Scanning area (-½), Requires a Skill Roll (Criminology or Systems Operation) (-½)

Fuzion: Detect Explosive Compounds, Discriminatory, +6 Perception Check, Focus (Grabbable), Requires a Competent Skill Roll (Criminology or Systems Operation) to properly analyze the date (-1 PP). Cost: 1 PP.

Infrared Tracker

Point Cost: 6

A small, hand-held device, the IR tracker allows intelligence agents to track paranormals after they've left the scene.

Tracking Scent, Based On Sight PER Roll Rather Than Scent -0, OAF, Must make a Tracking Skill Roll (at -1) plus Infrared Vision, OAF, Linked To Tracking Scent -½

Fuzion: Tracking Scent (Based on sight rather than Smell), Focus (Attached), Must make a Competent Tracking Skill Roll plus IR Vision Focus (Attached). Cost: 2 PP.



Metal Detector

Point Cost: 3

A powerful metal detector which can be used to find spent shell casings as well as tiny pieces of metal left behind at a crime scene.

Detect: Metal Objects, +4 Perception OAF, Fragile (-1 ¼) Gestures throughout (-½), Requires a Skill Roll (Systems Operation) (-½)

Fuzion: Detect Metal Objects, Discriminatory, +6 Perception Check, Focus (Grabbable), Requires a Competent Skill Roll (Criminology or Systems Operation) to properly analyze the date (-1 PP). Cost: 1 PP.

Micro-pen

Point Cost: 3

This pen-sized device houses a powerful microscope, and is useful for analyzing evidence at a crime scene.

Microscopic Vision: 1000x OAF, Fragile (-1 ¼) Gestures throughout

Fuzion: Microscopic Vision (1000x magnification), Focus (Grabbable). Cost: 2 PPs.

Narcotics Sniffer

Point Cost: 3

A hand-held device that keys on the odor of narcotics. It is non-discriminatory, but is said by PRIMUS Intelligence operatives to be as reliable as a K-9 drug sniffer.

Detect: Narcotics, +4 Perception OAF, Fragile (-1 ¼) Gestures throughout (-½) Requires a Skill Roll (Criminology or Systems Operation) (-½)

Fuzion: Detect Narcotics, +6 Perception Check, Focus (Grabbable), Requires a Competent Skill Roll (Criminology or Systems Operation) to properly analyze the date (-1 PP). Cost: 1 PP.

UV Illuminator

Point Cost: 8

This hand-held device bathes a small area in ultraviolet light, illuminating very small pieces of material that would otherwise have gone undetected (such as flakes of dead skin, traces of blood, tiny hairs or fine powders.) It can also be used to find fingerprints.

Ultraviolet, Microscopic Vision: 1000x, +5 Perception (vision) Detect: Forensic evidence, OAF, Fragile (-1 ¼), Gestures throughout (-½), Requires a Skill Roll (Criminology) (-½)

Fuzion: UV Vision, Microscopic Vision (1000x Mag), +6 to Sight PER Checks, Detect Forensic Evidence, Focus (Attached), Must make a competent Criminology Skill Check. Cost: 1 PP.

Voice scanner

Point Cost: 7

This device captures the specific pitch, cadence, inflection and other attributes that make human voices distinctive. Once recorded, the voice can be compared to recordings of other voices for identification purposes.

Detect: Voice Characteristics, Discriminatory, Eidetic memory (with Detect only), OAF (-1) Gestures - Recording voice (-½), User cannot determine identity from voice until it has been properly analyzed (-½), Usable by others (Not at the same time) (+¼)

Fuzion: Detect Voice Characteristics, Discriminatory, Eidetic Memory (for the evidence only), Focus (Grabbable). Cost: 1 PP.

Surveillance Equipment

Use of bugs and other recordable surveillance devices requires a court order. PRIMUS may keep suspects under surveillance in the absence of a court order (and it is an often-abused privilege to have the orders obtained after wiretapping has begun).

Bug detector

Point Cost: 4

An electronic device that scans for the electronic signal of a recording/transmitting device.

Detect: Bugs, OAF, Fragile (-1 ¼), Gestures throughout (scanning area) (-½), Perception: +4 (with detect) OAF, Fragile (-1 ¼), Gestures throughout (-½)

Fuzion: Detect Bugs, +6 Perception Check, Focus (Grabbable)). Cost: 1 PP.

Bug, body wire

Point Cost: 18 points

This is the "wire" used for informants and undercover officers. It records the conversations around an individual. Range 400".

Clairsentience for normal Hearing, 4x Range, Requires a skill roll (Bugging) (-½), IAF, Fragile (-¾), Hearing centered on one person only (-½), Concealment +4 IAF, Fragile (-¾), Hearing perception +2 IAF, Fragile (-¾), Linked to Clairsentience (-½)



Bug, disguised

Point Cost: 16

This bug doubles as another object entirely (i.e. a pack of cigarettes, a package of chewing gum, tissue box). Because it does not have to be hidden, it records conversations more readily. The bug transmits on a secure frequency. Range 100".

Clairsentience for Normal Hearing Requires a skill roll (Bugging) (-1/2), IAF, Fragile (-3/4), Hear one location only (-3/4), Concealment +6 IAF, Fragile (-3/4), Hearing perception +2 IAF, Fragile (-3/4) Linked to Clairsentience (-1/2)

Bug, computer modem

Point Cost: 7

This device is similar to the standard bug, but it intercepts modem signals.

Clairsentience for Normal Sight, Requires a skill roll (Bugging) (-1/2) IAF, Fragile (-3/4) Modem signals only (-1/2)

Bug, standard

Point Cost: 7 points

About the size of a pack of gum, the standard bug can be hidden inside, behind or underneath furniture. The bug transmits on a secure frequency. Range 100".

Clairsentience for Normal Hearing Requires a skill roll (Bugging) (-1/2), IAF, Fragile (-3/4), Hear one location only (-1/2)

Bug, video

Point Cost: 10

A relatively new development, the video bug captures audio and video within its range of vision and hearing. It transmits these over a secure frequency. Range 100".

Clairsentience for Normal Hearing, Requires a skill roll (Bugging) (-1/2) IAF, Fragile (-3/4), Hear one location only (-1/2) plus Clairsentience for Normal Sight Requires a skill roll (Bugging) (-1/2), IAF, Fragile (-3/4), See one location only (-1/2), Cone of coverage 60 degrees (-1), Concealment +2 IAF, Fragile (-3/4)

Camera, disguised

Point Cost: 11

This tiny camera may be hidden in a coat button, a hat, a briefcase handle or other obvious location. It uses a fiber optics lens to transmit the photo to a camera body hidden in a pocket or strapped to the body. It is useful for covertly photographing people without their knowledge.

Eidetic memory, IAF, Fragile (Camera body and lens) (-1/2), Film must be developed in lab (-1/2), Area of coverage - cone (-1), Concealment skill levels +6 IAF, Fragile (Camera body and lens) (-1/2)

Computer activity monitor

Point Cost: 12

This device monitors the faint electronic signals emitted by computer monitors and keyboard entries. It can be used from a safe distance away (about 1600").

Clairsentience for Normal Sight, x16 range, Requires a skill roll (Systems Operation) (-1/2), OAF, Fragile, Bulky (-1 3/4), Computer screen signals only (-1/2), One computer only (-1/2) plus Eidetic memory (for sight only), linked to Clairsentience (-1/2), OAF, Fragile, Bulky (-1 3/4)

Microphone, Parabolic

Point Cost: 9

The dish-shaped parabolic dish is used to capture and funnel sound into the microphone at the dish's center. Conversations may be heard up to 64" away without any penalties.

Telescopic Hearing, +8 vs. Range penalties, OAF, Fragile, Bulky, Gestures throughout (pointing microphone at target)

Mini-binoculars/Mini-telescope

Point Cost: 11

The high power scope allows users to view objects as far as 128 inches away without range penalties.

Telescopic Sight, +10 vs. Range penalties, OAF, Fragile, Bulky, Gestures throughout (pointing scope at target)

Radio Tracers

Point Cost: 8

Small bugs which come in right handy when the bad guy gets away. They transmit on a PRIMUS scrambled band and can be detected with a handheld device.

Radio Transmit Only, IAF, Fragile, plus Clinging (STR 9), IAF, Fragile.



Spider

Point Cost: 29

The spider is a small robot about 3" long, equipped with sensors and a one-shot electrical retribution charge. It is controlled through a wrist console. Use of the Spider constitutes the use of a wiretap, and requires a court order. Otherwise, information obtained through its use is not admissible in court.

Characteristics

Val	Char	Cost
-5	STR	-5
18	DEX	24
1	BODY	-18
1	INT	-9
1	PD	0
1	ED	0
4	SPD	12

Phases: 3, 6, 9, 12

Characteristic Cost: 4

Abilities

Automaton: Takes Only BODY (60)
Bump of Direction (3)
Clinging (10)
Eidetic Memory (10)
Radio Listen & Transmit (5)
Running +1" (7" Total), 0 END +½ (9) (7)
Shrinking (5), 0 END +½, Persistent +½, Always On -½ (100) [-10 PER Rolls, +10 DCV, +15" Knockback] (67)
Self Destruct Sequence
2d6 RKA, AE-Hex +½, 1 Charge -2, Activation Roll (14-, Jam) -1, No Range -½ (45) (10)

Abilities Cost: 172

Total Cost: 176

146+Disadvantages (104/5 = 29 Character Cost)

Vulnerability
x2 BODY From Electrical Attacks (20)
Distinctive Feature
Mechanical Spider (Not Con, Noticed) (10)
Total Disadvantage Points: 134

UV Night scope

Point Cost: 13 points

This device is useful for nighttime surveillance from a long distance away while remaining undetected. It is passive UV.

UV Vision, OAF, Fragile, Gestures throughout (pointing scope at target) plus Telescopic Sight: +10 vs. Range penalties, OAF, Fragile, Bulky, Gestures throughout (pointing scope at target)



Containment Equipment

Containment Cell

Point Cost: N/A

These are the temporary containment cells located in the bowels of every PRIMUS base. Usually there are ten, but larger bases have more. All foci are removed from individuals prior to entering the cell, and armed guards also patrol the hallways around the cells. If escape attempts are anticipated, Iron Guard also assist with guard duty.

The cells are programmed by a PRIMUS assault agent for each occupant individually. Failure to program the cell correctly could lead to a breakout. Cells monitor the respiration, heartbeat, and blood pressure of all occupants, and are connected to independent power supplies. There are cases where the paranormal in question is simply too powerful to be contained in a PRIMUS containment cell, and in those cases, he or she is taken ASAP to Stronghold.

15d6 Suppress, affects all powers of a special effect (+2), variable special effect (+½), AE: two hexline (+1) OAF Cell: immobile, bulky, Extra time to start (Programming cell requirements): one minute (-¾), Requires a skill roll (Computer Programming) (-½) plus +15 rPD/15 rED armor, hardened (+¼) OAF Cell: immobile, bulky plus Life Support: Self Contained Breathing, safe in extreme temperatures, radiation, vacuum/high pressure OAF Cell: immobile, bulky

Suppression Cuffs

Point Cost: 14

Note: *Mandatory equipment; all agents required to carry one set of cuffs*

Based more closely on the stun baton than on the containment cell technology, the suppression cuffs are large "gloves" (really like sleeves that cover the hands). They emit a powerful pulse of energy every ten or so seconds, lasting for over five minutes, which assists in subduing the villain, usually rendering him unconscious. The cuffs are bulky and can be difficult to put on, and so are used almost exclusively after the villain has been apprehended and is awaiting transport to PRIMUS (pending transport to Stronghold).

2d6 Stun Drain, Continuous (+1), Penetrating (+½), 32 charges (each pulse=1 charge), Extra Time: 1 turn (-1), OAF Suppression Cuffs, bulky (-1 ½)



Experimental Equipment

The following equipment is being field tested at selected bases across the country, or is still in the works. It's potentially unbalancing to use in everyday circumstances, and GMs should be cautious giving PRIMUS PCs a free rein with it.

X-PSG 9b Blaster Rifle

Point Cost: 24

Based on captured VIPER technology (although PRIMUS PR wouldn't admit *that* if asked), the blaster rifle has been a stable addition to the arsenal of Houston and Hudson City, and will soon be added to all bases.

15d6 EB, 16 charges (-0), OAF Rifle (-1) Burnout
14- (-3/4) STR Min 13 (-3/4), +2 Range Mods
Fuzion: 15d6 Energy Blast, Focus (Grabbable),
16 Charges, Activation 8+, If Activation
Roll is missed, Rifle will not longer work (-
2 PP). Cost: 7 PP.

Computer Helmet

Point Cost: 11

Currently being tested by several assault teams in San Francisco and Atlanta, the computer helmet enables the PRIMUS agent to access the MATRIX through voice commands, and also includes pop-up cross-hairs (via circuitry running from the helmet into the armor and to the agent's weapon hand) to improve accuracy. The computer can be added—with several hours of work by a technician—to existing PRIMUS assault helmets and armor.

Mind link with MATRIX computer (5) Accessible by voice only (-1/2), IIF, +4 Range levels, IIF, Gestures

Fuzion: Mind Link w/ MATRIX Computer, Focus (Attached), Voice Only (-2 PP), plus +5 Levels to Firearms Skill, Focus (Attached), Only to counter out Range Penalties (*Champions: New Millennium*, Page 147:2) (-2 PP). Cost: 2 PP.

Paranormal Detector

Point Cost: N/A

This is a variation on the Psionic Detector (above), which will hopefully enable PRIMUS to detect the use of paranormal powers within limits. At this phase of its development, the device requires the use of a PRIMUS spy satellite and heavy equipment (located at the base). When the Detector works, it can pinpoint the location of the paranormal activity to within several feet. It is not reliable enough at this time for common use, however, and is being tested at two PRIMUS bases currently.

Detect: use of paranormal powers [3], 360 degree sensing [10], Telescopic (Sight) +16 [24], Discriminatory [5], Triggered by use of paranormal powers (+1/2), 0 END Persistent, Activation 11-, IIF, Bulky, Fragile, Immobile

Iron Guard Suit

The Mark III Iron Guard Battle Armor is a tremendous improvement over previous models. The helmet computer can call down information on all paranormals and their weaknesses from PRIMUS satellites, communications systems are encrypted, and GPS and tracking systems ensure the agent can never be lost.. The bulk of the Mark III armor is composed of a titanium alloy, and the full suit weighs in at 179 pounds, 3 ounces, nearly a 50% reduction from the Mark I's 300 pound suit. McFarlane Aerospace Corporation builds the Mark III. All agents are fitted for their own suits. While Iron Guard agents are trained to handle basic maintenance on the suits, serious combat damage requires service by McFarlane-trained technicians.

The Iron Guard Suit is powered by a battery pack worn on the agent's back, which weighs an additional 50 pounds. All suit systems are powered by the pack, which is also armored. Iron Guard are the rapid deployment forces of PRIMUS, and utilize their superleap to arrive at the scene of combat.

Iron Guard agents do not pay for the suit from Brownie Points. All Iron Guard agents are assumed to have been fitted and have access to their own suit, barring damage. Iron Guard suits are very expensive, and typically only three squads can be found at any PRIMUS base, though Atlanta has four squads and New York five.

For speed of play, Iron Guard PCs should not have to make their combat piloting roll for every action, representing their superior degree of training. Untrained pilots should be required to roll for every action.



Iron Guard Armor

Val	Cha	Cost	Roll	Notes
35	STR	15	16-	3200 kg; 7d6
18	BODY	6	13-	
2	SIZE	10		
15	DEF	39		Total DEF: 15
21	DEX	33		
4	SPD	9		Pha: 3, 6, 9, 12

Total Characteristics Cost: 112

Movement: Superleap 25"/100"

Powers

Weapons system: (Multipower 90 pool), Only change in arsenal(-1/2), OIF (45)
 u - 10D6 EB, Double Knockback, (4) [9]
 u - 4D6 RKA, Explosion, 4 Charges (3) [4c]
 u - **Crowd Control:** 6D6 EB, NND [Force Field], Explosion, Extended Range (+2"/DC), 6 Charges, each lasts 1 Turn (4) [4cc]

Sensory Abilities:

IR Vision, IIF (4)
 High Range Radio Hearing, Invisible to Radio Group, IIF (12)
 UV Vision, IIF (4)
 Radar Sense, IIF (12)
 +6 Telescopic Sense, Radio Group (9)

Defenses:

Flash Defense, Sight & Hearing: 5-, IIF (8)
 Power Defense: 10, IIF (8)
 Lack Of Weakness: -5, IIF (4)
Inertial Stabilizer Jets: Knockback Resistance: -5", IIF (8)

Backpack Power Supply:

END Reserve: 200 END, 20 REC, OIF (27)

Pilot Assistance

Life Support: Safe Environments: Extreme Radiation, Extreme Heat/Cold, Breathe Underwater, IIF (9)

Movement

+18" Superleap, x4 Non-Combat, OIF (Jump Jets) (15)

Vehicle Computer: (67pt) (13)

Powers Cost: 189

Total Armor Cost: 304

Disadvantages: 100+

Accidental Change:

Powers off when hit with electricity, uncommon, 11- (10)

Distinctive Features:

Iron Guard armor, not concealable, major (20)
 Painted art and PRIMUS markings, concealable, minor (10)

Physical Limitation

Requires specialized, regular maintenance, frequently, fully (20)
 Requires skilled operator, infrequently, greatly (10)

Hunted by:

Criminal groups, as powerful, NCI, 11- (20)

Vulnerability:

2z STUN & BODY from Electrical attacks, common (40)

Watched by:

PRIMUS, as powerful, NCI, mild, 14- (10)

Federal Vehicle Bonus (62)

Total Disadvantage Points: 302

Fuzion Notes:

Characteristic Notes: The Operator has a STR of 7, and a KD & EKD of 45 while driving this suit. The Suit has 45 SDP, and any damage that gets through the KD/EKD is split evenly between the driver and the Iron Guard Suit.

Power Notes: RKA Explosion is 10D6, Each charge of the NND Explosion lasts for 1 full Turn (Anything in the area takes damage on the Driver's action phases), Superleap distance is 50 m/yds Combat, 200 m/yds Non-Combat. All other powers as listed.

Iron Guard Armor Computer

Val	Cha	Cost	Roll	Notes
13	INT	3	12-	PER Roll: 12-
15	DEX	15	12-	
4	SPD	15		Phases: 3, 6, 9, 12

Characteristics Cost: 33

Skills & Abilities:

Programming

Program: Drive suit from a to b (1)
 Program: Scan and display (1)
 Program: Search radio bands (1)
 Program: Diagnose self (1)
 Program: Return to base if pilot disabled (1)
 Program: Analyze paranormal and predict actions (1)

Skills:

AK: Campaign City 11- (2)
 Combat Piloting 12- (3)
 Electronics 11- (3)
 KS: Flight Protocol 11- (2)
 KS: Paranormals 11- (2)
 Mechanics 11- (3)
 Navigation 11- (3)
 Systems Operation 12- (3)
 Tactics 12- (3)
 TF: Iron guard suit (2)
 WF: Iron Guard Weapons systems (2)

Powers Cost: 34

Total Cost: 67

Disadvantages: 50+

Physical Limitation:

Dependent on electricity, all the time, fully (25)

Total Disadvantage Points: 75



The MATRIX

PRIMUS' massive computer intranet may link all PRIMUS installations, but is completely inaccessible via the Internet. It was decided in 1994 that while PRIMUS would continue to maintain an Internet presence, as well as providing accounts for all personnel, but would remove all sensitive information to MATRIX. Thus, MATRIX may not be hacked via the Internet, but only through cracking a PRIMUS computer and providing a valid user ID and password. PRIMUS agents in the field—including the Iron Guard—have access to the MATRIX information via encrypted satellite transmissions, and it is possible to gain access through a captured IG suit. However, it is important to note that MATRIX is monitored by a watchdog system which keeps track of every information request, and notices unusual patterns. If the watchdog system notices anomalous behavior, an alarm is sounded and an intelligence agent will investigate.

MATRIX contains the sum total of all of PRIMUS' information regarding investigations, paranormals, and PRIMUS operations—information typically requested by investigating agents. Other records—such as PRIMUS personnel records and payroll—are not accessible via MATRIX, and exist on a secured machine in Washington, DC.



Cyberline

Point cost: N/A

Cyberline is the key to the government's super soldier program, but what is Cyberline, really? The public believes it to be a variety of chemical and biofeedback processes, rumors PRIMUS has perpetuated. What is called Cyberline is, in fact, a genetic re-engineering of agents. Dr. Julius Merrill, who would later be known for his contributions to the field of the paranormal genetic research, began a series of clandestine experiments for the Pentagon, to develop "super soldiers" in 1954.

The genetic material of a soldier of the Korean War, Isaac Rosenberg, was used as the basis for Cyberline, and all Avengers and assault agents to this day owe a portion of their genetic makeup to a Jewish communist from the Bronx. A Marine Corps engineer, Rosenberg came under the suspicion of fellow soldier Robert Kaufman. Once Kaufman learned of his paranormal abilities—super strength, preternatural reflexes, endurance and resistance to physical harm—Kaufman became convinced Rosenberg was working for the Communists, and reported him.

It was an easy thing for Rosenberg to be reported as missing in action, and easier still to ship him, comatose, back to the United States, where Merrill began to work on him. Kaufman continued to serve his country, distinguishing himself in combat and returning to the United States a war hero. Eventually, Kaufman would be selected to be the first publicly known recipient of Cyberline.

Merrill spent years analyzing Rosenberg's DNA, essentially pioneering the field of paranormal genetic research, though many of his findings remain secret to this day. After many trials and even more error, he finally managed to refine his technique. Cyberline consists of the key portion of Rosenberg's DNA, delivered by a virus; when a cell is infected with the virus, Rosenberg's DNA inserts into a key segment of chromosome nine. Merrill's first subjects—twenty-two soldiers believing they were testing a malaria vaccine—all died, immediately, except one, who survived three weeks before dying of flu-like symptoms. Merrill was perplexed, and it took three years and further tests before he realized that only one in twenty, on average, of his subjects possessed a particular activated gene on their third chromosome. Testing for a protein produced by this gene is the basis for testing for Cyberline compatibility to this day.

By 1963, Merrill had perfected Cyberline, and announced his findings—though not his methods—to his project superiors at the Pentagon. At this point, General Jonathan Hawkins was actively promoting PRIMUS, and optimism for the project grew. The Pentagon financed the Avenger, and someone with a sense of irony decided to reward now-Colonel Kaufman as the prototype super-

soldier for the agency. Though PRIMUS research scientists have further refined the process in the intervening decades, it is still a very expensive, very risky procedure, and has been rejected by the conventional military. It is popularly believed Cyberline causes sterility, though this is, in actuality, a deliberate move by PRIMUS in order to prevent the birth of additional, possibly uncontrollable paranormals with the power level of Avengers (assault agents do not have their fertility affected). When Avengers meet for the Avenger games, they are given treatments that inhibit sperm (or ova, now that women are also Avengers) production. Cessation of those treatments would allow Avengers to return to their natural levels of fertility.

Only 5% of the population at large is Cyberline-tolerant. To determine if a random person is tolerant, a 5 or less on three dice must be rolled. Tolerance is genetic, and if a parent was tolerant, the child has a 50% chance (10 or less on three dice) to determine tolerance. Injection of Cyberline into intolerant subjects may result in personality change, coma, illness, or death. Exact effects should be plot devices and are for the GM to determine.

Cyberline takes three weeks to take full effect (subjects should notice a gradual increase in strength and agility), and subjects suffer severe flu-like symptoms during the first week of treatment. The process presented here is for Avengers; guidelines for creation of both assault agents and Avengers are given in the PRIMUS Campaign segment. For creating Avenger PCs, it is recommended that the guidelines in the character creation section be followed.

5d6 Major Transform (Increase STR, DEX, CON, SPD, PD, ED and acquire disadvantage of Vulnerability to Poisons), Cumulative (+½), Extra Time: three weeks (-4) OAF: Cyberline injection, fragile, expendable, difficult to recover

Comment: GMs who do not follow the BBB guidelines regarding the permanent effects of major transformations should add an additional +1 power modifier of "effects are permanent."

Fuzion: Cyberline increases a character's STR, REF, DEX, CON, BODY, SD, ED, and SPD as explained in the chapter on the PRIMUS Campaign. Characters who have undergone the Cyberline transformation also must take a Complication: Vulnerability: 1 ½x Effect from Poisons & Toxins.

PRIMUS Vehicles

Real-world vehicles

The following vehicles are based on real-world models, with a super-heroic twist on their weaponry. To mainstream the vehicles for more realistic equipment, eliminate the energy-based attacks in favor of standard missiles and 30mm rounds.

Boats

PRIMUS does assist the Coast Guard and DEA with drug interdiction when paranormals are involved. However, PRIMUS does not maintain its own fleet of ships for this purpose, instead relying on Coast Guard and local law enforcement vessels when needed.

Motorcycle

Issued to every Silver Avenger is a silver motorcycle, custom-made for PRIMUS by Harley-Davidson. The bikes are heavier than most and are armored, but are there mostly for rapid transport, not for use in combat. However, Silver Avenger Maria Chow has recently taken to doing Move-Bys with her stun baton when first arriving on a combat scene.

Val	Cha	Cost	Roll	Notes
25	STR	10	14-	800 kg; 5d6
13	BODY	2		
1	SIZE	5		
2/10	DEF	0		Total DEF: 10
20	DEX	30		CV: 7
4	SPD	10		Pha: 3, 6, 9, 12

Characteristics Cost: 57

Movement: Ground: 41"/164"

Powers:

- +35" Running, x4 Non-Combat (75)
- +8 DEF, Doesn't protect rider(-1/2) (16)

Powers Cost: 91

Total Vehicle Cost: 148

Disadvantages: 100+

Distinctive Feature:

- Large Silver motorcycle w/ PRIMUS markings, concealable, minor (10)

Federal Vehicle Bonus: 38

Total Points: 148

Sherman

Although the armored personnel carrier used by PRIMUS looks nothing like a Sherman tank, the name stuck, and "Sherman" it has been ever since. As large as a regular tank, Sherman is occasionally used to transport agents, but more often used to transport villains back from combats.

Val	Cha	Cost	Roll	Notes
50	STR	0	19-	25 metric tons; 10d6
20	BODY	2	13-	
8	SIZE	40		
15	DEF	39		Total DEF: 15
15	DEX	15	12-	CV: 5
4	SPD	15		Phases: 3, 6, 9, 12

Total Characteristics Cost: 111

Movement: Ground: 16"/128"

Powers:

Movement: 16" Running, x8 Non-Combat, has turn mode (24)

Sensory Abilities

- 360 Degree Sensing, Sight Group, OIF(-1/2) (7)
- HR Radio, OIF(-1/2) (7)
- IR Vision, OIF(-1/2) (3)
- UV Vision, OIF(-1/2) (3)

Plasma Cannon: 5D6 RKA, +2 STUN Mod, Armor Piercing, 1 Hex Area Effect, OIF (-1 1/2), immobile, 8 Charges, Act. 15-, Extra Time: 1 Turn to use (-1/2), Area Effect(+1/2) (60) [8]

Passenger Support: Life Support: Breathe in Low Oxygen/Poisoned Air Environments, Area Effect(+1 1/4), any area, nonselective target, x4 Increased Area (11)

Powers Cost: 115

Total Cost: 226

Disadvantages: 100+

Distinctive Feature

- Large PRIMUS Vehicle, concealable, major (15)

Physical Limitation

- Requires skilled operator, all the time, fully (25)
- Requires regular maintenance, frequently, greatly (15)

Federal Vehicle Bonus (71)

Total Disadvantage Points: 226



Urban Assault Helicopter

Getting these heavily modified AH-64 Apache helicopters past the Congressional budget committee was a neat feat for Colonel Glenn—rumor has it that Silver Avenger Hartigan's father pulled a few strings at his son's behest. Only the most capable of the vehicle specialists are allowed in the cockpit of the PRIMUS Urban Assault Helicopter, and the Golden Avenger is alone among the Avenger Corps in possessing the clearance to pilot one.

Pilots have been trained to use the stun-only attacks first, and only use the RKA attacks when civilians are not around to be harmed. Because of the fact the helicopter is often used to pursue escaping supervillains in armored vehicles, it was decided that tough weaponry was needed. PRIMUS bases each possess one Assault helicopter, although the larger bases—New York, Hudson City, and Atlanta—each possess two.

Val	Cha	Cost	Roll	Notes
40	STR	0	17-	6400 kg
16	BODY	0	12-	
6	SIZE	30		
12	DEF	30		Total DEF: 12
18	DEX	24		CV: 6
4	SPD	12		Phases: 3, 6, 9, 12

Characteristics Cost: 96

Movement: Flight 30"/240"

Powers:

Flight: 30" Flight, x8 Non-Combat (70)

Sensory Abilities:

HR Radio (10)

IR Vision (5)

UV Vision (5)

360 Degree Sensing, Sight Group (10)

Sonar (15)

Weapons System: Multipower 130 pt. Pool, OIF (87)

u - **30 mm cannon:** 3D6 RKA vs PD, Armor

Piercing, Autofire (x20), 0 END (12) [0]

u **Missiles:** 4D6 RKA, Explosion, Extended Area (+2" DC), 8 Charges (6) [8c]

u **Shockwave:** 8D6 EB, Area Effect, Non-Selective 32" Radius, x4 Radius, NND [Force Field], 8 Charges (6) [8c]

u **Smokescreen:** 10" Darkness to All Sight, 8 Charges each lasts 1 Turn (7) [8cc]

Computer Targeting System: 8 Levels vs. Range

Mods for Sensor package (16)

Passenger Support: Life Support: Breathe in Low Oxygen/Poisoned Air Environments, Useable by x2 Others at Range (10)

Powers Cost: 259

Total Cost: 355

Disadvantages: 100+

Distinctive Features:

PRIMUS attack helicopter, not concealable, major (20)

Physical Limitation:

Requires skilled operator, all the time, fully (25)

Requires skilled maintenance, frequently greatly (15)

Reputation:

Powerful attack helicopter, occur 11- (10)

Watched by:

PRIMUS, more powerful, NCI, mild, 14- (13)

Federal Vehicle Bonus (172)

Total Disadvantage Points: 355

Agent Transport Helicopter

These transport helicopters are slightly modified Boeing CH-47D Chinooks. Three Iron Guard squads can be accommodated per helicopter in addition to two Assault teams; or 55 assault agents can be transported via the Chinook. The only armament on the Chinook is the minigun, and the rotorcraft rarely stay on the scene long enough to become involved in combat. Two pilots operate the Chinook, which has a useful load of 25,000 pounds. PRIMUS Chinooks are painted silver and have PRIMUS markings.

Val	Cha	Cost	Roll	Notes
60	STR	0	21-	100 metric tons
20	BODY	0	13-	
10	SIZE	50		
10	DEF	24		Total DEF: 10
15	DEX	15	12-	CV: 5
4	SPD	15		Phases: 3, 6, 9, 12

Total Characteristics Cost: 104

Movement: Flight 15"/60"

Powers:

Flight: 15" Flight, x4 Non-Combat (35)

Sensory Abilities:

HR Radio (10)

360 Degree Sensing, Radio Group (10)

Minigun: 2D6 RKA, Armor Piercing, Autofire x10, 250 Charges, OIF (65) [250c]

Passenger Support: Life Support: Breathe in Low Oxygen/Poisoned Air Environments, Area Effect(+1 ¼), any area, nonselective target, x16 Increased Area (14)

Powers Cost: 134

Total Cost: 238

Disadvantages: 100+

Distinctive Features:

Large, double-rotor helicopter, not concealable, major (20)

Watched by:

PRIMUS, more powerful, NCI, mild, appear 11- (10)

Physical Limitation:

Requires skilled operator, all the time, greatly (20)

Requires skilled maintenance, frequently, greatly (15)

Federal Vehicle Bonus (73)

Total Points: 165



Learjet 60

Reserved for transporting the highest-ranking members of PRIMUS, this corporate jet has all the standard amenities. It is not, however, armed, though it may fly with an escort. Colonels Vasquez and Glenn are typically the only members of PRIMUS to use this jet. The PRIME Team and Golden Avenger also have a Learjet reserved for their use. It is an unmodified silver jet, with PRIMUS insignia painted on the fuselage.

Use Civilian Private Jet write-up from *Champions* or *Champions: New Millennium*.

Super-technology Vehicles

The following vehicles are more in line with four-color or futuristic campaigns, and are not intended to model real-world military equipment (or, for that matter, PRIMUS as presented in this book). They are also appropriate for campaign worlds which have felt a heavy alien influence or have more advanced technology than the "real world."

Avenger Grav-Sled

Utilizing captured alien anti-gravity technology, the highly maneuverable and sleek grav-sled is the perfect transportation for the members of the Avenger Corps and non-flying members of the PRIME Team. The light weapons load mounted on the Grav-Sled allows the Avenger an even greater range of possibilities in attacking. The armor on the Grav-Sled is only to protect the vehicle, not the Avenger. The vehicle itself is painted silver, and looks a lot like a snowmobile. The Grav-Sled hums when it's airborne.

Val	Cha	Cost	Roll	Notes
25	STR	5	14-	600 kg
12	BODY	0	11-	
2	SIZE	10		
8	DEF	18		Total DEF: 8
18	DEX	24	13-	CV: 6
4	SPD	12		Phases: 3, 6, 9, 12

Characteristics Cost: 69

Movement: Flight: 17"/272"

Powers:

Flight: 17" Flight, x16 Non-Combat (49)
 Energy Cannon: 5D6 EB, Autofire, 64 Charges, Beam Attack, OIF (29) [64c]

Powers Cost: 78

Total Cost: 147

Disadvantages: 100+

Distinctive Feature

PRIMUS Grav Sled, not concealable (15)

Physical Limitation

Requires Skilled Operator, all the time, fully (25)

Requires periodic maintenance, infrequently, greatly (10)

Total Disadvantage Points: 150

Hovercraft

The hovercraft is an ultra-tech version of Sherman, and can be used for troop transport as well as for containment of a paranormal or two. The hovercraft possesses a high-powered misan-beam gun as its defense.

Val	Cha	Cost	Roll	Notes
50	STR	0	19-	25 metric tons
20	BODY	2	13-	
8	SIZE	40		
15	DEF	39		Total DEF: 15
15	DEX	15	12-	CV: 5
4	SPD	15		Phases: 3, 6, 9, 12

Characteristics Cost: 111

Movement: VTOL Flight: 25"/400"

Powers:

Flight: 25" Flight, x8 Non-Combat (60)

Sensory Abilities:

360 Degree Sensing, Sight Group, OIF (7)

HR Radio, OIF (7)

IR Vision, OIF (3)

UV Vision, OIF (3)

Weapons System:

Misan Canon: 5D6 RKA, +2 STUN Mult, Armor Piercing, OIF, immobile, Act. 15-, Extra Time: 1 Turn, 8 Charges (60) [8c]

Anti-Riot Cannon: 6D6 EB, NND [Force Field], Explosion, OIF, 2 Charges (43) [12c]

Passenger Support: Life Support: Breathe in Low Oxygen/Poisoned Air Environments, Area Effect (+1 ¼), any area, nonselective target, x8 Increased Area (12)

Powers Cost: 195

Total Cost: 306

Disadvantages: 100+

Distinctive Features:

PRIMUS Hovercraft, not concealable, (15)

Physical Limitation:

Requires Skilled Operator, all the time, fully (25)

Requires periodic maintenance, infrequently, greatly (10)

Futuristic Federal Vehicle Bonus (151)

Total Disadvantage Points: 306



Orbital Vehicle

The PRIMUS Orbital Vehicle is something of a misnomer; it is a multi-purpose vehicle which can be used for transporting paranormals to orbital containment facilities in addition to research and transportation inside the solar system. The shuttle can accommodate twelve people comfortably for three months before new supplies are required.

Val	Cha	Cost	Roll	Notes
85	STR	0	26-	3.2 metric ktons; needed for achieving orbit
25	BODY	0		
15	SIZE	75		
10	DEF	24		
13	DEX	9		
4	SPD	17		Phases: 3, 6, 9, 12

Characteristics Cost: 125

Movement: Sublight Flight: 50"/1600"

Powers

Rockets: 50" Flight, x32 Non-Combat, OIF, bulky, hard to recover, Limited Maneuverability (-¼) (48)
Passenger Assistance: Life Support: Doesn't eat/sleep/excrete, Safe Environments: Vacuum/High Pressure, Extreme Radiation, Extreme Heat/Cold, Need Not Breathe, Area Effect, any area, nonselective target, x32, Increased Area, 1 Charge lasts 3 Months.

Sensors:

High Range Radio Hearing, IIF (8)
 360 Degree Sensing Radio Group, IIF (8)
 +20 Enhanced PER, Radio IIF (32)
 +20 Enhanced PER, Sight, IIF (32)

Powers Cost: 199

Total Cost: 324

Disadvantages: 100+

Distinctive Features:

PRIMUS Orbital Shuttle, not concealable (15)

Physical Limitation:

Requires regular, skilled maintenance, frequently, greatly (15)

Must be operated by a skilled pilot, frequently, greatly (15)

Watched by:

PRIMUS, more powerful, NCI, mild, appear 14- (13)

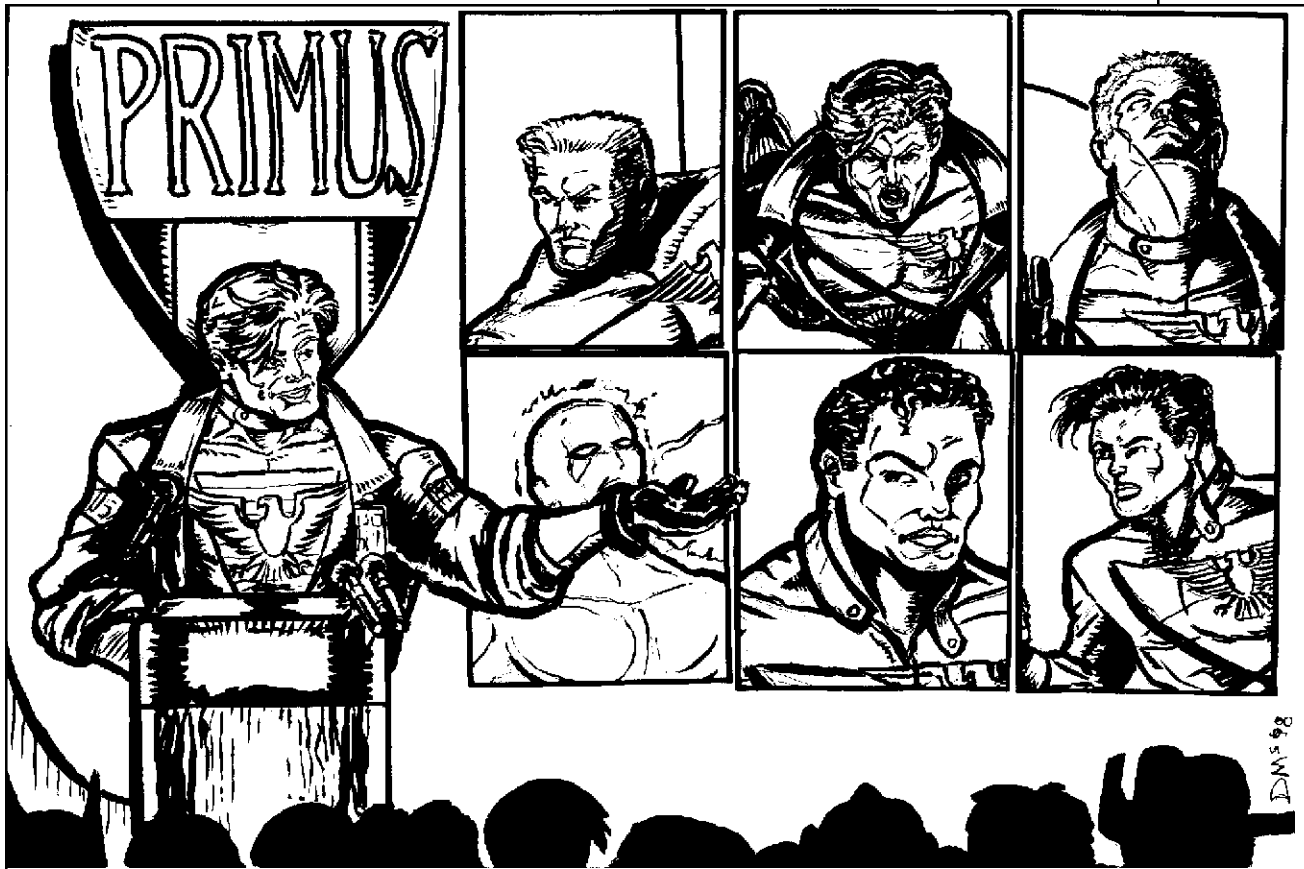
Futuristic Federal Vehicle Bonus (166)

Total Disadvantage Points: 324



The PRIME Team

Paranormal Rapid Interdiction Mission Elite Team



"Avenger Johnson," the sour-faced Post reporter began, rising to his feet to address PRIMUS' most prominent hero. "PRIMUS has been opposed to working with paranormals for decades, and yet now we're expected to believe the PRIME Team is going to be welcomed with open arms by the rank-and-file of PRIMUS. Firstly, what are your thoughts about such a change after so many years of this anti-paranormal policy? And secondly, what are your thoughts about independent supers?"

DJ Johnson stepped past Colonel Glenn and up to the podium. I knew someone would ask me that, he thought. This is a difficult one to step around—wish Public Relations had a better answer for it on their memos than "PRIMUS has determined a need for such a team and has found an answer in the PRIME Team."

"Well, Doug," the Avenger said, hoping the smile on his face wasn't too patronizing, "I don't think it's fair to call PRIMUS' policy 'anti-paranormal.' We're certainly anti-paranormal crime—that is, after all, our function— but our greatest concern in working with paranormals in the past has been, well, a tendency of unreliability," he finished delicately. That is as good of a non-answer as you're going to get, DJ thought at the reporter.

"But we are, of course, always happy that we have more support in the form of the PRIME Team. They are fully qualified to assist us— rather," he corrected himself with a mental wince, "To join us. Next question?"



The most powerful of PRIMUS' vast resources, the PRIME Team, fulfilled a desire of Golden Avenger Kaufman and Intelligence Director Vasquez: to possess a paranormal team powerful enough to pose a threat to the most powerful villains in the world.

It would be gross exaggeration to say that PRIMUS personnel greeted the news of the PRIME Team with enthusiasm or even acceptance. Most personnel feel ambivalent about paranormals at best, and assault agents never mentally added themselves to the paranormal ranks. For PRIMUS to suddenly announce, without preamble, that six paranormals, arguably the most powerful in the world, were joining PRIMUS—well, it was quite a shock. Considering the enthusiastic memos about the PRIME Team emerging from PR, penned by Colonel Vasquez, few PRIMUS agents think highly of or trust the PRIME Team, Avengers included. Perhaps, if they knew the true origins of the six PRIME agents, PRIMUS personnel might feel more inclined to pity rather than anger.

Background

In 1984, PRIMUS was ecstatic. Funding had just been approved for sixteen Silver Avengers—some-what lower-powered versions of “The Avenger,” Robert Kaufman, who'd been given the Cyberline treatment over a decade before. This was a triumph, something for which PRIMUS Director General Jonathan Hawkins had been fighting for many years. Sixteen of the best and brightest from the armed forces who'd demonstrated compatibility with Cyberline went through the treatment and emerged with incredible strength stamina. They were a credit to their program and agency, and President Reagan heaped praises and honors upon their heads in a special ceremony. Everyone in PRIMUS was thrilled.

Well, almost everyone. The Avenger—now known as the Golden Avenger—and Colonel Avery Vasquez, head of PRIMUS Intelligence were both displeased. However, they managed to smile through the President's presentation with ease, for they'd just received terrific news. Project: PRIME had cleared its most difficult hurdle, and was now fully underway.

Project: PRIME was one of the most horrific of clandestine experiments. Six infants who tested very highly for the paranormal genome were taken or substituted from hospitals across the country, and taken to a special facility in remote Alaska. They were given the personality ingrams of six of the most loyal Avengers, artificially raised, and given memories—using actors to play key roles—which would contribute to their extreme patriotism. Their abilities were honed, their reflexes maximized, though they had no memory of their training.

Arrangements were made for them to proceed through college (where they would, for the first time, develop real lives), and a post-hypnotic suggestion triggered their abilities. Loyal citizens that they were, each offered, in turn, his services to the government. PRIMUS “decided,” with the help of Colonel Vasquez, to fund a special team of paranormals, in addition to the Avengers in 1995. None of the Avengers were particularly happy about the PRIME Team, nor were the rank-and-file agents. PRIMUS' stance on the issue of paranormals had consistently been that they were not to be trusted.

For their part, the members of the PRIME Team have no idea about their true origins. Out-of-work intelligence operatives, hired by Vasquez, play their roles as mothers, fathers, brothers and sisters to the PRIME agents to the hilt. Digging into their pasts will turn up nothing amiss; even the Boy Scouts of America have their Eagle Scout Certificates on file. Childhood school photos, awards, friends—everything was thought of.

However, Kevin Armstrong learned of Project: PRIME while a Silver Avenger at Washington, DC. Since leaving PRIMUS, he has done everything possible to uncover evidence of the project. He is, as of yet, unaware of the particular member of the PRIME Team who bears his personality, but is working to uncover it.

Powers/Tactics

Each member has very different powers; however, their teamwork is superb. All of the PRIME Team are susceptible to particular drugs manufactured by PRIMUS, which will affect them immediately, rendering them seriously incapacitated and could potentially kill them, depending on the dose. The substance varies for every agent, designed to exploit particular weaknesses. All PRIME agents have *substantial* mental defense. After millions of dollars and the Herculean effort of keeping the project secret, Vasquez and Kaufman did not want their pets' conditioning to be easily manipulated by outsiders.

Also, the PRIME Team has been trained extensively—they utilize exceptional teamwork, and coordinate attacks (for the purposes of stunning) frequently.

The primary weakness of the PRIME Team is one that could be easily corrected. When they were “recruited” into PRIMUS, Vasquez felt under the gun to produce a trained team quickly. Instead of receiving a standard Academy education, members of the PRIME Team received accelerated classes while spending most of their training time in combat scenarios. In time, the PRIME team will acquire all necessary skills, but for now, there are gaps in their PRIMUS education (something which has not sat well at all with rank-and-file agents).



As a rule, the PRIME Team avoids killing (Titan and Mist are the most “enthusiastic” in combat situations), but will take any actions necessary to safeguard the lives of the public and PRIMUS agents.

Relations

For the most part, the members of the PRIME Team get along well, with a few rivalries that could be exploited by outsiders. Some members of the team are super patriots, and their rabidity grates on more moderate agents. The PRIME Team is aware of the fact they are not well liked in PRIMUS, and while several members of the team take this to heart, working on improving relations with agents, the others are ambivalent or, in the extreme case of Titan, treat agents with contempt. They take orders directly from Colonel Vasquez, who is trusted implicitly by all except Phantom, who sees through Vasquez’s ruse.

The greatest irony of the PRIME Team, however, is that they were conditioned to respect the Golden Avenger above all others in PRIMUS, by order of Avenger Kaufman. The current Golden Avenger, who knows nothing about the true nature of the PRIME Team, is now the beneficiary of that conditioning and enjoys a good working relationship with them.

Vanguard is the leader of the PRIME Team, for he believes himself to be the son of a PRIMUS assault agent and had worked closely with PRIMUS on several research projects. He’s the most balanced of all the PRIME Team and is a natural leader. His only major weakness is that he, like Prometheus, wishes he could return to academic life.

Campaign Uses

The PRIME Team consists of high-powered paranormals, and can overpower most PC hero teams. They are meant to be larger than life—after all, these six men are the culmination of billions of dollars of research and effort. They work together, and have no regular base assignment. The team was created solely for the purpose of supreme loyalty to PRIMUS and, in particular, to Colonel Vasquez and the Golden Avenger. They trust both men implicitly. If confronted with circumstantial evidence regarding their background, they would react violently against the accuser.

GMs should be cautioned not to bring the PRIME Team frivolously into their campaigns. In an adversarial relationship, the PRIME Team makes for a formidable foe—and one sanctioned by the government, no less. In campaigns where the “darker” history of PRIMUS isn’t used, it would be best to leave the PRIME Team out, or have the formation of the team happen during game time. PCs could learn of the secret origins of the most

powerful members of PRIMUS and decide what they should do with that information: confront the PRIME Team with the truth, leak the information to the press, or find another solution.

The PRIME Team can also be split up—they are all very mobile heroes, and it would not be uncommon for them to be summoned on individual missions as needed. They exist best as a remote threat—an example of how powerful the government can be—or seen one by one.

Alternate Origin

The history of the PRIME team is admittedly dark; a perfectly viable alternative is to adopt the story that all of the world—and the agents themselves—believe, that the PRIME Team are highly patriotic, highly dedicated paranormals who were in the right place at the right time.

Character Origins

The origins presented here are those that the members of the PRIME Team whole-heartedly believe to be true, though they are, in fact, quite false. To a certain degree, all of the members of the team have adequate momentos to satisfy a casual person investigating them. Unlike the rest of PRIMUS, however, all members of the PRIME Team have secret identities, for while great lengths have been gone to, concerted investigation by the media would quickly reveal the truth about the PRIME agents’ history. To a certain degree, Vasquez insured the PRIME Team’s backgrounds matched up with those of the Avenger their personalities were drawn from, but only in broad ways—he did not want bizarre coincidences to cause members to suspect anything.

Hawk

Background: Unlike most of the PRIME Team, Hawk—Bob Rigoletti—knew about his powers from a young age. Always active in sports—any sport—he was always light-years faster than the other kids, and knew it. After a while, he stopped competing in regular sports—it had lost its fun—and began to concentrate on martial arts, where his agility held him in good stead, and he didn’t feel as guilty about winning. Martial arts quickly consumed his life. When he was in high school, his ability to fly manifested, and he would spend hours in the air.

His other passion was for animals. Always adopting stray animals, his menagerie during school included fish, rabbits, ferrets, dogs, cats, and birds. He majored in zoology, and planned to attend veterinary school and return to his hometown of Quincy, California.

But PRIMUS had other plans for Bob, and the prospect of putting his talents to use appealed to the





Quote: "Look, will you guys just knock it off? We have a job to do."

young man nearly as much as veterinary school. He signed up, and became the hero Hawk. He's had to give up many of his animals since becoming a member of the PRIME team, but has kept his Border Collie, Dolly, prevailing upon friends to board her when he's out of town, as well as two African parrots.

Personality: Bob's personality template was Stephen Hawkins, one of the most easy-going Avengers in PRIMUS. As a consequence, Bob is often the mediator when conflicts come up in the group, and doesn't have a problem getting along with anyone. He's content to live and let live.

Powers/Tactics: Hawk has incredible agility, and enjoys hand-to-hand combat. He loves flying and has perfected his aerial technique, and uses his martial arts against other fliers in combat. Like all of his teammates, Hawk has strong mental defenses.

Appearance: The PRIME Team uniform consists of midnight blue pants and jacket, with a white and blue shirt with a stylized red eagle on their chest. Hawk stands 5'10, and has brown hair and eyes. He has a thin, lithe build, and moves like a cat.

Hawk

Val	Char	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
33	DEX	69	16-	OCV: 12/DCV: 12
20	CON	20	13-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll: 13-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack 4d6
16	COM	3	12-	
10	PD	6		Total: 20 PD/10 rPD
10	ED	6		Total: 20 ED/10 rED
8	SPD	37		Ph: 2, 3, 5, 6, 8, 9, 10, 12
8	REC	0		
40	END	0		
40	STUN	5		

Total Characteristics Cost: 192

Fuzion Stats:

INT	6	WILL	5	PRE	7	TECH	9	REF	12
DEX	12	CON	5	STR	4	BODY	8	Mov	4
SD	10	ED	10	SPD	6	Stun	40	Hits	40

Movement: Running: 6"/12"
Flight: 32"/1024"

Combat Training:

Combat Skill Levels: 6 Levels w/ Martial Arts (40)			
Ambidexterity (3)			
Find Weakness w/ Martial Arts, 13- (30)			
Weapon Familiarity: Small Arms (2)			
Martial Arts—PRIMUS Agent Training (22)			
<i>Maneuver</i>	<i>OCV</i>	<i>DCV</i>	<i>Damage</i>
Basic Strike	+1	+0	10d6
Fast Strike	+2	+0	10D6
Flying Tackle	+0	-1	8d6 + V/5; You Fall; Target Falls; Fmove
Passing Strike	+1	+0	8d6 + V/5;
Fmove			
Off. Strike	-2	+1	12d6
Nerve Strike	-1	+1	4d6 NND

PRIME Powers:

Mental Defense: 15 pts. (12)
50% Mental Damage Reduction (20)
Life Support: Breathe in Low Oxygen Conditions, Safe Environment: Vacuum/High Pressure (8)
Flight: 32", x32 NCM (84) [1/5"]
Armor: +10 PD/+10 ED, OIF, Act. 15- (17)

Agent Training:

Acrobatics 16- (3)
Animal Handler 13- (7)
Breakfall 16- (3)
Bump Of Direction (3)
Double Jointed (3)
Federal Police Powers (3)
KS: Zoology 13- (3)
Mechanics 11- (3)
Navigation 11- (3)
Paramedic 13- (3)
PS: PRIMUS Operative 13- (3)
PS: Zoology 13- (3)
Systems Operation 13- (3)
Tactics 13- (3)

Total Powers & Skills Cost: 292

Total Character Cost: 484



Disadvantages: 100+**Distinctive Features:**

Handsome and well-known PRIMUS Operative, easily concealed (5)

DNPC:

Many pets, incompetent, 8- (15)

Physical Limitation:

No real past life, infrequently, greatly (10)
Subject to Orders, infrequently, greatly (10)

Psychological Limitation:

PRIMUS Code, common, strong (15)
Admires the Golden Avenger, uncommon, strong (10)
Patriotic, common, strong (15)
Code vs. Killing, common, total (20)

Reputation:

PRIMUS Operative, 8- (5)

Secret Identity: Bob Rigoletti (15)**Susceptibility:**

PRIMUS Control Substance, uncommon, per segment, 3D6 (30)

Watched by:

PRIMUS, as powerful, NCI, 11- (10)

Bonus (224)**Total Disadvantage Points: 484****Fuzion Notes:**

Power Notes: 65 m/y Flight; 20 KD & EKD Armor, Find Weakness w/ All Martial Arts Attacks, Skill of 12, all other Powers as listed.

Skill Notes: Streetfighting, Hand to Hand: 6, Hand to Hand Evade: 6, Ranged Evade: 3, Animal Handler: 5, All other skills listed at Level 3.

Mist

Background: The only son of an Air Force officer declared missing in action in Vietnam in 1968, and a nurse, Bill Wallace grew up in a comfortable, homogenous town in North Dakota. An athletic boy, he fished, skied, and was active in the Boy Scouts, earning his Eagle Scout at the age of sixteen. He was active in his church. An avid model builder, Bill wanted to be a pilot like his dad, and worked hard at his goal. He played football and baseball in high school, was on the debate team, and did everything possible he could to make sure he would be accepted into the Air Force Academy. His hard work paid off, and he did.

Bill was in his third year at the Air Force Academy when his powers manifested. It was during football practice—he played quarterback—when he was tackled. Instead of feeling the impact, however, Bill's body had become insubstantial and he stood in and among the players!

Not one to think overmuch about his actions, Bill reported what had happened—hard to ignore, considering the number of witnesses. He was somewhat surprised when he was contacted by a PRIMUS Intelligence agent several weeks later—PRIMUS' public stance on paranormals being well known—but was intrigued by the offer to join the agency as a part of an elite team. He accepted the offer, and following graduation, proceeded through a special

Academy class with the other PRIME agents.

Personality: Bill is a very patriotic conservative. He takes strong stances on controversial issues, and will argue them at the drop of a hat. He will not, however, question orders from superiors, and like the rest of the PRIME Team, admires the Golden Avenger. He's something of a practical joker (his personality template was Silver Avenger Robert Webster). Of all members of the PRIME Team, Mist is the least sympathetic to paranormal vigilantes, which originates with the conservative beliefs his mother "raised" him with. He enjoys tormenting Prometheus, and thinks he's too wishy-washy to make much of a soldier. He and Titan have begun to challenge Vanguard's authority with time, something that has served to divide the team.

Powers/Tactics: Mist has the ability to control the density of his body, ranging from becoming insubstantial to increasing his density and acquiring incredible strength. Due to a mechanism he doesn't understand yet, he is also able to render himself completely invisible. In combat he likes to close quickly and disable opponents using his martial arts in tandem with his super strength. He is vulnerable to heat attacks and will target any paranormals exhibiting them first. Like all members of the PRIME Team, Mist also possesses strong mental defenses.

Appearance: The PRIME Team uniform consists of midnight blue pants and jacket, with a white and blue shirt with a stylized red eagle on their chest. Bill is 6'3, weighing (it varies) around 240. He's in tip-top shape and is very muscular. His hair is blond, cut in a flat top, and his eyes are hazel. He gets a glint in his eye when he's playing a joke on someone (usually Prometheus).

Quote: "And you thought you'd be able to get away with that? Tsk, tsk."



Mist

Val	Char	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
25	CON	30	14-	
15	BODY	10	12-	
23	INT	13	14-	PER Roll 14-
13	EGO	6	12-	
25	PRE	15	14-	PRE Attack 5d6
16	COM	3	12-	
12	PD	9		Total: 20 PD/20 rPD
12	ED	7		Total: 20 ED/20 rED
6	SPD	27		Phase: 2, 4, 6, 8, 10, 12
15	REC	14		
80	END	15		
50	STUN	14		

Total Characteristics Cost: 207

Fuzion Stats:

INT	8	WILL	5	PRE	9	TECH	8	REF	8
DEX	8	CON	6	STR	3	BODY	10	Mov	4
SD	12	ED	12	SPD	4	Stun	40	Hits	40

Movement: Running: 23"/92"

Powers & Skills

Combat Training:

Combat Skill Levels: 2 Levels w/ All Combat (16)
 Combat Skill Levels: 4 Levels w/ Martial Arts (12)
 Martial Arts—PRIMUS Agent Training (22)

Maneuver	OCV	DCV	Damage
Martial Dodge	—	+5	Dodge, Abort
Martial Block	+2	+2	Block, Abort
Flying Tackle	+0	-1	STR + V/5; You Fall; Target Falls; Fmove
Nerve Strike	-1	+1	2d6 NND
Legsweep	+2	-1	4d6; Target Falls

Density Control Powers

Body Control Elemental Control (20)
 a—Desolidification (Affected by Heat Attacks) (40/20) [4]
 b—Invisibility to Sight, Hearing, Radio, & Smell/Taste Groups, No Fringe (70/50) [7]
 c—Life Support: Need not breathe, eat, sleep, excrete; Safe Environments: Vacuum/High Pressure. Intense Radiation, Extreme Heat & Cold; Immune to Disease & Aging (28/20)
 d—Regeneration: 4 BODY/Turn (40/20)
 e—Density Increase: 8 Levels (up to 25t mass, +40 STR, -8" Knockback, +8 PD/+8 ED), 0 END Cost (60/40) [0]
 f—Running: +17" (23" Total), x4 NCM (30/20) [1/5"]

Body Toughness: Damage Resistance: 12 PD/12 ED (12)

Mind Toughness:

Mental Defense: 15 pts. (12)
 50% Mental Damage Reduction (20)

Agent Training:

Acrobatics 14- (3)
 Breakfall 14- (3)
 Bump Of Direction (3)
 Bureaucraties 14- (3)
 Computer Programming 14- (3)
 Demolitions 11- (3)

Electronics 11- (3)
 Federal Police Powers (3)
 Inventor 14- (3)
 KS: Criminal Organizations 11- (2)
 KS: PRIMUS 11- (2)
 PS: Covert Agent 14- (3)
 SC: Aeronautics 14- (2)
 SC: Astronomy 14- (2)
 SC: Mathematics 14- (2)
 SC: Physics 14- (2)
 SC: Robotics 14- (2)
 Scientist (3)
 Security Systems 14- (3)
 Seduction 14- (3)
 Simulate Death (3)
 Stealth 14- (3)
 Tactics 14- (3)

Total Powers & Skills Cost: 336

Total Character Cost: 543

Disadvantages: 100+

Distinctive Features:

Handsome and well-known PRIMUS Operative, easily concealed (5)

DNPC:

Mother, normal, 8- (10)

Enraged when:

Innocents are injured in combat, common, 11-, recover 11- (10)

Physical Limitation:

No real past life, infrequently, greatly (10)
 Subject to Orders, infrequently, greatly (10)

Psychological Limitation:

PRIMUS Code, common, strong (15)
 Superpatriot, common, total (20)
 Admires Golden Avenger, uncommon, strong (10)
 Practical joker, common, moderate (10)

Reputation:

Honorable representative of PRIMUS, 11- (10)

Rivalry:

Prometheus, professional (5)

Secret Identity:

Bill Wallace (15)

Susceptibility:

PRIMUS Control Substance, uncommon, per segment, 3D6 (30)

Vulnerability:

2x STUN from Heat Attacks, common (20)

Watched by:

PRIMUS, as powerful, NCI, 11- (10)

Government Flunkie Bonus (208)

Total Disadvantage Points: 543

Fuzion Notes:

Power Notes: Armor: 20 PD/20 ED, Regeneration: Recovery in Hits per 5 Minutes, +35 m/y Running, All other Powers as Listed.
Skill Notes: Hand to Hand: 6, Hand to Hand Evade: 6, Ranged Evade: 3, All other skills listed at Level 3.



Phantom

Background: Born to wealth, son of two New York stockbrokers, Anderson “Andy” O’Malley lived the good life—the best schools, best clothes, and never had to worry about a thing. When his parents died in a skiing accident in Colorado, however, Anderson was seventeen and not sure what to do next.

He attended Stanford and majored in social psychology, graduating with honors. He was two years into the doctoral program there when his powers manifested—while he was a locked-down ward of a state mental facility. He was trapped, for a while, in the minds of the inmates there, forced to live with their thoughts. For the first time, he felt true sympathy for their plight.

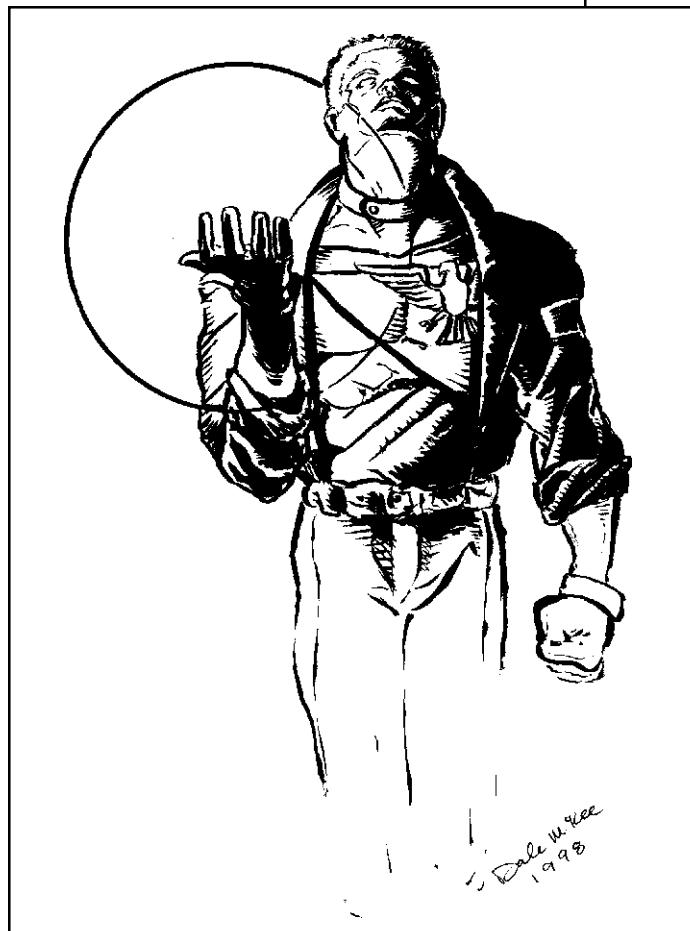
Andy had no clue how the PRIMUS representative knew to contact him—he knew the agent knew the line about “routine testing” was bologna. But when he was promised that no one else would have to know about his mental abilities, Andy became interested in the opportunity. PRIMUS has given him a true sense of direction, something he’d only been starting to feel with his research.

Andy keeps more than one secret from the public; he has one he also keeps from PRIMUS and his teammates. Like Hartigan, Andy is gay, and has a lover in San Francisco. Knowing how dangerous that information could be, he keeps it to himself. He is paranoid that someone will discover his secret and blow the lid on him, and goes so far as to date the women Mist sets him up with.

Personality: Phantom is governed by his fear that he will be discovered, exposed as either a psi or a homosexual (his psychological template was Avenger Hartigan, who is also gay and fearful of that being discovered). He guards himself carefully, and puts his trust in no one. He’s well aware of how the more conservative members of the team—Mist and Titan, particularly—would greet news of his sexuality, and so he continues to act as a playboy for them.

Powers/Tactics: So far as the rest of the world is concerned, Phantom is not a mentalist. Instead, the PRIMUS PR Department puts out press releases insisting that he possesses telekinetic abilities. He uses his mental powers cautiously around anyone who may possess mental awareness. He likes to use his mental illusions in conjunction with his telekinetic powers, to make it seem as though he’s packing a heavier punch. Phantom has been conditioned to never use his powers against any member of the PRIME Team or PRIMUS agent, conditioning that he cannot break at this time.

Phantom’s control over his invisibility and other telepathic abilities is still imperfect, and it is impossible for him to engage in more than one telepathic ability at one time. He will remain behind cover when using his mental powers, in order to prevent his early discovery.



Appearance: The PRIME Team uniform is mid-night blue pants and jacket, with a white and blue shirt with a stylized red eagle on their chest. Andy stands 6’0 tall, and weighs 200 pounds. His hair is in a very short blond crewcut, and his voice is deep. When not in uniform, he dresses in jeans and a black leather jacket.

Quote: “*Nothing is as it seems to be.*”



Phantom

Val	Char	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
12	BODY	4	12-	
18	INT	8	13-	PER Roll 13-
30	EGO	40	15-	ECV: 10
23	PRE	13	14-	PRE Attack 5d6
18	COM	4	13-	
5	PD	2		Total: 25 PD/20 rPD
5	ED	2		Total: 25 ED/20 rED
5	SPD	22		Phases: 3, 5, 8, 10, 12
9	REC	6		
40	END	5		
30	STUN	4		

Total Characteristics Cost: 147

Fuzion Stats:

INT	6	WILL	10	PRE	8	TECH	6	REF	6
DEX	6	CON	5	STR	3	BODY	6	Mov	4
SD	10	ED	10	SPD	3	Stun	30	Hits	30

Movement: Running: 6"/12"

Powers & Skills

Combat Training:

Combat Skill Levels: 2 Levels w/ All Combat (16)
 Combat Skill Levels: 4 Levels w/ TK Multipower (12)

Martial Arts—PRIMUS Agent Training (22)

Maneuver	OCV	DCV	Damage
Martial Dodge	—	+5	Dodge, Abort
Martial Block	+2	+2	Block, Abort
Basic Strike	+1	+0	5d6/12d6
Martial Escape	+0	+0	STR 31 vs.
Martial Grab	-1	-1	STR 26/60
Grab			Grabs
Legsweep	+2	-1	4d6/11d6; Target Falls

Use Martial Arts w/ Telekinesis

Mental Powers

Mental Powers Multipower (90 pt pool), Can't use Multipower vs. PRIME Team or PRIMUS

Agent (Mental Block) (-¼) (90/72)

u—Ego Attack: 9D6 (90/7) [9]

u—Mental Illusions: 18D6 (90/7) [9]

u—Mind Control: 14D6 w/ Telepathic Contact (90/7) [9]

u—Mind Scan: 16D,+5 to ECV (90/7) [9]

u—Suppress Mind Control: 18d6 (90/7) [9]

u—Invisibility to Sight, Hearing, Radio & Smell/Taste Group, no Fringe (80/6) [8]

u—12D6 Dispel Mind Control: 12d6, Area

Effect 24" Radius (90/7) [9]

u—Telepathy: 12D6, Fully Invisible (+½) (90/7) [9]

u—Telepathy: 18D6 (90/7) [9]

Mental Toughness:

Mental Defense: 15 pts. (9)

50% Damage Reduction (Mental) (20)

Telekinetic Powers

Telekinesis Multipower (75 pt. Pool) (75)

u—Telekinesis: STR 50 (75/7) [7]

u—Drain DEX: 3 ½D6, Continuous (+1) (70/7) [7]

u—Buffet Attack: 15D6 Energy Blast (vs PD) (75/7) [7]

Telekinetic Armor: Armor +20 PD/+20 ED, Act. 15-, Doesn't work when unconscious (-¼) (60/40)

Energy Reserves: 300 END Reserve, REC 30 per Hour (60/34)

Agent Training:

Acting 14- (3)

Breakfall 13- (3)

Bureaucratics 14- (3)

Computer Programming 16- (9)

Conversation 14- (3)

Criminology 13- (3)

Disguise 11- (3)

Federal Police Powers (3)

Interrogation 14- (3)

KS: Computer Criminology 13- (2)

KS: Criminal Psychology 13- (2)

KS: PRIMUS 13- (2)

KS: Social Psychology 13- (2)

PS: PRIMUS Operative 13- (3)

SC: Psychology 13- (3)

SC: Sociology 13- (3)

Scholar (3)

Total Powers & Skills Cost: 438

Total Character Cost: 585

Disadvantages: 100+

Distinctive Features:

Handsome and well-known PRIMUS Operative, easily concealed (5)

DNPC:

Lover in San Francisco, normal, useful skills, 8- (5)

Physical Limitation:

No real past life, infrequently, greatly (10)

Subject to Orders, infrequently, greatly (10)

Psychological Limitation:

PRIMUS Code, common, strong (15)

Must keep mental powers secret, common, strong (15)

Loyal to the Golden Avenger, uncommon, strong (10)

Patriotic, common, strong (15)

Paranoid that word of his sexual orientation will get out, uncommon, total (15)

Reputation:

Protects Innocents, 11- (10)

Secret Identity: Anderson O'Malley (15)

Susceptibility:

PRIMUS Control Substance, uncommon, per segment, 3D6 (30)

Watched by:

PRIMUS, as powerful, NCI, 11- (10)

Bonus (270)

Total Disadvantage Points: 585

Fuzion Notes:

Power Notes: Armor 25 KD, 25 EKD (Doesn't work while unconscious (-1), STR 10 TK, END Reserve 300 END, Recovers 30 END/Hour (for TK Multipower), All other Powers as Listed.

Skill Notes: Use Telekinesis Powers: 6, Hand to Hand Evade: 2, Ranged Evade: 2, All other skills listed at Level 3.



Prometheus

Background: Of all the PRIME Team agents, Colonel Vasquez distrusts Prometheus the most. He was nearly terminated several times during his upbringing in the Alaska installation; his personality is modeled on Alex Richardson, and has the strength of character that Richardson possessed before the Cyberline treatments. Only the incredible power Vasquez knew Prometheus would harbor kept him in the program.

Prometheus—Daniel MacInnes—believes himself to be the only child of Newark surgeon Mary MacInnes, whose husband died when Daniel was just a baby. His mother—while emotionally distant and often absent, an occupational hazard for surgeons—encouraged his strong scientific interests, and he was accepted at MIT when only 15 years old. He was a very dedicated and productive student, focussing on energy physics.

He had just started in the Ph.D. program at MIT when he received a phone call—his mother had just been in a terrible accident, and was dying. The stress of the situation (all engineered by Vasquez, of course) triggered his powers to emerge. He was encouraged to join the PRIME Team by Colonel Vasquez himself, and was promised access to PRIMUS' research facilities. To his disappointment, he's often too busy to engage in much research anymore.

Personality: Daniel, who now believes himself to be 21, is terribly naïve, and not well suited to life as a costumed adventurer. He'd much rather be in the lab. His personality is based on Silver Avenger Alex Richardson's, before the Cyberline treatment which turned him into a sociopath, and in some ways he's an indication of what Richardson could have been like—loyal to a fault and honorable. He has Richardson's interest in chess, if not his talent. He finds Mist's conservative beliefs—and his tendency to voice them, loudly—annoying, and has grown frustrated at being the butt of his practical joking.

Powers/Tactics: Prometheus takes advantage of his superior speed and flight to surprise opponents. He and Hawk will often provide air cover during PRIME Team combats. He will often attempt to engage all of the energy projectors in a combat, due to his powerful resistance to energy attacks. Like all members of the team, Prometheus possesses strong mental defenses. Prometheus is not typically eager to enter into combat—he finds it somewhat distasteful—but is not a coward and will not shrink from what he considers “necessary” violence.

Appearance: The PRIME Team uniform consists of midnight blue pants and jacket, with a white and blue shirt with a stylized red eagle on the chest. Prometheus stands 6' tall, with black hair and blue eyes, and has a thin build. He wears wire-rimmed glasses to read—and his nose is perpetually buried in a book or his laptop computer.



Quote: “Time to heat things up!”

Prometheus

Val	Char	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
29	DEX	57	15-	OCV: 10/DCV: 10
30	CON	40	15-	
15	BODY	10	12-	
28	INT	18	15-	PRE Roll 15-
13	EGO	6	12-	ECV: 4
18	PRE	8	13-	PRE Attack 3½d6
20	COM	5	13-	
20	PD	15		Total: 30 PD/10 rPD
20	ED	14		Total: 35 ED/15 rED
6	SPD	21		Phases: 2, 4, 6, 8, 10, 12
11	REC	0		
60	END	0		
43	STUN	0		

Total Characteristics Cost: 209

Fuzion Stats:

INT	9	WILL	4	PRE	6	TECH	9	REF	10
DEX	10	CON	10	STR	5	BODY	9	Mov	4
SD	20	ED	20	SPD	5	Stun	45	Hits	45

Movement: Running: 6"/12"
Flight: 20"/2500"



Powers & Skills

Combat Training:

Combat Skill Levels: 2 Levels w/ All Combat (16)

Fire Powers:

Fire Multipower (80 pt pool), Doesn't work in Darkness Fields(-¼) (64)

u—Fire Blast: 16D6 Energy Blast (80/6) [8]

u—Fire Beam: 10D6 Energy Blast, Armor Piercing (75/6) [7]

u—Fire Bolt: 5D6+1 RKA (80/6) [8]

u—Scorching Pain: 2 ½D6 RKA, +2 STUN Multiple (80/6) [8]

u—Burning Away: 21D6 Dispel vs. any one Power of a Water or Cold Special Effect (79/6) [8]

u—Missile Burning: Missile Deflection vs. All Attacks, At Range, OCV 20 (80/6)

Fire Elemental Control (20)

a—Tough Skin: Armor + 10 PD, +15 ED, Hardened (47/27)

b—Fire Resistance: 75% Energy Damage, Resistant (60/40)

c—Flight: 20" Flight, x125 NCM (70/50) [1/5"]

d—Life Support: Need not breathe, eat, sleep, excrete; Safe Environments: Vacuum/High Pressure, Intense Radiation, Extreme Heat & Cold; Immune to Disease & Aging (28/20)

Other Powers & Abilities:

Mental Defense: 15 pts. (12)

Mental Damage Reduction, 50% (20)

Eidetic Memory (10)

Agent Training:

Bureaucrats 13- (3)

Computer Programming 15- (3)

Criminology 15- (3)

Deduction 15- (3)

Electronics 11- (3)

Federal Police Powers (3)

KS: Chess 15- (3)

KS: Federal Law 15- (3)

KS: Paranormals 15- (3)

KS: PRIMUS 15- (3)

Mechanics 11- (3)

Paramedic 15- (3)

PS: Physicist 15- (3)

PS: PRIMUS Agent 15- (3)

SC: Chemistry 11- (1)

SC: Physics 15- (2)

SC: Quantum Physics 15- (2)

Scientist (3)

Survival 11- (3)

Tactics 15- (3)

Total Powers & Skills Cost: 361

Total Character Cost: 570

Disadvantages: 100+

Distinctive Features:

Handsome representative of PRIMUS, major reaction (10)

Enraged when:

Innocents are harmed, common, 11-, recover 11- (10)

Physical Limitation:

No real past, infrequently, slightly (5)

Subject to Orders, infrequently, greatly (10)

Psychological Limitation:

PRIMUS Code, common, strong (15)

Political Liberal, common, strong (15)

Loyal to the Golden Avenger, uncommon, strong (10)

Reputation:

Honorable representative of PRIMUS, 11- (10)

Rivalry:

Mist, professional (5)

Secret Identity: Daniel MacInnes (15)

Susceptibility:

PRIMUS Control Substance, uncommon, per segment, 3D6 (30)

Vulnerability:

2x STUN from Darkness & Cold Attacks, common (20)

Bonus (270)

Total Disadvantage Points: 570

Fuzion Notes:

Power Notes: Armor 35 KD, 30 EKD, Hardened, Fire Bolt: 14d6 Killing Attack, Ranged, 40 m/y Flight, All other Powers as Listed.

Skill Notes: Use Fire Powers: 2, Hand to Hand Evade: 2, Ranged Evade: 2, All other skills listed at Level 3.

Titan

Background: The only son and youngest child of Anna and Rich Robinson, Mark Robinson grew up sheltered and at the center of his family. While not classically spoiled, Mark was used to getting his own way, and had no use for people who didn't think as highly of him as he or his family did.

In high school he was the captain of the football team, in college he was the student body president. It was only during an ROTC exercise during his senior year that he became aware of his ability to grow to a height of 8 meters. Mark and his team were trapped in a tank in which the hatch had become stuck; frustrated, Mark pounded on the hatch until he was suddenly looking down at the tank—and his team, over twenty feet below.

PRIMUS agents arrived on the doorstep of his fraternity house two weeks before he was slated to graduate, and made him an interesting offer: instead of joining the army after graduation, what about a special PRIMUS team? Mark was intrigued, and took only a day to think it over. He joined PRIMUS immediately after graduation, meeting his fellow PRIME teammates at the Academy a few weeks later.



Personality: Titan is something of a glory hound, and doesn't like to share the limelight with anyone else. His personality is drawn from Kevin Armstrong at his most patriotic and eager, and Titan has taken that to an extreme. He's more than a little obnoxious, and enjoys having the chance to lord his newfound power over agents. He's the least liked member of the team by PRIMUS personnel, and most consider him to be reckless. He's as politically conservative and super-patriotic as Mist, and is not at all tolerant of other ethnicity or religions, let alone rogue paranormals. That said, he's also incredibly naïve about the bureaucracy he works for and has yet to have his eyes opened about his own expendability.

Powers/Tactics: Titan is a very powerful brick, and revels in his superior strength, especially when he's grown to his full size. The missile deflection simulates him being able to bounce attacks off of his chest. He doesn't fully understand how his powers work, and as of yet has imperfect control over it (hence the multipower ultra slots).

Since joining PRIMUS he's been forced to work on using martial arts, but given that he doesn't reach his full potential until he's too tall to use the maneuvers, he tends to forget that he has this training, instead preferring to pummel his opponents into dust. (Titan doesn't have Martial Arts on his character sheet to reflect this. Unless things drastically change, he'll never really learn them.) The other members of the team have been working on him to act more in line with the tactics they've been taught, but given that the PRIME Team has suffered no losses, he hasn't felt the need to change his tune.

Appearance: The PRIME Team uniform consists of midnight blue pants and jacket, with a white and blue shirt with a stylized red eagle on the chest. Mark dresses in suits when he's not in uniform, and stands 6'3 before growth. His hair is brown and curly, and he keeps it short. His voice is raspy.

Quote: "Who says size doesn't matter?"

Titan

Val	Cha	Cost	Roll	Notes
40	STR	30	17-	6400 kg; 8d6
23	DEX	39	14-	OCV: 8/DCV: 8
40	CON	60	17-	
20	BODY	20	13-	
18	INT	8	13-	PER Roll: 13-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
22	COM	6	13-	
35	PD	27		Total: 35 PD/25rPD
35	ED	27		Total: 35 ED/25rED
5	SPD	17		Phases: 3, 5, 8, 10, 12
16	REC	0		
80	END	0		
60	STUN	0		

Characteristics Cost: 265

Fuzion Stats:

INT	6	WILL	6	PRE	8	TECH	7	REF	8
DEX	8	CON	17	STR	8	BODY	12	Mov	4
SD	34	ED	34	SPD	4	Stun	60	Hits	60

Movement: Running: 6"/12"
Superleap: 38"/304"

Powers & Skills

Combat Training

Combat Skill Levels: 2 levels w/ all Combat (16)

PRIME Abilities

Mental Defense: 15 pts. (11)

Mental Damage Reduction, 50% (20)

Ultragrowth Multipower (40 pt pool) (40)

u - Superleap: 38" Superleap, x8 Non-Combat (4) [1/5"]

u - Growth: 4 Levels (5m tall, 1.6t mass, +4 BODY/STUN, -2 DCV, +20 STR, -4 KB), 4 Charges, each lasts for 1 Turn (3) [4cc]

u - Missile Deflection vs. All Attacks, 18 OCV (4)

Damage Resistance: 25 PD, 25 ED, Hardened (31)

Hardened Defenses on 25 PD/25 ED (12)

Power Defense: 10 (10)

Lack of Weakness: -5 (5)

Agent Training

Breakfall 14- (3)

Combat Driving 14- (3)

Conversation 14- (3)

Federal Police Powers (3)

High Society 14- (3)

KS: Criminal Law 13- (2)

KS: Criminal Organizations 13- (2)

KS: Political Science 15- (4)

KS: PRIMUS 13- (2)

Oratory 14- (3)

Persuasion 14- (3)

PS: PRIMUS Operative 13- (3)

Scholar (3)

Streetwise 14- (3)

Tactics 13- (3)

Total Powers & Skills Cost: 197

Total Character Cost: 462

Disadvantages: 150+

Distinctive Feature

Handsome PRIMUS Rep, Major (15)

DNPC

Sister, normal, 8- (10)

Enraged when:

When friends are injured, common, 11-, recover 11- (10)

Physical Limitation

Subject to Orders, frequently, slightly (10)

No real past, infrequently, greatly (10)

Psychological Limitation

PRIMUS Code, common, strong (15)

Superpatriot, common, total (20)

Admires Golden Avenger, uncommon, strong (10)

Naive, common, moderate (10)

Reputation

Superpatriotic Government Hero, 11- (10)

Secret Identity: Mark Robinson (15)

Susceptibility:

PRIMUS Control Substance, uncommon, per segment, 3D6 (30)

Watched by:

PRIMUS, as powerful, NCI, 11- (10)

Gov't Flunkie Bonus (137)





Fuzion Notes:

Power Notes: Armor 25 KD, 25 EKD, Hardened, 4 Levels Growth (4 charges, each will last for 1 Turn), 76 m/y Superleap, Missile Deflection with an AV of 18, All other Powers as Listed.
Skill Notes: Hand to Hand: 2, Hand to Hand Evade: 2, Ranged Evade: 2, All other skills listed at Level 3.

Vanguard

Background: It was 2 in the morning in the Harvard biochemistry lab that Fletcher O’Riordan lost control of the experiment—the energy from the matrix crystal PRIMUS had sent for tests caused an explosion which killed two assistants and seriously injured Fletcher. His recovery was incredible, his physicians agreed, for given the extent of his injuries, he should have died. Only the strange, blue crystal imbedded into the palm of his left hand confused them—for every attempt at removing it resulted in an energy field surrounding the young man.

Two weeks after the accident, Fletcher was allowed to return home. He had an inkling of what had happened to him—the fragment of the crystal provided a focus for some innate abilities of his own. With the help of his girlfriend, Helen, a medical student, Fletcher began to experiment to determine the limits of his own abilities. Both of them were stunned by the results—Fletcher had become an incredibly powerful paranormal, seemingly overnight.

Fletcher’s dad had been a PRIMUS assault agent—one of the first, before Cyberline was a common treatment—and he confided in him about what had happened. Both agreed he might as well report the results to Boston PRIMUS Intelligence department, for after all, they knew PRIMUS would start a file on him with or without Fletcher’s input. Besides, Fletcher had his top-secret clearance to worry about, and nothing would make him jeopardize his career.

No one was more shocked than the young researcher when PRIMUS offered him a job as the leader of a new team of PRIMUS agents the next month. At first he refused—after all, why on earth would he want to leave Harvard? But the agents—and his father—persisted, and reluctantly Fletcher agreed. Since then he’s found that he enjoys his work with PRIMUS, though he misses academic life.

Personality: Because of their similar backgrounds, Vanguard and Prometheus have become fast friends. Both wish they had more of an opportunity to return to school and their respective graduate programs. His personality modeled on that of Ernie Freeman, Fletcher is as honorable and devoted to his friends as the Silver Avenger. Unlike the rest of the team, Fletcher had worked with PRIMUS in the past, and is better aware of what his role as an operative entails. He’s always courteous to agents working with the PRIME Team, and resents the contempt Titan shows them. He adores his girlfriend, Helen Rosenberg, a medical student at Harvard, and spends his weekends in Cambridge whenever he can.

Powers/Tactics: Vanguard’s innate powers are focused through the crystal imbedded in his left hand. The triggers that Vasquez had planned to get his powers to work previously all failed, and time was running out. The Colonel arranged for the crystal to be sent to O’Riordan’s lab, and engineered the experiment that led to the accident.

Vanguard uses his powers to soften up ranged opponents, and favors his NND against villains who are not known for life support vs. extreme cold. He opposes the use of excessive violence in combat, and often works to affect the surrender of PRIME Team opponents before Titan gets too into the situation.

Interestingly enough, Vanguard didn’t focus much time at all on the martial arts training that was available to the team members, and remains oddly obstinate when the subject about learning martial arts comes up.

Appearance: Fletcher alone does not wear the PRIME Team uniform in combat, for in his hero



identity, Vanguard becomes a being of energy, and appears as a featureless, glowing blue figure. While in his hero identity, his voice sounds louder and more resonant than it is when he is out of his identity. Fletcher has dark red hair and blue eyes, and stands 5'11. He pays little attention to his appearance (unless he's with Helen) in his secret identity, usually wearing jeans, beat-up athletic shoes, and short-sleeved shirts under a lab coat.

Quote: "Titan, keep a lid on it this time. Hawk and Prometheus—we need air support, and bad. Stay high and let them think we're alone, then attack from above. Phantom, lure them out with an image for us, and Mist, surprise them from below. Let's move!"

Vanguard

Val	Cha	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
25	CON	30	14-	
14	BODY	8	12-	
26	INT	16	14-	PER Roll: 14-
20	EGO	20	13-	ECV: 7
18	PRE	8	13-	PRE Attack: 3½ d6
16	COM	3	12-	
8	PD	5		Total PD: 28PD/20 rPD
8	ED	3		Total ED: 28ED/20 rED
7	SPD	22		Pha: 2, 4, 6, 7, 9, 11, 12
10	REC	4		
50	END	0		
45	STUN	10		

Characteristics Cost: 158

Fuzion Stats:

INT	7	WILL	7	PRE	6	TECH	6	REF	6
DEX	6	CON	14	STR	3	BODY	9	Mov	4
SD	28	ED	28	SPD	7	Stun	45	Hits	45

Movement: Teleport: 15"/480"
Running: 6"/12"

Powers & Skills

Combat Training

Range Levels: 3 Levels w/ all Range Mods (9)
Combat Skill Levels: 3 Levels with Multipower (9)

PRIME Abilities

Instant Change (5)

Darkness Manipulation Multipower (80 pt pool), Only In Hero ID(-¼), IIF(-¼) (80/53)

- u - **Jolt of Darkness:** 6D6 Stun Drain fade rate: per minute (7)
- u - **Cloud of Darkness:** Darkness, 2" radius to Spatial Awareness, N-Ray, Vision, Sight, Hearing, Radio, Smell/Taste, & Mental Group (5) [7]
- u - **Bolt of Darkness:** 16D6 EB (5) [8]
- u - **Hand of Darkness:** 8D6 EB, NND [Life Support: Safe Environment: Extreme Heat/Cold] (5) [8]
- u - **Body of Darkness:** 6D6 Entangle, Stops Sight & Hearing Groups (5) [8]
- u - **Wall of Darkness:** Force Wall 0 PD/20 ED, Transparent to Physical (5) [7]
- u - **Knife of Darkness:** 5D6 RKA (5) [7]

u - **Edge of Darkness:** 2 ½D6 RKA, +2 Increased Stun Mult (5) [8]

u - **Form Manipulation:** Shape Shift, any shape, 4 Charges, each last for 1 Minute (2) [4cc]

Darkness Manipulation: Elemental Control (25 pt pool), Only In Hero ID (-¼), IIF (-¼) (25/17)

a - **Matter Displacement:** 15" Teleport, x32 Increased Range, 5 Fixed Locations, 2 Floating Locations (30) [1/5"]

b - **Dark Armor:** Force Field: +20 PD/20 ED, Hardened (17) [5]

c - **Energy Absorption:** 75% Energy Damage Reduction (17)

Crystal Enhancements:

Enhanced Dexterity: +10 DEX, IIF, Only In Hero ID (20)

Enhanced Speed: +2 SPD, IIF, Only In Hero ID (13)

Energy Reserves: END Reserve, 200 END, 20 REC (Powers all Darkness Manipulation Powers), IIF, Only In Hero ID (27)

Mental Toughness:

Mental Defense: 15 (11)

Damage Reduction: 50% vs. Mental Powers (20)

Agent Training

- Breakfall 13- (3)
- Bureaucrats 13- (3)
- Computer Programming 14- (3)
- Criminology 14- (3)
- Federal Police Powers (3)
- Inventor 14- (3)
- KS: Criminal Organizations 14- (3)
- KS: PRIMUS 14- (3)
- Paramedic 14- (3)
- PS: PRIMUS Agent 14- (3)
- PS: Researcher 14- (3)
- Scientist (3)
- SC: Biology 14- (2)
- SC: Biochemistry 16- (4)
- SC: Chemistry 14- (2)
- SC: Genetics 14- (2)
- SC: Inorganic Chemistry 14- (2)
- SC: Medicine 11- (1)
- SC: Microbiology 11- (1)
- SC: Organic Chemistry 14- (2)
- SC: Virology 11- (1)
- Stealth 13- (3)
- Systems Operation 14- (3)
- Tactics 16- (7)

Total Powers & Skills Cost: 356

Total Character Cost: 514



Disadvantages: 150+

Accidental Change:

Into Vanguard; when in danger, common, 11- (15)

Distinctive Features:

Very handsome rep of PRIMUS (10)

DNPC:

Helen Rosenberg, med student at Harvard,
normal, useful skills, 11- (10)

Physical Limitation:

Subject to Orders, frequently, slightly (10)

No real past, infrequently, greatly (10)

Psychological Limitation:

PRIMUS Code, common, strong (15)

Admires Golden Avenger, uncommon, strong (10)

Patriotic, common, strong (15)

Devout Catholic, uncommon, strong (10)

In love with Helen, common, strong (15)

Reputation:

Protects Innocents, 11- (10)

Rivalry:

Titan, professional (5)

Secret Identity: Fletcher O'Riordan (15)

Susceptibility:

PRIMUS Control Substance, uncommon, per
segment, 3D6 (30)

Vulnerability:

1½x STUN & BODY vs. Heat-based attacks, very
common (30)

Gov't Flunkie Bonus (154)

Total Disadvantage Points: 514

Fuzion Notes:

Power Notes: Force Field 28 KD, 28 EKD, Hardened,
Knife of Darkness: 13d6 Ranged Killing Attack, 30 m/y
Teleport All other Powers as Listed.

Skill Notes: Use Darkness Manipulation Powers: 3,
Hand to Hand Evade: 2, Ranged Evade: 2, Tactics: 5,
Medicine: 2, Microbiology: 2, Virology: 2, Systems
Operations: 4, All other skills listed at Level 3.



Introductory Adventure: Wild Geese Chase



VIPER raids are threatening the peace talks for the future of Northern Ireland, and a series of bizarre thefts has the PCs puzzled. Amidst the chaos, DEMON has hatched a plan that will enable them to harness unlimited power for their nefarious ends—with the sacrifice of Sinn Fein leader Jerome Addamson! What does this have to do with the thefts? And are the mysterious agents in black armor friends or foes? All these clues will lead the PCs on a wild goose (or is that geese?) chase!



Power Level & PCs

This adventure is designed for a team of four to seven PRIMUS assault and intelligence agents utilizing standard equipment. Fewer—or more—agents can be used, though the tone of the adventure will be different. The storyline can easily be adapted for a team of superheroes working alongside PRIMUS, if the power variation guidelines are followed. The situation surrounding the adventure is dire, and extraordinary measures are needed. While the adventure is set in Hudson City, any campaign city may be substituted.

If the PCs are PRIMUS agents, it would be helpful if at least one has had experience with the occult. If the PCs are superheroes, the addition of one magic user would enable the PCs to pick up on more plot nuances, and prevent them from having to rely on NPCs as a crutch for information.

This adventure should take one or two gaming sessions to complete, depending on the number of complications the GM uses. This can become a major adventure with little effort, however, as the PCs themselves can take the place of the investigating agent and begin to research the thefts themselves. The fallout from the adventure, however, should take a long time to clear up. The adventure is designed to establish the organization known as the Wild Geese as a serious threat to the PCs.

Plot Overview

A series of bizarre museum robberies has local law enforcement baffled and the FBI convinced paranormals are involved. The first, a robbery at the de Young museum in San Francisco, netted only two modern paintings and a necklace worn by a tragic debutante—given that the de Young had been housing an exhibit of Faberge eggs at the time, the robbery was somewhat surprising. Two months later, a New York private collector's residence was burglarized, and while expensive Dutch masters remained untouched, Iron Age Celtic relics were taken.

Federal and local investigators would not have linked the two events together, had the MO of the robberies not been exactly the same. Witnesses at the scene of the crime possessed no memories of the events whatsoever. No drugs were found in their system, and the involvement of a mentalist (or mentalists) was concluded. The burglars did not show up on any monitors, though the effect of their actions—the safe opening, paintings removed from the wall—did. PRIMUS was called in, and Agent Melissa Croft began investigating the crimes.

After another bizarre burglary in Seattle and one quickly following at the Smithsonian in Washington, in which three people were killed, the talented PRIMUS intelligence agent successfully predicted the next target, and three days ago, a Hudson City

(or campaign city) residence was burglarized and artifacts taken. But now the stakes have been raised, for Agent Melissa Croft was seriously injured during the attack on the Armitage penthouse. PRIMUS has been dealing with massive VIPER assaults and preparing for crucial upcoming peace talks for Northern Ireland—and they're spread far to thin. The PCs are an ad hoc investigative team called in to deal with the situation.

The Mission Briefing

"The reason you're here," Silver Avenger Richardson says, tapping a fountain pen against the side of his mahogany desk, "Is to get the people responsible for the attack which injured Agent Croft." The Silver Avenger looks tired, and shifts position in his chair, and angry green and purple bruising is visible when he pushes back his sleeves.

VIPER has been relentless of late, robbing banks, running drugs, and causing general mayhem. An overt attack by the Serpent Syndicate has left PRIMUS in dire straights, with global concerns about the upcoming peace talks. The media was quick to link VIPER's newest, persistent attacks to the upcoming talks between British Prime Minister Tony Blairson and Sinn Fein leader Jerome Addamson, set to take place in Hudson City. VIPER had a reliable client in Northern Ireland, and to let the strife there end would be bad for business. At the talks, the President and Secretary of State would also be on hand, directing the talks. With only a half-week to go and intelligence reports stating the worst was yet to come from VIPER, no one has gotten much sleep around the base. Twenty percent of the PRIMUS agents had been injured in the last attack, and though reinforcements have arrived from New York, the atmosphere at the base is tense.

"Unfortunately, we don't have the reserves to properly investigate this. Nearly all of our intelligence people are working to discover where VIPER's going to make their next move. The FBI," Richardson continues, "Haven't been much help, either, because they're busy preparing for the conference. Agent Croft had been directing our end of the art thefts, but she's in a coma and not talking." For a moment he glances over at a chess table, a game half-completed, and for the chess-savvy, headed towards stalemate.

Richardson continues. "Agent Peterson will brief you on the evidence. We don't believe these robberies are related to VIPER, but of course, you can read that for yourself. Agent Croft believed DEMON or a splinter group was responsible—while the MO is wrong in all but one case, the items stolen were right up their alley."

"This investigation is of the utmost importance to me," Richardson says. "I would be conducting it myself were I not ordered elsewhere. As it is, I will



be supervising your progress. Agent Peterson,” he nods to a dark-haired man in an olive suit, “Will be your liaison with my office, and will be assisting you as needed.”

[If the PCs are superheroes assisting PRIMUS with this operation and not PRIMUS agents, Richardson adds, “I don’t need to remind you that your position here is tenuous. You will follow the advice of the agent assigned to monitor your progress. You will not violate the laws we follow, or you will yourselves be prosecuted.” His eyes narrow at that point, and superhero PCs will recall anew Richardson’s reputation in combat against paranormals.]

“I would suggest that you start with the contents of the envelope. We have questioned witnesses, and the reports can be found there, but you are welcome to question them again, should you find information is lacking.”

The Avenger stands and glances at his watch. “That’s it for now. Agent Peterson will be forwarding progress reports to me. Unless you have any other questions, I’m afraid I have to excuse myself—I have a meeting with the Secret Service. Please remember,” the Avenger says, “We’re counting on you to get this figured out. Agent Croft believed something big was about to happen soon.” With that warning, he dismisses the PCs.

“If you’ll follow me,” Agent Peterson says in a gravelly voice, “I have assembled all of the reports and evidence that we have in the Hawkins Conference Room.”

The Evidence

Agent Alan Peterson introduces himself as the DEMON and occult specialist from Miami, called in to assist the beleaguered Hudson City PRIMUS base with the case. He explains that while he’d talked to Agent Croft, he knows only slightly more about the facts than the PCs.

Agent Croft had compiled detailed notes about the previous robberies, and filed copies of the insurance photographs as well as police and FBI reports.

DeYoung Robbery

Two Dadaist paintings, done in 1922 and 1924, were stolen from the de Young, by an Irish American artist named Pdraig O’Shaughnessy. Considered highly disturbing, they incorporated Celtic iconography into nightmarish battle scene. O’Shaughnessy had fought in the trenches of World War I, and was known to have suffered shell shock. The artist claimed the pieces were but part of a larger series to come, an announcement which had been met with criticism. O’Shaughnessy never finished the series, and was found dead in 1925. The paintings disappeared soon after—rumor had it

they were destroyed by his widow—but resurfaced in 1976 in the collection of a German war criminal living in Brazil. The paintings were on loan to the de Young, as part of an exhibit of surrealist war landscapes in the twentieth century.

The other item stolen during the de Young robbery was a sapphire necklace in a sterling setting, worn by Miss Amelia Washington, a San Francisco society miss who committed suicide after her lover was lost in a shipwreck in 1872. The necklace had been his gift to her, and he was on his way around the Cape to marry her when his ship and all hands were lost during a storm.

Agent Croft has made notes on a ubiquitous government yellow pad and attached them to the FBI file with a paperclip:

“Washington’s fiancé was Fiachna Brennan, an Irish adventurer who’d struck it rich in the silver mines of Nevada; parents were against the match. Rumor at time: Washington was pregnant (see maid’s diary entry). Irish connection?”

There is a VCR tape in this folder, security footage of the time of the robbery. It shows the case containing the necklace being smashed by an invisible hand, and paintings bobbing off their hooks, down the hall, and past seemingly unaware security guards.

Croft’s notes read:

“FBI interrogation/polygraph of security guards revealed they were genuinely clueless about the robberies, and couldn’t remember anything about the paintings or necklace at all. They could not recall ever having seen the stolen items before, though they had walked past them dozens of times. FBI Special Agent Amanda O’Malley suspected mentalist involvement and contacted PRIMUS, who then sent me.”

DuQuense Robbery

The second robbery, of a private collector in New York City, was investigated by NYPD and the FBI, along with Agent Croft.

“Circumstances just like the first robbery,” her notes read. “No witnesses had any recollection of any of the stolen items—all Iron Age artifacts, all Celtic. Continuing investigation into Celtic connection. PRIMUS Intelligence has denied my request to call in a telepath to assist with witnesses. Subject matter is along DEMON lines, but MO wrong.”

SAM (Seattle Art Museum Robbery)

“Items stolen were Native American masks of inconsequential monetary value. Unknown connection to other robberies,” Croft’s notepad says. “Possible primitive connection, as with Iron Age relics?” Her notes—including the crime scene reports—indicate the same MO here. No witnesses could recall anything about the stolen items at all.



Two security guards were injured with no memory of the attack.

Smithsonian Robbery

“This robbery was more in line with the other robberies in terms of what was stolen,” Agent Peterson explains to the PCs. “But the MO was different—this time, witnesses were killed, and it looked like pure DEMON—no restraint exercised this time. This is when Agent Croft contacted me—she knew this time without a doubt that DEMON was involved.”

What was stolen from the Smithsonian vaults was a knife used in a celebrated homicide in 1851 in New York City. Croft has a picture—the knife is a gorgeous piece of worked silver in a Celtic knot pattern, with a strong steel blade. When Edmund Roarke, a self-made Irish millionaire who’d come to America during the Famine, found his wife in bed with his twin brother, he killed them both with the knife—an heirloom—and then slit his own throat. The knife had been in the family for generations, and was rumored to have been involved in numerous assassinations.

Again, the PCs should make the Irish connection, and with some luck, realize that there are two separate MOs at work—one in which witnesses are mind-wiped, and one in which witnesses are killed.

Armitage Robbery

“Not much is known about what happened here,” Agent Peterson explains. “Agent Croft is in a coma, and we almost lost old Armitage to a heart attack—he was unconscious through the whole ordeal. Video surveillance is missing, too—tapes are gone, and Armitage’s staff says they didn’t see anything, just heard Croft scream and came running, then saw the mess. No one has questioned Armitage yet—he’s just back from the hospital.”

What PRIMUS does know, Peterson explains, is that somehow, despite the odds, Agent Croft fought off four DEMON agents herself and managed to live—barely, although the amulet was stolen, apparently by a DEMON agent who got away.

This brings the PCs up to the present. If they research Ralph Armitage within the PRIMUS computers, they’ll find several interesting things. He is cross-listed with an old costumed adventurer from the twenties, the Specter. Further research reveal that he has an extensive file with PRIMUS—but that it is off limits to all agents without a “need to know.” PCs should know this can be counteracted by a few phone calls and a successful Bureaucracy rolls. Inside the file, PCs will learn the complete history of Ralph Armitage (see character background.)

The results of the autopsies performed on the dead DEMON agents reveals that the two agents

found near Croft died of shock, most likely because of disruptive energy damage they sustained. A successful KS: PRIMUS skill roll should reveal that Croft’s PRIMUS blaster would have caused that type of damage—while the agents on the ground outside most likely died as a result of falling a hundred stories. For her part, Agent Croft was stabbed twice in the abdomen and suffered a massive head trauma. One of the DEMON agents near Croft had been found holding the bloody knife used to attack her. Additionally, records show that Croft had the following equipment checked out at the time of the attack:

- Undercover armor
- Spider
- Mind Boosters
- Holdout pistol
- Blaster pistol (special permission given)

Footage from the Spider wrist-viewer has finally been recovered from the damaged machinery. The footage shows an elderly man (Armitage) talking to three men. Most of the conversation is garbled, but PCs can clearly hear Armitage saying, “The danger remains from within, not without. You need to go now—our friend from PRIMUS will be coming soon and it would hardly suit for her to find you all.”

Reality Check

A mercenary group known as the Wild Geese are responsible for the robberies at the de Young Museum in San Francisco, the DuQuense residence, and the Seattle robbery (the Seattle robbery, while committed by the Wild Geese, is not connected to the others in plot significance. Only the method is consistent—the robbery returned native masks to their tribe). The necklace stolen from the De Young is also a red herring clue—Ronan O’Neill was taken by the story surrounding it, and is a Brennan on his mother’s side. Ronan O’Neill is responsible for selectively wiping the memories of witnesses. The Geese had not shown up on the surveillance tapes because of the invisibility built into their armor.

DEMON agents committed the Smithsonian robbery and attempted the robbery at the Armitage residence, which the Wild Geese managed to thwart, though Agent Croft was attacked by DEMON before they arrived. DEMON is now only missing two components of the spell that will harness the power of the Elder One when Addamson is sacrificed—the amulet now is in the hands of the Wild Geese, who had their own orders to steal it from Armitage. The other missing component is Addamson himself.

The Wild Geese are a secret Irish mercenary group out to prevent DEMON from capturing



Addamson and sacrificing him. Though Addamson's entourage has been warned, the peace process must continue at all costs, and Addamson refused to stay home. Now committed to damage control, half of the Geese's forces are with Addamson, while Kevin Armstrong works to prevent the last item from being stolen.

Proceeding with the Investigation

The PCs should receive word from the hospital that Ralph Armitage has insisted upon being returned home and is now resting. Agent Croft remains in critical condition, although her doctors are now optimistic that she will recover.

It's logical (and expected) the PCs will want to examine the scene of the most recent crime and question Armitage. The penthouse elevator door opens onto a grand foyer. Fine art hangs from the marble walls and expensive Persian carpets are soft under the PCs' feet. A properly attired butler greets them in the foyer, his disdainful gaze measuring them all in a second.

"Mr. Armitage is not available to receive callers," he announces. "Perhaps if you would like to call again tomorrow?" He seems somewhat tired and nervous, observant PCs would notice. If the PCs ask to examine the crime scene, Sinclair will be happy to oblige—perhaps a trifle too happy to assist. The butler—Jonathan Sinclair—can be persuaded to talk (if somewhat nervously), primarily because he is worried that there will be another attack. He reveals that the staff is very uncomfortable about the presence of the amulet and that the housekeeper has even quit. Once prompted, Sinclair is a valuable source for information.

Sinclair reveals that in addition to Agent Croft's frequent visits to Mr. Armitage of late—and her stakeout—the old man had received a number of Irish visitors recently. He can identify the blurry figures in the Spider footage with Ralph as Mr. O'Neill, Mr. Armstrong, and Mr. Meier. Sinclair also remembers seeing an attractive red-haired woman with them. He assumed they were art contacts of Mr. Armitage.

At this point, Armitage—who had been listening—himself will burst into the room, looking not at all like a man who suffered a heart attack two days ago. "You have no right, Sinclair!" he'll bellow, before initiating a lengthy diatribe about what befalls servants who betray their employers. Sinclair is wounded, and resigns on the spot. At that point, Ralph sighs and refuses to accept his resignation—he's hungry, and besides, it's obvious that Sinclair's been neglecting the guests.

Ralph is still a flamboyant figure—completely unconcerned about his health, because he "faked that heart attack, don't you know? Didn't want to let on that I knew I had been double crossed, or

maybe they would have wiped my mind, too."

Ralph explains that some contacts of his in the occult world "who do this sort of thing all the time" warned him of the upcoming attack. He let them assist him in guarding the amulet, because one little PRIMUS agent wasn't going to stop any demonspawn by her lonesome. His unidentified "friends" kept a surreptitious watch on the house, and when DEMON attacked, sure enough, they helped out. They couldn't stop Agent Croft from being stabbed, "Although," Ralph cheerfully adds, "They managed to stop four of 'em before running off with my amulet."

Ralph is relatively blasé about being robbed—when asked, he reveals that it's better that someone else have the amulet than DEMON. Ralph can also explain to the PCs what the Amulet of Shahadoth does, exactly: in addition to being an item which can grant great physical power to its wearer, the amulet is a power source for opening a dimensional gate—provided other components are also present. Those other components, he explains, were part of the earlier thefts.

At that point, the PCs should hear on the radio about a violent attack and a sighting of a "demon," in a residential neighborhood near the PRIMUS base. Four "heavily armed" individuals have been taken to the hospital in serious condition after having been attacked by the demon. Several minutes later, another report comes through: Jerome Addamson has been brazenly kidnapped from his hotel suite, by a demon matching the description of the one from the earlier attack. The kidnapping was successful despite the best efforts of his bodyguards, Secret Service agents, and an unknown trio of men armed with energy weapons who attempted to fight the demon off.

"Oh, dear," Ralph mutters when he hears this news. "It'll be tonight, then, for sure. We really don't have much time."

Ralph's Story

Ralph explains to the PCs what he knows of events: DEMON has been collecting artifacts that will enable them to harness an incredible amount of mystical energy when a sacrifice is performed. Ralph's Irish "friends," he tells the group, with heavy irony in his voice, had been attempting to steal the crucial components before DEMON could. Despite their efforts, however, DEMON continued to gain the upper hand—stealing items back, as what happened today.

"And now they have the last thing they needed," Ralph explains, "In Addamson. The descendant of Celtic gods—don't laugh!" he sternly admonishes, looking fierce. "Blood counts for a lot, you know. Or maybe you don't know," he muses. "Anyway, they have recovered the paintings, the knife, the amulet—and now the sacrifice. If we don't stop them, they'll have the world on a platter."



Reality check

While ostensibly assisting Ralph, the Wild Geese managed to thwart DEMON's attempt to get the amulet, only to steal it themselves. However, DEMON has attacked the Wild Geese guarding the amulet at the same time they mounted an attack to kidnap Addamson, and have now succeeded in both goals. DEMON now possesses every component necessary to begin the binding ritual, which will kill Addamson and bring unlimited power to DEMON. Several agents of the Wild Geese are now at the hospital and in critical condition.

Finding DEMON

There are several avenues the PCs can travel in order to arrive at the end plot. If they follow up and 'visit' the captured Wild Geese, they'll discover that the agents are missing and no records exist of their having been there.

Reality Check

The Wild Geese rescued their agents and wiped all records of their existence at the hospital. The PCs can find several nurses that Ronan O'Neill missed "wiping" with some looking—and they find the situation as odd as the PCs. They'll reveal that the conscious agents were Irish, and quite charming. In reality, Ronan, O'Malley, Kennedy and Cahill were seriously injured in the attack and will be recuperating nearby.

Mystically oriented PCs will know that the land on which Grace Cathedral stands is the intersection of ley lines—and an AK: Hudson City (or campaign city) will enable them to know that the Cathedral stands over large natural caves—large enough for any ritual DEMON would serve up. Barring that, Ralph will call to inform the PCs as to where the sacrifice will be held—he's been researching, the situation and has now discovered that Grace Cathedral is the prime spot. Nightfall is soon approaching, and Ralph urges the PCs to hurry—he has ascertained that the ritual is likely to start at dusk.

Under the Cathedral

Grace Cathedral is the largest church on the East Coast—immense, gothic and opulent, it's also the seat of the Bishop of Hudson City. Ralph is lurking in the bushes near the cathedral—with a 12-gauge shotgun in hand! He's eager to assist the PCs—hasn't "done any DEMON hunting in decades." There are a number of expensive cars parked in the parking lot, registered to some of Hudson City's most prominent citizens.

Observant PCs—with a PER roll made at -5—will catch a glimpse of a black-armored figure moving through the church, though by the time they move inside, the figure is gone. The way down

to the caves is through a small panel in the back of the altar, which has been left slightly ajar. A ladder leads down to a passageway, which the PCs can follow to a spiral stone staircase.

The ritual will have already gotten underway when the PCs arrive on the scene. In a large cave—lit only by torches, a large pentagram glows eerily on the ground, and the sound of chanting should set the PCs' teeth on edge. Sinn Fein leader Jerome Addamson is tied to a marble slab in the center of the pentagram, and Ralph's amulet is pulsing light as it is held, suspended in the grasp of a black clad figure, standing directly over Addamson. Five other robed men stand at the points of the pentagram, gesturing and chanting. The center figure holds the silver knife, stolen from the Smithsonian, in his other hand. Addamson's chest is smeared in blood, and he is not moving.

When the PCs attack, they will be suddenly joined by the remaining (uninjured) members of the Wild Geese: Kevin Armstrong, Jakob Meier, and Rory Butler. Two demons will attack the PCs and Wild Geese; Armstrong will work to keep the demon familiars busy while Butler and Meier move up on Addamson and the amulet: once they have Addamson and the amulet in their control, they will leave, leaving the PCs to deal with the rest of DEMON.

The stakes here are high, and the PCs are meant to win this one. While the Wild Geese will attempt to get away from the PCs without combat, they will not hesitate to shoot their way out.

Timeline

Present day -92 days	First robbery at the de Young Museum, San Francisco
Present day -59 days	Second robbery, of Reginald DuQuense's residence, NYC
Present day -33 days	Third robbery, Seattle Art Museum
Present day -29 days	Fourth robbery, Smithsonian Museum Vaults
Present day -3 days	Fifth robbery, Armitage residence, Hudson City
Present day -2 days	Massive VIPER assault leaves HC PRIMUS base in disarray
Present day +0 days	PCs become involved
Present day +1 day	Addamson arrives; Agent Croft recovers consciousness
Present day +2 days	President, Prime Minister Blairsdon and Jerome Addamson begin talks



The Cast

DEMON Ritualists

There are five ritualists present at the cathedral (more should be added as necessary), with widely varying backgrounds. Most are white and male, and in prominent professions around Hudson City. The Bishop of Hudson City is one ritualist, as is Brandon St. John-Stevens, a banker.

Powers/Tactics: The ritualists know that they have only a very limited window of time in which to perform the ceremony, and will do everything they can to keep the ritual proceeding on schedule. However, once the PCs start to actively attack (if the demon familiars do not keep them at bay), they will actively begin to attack the PCs and attempt to salvage the situation.

Appearance: The ritualists dress in deep, red-black robes. Their faces are in shadow and their voices deep as they chant the words to summon the elder one. When the PCs appear, the ritualist will raise their darkness fields around themselves, making it unclear where they are (and forcing PCs to use area-effect attacks).

Power Variation: If the PCs are not presented with an adequate enough threat by the ritualists, there are several ways of altering them. First, increase their SPD to 5 (or 6, depending on the average SPD of the PCs) and their DEX to 23. Increase active points in attacks to 75 points and raise their forcefields to 20.

Demon Familiar

These creatures are spawned from the deepest pits of hell, and do the bidding of those who can learn their true names. The leader of the DEMON ritualists here, Brandon St. John-Stevens, a banker, bound these demons two decades ago, and they continue to be his servants.

Powers/Tactics: The demons will fight viciously. They will determine the weaknesses of their opponents, then use the variable SFX advantage on the NND linked to their claw attack to exploit it. Given the nature of assault agents' weaknesses to poisons and toxins, the claws of the demons will drip with poison when they attack (causing the NND to affect the PCs at 1 1/2 times damage).

Appearance: These demons are tall—nearly 7 feet—and very thin. Their eyes are large and solid black, with nictitating membranes. Although humanoid, they wear no clothes—their leathery skin is ample armor—they are not anatomically male or female. The claws on their hands are fierce—nearly three inches long and razor sharp.

Demons

Val	Char	Cost	Roll	Notes
30	STR	20	15-	1600 kg; 6d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
23	CON	26	14-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack 4d6
4	COM	-3	10-	
20	PD	14		Total: 20 PD/20 rPD
20	ED	15		Total: 20 ED/20 rED
5	SPD	22		Phases: 3, 5, 8, 10, 12
11	REC	0		
46	END	0		
42	STUN	0		

Total Characteristics Cost: 138

Fuzion Stats:

INT	3	WILL	3	PRE	7	TECH	4	REF	6
DEX	6	CON	10	STR	6	BODY	8	Mov	4
SD	20	ED	20	SPD	4	Stun	40	Hits	40

Movement: Running: 6"/12"
Teleport: 25"/400"

Powers & Skills

Demon Powers:

Claws:

HKA 2d6 (4d6 w/ STR) (30) [3+]
Energy Blast 3d6, NND, Variable Special Effect (Any FX), Linked to HKA (37/25) [4]

Probing the Weaknesses: Telepathy, 12D6, Only for determining opponent's weaknesses (-3/4) (60/34) [6]

Translocation: Teleport, 25", x2 Increased Mass, x16 NCM, 5 Fixed Locations (80) [1/5"]

Return To Hell: Extradimensional Movement to the "Hell" Dimension, x2 Mass (25) [2]

Demon Hide: Damage Resistance (20 PD/20 ED), Hardened (25)

Demon Metabolism: Life Support: Need not breathe, eat/sleep/excrete

Magic 11- (3)

KS: Occult 11- (2)

Total Powers & Skills Cost: 248

Total Character Cost: 386

Disadvantages: 100+

Distinctive Features:

Ugly, scary demon, not concealable, extreme (25)

Hunted by:

Minions of Hell/Lower-Dimensions, as powerful, NCI, 11- (10)

Physical Limitation:

Must do bidding of master, frequently, fully (20)

Psychological Limitation:

Hates being enslaved, common, strong (15)

Rivalry:

Other demons, professional (5)

Vulnerability:

2x STUN from Silver or Holy-attacks, uncommon (10)

2x BODY from Silver or Holy-attacks, uncommon (10)

Villain Bonus (181)

Total Disadvantage Points: 386

Fuzion Notes:

Power Notes: Armor 20 KD, 20 EKD, Hardened.
Claws: 10d6 Hand-to-Hand Killing Attack (Include STR), 50 m/y Teleport, all other Powers as listed.

Skill Notes: Hand-to-Hand: 2, Hand to Hand Evade: 2, Ranged Evade: 2, Magic: 3, Expert (Occult): 2



Ralph Armitage

Background: Born to privilege in 1900, Ralph Armitage became classics scholar and gentleman archaeologist, travelling all over the world for his treasures. He was a close associate of Jack Harrison, who would become the Specter, and enjoyed an interesting, secret career battling cultists in Hudson City who thought to use the area's magical energies to summon horrific monsters. Ralph was one Hudson City's most sought after bachelors, though he didn't appear to notice, being thoroughly engrossed in his studies and teaching.

Two months before the United States entered World War II, in October of 1941, however, Ralph fell head over heels in love with one of his students, the seventeen-year-old daughter of an Army four-star general. The middle-aged scholar adored Marcia, who was beautiful, accomplished, and keenly intelligent. Thought it was an incredible scandal, they continued their relationship. When she became pregnant, in February of 1942, Ralph proposed, and she accepted. Bravely she faced down her father, informing him that they were engaged, and that she was expecting.

Ralph received a draft notice two days later: he was to report immediately to the Army. He made provisions for Marcia to join him, though she never did. It would be over a decade before he learned that Marcia's father had engineered the entire situation, and had whisked his daughter off to relatives in the country, where she bore her child in secrecy, and was then returned to proper society. She was told—and wrote Ralph—that their child had died shortly after birth.

Ralph continued to write to Marcia daily, though all of his letters were intercepted by her parents, and, believing he no longer loved her, Marcia married Wendell Thompson IV, a wealthy officer who met her father's full approval. The child that both parents believed dead was not, in fact, stillborn, but had been taken to live with distant relatives. Returning to the United States at the end of the war after distinguishing himself in Europe, Ralph found that Marcia was married, with two children of her own.

It was Ralph's old investigator friend, Jack Harrison, who discovered David's existence and notified Ralph. Though he'd thought his heart had turned to ice after Marcia's marriage, he found that having a son—a five-year-old son—turned his life around. A small financial settlement—well, small in Ralph's book—was all that was required to satisfy the foster parents that Marcia's father had arranged for.

David was raised around the world, and participated in nearly all of his father's adventures. He learned a half-dozen languages, and accompanied his father on digs and buying trips, and had the best

private tutors money could buy. Ralph taught his son the rudiments of magic, and enchanted him with spells of protection to protect his mind. At the age of eighteen, he was accepted to West Point, much to Ralph's disgust.

After David joined the Army, Ralph began to settle down some, staying close to home in Hudson City, and reading and researching. He left the adventuring up to younger fellows, passing along information about DEMON to other magic users and later to the Wild Geese, whom he has helped to finance in recent years.

Personality: Ralph is a cantankerous old man, who resents PRIMUS sticking their noses into what he considers the business of "professionals." He's never lost his love of DEMON-hunting, and thinks of this as being his last grand adventure—going out with a real bang, and getting to thwart DEMON plans to boot. He knows his son, David, will continue the family tradition when he's gone, and he has no fears in that regard. He's lived a long time, has even become friends with Marcia again, and visits with his grandchildren whenever possible.

Powers/Tactics: Ralph is pragmatic, and prefers to attack with a shotgun or other firearm rather than depend on his sometimes unreliable magic. He's not much into flashy "silly mumbo-jumbo" magic, and can't remember the names of the spells he uses.

Appearance: Now in his late nineties, Ralph is a shriveled old man, though it's possible to see what a dashing figure he might have once been. He's now only about 5'8, and weighs a scant 135 pounds.

Ralph Armitage

Val	Cha	Cost	Roll	Notes
12	STR	4	11-	130kg; 2d6 [1]
12	DEX	6	11-	OCV:4/DCV:4
12	CON	8	11-	
15	BODY	20	12-	
24	INT	14	14-	Per Roll:14-
24	EGO	28	14-	ECV: 8
13	PRE	3	12-	PRE Attack: 2½ d6
8	COM	-1	10-	
3	PD	1		Total PD: 3
3	ED	1		Total ED: 3
2	SPD	-2		Phases: 6, 12
4	REC	0		
24	END	0		
27	STUN	0		

Total Characteristics Cost: 82

Fuzion Stats:									
INT	8	WILL	8	PRE	5	TECH	6	REF	4
DEX	4	CON	2	STR	2	BODY	5	Mov	4
SD	4	ED	4	SPD	2	Stun	25	Hits	25

Movement: Running: 6"/12"



Powers & Skills

Combat Training

WF: Small arms (2)

Mystical Abilities: 40 pt. Variable Power Pool (40),
Gestures, Concentrate, Incantation (51)

Old Money Perks

Filthy Rich (15)

Contact: VIPs, worldwide 11- (17)

Arabic, fluent w/accnt (2)

Bribery 12- (3)

Cantonese, fluent w/accnt (2)

Concealment 14- (3)

Cryptography 14- (3)

Deduction 14- (3)

Demolitions 11- (3)

Forgery 11- (3)

French, fluent w/accnt (2)

Gaelic, fluent w/accnt (2)

German, fluent w/accnt (2)

Greek, fluent w/accnt (2)

Hebrew, fluent w/accnt (2)

Italian, fluent w/accnt (2)

KS: Archaeology 14- (2)

KS: Dead cultures 14- (2)

KS: DEMON 16- (4)

KS: Magic 18- (6)

KS: Magical artifacts 14- (2)

Latin, fluent w/accnt (2)

Linguist (3)

Oratory 15- (9)

Persuasion 12- (3)

Scholar (3)

Swahili, fluent w/accnt (2)

Trading 12- (3)

Traveler (3)

Total Powers & Skills Cost: 163

Total Character Cost: 245

Disadvantages: 100+

Age 60+ (10)

Distinctive Feature

Very old, withered man, not concealable,
minor (15)

Hunted by:

DEMON, more powerful, non-combat influence,
8- (20)

Psychological Limitation

Loves DEMON hunting, uncommon, total (15)

Reputation

Hudson City's Crazy old billionaire, occur 11- (10)

Rivalry

Kharis the Great, sorcerer, professional (5)

Watched

By Sorcerers, more powerful, mild, appear 11- (8)

Old DEMON Hunter's Bonus (62)

Total Disadvantages Points: 245

Fuzion Notes:

Power Notes: Magic Spells Power Pool (8 Power Points), Requires Gestures, Incantations, and H DV Concentration to use.

Skill Notes: Hand-to-Hand: 2, Hand to Hand Evade: 2,

Ranged Evade: 0, Expert (DEMON): 4, Expert (Magic): 6, Oratory: 6, all Languages listed at Level 6, all other Skills listed at Level 3.

Jerome Addamson

Background: The man who would become one of the greatest resistance leaders in Northern Ireland had rather inauspicious Belfast beginnings. The son of a waitress and an unemployed factory worker, Addamson was, however, the seventh son of a seventh son, and always thought to be lucky.

He followed his older brothers into the IRA, and soon discerned a knack for leadership. An intelligent young man, Addamson realized that violence—while part of the solution—would never truly solve all of the Troubles, and he attended school, determined to become the politician who would unite Ireland.

In time, he accomplished his goal, rising ruthlessly to become the head of the political wing of the IRA. During his leadership, Northern Ireland has come closer than ever before to removing the British from power in the almost-county of Ulster, despite fierce opposition from the Protestant majority.

Personality: Addamson is a ruthless man, determined to accomplish his goals no matter what the outcome. While he can be very charismatic and charming, he is not someone who is often crossed—and when he is angry, it is a terrible sight to behold.

Appearance: Addamson is a man of average appearance in his early forties. He has brown hair and green eyes, and freckles. He is of average build and slightly pudgy, and stands 5'10.



Jerome Addamson

Val	Char	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2 ½d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
16	CON	12	12-	
12	BODY	4	11-	
18	INT	8	13-	PRE Roll 13-
16	EGO	12	12-	ECV: 5
23	PRE	13	14-	PRE Attack 4½d6
10	COM	0	11-	
4	PD	1		
4	ED	1		
3	SPD	8		Phases: 4, 8, 12
6	REC	0		
32	END	0		
27	STUN	0		

Total Characteristics Cost: 68

Fuzion Stats:

INT	6	WILL	5	PRE	8	TECH	5	REF	4
DEX	4	CON	2	STR	3	BODY	5	Mov	4
SD	4	ED	4	SPD	2	Stun	25	Hits	25

Movement: Running: 6"/12"

Powers & Skills

Acting 14- (3)
 Bribery 14- (3)
 Bugging 13- (3)
 Bureaucrats 14- (3)
 Conversation 14- (3)
 Demolitions 13- (7)
 Electronics 11- (3)
 KS: History 13- (3)
 KS: Irish Law 13- (3)
 Oratory 14- (3)
 PS: Politician 14- (3)

Total Powers & Skills Cost: 37

Total Character Cost: 105

Disadvantages: 50+

DNPC:

Wife , incompetent, 8- (15)

Enraged when:

Sees Pro-British Violence, common, 11-, recover 11- (10)

Public Identity (10):

Reputation:

Leader of the Sinn Fein, 11- (10)

Watched by:

British Authorities, as powerful, NCI, 11- (10)

Total Disadvantage Points: 105

Fuzion Notes:

Skill Notes: Hand-to-Hand: 2, Hand to Hand Evade: 2, Ranged Evade: 0, Demolitions: 5, all other Skills listed at Level 3.

Wild Geese

The Wild Geese is an organization which has existed in its present form since the division of Ireland into the Republic of Ireland and Northern Ireland in the 1920s. Members of the Wild Geese consider themselves to be the modern day descendants of those who fled Ireland after the Battle of Boyne and fought in the armies of Europe, primarily with the Spanish against the Dutch, and also with the French. Very few members of the Wild Geese are non-Irish, however, and only paranormal abilities allow for such cases.

The Wild Geese provides paranormal mercenaries at a steep cost to those who can afford it, and prices depend on the job and risks involved. Members of the organization are few, highly skilled, and well compensated. The group is not a secret one, though they guard themselves well from British and United Nations agents well.

The Wild Geese are usually Irish patriots from the Republic and from Northern Ireland, and often they have been previously active in the IRA. However, members are also recruited from other European and American mercenary groups, and paranormals whom the organization have deemed good candidates are aggressively courted. The Wild Geese provides the top mercenaries in the world and has an unprecedented mission success rate.

The role of the Wild Geese in North America is more limited than it is in Africa or Europe. The Wild Geese teams here are more likely to be found actually furthering the aims of the organization than earning money for them.

In addition to mercenary jobs, the Wild Geese also further the Irish cause when directed to do so, such as leading raids against British prisons and freeing political prisoners. The 'Geese have an incredible repository of mystical texts and skilled magic users, and are assigned jobs to "recover" artifacts which the organization needs or wants.

However, they do take "ordinary" jobs, and this is, in fact, their primary function. Sample missions would include corporate raids, kidnapping or kidnapping recovery missions. After salaries and bonuses are paid, profits return to the Irish coffers of the 'Geese, and much of the money is funneled into the Sinn Fein and IRA, something which might cause ordinarily sympathetic PCs to balk at working with the 'Geese.

There are no permanent bases for the Wild Geese in North America, though houses are located for their use in nearly every major American and Canadian city. The teams are on friendly terms, and tend to congregate in one of these houses when not on a mission and combine for some incredible soccer matches. Some members of the North American 'Geese team have families in Ireland which they visit when they can, but most are young and single.



An amusement for the North American team is coming up with cover stories for their travels. A favorite is that they're here for a soccer exhibition, or that they're a new Irish band, or—and this story has gained popularity recently—they're Guinness salesmen.

The 'Geese aren't designed to take over the world, and aren't as effectively organized as they could be if their mission was larger. As it is, there is a council that oversees their operations in Dublin and directors of operations which coordinate missions and combined efforts. The director of 'Geese operations in North America is Seamus O'Riordan, and he operates a small, legitimate Waterford Crystal shop in Hudson City as a front for his 'Geese activities.

'Geese teams are organized into eight person squad, which includes the team leader, a vehicle specialist, a security specialist and five combat specialists. Typically the security specialist has mental or magical abilities of one sort or another. Though not all members of the team will possess paranormal abilities, most do, in one form or another, be it higher-than-normal strength, agility, or resistances. Ireland has a higher rate of paranormal manifestations than the rest of the world, for reasons that are suspected to be mystical but are not yet known.

The North American Team consists of the most diverse of members, compared to the European teams—Jakob Meier is a Lutheran, as is Annike van der Waals. Kevin Armstrong and Rory Butler are Americans.

Team Leader: Kevin Armstrong: former Silver Avenger and VIPER commander of VF-2.

Security Specialist: Ronan O'Neill: a divinity student until his older brother lost his mind in a British prison. Ronan is a very powerful mentalist, who is responsible for the mind-wiping of witnesses.

Vehicle Specialist: Annike van der Waals: Dutch pilot extraordinaire. Alpha team's pilot, and there isn't anything that she can't fly. She's 5'5, with red hair and blue eyes and a trim figure. Now 28, Annike began her career flying for the Dutch air force. She was recruited into the Wild Geese when she was twenty-four, when she was caught having an affair with the Dutch prince she was supposed to be ferrying around Europe. The Queen was suitably displeased, and Annike was drummed out of the force. Annike is prone to sexual adventuring and not likely to slow down soon.

Combat Specialists

Patrick O'Malley: 5'11, with red hair and green eyes. He's very muscular, and agile. Though not superhuman, his strength exceeds that of a normal human. He likes to sing bawdy songs, and to drink Guinness. He boasts of his talents, and tells wild

stories, though he'd never lie to Armstrong. 26 years old.

David Kennedy: About 6' tall, David has an inquiring nature which often drives everyone else mad. He has an irritating tendency to ask a lot of questions at inappropriate times. He has blond hair and blue eyes, and is reasonably handsome. He is the group's strongest technical man. He's more than a little attracted to Annike, though (strangely enough for her) she hasn't returned his advances. 24 years old.

Brian Cahill: 6'4, and about 250 pounds, Brian is a bruiser. He and Patrick arm wrestle and drink together. Unusual in that he despises the Provos, as his wife and son were killed in a bomb blast, while they were visiting Protestant friends. Brian is the most tolerant of the Irish agents in terms of religious affiliation. 30 years old.

Rory Butler: The only American of the combat specialists, Rory is actually half Irish Catholic. He worked as a fund raiser for the Sinn Fein before joining the Geese, and he's the baby of the group at 23 years old. He has a wicked smile, and has brown hair and eyes. He's the most untried, combat wise, and he's usually watching the monitors

for the team, though Armstrong has been working on him in combat more and more.

Jakob Meier: A German Lutheran from Bonn, Jakob is a solidly built six feet. He has blond hair and blue eyes. His hair has a military cut, and he has a small knife scar just under his left eye. Jakob joined the Wild Geese from the French Foreign Legion. He is thirty years old, and has a Spartan lifestyle, which is briefly punctuated by episodes of wild partying. Jakob is all business in combat situations.

Geese Combat Specialist Power Variation:

If the Geese agents are going to be used against superheroes instead of PRIMUS agents, they'll require some beefing up. Increase DEX to 21, SPD to 5. Increase base PD and ED to 10. Increase STUN to 45 and REC to 12. In the gun multipower, all active attacks should be raised to 70 points, with the emphasis on stun attacks. Add 5 points Flash Defense, 5 points Power Defense, and add 2 all-combat levels.

Note: for simplicity's sake, Wild Geese agents have not been assigned equipment on a brownie-point system, but as powers.



Average Wild Geese Agent

Val	Cha	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
18	DEX	24	13-	OCV:6 / DCV:6
15	CON	10	12-	
12	BODY	4	11-	
16	INT	6	12-	PER Roll: 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
8	PD	5		Total PD: 18 PD/ 10 rPD
8	ED	5		Total ED: 18 ED/ 10 rED
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
28	STUN	0		

Total Characteristics Cost: 86

Fuzion Stats:

INT	5	WILL	5	PRE	5	TECH	5	REF	6
DEX	6	CON	4	STR	3	BODY	6	Mov	4
SD	8	ED	8	SPD	3	Stun	30	Hits	30

Movement: Running 6"/12"
Flight: 15"/30"

Powers & Skills

Combat Training

Combat Skill Levels: 3 Levels with Ranged Combat (6)

Combat Skill Levels: 2 Levels with Martial Arts (6)
Martial Arts—Wild Geese Combat Training (22)

Maneuver	OCV	DCV	Damage
Choke Hold	-2	+0	Grab, 2d6 NND
Fast Strike	+2	+0	5d6
Legsweep	+2	-1	4d6, Target Falls
Def Strike	+1	+3	3d6
Off Strike	-2	+1	7d6

Wild Geese Equipment:

Multipurpose Pistol: Multipower (50 pt pool), 0 END Cost, OAF (37)

u - Blaster Pistol: 10D6 EB, Stun Only (3) [0]

u - NNB ("Night-Night Blaster"): 5D6 EB, NND [Force Field] (3) [0]

u - Diamond Laser Pistol: 2D6 RKA, Penetrating (3) [0]

Wild Geese Armor: Elemental Control (15 pt pool), OIF (10)

a - Armor: +10 PD, +10 ED (10)

b - Cloaking Field: Invisibility to Sight & Radio Group (17) [4*]

c - Jetpack: 15" Flight (10) [1/5**]

d - 50% Physical Resistant Damage Reduction (10)

e - 50% Energy Resistant Damage Reduction (10)

Backpack Power Supply: END Reserve:

150 END, 10 REC, OIF (17)

Helmet & Visor (OIF)

Mental Defense: 10 (7)

High Range Radio Hearing (7)

IR Vision (3)

UV Vision (3)

Combat and Infiltration Skills

Acrobatics 13- (3)

Breakfall 13- (3)

Bugging 12- (3)

Climbing 13- (3)

Combat Driving 13- (3)

Computer Programming 12- (3)

Demolitions 11- (3)

Disguise 11- (3)

Electronics 11- (3)

Interrogation 12- (3)

Lockpicking 13- (3)

Security Systems 12- (3)

Shadowing 11- (3)

Stealth 13- (3)

Tactics 12- (3)

Total Powers & Skills Cost: 234

Total Character Cost: 320

Disadvantages: 100+

Watched by:

Wild Geese, as powerful, NCI, mild, 8- (5)

Secret Identity (15)

Psychological Limitation

Loyal to the Geese, common, total (20)

Rivalry:

Other Agencies, professional (5)

Villain Bonus (175)

Total Disadvantage Points: 320

Fuzion Notes:

Power Notes: Diamond Laser Pistol: 4d6 Armor

Piercing Ranged Killing Attack, Armor: 20 KD, 20 EKD, 30 m/y Flight, all other Powers as listed.

Skill Notes: Hand-to-Hand: 3, Firearms: 3, Hand to Hand Evade: 3, Ranged Evade: 3, all other Skills listed at Level 3.

Kevin Armstrong

Background: What do you do when you've been betrayed by that which you hold most dear? And what do you do the second time it happens?

Silver Avenger Kevin Armstrong was the youngest PRIMUS recruit to be accepted into the Avenger program in 1984. Only six months out of West Point, Kevin was exceptionally tolerant to Cyberline and displayed the proper mindset. Kevin was first in training, found friends in fellow Avengers Darin Falswell and D.J. Johnson, and at the end of Avenger training, found himself appointed Silver Avenger to the largest and most prestigious PRIMUS base in the country—in Washington, D.C.

For seven years, Kevin Armstrong served under Golden Avenger Kaufman, a tyrant who took advantage of every power he was given. For seven years, Armstrong's naivete and idealism blinded him to what he was seeing.

But evidence of genetic experiments authorized by Kaufman and PRIMUS Intelligence director, to create a team of paranormals loyal to PRIMUS, stopped Kevin in his tracks. His blood ran cold with shock, when he also discovered that the foundation



of the Cyberline program was the stolen genetic material of a man named Isaac Rosenberg, an Army engineer MIA from the Korean Conflict. Interestingly enough, Rosenberg's powers coincided exactly with those of the Avengers. And perhaps more interesting, Robert Kaufman had been assigned to Rosenberg's unit in Korea.

Armstrong confronted Kaufman, only to have the older man chuckle. "You can't make an omelet without breaking a few eggs, Armstrong," Kaufman had said, unconcerned. "Rosenberg was a Jewish communist. His sacrifice enabled all of this," he'd waved his hand around the plush office, "to exist."

Kevin wasn't buying it and threatened to go to the press. While Kaufman tried to persuade him to his point of view, the younger man had made up his mind, and finally Kaufman shrugged. "You have no real evidence, Armstrong, no proof. You've obviously suffered some sort of reaction to Cyberline and are suffering from delusions. No one is around to back up your claims—from our perspective, you're peddling in slanderous lies. This is your last chance—go back downstairs and we'll all just forget about this. How is your mother doing, Armstrong?" he'd asked.

The younger man was stunned, and knew he'd handled the situation badly. Over the next few days, he played the scene over in his mind—why hadn't he thought to record it, why hadn't he said something that would have convinced Kaufman? If he'd played his cards right, he could have gotten enough proof to go public with. As it was, there was only the vague threat against his mother between them. Kaufman left Washington to assist with an investigation in Los Angeles, and the Silver Avenger continued to mull over what had happened—the scene festered in his mind. He had no one to turn to—of his friends, Falswell was unconscious in a hospital bed in New York City, and Johnson was wrathfully pursuing the murderers of his fiancée in San Francisco. And Kaufman had been right—he didn't have any proof.

Armstrong never said another word about the situation, but he began to think about other things he'd seen at the base—things which shook his belief in PRIMUS and in the US. Eventually, he decided to fake his own death, and he joined VIPER.

Armstrong served VIPER loyally until 1995, when he was set up by Python—promised support never arrived, and he was captured by PRIMUS. The shock and horror the nation felt at the betrayal was palatable, and the most talked about news event of the year—Armstrong's betrayal was seen as tantamount to the Oklahoma City bombing. This betrayal by strangely hit harder than the last one. Armstrong languished in Stronghold, awaiting trial for his crimes as a VIPER commander. Until one day, when his legal team arrived with a new attorney—with a brogue.

Armstrong and Ronan O'Neill made the arrangements for Armstrong's escape under the noses of Stronghold's exceptional security, and a week later, Armstrong was free—and working for the Wild Geese.

Note: If Armstrong and VF-2 were never used in the campaign world or were never captured, PCs would believe Armstrong to be dead, as would all PRIMUS agents. Armstrong is intended to be used as an angst vehicle for PCs who may have doubts about PRIMUS' sterling image, and his background should be adjusted accordingly to suit campaigns. Ideally, PRIMUS agents would only begin to suspect Armstrong's identity in this adventure, and would uncover the entire truth at a later time.

Personality: Armstrong is loyal and grateful to the Wild Geese, though his loyalties aren't what they used to be. He's more cynical now, but still possesses the idealism which made him an exceptional Avenger and VIPER commander. He's worked hard to gain the trust of the North American team and won't jeopardize it. He dislikes PRIMUS intensely and will find it difficult to treat the PCs with anything but contempt.

Appearance: Armstrong is a handsome man with black hair and blue eyes, standing 6'1. Though now in his mid-thirties, he appears much younger than that due to Cyberline. His uniform in the 'Geese is exactly like that of a combat specialists—black shirt, jacket, boots and gloves, with gray pants and highlights. On his own time, he dresses casually in khaki pants and knit shirts.

Powers/Tactics: Armstrong participates in all team actions as a risk-taking member, and takes advantage of his impressive strength and agility whenever he can. He will not, however, take what he considers unnecessary risks for the sake of valor, and does not shirk at attacking at range while invisible.

Kevin Armstrong

Val	Char	Cost	Roll	Notes
40	STR	30	17-	6.4t; 8d6 [2]
29	DEX	57	15-	OCV: 10/DCV: 10
30	CON	40	15-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll 12-
18	EGO	16	13-	ECV: 6
28	PRE	18	15-	PRE Attack 4 ½d6
24	COM	7	14-	
20	PD	12		Total: 30 PD/30 rPD
20	ED	14		Total: 30 ED/30 rED
7	SPD	31		Pha: 2, 4, 6, 7, 9, 11, 12
14	REC	0		
60	END	0		
50	STUN	2		

Total Characteristics Cost: 241



Fuzion Stats:									
INT	6	WILL	6	PRE	9	TECH	8	REF	10
DEX	10	CON	10	STR	8	BODY	10	Mov	10
SD	20	ED	20	SPD	6	Stun	50	Hits	50

Movement: Running: 11"/22"
Flight: 15"/30"

Powers & Skills:

Combat Training:

Combat Skill Levels: 2 Levels w/ All Combat (16)

Combat Skill Levels: 3 Levels w/ Boxing (9)

Weapon Familiarity: Common Small Arms (2)

Martial Arts—Boxing (28)

Maneuver	OCV	DCV	Damage
Def Strike	+1	+3	8d6
Martial Grab	-1	-1	STR 50 Grab
Martial Throw	+0	+1	8d6 + V/5
Killing Strike	-2	+0	1d6+1 KA
Off Strike	-2	+1	12d6
Martial Dodge	—	+5	Dodge, Abort
Martial Block	+2	+2	Block, Abort

Super Powers:

Damage Resistance: 20 PD/20 ED (20)

Mental Defense: 10 (6)

Power Defense: 10 (10)

Running: +5" (11" Total) (10) [1/5"]

Tireless: ½ END Cost on STR (10) [2]

Wild Geese Equipment:

Multipurpose Pistol: Multipower (50 pt pool), OAF (2)

u - **Blaster Pistol**: 10D6 EB, Stun Only (2) [5]

u - **NNB ("Night-Night Blaster")**: 5D6 EB, NND [Force Field] (2) [5]

u - **Diamond Laser Pistol**: 2D6 RKA, Penetrating (2) [4]

Wild Geese Armor: Elemental Control

(15 pt pool), OIF (10)

a - **Armor**: +10 PD, +10 ED (10)

b - **Cloaking Field**: Invisibility to Sight & Radio Group (17) [4*]

c - **Jetpack**: 15" Flight (10) [1/5"*]

d - 50% Physical Resistant Damage Reduction (10)

e - 50% Energy Resistant Damage Reduction (10)

Backpack Power Supply: END Reserve: 150

END, 15 REC, OIF (20)

Helmet & Visor (OIF)

High Range Radio Hearing (7)

IR Vision (3)

UV Vision (3)

Background Skills:

Acrobatics 15- (3)

Breakfall 15- (3)

Combat Driving 15- (3)

Computer Programming 13- (3)

Criminology 13-

Disguise 11- (3)

KS: Criminal Organizations 13- (3)

KS: Federal Law 13- (3)

KS: Paranormals 13- (3)

KS: PRIMUS 13- (3)

Paramedic 13- (3)

Persuasion 15-

PS: Mercenary 13- (3)

PS: PRIMUS Agent 13- (3)

Wealthy (10)

Total Powers & Skills Cost: 294

Total Character Cost: 535

Disadvantages: 150+

Distinctive Features:

Handsome, athletic man, easily concealable, (5)

DNPC:

Nephews (useful computer skills), incompetent, useful skills, 8- (10)

Hunted by:

PRIMUS, as powerful, NCI, 11- (20)

VIPER, as powerful, NCI, 8- (15)

Physical Limitation:

Subject to Orders, frequently, slightly (10)

Psychological Limitation:

Very protective of family and friends, common, strong (15)

Hates PRIMUS and VIPER, common, strong (15)

Reputation:

Traitor to the U.S., extreme, 8- (10)

Vulnerability:

1 ½x Effect from Poisons & Toxins, very common (15)

Watched by:

Media, less powerful, NCI, 11- (5)

Villain Bonus (265)

Total Disadvantage Points: 535

Fuzion Notes:

Power Notes: Diamond Laser Pistol: 4d6 Armor Piercing Ranged Killing Attack, Armor: 30 KD, 30 EKD, 30 m/y Flight, all other Powers as Listed.

Skill Notes: Boxing, Hand-to-Hand: 5, Firearms: 2, Hand to Hand Evade: 5, Ranged Evade: 2, all other Skills listed at Level 3.

Ronan O'Neill

Background: Ronan O'Neill is the most trusted member of Alpha team in North America, and has been involved in the cause of Irish freedom since he was 17. While he was attending Trinity College in Dublin, preparing for the priesthood, his brother Trevor was arrested while in Northern Ireland. Trevor was convicted of involvement in a plot to bomb several sites in England, and was sentenced to prison. Trevor's mind was destroyed by prison, and Ronan's team recently freed Trevor along with hundreds of other prisoners in a daring raid. Ronan's involvement in the Wild Geese began soon after they became aware of his small telepathic ability, a rare thing. Ronan's lineage didn't hurt either—O'Neills were hereditary high kings of Ireland.

Ronan abandoned his theological studies and worked for the Geese in several ways, though usually utilizing his empathic ability. He has worked as a recruiter for the organization, has been active politically (it's always useful to know where politicians really stand) and went undercover in VIPER for three years. He did a lot of damage to VIPER operations in Ireland, although they're still there. Moving over to one of the teams, Ronan was the agent who oversaw the addition of Kevin Armstrong



to their ranks, something of a coup considering his power level. He and Armstrong are pretty good friends, though Armstrong is wary of Ronan's incredible mental powers.

Personality: Ronan has an easy-going attitude, which often fools people into thinking he's not paying attention. He's exceptionally handsome and charismatic, with a knack for getting people to talk about themselves, and women have a tendency to easily fall for him. Considered in school to be a brilliant theologian, he can just as easily discuss soccer or the antenicaean fathers. He attends Mass twice a week, and is very devout. He doesn't regret his decision not to join the priesthood, since he's serving in another way.

Powers/Tactics: Ronan possesses an incredible mental talent which enables him to mind-wipe specific memories from witnesses. Additionally, he is a powerful telepath and has no compunction about using his powers to verify statements. He often works in recruitment of new agents and uses his talents to determine who would make a successful (and loyal) candidate. Ronan rarely accompanies the group on combat missions, instead using MindScan to attack candidates at a distance. Should he become involved in a combat, however, give him the same equipment an average member of the team uses. Ronan also possesses a very limited telekinetic ability which he hopes to strengthen as time passes; it has little bearing on any combat situation, however.

Appearance : Ronan is 6'2. Classically black Irish, Ronan is pale and has black hair and blue eyes. He's solidly built, though not bulky. He often has a half-smile on his face, and whistles traditional songs to himself slightly off-key.

Power Variation: To beef up Ronan, increase his mental powers to the level of a serious threat to PCs—he's intended to be scary. Also, if you have him appear in combat, then give him the same combat abilities the rest of the 'Geese possess. To weaken him, reduce the active points in his multipower by half.

Ronan O'Neill

Val	Cha	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 {1}
18	DEX	24	13-	OCV: 6/DCV: 6
16	CON	12	12-	
14	BODY	8	12-	
19	INT	9	13-	Per Roll: 13-
28	EGO	36	15-	ECV: 9
25	PRE	15	13-	PRE Attack: 5d6
22	COM	6	13-	
8	PD	5		
8	ED	5		
5	SPD	22		Phases: 3, 5, 8, 10, 12
6	REC	0		
50	END	9		
30	STUN	0		

Total Characteristics Cost: 156

Fuzion Stats:

INT 7	WILL 9	PRE 8	TECH 6	REF 6
DEX 6	CON 4	STR 3	BODY 6	Mov 4
SD 8	ED 8	SPD 3	Stun 30	Hits 30

Movement: Running 6"/12"

Powers & Skills

Combat Training

WF: Small arms (2)

Mental Manipulation

Mental Manipulation Abilities: Multipower (70 pt pool)

u - **Forget-me-not:** 5 ½D6 Transform, cumulative, to: remove memories of one event or thing. Extra Time: 1 Turn, Concentrate, 0 DCV, Based On ECV (3) [7]

u - **Mental Scream:** 7D6 Ego Attack (7) [7]

u - **Hall of Mirrors:** 10D6 Mental Illusions, x2 Increased End Cost, 1 Turn to Start Power (-½) (2) [10]

u - **Kenning:** 14D6 Telepathy (7) [7]

u - **Farsight:** 10D6 Mind Scan, +10 Plus To Roll (7) [7]

u - **Slow Ken:** 9D6 Telepathy, Extra Time:: 1 Turn, Invisible (3) [7]

Telekinetic Tickle: 5 STR TK (8)[1]

Mind Shield: Mental Defense: 20 (14)

Background Skills:

Acting 14- (3)

Breakfall 13- (3)

Bribery 14- (3)

Bugging 13- (3)

Combat Piloting 13- (3)

Computer Programming 13- (3)

Conversation 14- (3)

Demolitions 11- (3)

Disguise 11- (3)

Interrogation 14- (3)

Persuasion 14- (3)

Security Systems 13- (3)

Shadowing 11- (3)

Stealth 13- (3)

Tactics 13- (3)

Well-Off (5)

Total Powers & Skills Cost: 173

Total Character Cost: 329



Disadvantages: 100+

Hunted by:

DEMON, as powerful, NCI, 8- (15)

VIPER, as powerful, NCI, 8- (15)

UNTIL, as powerful, NCI, 8- (15)

Psychological Limitation

Works to see a united Ireland, common, total (20)

Secret Identity: Ronan O'Neill (15)

Watched by:

Wild Geese, as powerful, mild, NCI, 8- (5)

Villain Bonus (144)

Total Disadvantage Points: 324

Fuzion Notes:

Power Notes: Forget-me-not: 15d6 Cumulative Transformation Attack, to remove memories of one event or thing, STR 1 TK, all other Powers as listed.

Skill Notes: Hand-to-Hand: 2, Hand to Hand Evade: 2, Ranged Evade: 0, all other Skills listed at Level 3.

