

A Sourcebook for CHAMPIONS®

#437

PYRAMID in the SKY™



OBSIDIAN, STOP!
YOU'RE KILLING
JAGUAR!

by Steve Metze



PYRAMID IN THE SKY™

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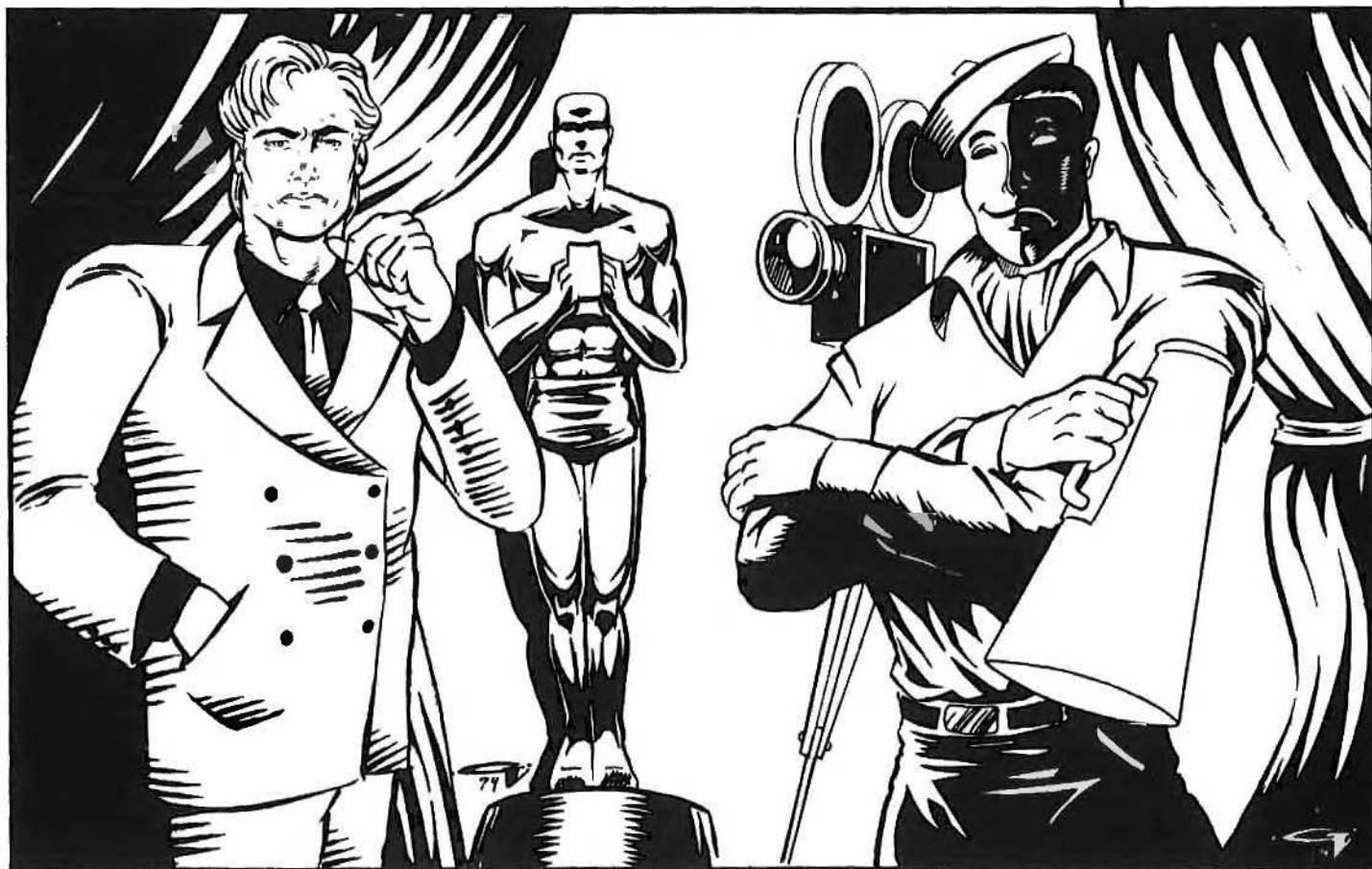
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Dedication & Playtesters

Dedication: To my dad for typing this while I was in the desert, for Colin and the Seans for getting me started, and for anyone else who ever put up with "Dark Stevo."

Playtesters: (Alphabetically by character): Jim "Ælmer B. Fuddle" Bednar: ("Did anyone order a potted plant?"); Jamie "Black Lightning" Johnston: ("That didn't hurt"); Cedrick "Coyote" May: ("Oh, you want some of *THIS*"); Al "Flux" Lynd: ("Gee, I didn't mean to do that"); Jerry "Insecta" Tomlinson: ("I poke it"); Rhonda "Izan" Reynolds: ("Digga-me Digga-me"); Colin "Jetstream" Hotnit: ("That's EX-Cessive!!"); Jeff "The Mage" Meek: ("You call *that* power?"); James "Photon" Redman: ("I loop around the sun for momentum and..."); Marla "Pixie" Barkman: ("I sprinkle him with pixie dust, tee-hee-hee"); Scott "Powerhouse" Suhr: ("Hi Powerhouse"); Tasca "Scaunch" Shadix: ("Don't bust my chops"); Tim "Spitfire" Joyce: ("What's the point anyway"); Sean "Star Knight" Fannon: ("No Ra—you are not a GOD"); Patrick "Stuntman" Barkman: ("Holy Plot Device!"); Elizabeth "Val-ky-rie" Hamilton: ("Omigoooooooood!")



Pyramid in the Sky

Obsidian howled as a shower of sparks leapt out from the damaged control panel and stung his face. The repairs were temporary at best, and now was not the time to worry about how for the jury-rigged alien circuitry strained beyond its limits. He had at last escaped the squadron of Eliminators that had been on his tail the last few thousand miles; his mind wandered as he drifted aimlessly through the solar system.

It was hard to believe all this had started three weeks ago with a simple if unusual bank robbery. Amusing and harmless crimes had mushroomed into something much more deadly. Had an insane man really tricked them into fighting each other in front of a cheering crowd? There was a brief vision of his hands slowly tightening around Jaguar's neck, and the look of confusion when Jaguar realized it wasn't just an act...

Obsidian shuddered and looked back at his wounded but breathing companion to confirm that someone had indeed stopped him in time. But that had only been the beginning of the madness. Shortly after their encounter with The Director the group began to lose some of its cohesiveness. Enemies were looking like heroes and making them look like idiots. Simple crimes became more difficult to stop effectively, and it had taken them days to figure out what had been gradually eating away at their group from all sides.

It had become harder and harder to trust anyone the more they discovered, and soon they had uncovered the brain at the top of the pyramid. But what they had discovered was turning out to be more than they could handle even with their new allies.

As the shuttle sped away from his enemies, Obsidian longed to continue on to Earth where the motley assortment of warriors could rest and be safe. He knew they wouldn't really be safe there. He had seen the destruction that had been wrought because of just seven escaped slaves, and the desperate measures those slaves had taken to attempt to avoid recapture. With the damage the Champions had caused, he refused to think of what the retaliation would be. It was hard to imagine the Seeker's girlfriend had actually volunteered to unwittingly become one of those same slaves, and what they had changed Solitaire into...

A flick of a switch and the sleek metallic vessel spun around and headed back towards its creators. Obsidian knew that the enemy had to be confronted and defeated now. They had invested too much time and effort spreading their tentacles throughout the Earth's governments and underworlds. Without destroying the top of the pyramid, there would be no way to end the silent terror that was flourishing across the galaxy. As the familiar large blip appeared on his scanner screen Ob-

sidian smiled. At last he realized what he had to do to free all those enslaved and use his enemies' own power against them...

Overview

In the world of mutant powers, high-tech suits of battle armor, and magic artifacts from the gods, it is often easy for heroes to ignore the mundane aspects of the world around them. On occasion they forget how small a piece they are in the puzzle, how many other people are playing the game, and just how complicated the world can get. It is easy for the bad guys to do the same. Sometimes the villains do make up an independent group with a single collective motive to become millionaires. Sometimes the villains do wear all black and bright name tags telling who is who. Sometimes the villains do get on national television and threaten to destroy the world. Sometimes they do not...

This book contains three complete scenarios linked together and designed to be played one after the other. The scenarios build in importance as the players slowly uncover the intricacies of a very well concealed system of intrigue, power, and evil. It begins with a relatively low-powered street-level gang of villains in the first scenario, moves on to a conspiracy within a specific megacorporation in the second scenario, and finally reveals itself to be part of an interstellar plot against humanity in the third scenario. The mini-campaign should appear to the players as a gradual uncovering of something that is on the verge of infiltrating most of the levels of society virtually unnoticed.

Each scenario contains its own plot line, villains, and situations, and can be played either alone or as part of the three scenario mini-campaign. GMs are encouraged to read through all three scenarios before beginning play so as to get the feel of the overall picture. The connections between the scenarios are designed to be hard for the players to spot right away, while still providing for a smooth transition from game to game. At the beginning of each scenario there will be a list of hints and clues to give the characters that relate to the next scenario in the series. While these clues will seem pointless (and indeed, should not be used) if the scenarios are being played independently of one another, they will add significant flavor and continuity to the scenarios if they are being played as a mini-campaign.





Limelight



Introduction

This is a scenario designed for *Champions* characters in the 225 to 300 point range. It stars an insane villain known as The Director. This villain has been shunned by the movie industry after a tragic accident scarred him for life and ruined his career. While he has no real powers or earth-shattering machines of his own, he has sworn vengeance on the movie industry and all those who caused him pain in the past. He intends to make a blockbuster movie out of his bloody vengeance, becoming a famous director in spite of Hollywood's rejection.

While The Director is completely insane, he does occasionally rationalize his actions with almost plausible excuses. For example, he intends on using super-heroes as inexpensive stars who provide their own free special effects. While he actually made this decision based on the fact he saw a hero on television wearing a particularly tasteless costume one day, he might tell his crew that it was because of how important special effects are and how small of a budget he has. The scenario begins with The Director arranging several flamboyant and movie related crimes in order to draw out the local vigilante groups and heroes. He films these crimes and the heroes' reactions to them while directing the action for the best possible and most dramatic outcomes. During these first "auditions," his crimes are challenging but non-lethal—although this would not be obvious while they are occurring. He is analyzing and testing the heroes to see how they fight, to see their abilities and to make sure they would be good for his movie. He is located nowhere near these first crimes but watches and films them all from a hideout miles away. After a thorough study of the film and his potential new "actors," he will lead the characters to his private screening room so he can give them hints to where he's going, while setting them up for possible Mind Control.

While the "sneak preview" is going on, he will be attempting to have one of his men, Key Grip, set up some lethal traps in the heroes' homes or work places, to make the "final cuts" for his movie and to let them know once the real filming starts, lives will really be on the line. The next part of the scenario involves attempts by The Director to kidnap and mind control various paranormals to become actors for him. Should the player characters prove too elusive, The Director will go for other paranormals that are either known by the player characters or members of the Champions.

Once he has enough super-powered people on his side, he will pit them against the remaining player characters. This will take place on detailed sets painstakingly prepared by his crew in the middle of the nearest metropolis, with all of his "actors" in the appropriate costumes. The Director will have also cordoned off the streets and gathered a massive civilian crowd to watch what the crowd will think is part of a new blockbuster movie. In addition, all the mind controlled heroes will be trying to kill all the "extras" in the various sets. These "extras" are all the stars, directors, producers, and studio executives that The Director wants dead for what they have done to him in the past. Even if horribly defeated, The Director still will have filmed enough action to complete his movie (or have it completed by Gaffer while The Director is in prison) and become famous for it. The final twist comes with the subliminal messages woven in a few frames of the movie. These subliminal messages are designed to give the masses a strong desire to become super-heroes themselves—something easily accomplished and desired by the villains of the next two scenarios in this three part mini-campaign. The Director is so insanely fixed on his revenge that he will go to any lengths to achieve it. He is sure the heroes will end up passing the auditions, making the final cuts and killing those of the Hollywood movie industry who have shamed him in the past—all while creating the most spectacular movie ever made that will succeed even if he fails. He is sure the heroes will cooperate. After all, who could resist the limelight...

Mini-Campaign Notes

If this scenario is going to be run independently of the other two scenarios, then ignore this section. In addition, the GM should read the optional section of "The Surprise Ending" which tells how to end the scenario without it leading directly into the next one.

The GM should give the players the following clues at some point during this scenario to hint at what will happen in the two scenarios to come. There is also one bogus clue provided so the players will not automatically assume every single piece of information you give them is essential to the plot line, and it will hopefully help keep them guessing as well. While these clues can be given at any point during the scenario, it is recommended you mention them at least twice, since the players will have to remember them for so long. GMs are encouraged to insert these clues as part of a description, interesting background, or just whenever the action seems to be lagging or the players seem to need some type of diversion.



If GMs feel that these clues make this scenario too convoluted, they should feel free to save them for when the players actually start the second scenario, or only mention each of them once during the first scenario. GMs can also just concentrate on one of the clues if they think that all four will be too much with everything else going on in this scenario, or just drop the bogus clue altogether.

1. Characters should begin noticing posters and billboards advertising a new all-female group of super-heroes called The Dominae. While these advertisements will not be everywhere, they will be in enough places to at least be casually noticed by anyone who ever gets out of his house. The ad shows three attractive female paranormals striking dramatic poses with captions like "The Dominae: Real heroes for real people." or "They take their job very seriously." or some other such hype.
2. At least one of the characters should be able to discover a different type of ad being run in several military type magazines, tabloids, and in comic books. If there is no chance of any of the characters reading any of these pieces of literature (or at least admitting they read any of them), the GM should ignore it. This ad tells about a new clinic that will be opening soon to test normal people for latent or hidden paranormal potential. The ad includes a toll-free computer-operated reservation number, as well as an address so you can mail away for your free information pamphlet entitled "You Too Can Be A Hero!" This ad is relatively low-key and should not stick out as immediately suspicious.
3. Also noticeable around the major metropolitan areas are a rash of bumper stickers stuck in bookstores and hotel lobbies all over the country. They all have the words "Gandalf" and "Galadriel" on them with a red heart in between the words. These have absolutely nothing to do with the scenario whatsoever.
4. Whenever the heroes are involved in a particularly public fight—especially if they don't do a really good job of stopping the crime or if innocents get hurt—they should expect the first sign of media to be TV news reporter Jessica Black (Midnight Blue—a villain from the second scenario—in her alter ego) and her TV crew. If the GM is only going to use one clue, this is the one to use. Jessica will always try and make the heroes look bad on national television if she can. She will ask embarrassing questions like, "Why is it that someone as super-powered as yourself couldn't keep innocent bystanders from getting hurt from a group of common thieves?" See the next scenario on a complete description of Jessica Black/Midnight Blue. The GM should have her make at least one appearance if a hero does a particularly poor job of stopping a crime, but he should not overuse her in this scenario because of the large part she plays (in both her villain form and her alter ego) in the next scenario.

~~~~~ Auditions

These two crimes are designed to lure heroes into camera range long enough for The Director to analyze them and see if they are dramatic and heroic enough for his movie. They are generally non-lethal (rubber bullets and blood packs prevailing) but there are always some very real dangers involved (real dynamite, trains derailing, etc.) and, should the auditions seem to be suffering because the heroes realize these are designed to be non-lethal, the "actors" and stuntmen involved always carry a spare load of real ammunition to keep the action moving. The reason they are designed to be non-lethal is because they are just auditions and The Director wants the heroes all unharmed before the final cuts and filming begin. The Director actually doesn't care if the heroes or bystanders live, die, or get crippled for life. He is in a hurry to get to his revenge, and doesn't want to have to keep doing auditions over and over because everyone in them dies. He also gets sick pleasure out of the heroes never knowing whether or not the danger is real or fake, and making it a point to play with their emotions. The action is the important thing, though, and The Director only cares for someone's well being if it helps his movie.

Because these crimes are being committed almost entirely by normal humans with normal weapons, the GM may decide that these crimes are too easy for a large group of powerful heroes to prevent. If this is the case, it is recommended that the GM split a hero team up so stopping these crimes remains a challenge for the characters. If the GM does split up the heroes, it is suggested that he runs each of the crimes in secret, so each player will have the opportunity to discover the fake exploding blood packs and other surprises on his own. The GM can also add to or subtract from the total Stuntmen involved in each crime, depending on the strength of the hero-group. However, before you decide to really beef up a particular crime, make sure you read all the way through it and take the situation into account as well. Each crime is intentionally designed to have a large numbers of civilian bystanders in danger, and while the villains might be easily defeated in a straight fight, it will be significantly more difficult to do it without a few innocents being severely injured or worse.

The GM should also feel free to add more crimes if he wants a group of heroes to have to each individually stop a crime, or to reduce the number of crimes if he has a small group of heroes that are all involved in at least one crime early on. The important thing is that each character is involved in stopping at least one movie-genre crime, and that The Director gets him or his actions on film.

In all cases, The Director will have a plethora of cameras, microphones, and speaker-systems set up somewhere near the crime. These will either be altered equipment already present (like the security cameras and intercom system in The Bank Hold Up,

for example) or through the use of his infinite supply of flying mini-cameras. As soon as any player ever gets within camera range, The Director will begin giving acting directions. These directions might include phrases like, "More witty banter!" or "Try not to finish disarming the bomb until the train gets right up on you!" or "Boring, boring. Put more feeling into it!" etc. At the same time he will be giving his Stuntmen directions like, "OK, now shoot up the normals so the action keeps moving." or something similar. The Director has also had Foley, his soundman, arrange a minute's worth of appropriate dramatic music to be playing in the background of every crime. If a GM comes up with any particularly clever specific music or songs, feel free to use them.

While most of the Auditions involve fake explosives and rubber bullets, this should not be obvious to any of the players right away. If at any time The Director thinks the characters are 100% sure the danger is not worth worrying about, he will give the code command "Cowboy!" On this command the Stuntmen know to change to real bullets and to make everything as lethal and as messy as possible. Specifics are given with each Audition. The Director likes to fool people with his special effects and make them feel stupid when they fall for one of his tricks, but the action is the important thing. He has no qualms about killing innocents if it makes his movie look better or the heroes more dramatic.



Act I, Scene I: The Bank Hold Up

The heroes should hear about this first crime through whatever technique is most common in their campaign. Whether or not they catch word of the bank robbery on a news flash, notice it via a silent alarm attached to their crimewatch computer, or just happen to pass by while on patrol, the GM should arrange for them to arrive on the scene while the crime is still well underway or just starting.

As the heroes approach the bank, they should be able to notice one circa 1940 antique car parked in front of the bank and one in the alleyway behind it. It should also probably be easy to hear a burst or two of automatic gun fire coming from within the bank.

Inside, five of The Director's Stuntmen are dressed in gangster outfits (complete with black pen-striped suits, overcoats, and fedora hats) and robbing the bank with Tommy Guns. Stuntmen One and Two are covering the two entrances to the bank, Stuntmen Three and Four are pointing their guns at the civilians lying face down on the floor, and Stuntman Five is attaching a rather large bundle of dynamite to the door of the bank vault. There is one civilian lying up against the wall with several large bloody bullet holes in his chest, and all of the bank guards have been disarmed and are lying on the floor with the others.

While this appears to be just an ordinary bank robbery with nostalgic criminals, none of the Stuntmen have any real hope of escaping the bank with any money (their dynamite, for example, has little chance of even denting the modern vault doors),

and are actually just stalling until some heroes arrive to try and stop them. Their Tommy Guns are loaded with rubber bullets, and the one "bleeding" civilian is an actor (who actually believes he is playing a part in a movie) who had been rigged with a few of The Director's fake exploding blood packs (-4 perception Images vs. normal sight and sound only). There is also one other rather attractive civilian actor in the crowd on the floor who is also rigged with fake exploding blood packs, just waiting for the right moment to jump up and shout a warning or something equally stupid so she can get "shot" as well.

The Director is monitoring and filming this Audition through the security cameras and intercom system already present in the bank. He is controlling these via radio remote control from his studio apartment across town, and will begin giving acting directions as soon as the first heroes are detected entering the building.

As with all the Auditions, the purpose of all this is just to lure super-heroes to the scene and then testing to see if they are good enough to star in The Director's latest movie. His intent is to have Stuntmen One, Two and Three attack any heroes entering the bank while Stuntmen Four and Five threaten and possibly attempt to hurt the civilians lying on the floor. The Director will almost certainly direct Stuntman Five to throw the dynamite into the crowd of people if the others fall too quickly.



The Stuntmen know they are very probably going to get caught and then later released on bail, and as such have a temporary +15 PRE Defense against threats to give up or come peacefully. They are not stupid, however, and if any of them are getting killed, tortured, or the like, they will make attempts at escape very real and will lose this temporary PRE bonus. The Director does not necessarily want his Stuntmen defeated, and if it looks like a wounded civilian and a burning fuse on a bundle of dynamite would keep things exciting and allow at least some of his Stuntmen to escape, than he will order it.

The Tommy Guns (.45 Thompson SMG) give the shooters a +2 OCV, hold 50 rounds, and fire autofire up to 5 shots. When loaded with rubber bullets they do 4d6 Normal Physical Attack damage. If The Director gives the "Cowboy!" command, it will take each Stuntman one full phase to change ammo drums, and then the guns do 1d6+1K with a +1 Stun Multiplier. Stuntman Five has eight sticks of dynamite bundled together instead of a Tommy Gun. If he uses these separately they do 5d6 EX each, and if he uses the whole bundle it will do 11d6 EX. It will take him ½ phase to light the fuse and another ½ phase to throw the dynamite. The dynamite will not explode until three segments later, and any reasonable way of putting out the fuse will prevent this.

The 1940 getaway cars have DEF 2, BODY 9, DEX 10, SPD 2, Move 7x8, Max 112. They will be lucky to get away from anything, and heroes should seriously question why anyone would pick such slow vehicles for any reason other than looks if they really expected to get away even from the police.

Act I, Scene II: The Damsel in Distress & Great Train Robbery

Shortly after the bank hold up, The Director will attempt to get a reel of film to one of the player characters using every means available. If the players have a hideout with a public ID or if there is any well-known way to contact them, The Director will use the simplest and most obvious method of getting the movie clip to them (like mailing it, for example.) He will be very persistent about getting this film clip to them, and will not stop until they have seen it. If necessary, he might even have it shown on national television (obviously cutting into a normal program) if all else fails. His goal is for some heroes other than the ones that were involved in the bank robbery get involved in this Audition, because if at all possible he wants to see as many different heroes in action as he can. If it looks like the same heroes may be going to solve all his Auditions, he might arrange for two or even three of them to occur at the same time.

The film is in black and white, has been antiquated so it looks old when played and is silent except for the piano playing the background music. It star only two people. The first is a seedy-looking man wearing a long black cape-coat, a black hat, and a long thin waxed mustache (this is The Director in disguise.)

The second person is currently tied to the railroad tracks. It will either be one of the player's DNPCs (Regardless of gender. The Director would cheerfully dress up a man like a woman for this audition) or the famous and beautiful actress Lisa L. Liebowitz (GM's choice). After the Director mouths some threats, wrings his hands and lets out a few sinister laughs, the screen will shift to show the words "If you don't give me the deed to your ranch I'm going to blow you all to bits!" The scene will cut to a close up of the person tied to the tracks, showing the person scream in genuine horror and revealing that they are also tied to a massive amount of dynamite. After the victim looks terrified for a few seconds, the screen will show the words "Oh no! And here comes the four o'clock train now!" and then fade to black.

The railroad where this was filmed is the Q & Q. If any of the characters have read the paper that day, they have a chance of knowing that the new "Port-Air" passenger trains have included whatever city the characters operate in or near as part of their new extended route, and the first arrival is due at 4:10 PM that day. The newspaper article clearly states where the Q & Q railroad is, when the train will arrive and roughly where its route is located. If the GM wants to give the players more of a challenge or cryptic clue, then give anyone with appropriate knowledge skills (trivia, old movies, railroads, ...) or deduction a chance to notice the similarity between "Port-Air" and the name Porter. The newspaper article, combined with the fact that *The Great Train Robbery* was filmed by Edwin S. Porter, should allow the players to find the right railroad and place before the four o'clock deadline (no pun intended).

The GM should try and estimate how much time it will take for the players to figure out where the railroad is and how long it will take for them to get there. The idea is for the players to arrive at the train track as close to four o'clock as possible. Naturally, the train that is coming is filled with people.

When the players do arrive, they will notice several floating mini-cameras hovering around the area and above the "Damsel" tied to the railroad track. Some of these cameras will zip in for occasional close ups while others will stay back to capture the whole scene. There are eight of them buzzing around with DEF 3, BODY 3, 10" of flight, and a DCV of 8. There are four more stationary cameras hidden around the area with a -6 on perception rolls to be noticed. Each camera is "capturing the moment" on film while also transmitting the picture back to The Director on video. The eight flying mini-cameras also have speakers on them so The Director can give his acting directions from his studio located miles away.

The Director also has three speakers hidden around the area (with a -4 on perception rolls to spot by sight, +3 to locate with targeting sound) that each have one minutes worth of background music programmed into them. Foley will either have these play one right after the other for three minutes or one right after the other as soon as one of them gets destroyed. As with



all the Auditions, should the GM come up with any particularly clever music or songs or if the GM wants to hold one of the speakers back for a dramatic moment, feel free to do so. The Director's primary concern here is making a good film and, until one of the speakers actually starts playing music, Foley can reprogram its minute of playing time to virtually anything she wants from the hideout miles away.

Anyone making a demolition roll will be able to tell that the "Damsel" is tied to the railroad track and the dynamite with a special cord that causes an explosion when broken. Anyone making their perception roll at -4 will notice that the dynamite and the cord are fakes, although they will probably not figure out right away they are part of one of The Director's patented FlamoBombs™. This explosive array can be disarmed with a standard demolition roll, although the GM might want to modify the roll slightly if the train is bearing down on the heroes as they work. Failing the roll by any amount will set off the harmless but very realistic looking explosion.

After either the explosion goes off or the "Damsel" is freed, the players will notice that a small section of the track has been removed from underneath the "Damsel." This section is just big enough so that the train will probably derail if it gets to it. While most of this crime is non-lethal, this derailing train possibility should be an obvious probable disaster if allowed to happen. The train is going fast enough that a derailing would probably kill or seriously injure most of the people on board. It will not be able to brake enough to prevent a crash and only by physically stopping the train or somehow repairing the track can the passengers be saved from at least 2d6k or 8d6 Normal Physical Attack damage (50/50 chance for either per passenger). Whether or not the train derails, the players stop it, the players fix the track so it goes on by or whatever, The Director will signal his men to perform the train robbery as soon as the action seems to be lagging for an instant.

The men are Stuntmen Six through Ten and they have been hiding in a deserted derelict building 100 yards (about 17") down the track where the train was headed. They are all riding horses and dressed as cowboys with black hats on their heads and bandannas over their faces. The horses have SPD 3, and a movement rate of 18". See *Champions* for a complete write-up of the horses.

Stuntmen Six through Nine are armed with two Colt .45's, and Stuntman Ten carries a 12 gauge, sawed off, double-barreled shotgun. The pistols everyone has out in their right hands have been loaded with rubber bullets and the shotgun has been loaded with rubber shot. These pistols have a +1 OCV, and do 4d6 normal damage. The shotgun has a +2 OCV, a -2 range modifier, is reduced by range, and does 2x4d6 normal damage. While the shotgun only has two shots, in all other respects these guns are the same as the ones in *Champions*. In addition, Stuntmen Six and Seven each have four sticks of real dynamite (5d6 EX) that they will throw to break open the train, to

endanger passengers so that the players might waste their time saving them, and to do anything else The Director tells them. They are also each wearing hidden earphones, so in case the players destroy all the mini-cameras, they can still receive directions. Should communications be entirely disrupted, they are still capable of robbing the train on their own.

Naturally, The Director has planted yet another out-of-work actor (this one dressed as an old lady) on the train who is loaded with fake exploding blood packs and just waiting to get "shot" by one of the Stuntmen. Note that this actor is in disguise, and may be recognized as not really being an old lady by anyone making an appropriate perception roll. This roll should only be allowed if someone is paying specific attention to the actor, and then in addition to being modified by range, other penalties should be applied for the civilians getting in the way and for the actor being mostly concealed from view after flying back into the train compartment after being 'shot'.

The Stuntmen involved have the same +15 PRE defense that the first five had under the same conditions. The second pistol that all of the Stuntmen except Stuntman Ten carry is loaded with real bullets, although they will reload (taking a full phase) the first pistol rather than drawing these unless The Director gives them the "Cowboy!" command. Stuntman Ten has an entire pocket of real shotgun shells that he can load if necessary, and he is proficient enough to be able to load his shotgun in ½ phase if he makes his Fast Draw roll. When loaded with real ammunition, the pistols do 1d6+1K with a +1 Stun Multiplier, and the shotgun does 2 ½d6K with a +1 Stun Multiplier, reduced penetration, and is reduced by range (losing 2 DC of damage for each Range Category: -2 DC at 5-8", -4 DC at 9-16" etc.)



The Casting

Act II, Scene I: Previews of Coming Attractions

After The Director has learned everything he can learn from his auditions, he will send very finely crafted invitations to his private screening room for a little sneak preview of the movie to come. It shouldn't take the heroes much effort to find the address on the card, and nothing unusual will happen to them on their way there.

When they arrive, they will find The Director's studio apartment is void of anything but a popcorn machine, a movie screen, several chairs, a movie projector, and several infrared electric eyes along the floor (the cheap kind, bought at a local electronics store). Anyone tripping an electric eye (which are very visible to someone with Infrared Vision) will cause the lights to dim, the popcorn machine to turn on, and the projector to start. This is very simply





rigged up to the electric eyes, and anyone with even a familiarity in electronics should be able to figure this out with only a little effort.

The film that will appear on the screen shows the heroes reacting in each of the Auditions they have just gone through. With appropriate sound effects, dubbing, and background music, these Auditions have been altered enough that they appear much more dramatic than they really might have been. All The Director's stage directions have all been edited out, and the heroes will actually be watching a well made movie of themselves.

At the end of the film, The Director appears on the screen and introduces himself (this is the first time the characters see him or should know who he is) and then hints about them starring in an upcoming movie. He says filming starts today and from now on, things are for real—so give it everything you've got. Break a leg, break two arms, break your back... At the very end of the film, he also hints that at tomorrow's matinee, one very large crowded theater per character "... will be filled with deadly criminals who will wound and possibly maim and kill unless you heroes can stop them!" He fades off saying that the heroes will be contacted and given a list of these endangered theaters later.

A thorough examination of this studio apartment might reveal a few pieces of wire that Gaffer left behind, a few scraps of the negatives left over from the editing of the Auditions, and a small crude picture

that The Director sketched on the wall of a man with the head of a bird (unbeknownst to the characters, this is Ra/Mr. Raymond from the next scenario). If the heroes question the apartment manager, they will discover that the apartment was rented for the last three months by a man who paid in cash, and signed the lease "B. Keaton".

Act II, Scene II: The Final Cuts

Meanwhile, while all that is going on, Key Grip will attempt to break into the heroes hideout (if they have one) or work places or hangout or whatever, and rig it with deadly traps for The Director's "final cuts." These traps all involve axes, saws, giant scissors, etc. and just act as one last test to make sure the heroes have what it takes to be in The Director's movie.

Key Grip will have plotted the different directions the heroes came from to get to each of the Auditions (as they all took place in four different corners of the local metropolis) in hopes of triangulating the locations of where the heroes' hideout might be if it has a secret ID or location. If Key Grip has absolutely no chance of finding the heroes' hideout location, if the heroes don't have one, or if it is located in some place completely inaccessible to him (outer space, for example) then he will rig up a hotel room with the traps instead.

The GM should assume that Key Grip has access to any knowledge that has ever been made public about the heroes' hideout and lives. Any traps or security devices that he can find out about ahead of time he will be prepared for. If necessary, he can have Gaffer rig him up something from Gaffer's Variable Power Pool that might help as well. The GM should give Key Grip the benefit of the doubt wherever possible, but if the heroes have a base that is just too well protected, Key Grip should probably end up being caught.

If Key Grip manages to successfully find and break into the heroes base (or whatever), he will set up a series of traps within it. These traps are all listed and described in detail in Key Grips character description as part of a Gadget Pool. Typically, Key Grip will set these up in individual's rooms, or places where someone is likely to encounter them alone like a shower or kitchen. Each one of these traps attack with an OCV of 6 if a hero trips the trigger (sitting on his bed, turning on the shower, etc.). The traps can be discovered and disarmed by standard security systems rolls, or heroes can set them off by triggering them from outside the hex of effect (throwing something on the bed, for example).

If Key Grip cannot find or get near the heroes base (or they don't have one), then he will rig these same traps up in a local hotel suite. When he is finished, he will try to get an anonymous message to the heroes telling them that the list of endangered theaters has been placed in that hotel room.

In the event that Key Grip gets captured, The Director has been very careful to limit what information Key Grip has had access to. While Key Grip will obviously not tell anyone anything if he can help it,



various skills and powers that heroes tend to have (interrogation, seduction, telepathy, etc.) will probably end up getting at least something out of him. He is also very prone to making up outrageous lies. He knows where the studio apartment is, and he has been told to return there when he is finished (he does not know it is currently empty, or that The Director plans on picking him up in a few days after he is sure Key Grip is not being followed or watched). Key Grip also knows what The Director looks like under his mask, and that he is planning on using the heroes in his latest movie. He is fairly friendly with Gaffer, Foley, and Best Boy. He knows Gaffer is a technical genius and can build almost anything (including Kingzilla), he knows Foley deals entirely with sound equipment, and he knows Best Boy is the resident strong man. He has seen the Director's Chair and knows what it can do, but The Director has used the Mind Control on him to prevent him from speaking about it (he gets his next modified EGO roll to break free in 3 weeks. He needs to roll a 10- unless something changes to modify the roll), although telepathy and the like will easily get around this, and specific questions about weaponry combined with severe torture would probably be enough to warrant another EGO roll with possibly a +1 or +2.

If Key Grip goes to set traps in the heroes' home or base, then he will not have the list of endangered theaters on him or have read it, and The Director plans on sending it to the heroes after he is sure they have at least discovered the traps. If Key Grip has had to set the traps up in a hotel suite, he will actually place that list in the room, but he will stick it to one of the blades of one of the traps. If the characters pass the Auditions and make the final cuts and are still in good enough shape to continue, then they are in the movie.



Our Feature Presentation

Act III, Scene I: Makeup, Costumes, and Understudies

This part of scenario is devoted mainly to The Director attempting to Mind Control various paranormals (particularly, player characters) and kidnap the stars, producers, directors, and studio executives he wants killed. While getting the "normals" that he wants really won't be much of a problem for him, Mind Controlling the heroes is a very crucial part of the scenario, and GMs should be particularly careful when running this section. The Director will have face-to-face contact with heroes that are very probably much more powerful than he is, and there is a good chance of something going wrong as far as he is concerned. He will take extensive precautions in case something does go wrong, and his primary objective in that case would just be to escape. GMs should take

extra lengths in suiting this section to the particular heroes that are playing. While GMs should obviously not "cheat" to make sure everything goes right for The Director, they should also try and play him as intelligently and cautiously as possible.

The primary way The Director plans on Mind Controlling the heroes is through the endangered theaters. There is one theater per character, they are fairly evenly distributed around the city, and they all are playing matinees at the same time. The "criminals" that The Director hinted at that are supposed to be in the theaters are really just innocent unsuspecting civilians. One or two people in each theater have had a significant amount of Flamegel™ hidden under an extra layer of cardboard at the bottom of their super large popcorn bowls. These were snuck into the theaters' inventory the night before by a random member of The Director's gang. At some point during the movie, these Flamegel™ bombs will go off, with the effect that the people holding them will appear to spontaneously burst into flames. While not only a source of potential viewing entertainment, these will also very probably cause a panic in the theaters as well. Since the Flamegel™ looks like a fire but actually does no harm, it is technically not really a fire. Since yelling "Fire!" in a crowded theater when there isn't one is also illegal, then theoretically everyone who does it will be a criminal. The way these "criminals" will wound and/or maim will be by trampling each other trying to get out of the theater.

During the chaos of a "burning" theater, The Director, Foley, and Stuntmen Sixteen through Twenty will be trying to catch heroes by surprise and Mind Control them. They have timed the explosions so that during the course of a two hour movie they should be able to go to several of the theaters, one right after the other. The Director's intent is to Mind Control a few of the heroes into believing that they are characters in various scripts he has written up for them, and for the heroes to completely follow the directions in the scripts.

The GM should have The Director try to Mind Control up to four of the heroes or half the number of player characters in the hero group, whichever is less. More than half the heroes being under his control would greatly unbalance things. There are four heroes from the Champions team specifically suggested at the back of this scenario in case he can't get any of the player characters, but even one Mind Controlled player character would greatly add to the flavor of the game. The GM should take each hero aside and play each of them in the theaters separately to maintain the surprise element.

The Director's primary plan is as follows: Sometime during the course of the movie, The Director and Foley will take over the projection booth. In each theater, one usher will have been replaced with one of the Stuntmen Sixteen through Twenty earlier that morning. Once the Flamegel™ goes off in the audience, the "usher" will rush out and help people find exits while searching for any heroes that might be



somewhere nearby. The Stuntman usher will turn on his flashlight and point it at any heroes he spots to signal Foley. As soon as the panic starts to fade or a hero is spotted, Foley will set off sounds of another fire and horrible screaming coming from up in the projection booth. The intent is for a hero to come rushing up to the booth and right in front of The Director's Chair where he will be staring directly at the Mind Control Limelights. In the event the Mind Control fails for some reason, the usher Stuntman has a concealed pistol (a .45 Automatic, +1 OCV, 1d6+1K with a +1 Stun Multiplier) that he will begin firing at random to cover The Director's escape. Foley will use her sonic energy blast if necessary, and The Director has only chosen theaters that have windows in the projection booths that he can fly his Director's Chair through.

As long as the Mind Control keeps working, The Director will continue from theater to theater until he has up to four of the heroes or half the number of player characters in the hero group, whichever is less. If he fails on one of them but he and Foley escaped safely and it looks like the hero will be busy for awhile, The Director might continue on to another theater. If he fails and gets captured, he will cancel all plans until he can get sprung on bail, although depending on character actions the scenario could be ended prematurely. In any event, if it looks like there is no chance of him successfully Mind Controlling any of the player characters, or if he is captured and then sprung on bail, he will go and Mind Control the four members of the Champions team suggested for the scenario, and GMs may assume that those attempts are successful. If The Director only gets away with one or two player characters, and narrowly escapes another, then he won't mind mixing player characters with some of the Champions so that The Grand Finale is fought with about even odds.

Act III, Scene II: Set the Stage

As soon as The Director has his cast of super "stars," he will have Best Boy start kidnapping the Hollywood personalities The Director hates so much. For the most part, these kidnappings will occur without the player characters being able to do much about them (involving drugged punch at a fake celebrity party), but if the players have somehow learned of these earlier in the scenario (precognition, time travel, etc.) the GM should allow the players to interfere. This should be avoided if possible, but if not, the players should have little trouble stopping Best Boy. He is too overconfident to think he needs any help, and if heroes show up at the party, he will actively (and very probably stupidly) attack them.

Meanwhile, any heroes (be they player characters or the Champions) that have been Mind Controlled, will be driven to the site of The Grand Finale. They will be given scripts to read along the way, and they will be fitted into costumes as soon as they arrive. The site is on a major intersection of the local metropolis that

has had the streets cordoned off. Any physically capable Stuntmen from earlier sections will be there doing cheap tricks to gather a crowd, and several normal stage hands will be working frantically to build sets, fix cameras, and adjust costumes. Unless the characters have come up with some incredible way of spying on this or getting there early, the player characters should come in only on the last second or two of this.

If everything goes right for The Director, he should have time to Mind Control the number of heroes he needs and setup The Grand Finale with plenty of time to send a "Hollywood Tours" bus to each of the other theaters to pick up the rest of the heroes. This bus will be driven by some normal driver, and she will take whatever heroes get on it to the site of The Grand Finale. By the time the heroes get there, a large crowd (including unsuspecting policemen who actually think a real movie is being filmed) will have assembled, and will cheer the heroes as they arrive.



The Grand Finale

The four sets and scripts that follow are designed for use with the four Champions suggested with the scenario. The GM should use the appropriate sets for any heroes The Director has Mind Controlled. Player characters Mind Controlled by The Director should either be put in sets that closely match their powers and abilities, or the GM should design new sets to match the particular player characters in his campaign. If players have old allies or the GM has some of his own hero NPCs he wants to use, he should go ahead and do so. The more the players know who they are fighting the more dramatic the moment will be, which is what The Director is looking for.

These sets have been created with The Director's 48" radius Images vs. normal sight, normal sound, and infrared vision. They are created out of wooden fronts, cheap props, 3-D projectors, and large painted glass sheet backgrounds. They will only last 5 minutes before they fall apart, run out of film, break, or so forth.

On each set, a mind-controlled hero thinks he or she is movie acting and must kill the Hollywood personalities The Director has planted on the sets. They have also been instructed to try and kill anyone else who interferes, particularly any other super powered beings within eyeshot. The scripts have been exceptionally well worded so as to stress as much as possible that no matter how real all of the "killing" seems, it will be done with more of The Director's spectacular special effects. Any killing that occurs will in fact be real, but The Director wants to fool anyone with a Code Against Killing or the like into thinking they aren't doing anything wrong. When The Director yells "Action!" anyone under the Mind Control will completely become the character in the script they have read, and will follow it as closely as possible. All four of the sets should spring to life at once.



It is important to note, that the player characters who didn't get Mind Controlled will end up fighting other super powered heroes, and they will know they are fighting other heroes. While these Mind Controlled heroes think they are on a movie they won't be pulling any punches, and they will really be trying to kill innocent civilians in the process. The GM should play on the fact that the heroes are not trying to stop villains, but their partners in the fight against crime.

All the "extras" on these sets (the government officials, military agents, haunted house trespassers, executive producers, etc.) are all the Hollywood personalities that The Director wants killed. The GM is encouraged to use any famous Hollywood personalities the player characters might have heard of, or to invent new ones like Steven Iceberg or George Mucus or Nickel Marshal. All of these personalities are still drugged from Best Boy's kidnapping, and they are just able to perceive the danger they are in without being able to act on it or even really tell anyone much. They are all assumed to have OCVs, DCVs, and ECVs of 1, and are incapable of more than a SPD of 1 or a movement rate of 1". If the player characters somehow prevent Best Boy from kidnapping these 'extras', they will be replaced with eager audience volunteers.

While these four separate movies go on at once, the air will again be filled with flying mini-cams. Other cameras will be hidden in buildings and on the street and some will even be carried by volunteers from the crowd. Those scenes being shot in buildings where the audience can't see them will have video shots transmitted to large TV screens outside near the assembled crowd. The crowd should get a relatively good view of everything that occurs on all four sets.

The Director will personally oversee The Grand Finale because it is so important to his movie. He will hover over the streets yelling directions, complementing actors, filming on the three cameras attached to his chair, and shouting jokes and explanations at the audience to keep them interested. At this point, The Director is so caught up in the movie that nothing else matters to him. He wants spectacular fighting, he wants massive destruction, and he wants all the Hollywood personalities he had kidnapped to die in his film. He will only consider trying to escape when there is absolutely nothing left for his cameras to capture, either by everyone being dead or by the fighting ending. Even if his chair was destroyed, he was left beaten and bleeding in a street, and he had all his clothes ripped off of him, he will still joyfully yell something like, "Of course you know, this will get me an 'R' rating!" if he thought one of his cameras might catch it. Until he can't improve his movie anymore, even the maddest, most futile gesture is possible (and probable,) if it adds drama to the moment.

In the event that the action does stop on the four sets and concentrate on just him, he has prepared a possible escape route. He has loaded himself with his exploding fake blood packs, and his Director's Chair with any Flamegel™ he has left over from the theater fires. Any Stuntmen that are still in relatively good

health will be nearby in their old costumes and whatever weapons they had will have been replaced and loaded with real bullets. Best Boy and Foley will also be nearby if they are able and still strong enough to fight. Anyone who was captured and imprisoned will have been freed on bail, although injuries will still remain, and The Director will not have anyone who is too wounded show up for The Grand Finale. The Director has also given a couple of police officer in the audience blanks for their guns, and has convinced them to fire at him if he is attacked by any heroes. Using the Flamegel™ and the blood packs as cover (although most heroes probably shouldn't fall for it at this point), he will leap off his Director's Chair (which should be hovering about 15" or so in the air) and fall flaming and bleeding into the Airbag he has concealed under a large pile of cardboard rubble and garbage. This rubble should give him at least temporary cover, and possibly allow him to escape into the open manhole under the Airbag. There is also a chance he will use this flaming/bleeding/falling trick to distract the heroes and lure them in close enough to use his megaphone NND attack, or the blade hidden in his riding crop.

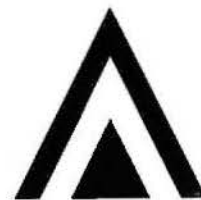
If the players haven't seen or heard of action news reporter Jessica Black (Midnight Blue) by now, she should be in the audience, ready to capitalize on any mistakes the player characters might make.

If GMs are using any of the Champions in this section, they should consider whether or not the Champions are powerful enough to keep the Finale a challenge. If the player characters are significantly more powerful than the Champions, the GM should either give them more points, or if it is available, use the more experienced versions of the Champions provided in *Champions Universe*. Otherwise, these are the same Champions as provided on page C3 of *Champions*.

Act IV, Scene I: War of the Planets

On one corner of this massive intersection, a huge spaceship-looking thing is hovering over an office building. The "star" of this set is either Quantum (from the Champions) or someone the GM has chosen for it. If it is a player character or one of the GMs NPCs, it should either be an energy related character, or one that at least looks the part of an alien. If a character has energy powers but looks relatively normal, the GM may assume The Director had some silly rubber alien costume waiting for them.

The office building is only two stories tall, and has had a sign placed over it that reads "U.S. Government Planning Installation. Authorized Personnel Only." It is actually just a small investment firm's headquarters, but the stage hands have redone it so it appears as an important governmental agency. All the regular inhabitants have been replaced with Hollywood personalities all dressed up as politicians, government agents, and high ranking military officers.



Quantum (or whoever read the script while Mind Controlled) will think that she is starring in an alien invasion movie, and that she must kill all the "important government officials" within the building, and then any super powered defenders of the planet. The spaceship is actually a plastic/wooden model suspended from hidden wires attached to nearby taller buildings. It is DEF 2, has 15 BODY total, circular with a 2" radius, and only weighs about 200 kg. Each of the wires that hold it are DEF 4 and have 2 BODY. This spaceship is entirely incapable of anything other than sitting 1" above the top of the building (but near the edge where everyone can see it), blinking multi-colored lights, and occasionally emitting some unusual science fiction sound effects.

Quantum has been dressed in an all green rubber suit with antennae and extra tentacles, and will try and make her attacks as visually spectacular as possible (this is a Science Fiction movie, after all) while causing significant damage to the building and attempting to kill as many "government officials" as possible. She will attack any heroes that enter her set or attack her first, but she will not leave her set if at all possible. If forced to leave her set, she will return to it as soon as she can.

Act IV, Scene II: Red Daybreak

In a vacant lot across the street, either Defender, or someone the GM has chosen for this set will believe that he is the leader of an elite Soviet task force with the mission of infiltrating the U.S. and assassinating top military agents and officers. If the "star" of this set is a player character or one of the GMs NPCs instead of Defender, it should either be someone with brick powers or some form of high technology. Whoever it is will have the symbol of the USSR (you know, back when they had a symbol...) on their chest surrounded by a circle of yellow and a costume all of red.

Whoever is playing the Soviet agent will be starting on one side of the vacant lot, with a small unit of "army soldiers" (more Hollywood personalities dressed in camouflage) positioned in bunkers and trenches on the opposite side of the lot. The bunkers are cheap wooden imitations, and the 'soldiers' are armed with weapons that only make shooting noises and sounds of explosions. There is also a burning old Army surplus tank chassis over in one corner of the lot.

The Soviet agent's script plainly tells the actor that he won't be able to understand any English (and no amount of Mind Control will be able to teach him Russian, but they won't know that) and that he are to completely destroy any military resistance and then go on to kill any U.S. super agents he happens to run across.

Defender will attempt to bolo any heroes that happen to enter his set, but will concentrate more on using his suit's great strength to smash up the bunkers and their inhabitants first. His opening attack will probably be to go pick up the flaming tank chassis (which only weighs about 25 tons because it is missing its turret) and throw it at the nearby normals. During the fight, he will particularly target any heroes that have patriotic costumes or that even have costumes with a lot of blue and/or white in them. If all the "soldiers" are removed (by whatever means) from his set, he will leave to attack the nearest hero he can find.

Act IV, Scene III: Jason Goes to Hollywood

The next building on the intersection is a hotel that has had its name changed by the stage hands to the Sherri Holland Hotel. This is where famous people in the movie industry are supposed to stay, and is the set of "Jason XXVI: Jason Goes to Hollywood."



The “star” of this set is Seeker or someone else the GM has chosen for it. Whoever plays the killer should probably be a martial artist of some sort. The killer will be dressed in black leather, with a ski-mask over his face and carrying a foot long butcher knife.

The hotel looks well protected from thieves, as there are bars over every window, including those next to fire escapes. These are painted wooden dowels that The Director had his stage hands put there, and they have a DEF2 and BODY 1 each. Most of the lights in the hotel have been intentionally broken, and the windows have been covered with thick curtains, so there are plenty of shadows and concealed dark corners. Strangely enough, all the “extras” in this set (you guessed it, Hollywood personalities) are intentionally left alone on different floors of the hotel.

The “star” believes that he is Jason Quagmire, homicidal killer of several slasher movies. The script says that the virtually immortal villain is tired of making sequels, and is going after the producers and directors in charge of the movie production. Of course, being a homicidal killer, he will also have to go after anyone who has ever worked on the making of one of his movies to make sure they don’t make any sequels, and then after anyone who has seen one of his movies just to make sure they don’t make any sequels, etc.

Whoever plays Jason will stalk the hotel hoping to jump out and terrify whoever he can before attempting to stab his victim. The actor will wait for appropriate screams, and then occasionally let someone think he is getting away in order to crash through a wall and surprise him again. This killer should be relatively indiscriminate as to who is attacked, and heroes should be stalked the same as the “producers” and “directors.” The killer might also be whispering things like “Kill kill kill... Jason Jason Jason...” over and over again, which tends to give away his position.

Act IV, Scene IV: A Ghost’s Tale

Finally, completing the square, is a small apartment building that The Director’s stage hands have converted to look like an old, burnt-up, dilapidated ruin. Unless the GM has chosen someone else, Solitaire, dressed in a white, torn, tattered hood and cloak and robe, will be the ghost “star” of this set. If the GM plan on using a NPC or player character in this set, she should have a character conception relating her to something ghostly or undead or dark, etc.

According to this set’s script, the “star” is the ghost of a long dead madwoman who lives only to cause pain, torment and death to those who still live—starting with those who have dared trespass onto her sacred resting place. Those “trespassers” are the last of the Hollywood personalities The Director wants killed, and are all dressed in high school letter jackets, football uniforms, letter sweaters, or cheerleader outfits.

Solitaire will spend a few rounds terrifying the “trespassers” by howling like a banshee and using her

Teleportation and Telekinesis before she begins killing them. Once they are all gone, she will leave to attack whoever is closest to her (be they extra, hero, star of another set, or whatever) This script was more vague than the others, and it is possible that Solitaire could even end up attacking The Director and company if any of them happen to be closest to her.



The Surprise Ending

Like all good screenwriters, The Director recognizes the value of a good surprise and shocking ending to a movie. No matter what the outcome of The Grand Finale, The Director’s mini-cams will have sent footage back to the hidden dark room where Gaffer has been monitoring the battle. He has the equipment necessary to edit the movie together and get it into final product form.

The individual who has secretly financed this whole movie operation is Mr. Raymond (aka Ra), who has also arranged to have the movie released that summer. Mr. Raymond has also instructed The Director and Gaffer to hide subliminal messages into the copies of the movies going out for viewing by the general public. If The Director is captured he will hint at this surprise ending, but unless the player characters have some form of mind reading capability, that is about all he will reveal.

The subliminal message is designed to make audiences want to become super heroes. Mr. Raymond is in charge of his mega-corporations project to give normal humans super powers through the various Super Camps he is secretly financing and setting up around the country. The Director has no idea why Mr. Raymond wants people attending the Super Camps, but he knows that there is more to them than meets the eye. The Director is convinced that whatever the reason, Mr. Raymond has something evil in mind for whoever goes to see The Director’s movie, and The Director naturally enjoys the irony of it all.

This scenario should end after The Grand Finale and before Gaffer has a chance to do anything with the movie clips. Possibly stopping Gaffer and learning about the subliminal message are covered in the beginning of the next scenario in this mini-campaign, “We Want You!”

GMs should take heart in knowing that if The Director’s movie (Titled, “Hollywood’s Last Laugh”) ever does make it to the silver screen, even with the subliminal messages removed, it will become a cult hit and The Director will have a constant source of income for future films. The Director will also probably have added a few more people on his list of ‘Black-balled’ actors he wants killed if he was defeated by any of the player characters...



The Director

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 4
18	PRE	8	13-	PRE Attack 3½d6
2	COM	-4	11-	
6	PD	3		
5	ED	2		
5	SPD	20		Phases: 3, 5, 8, 10, 12
10	REC	8		
30	END	0		
30	STUN	5		

Total Characteristics Cost: 92

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills

Combat Training:

Combat Levels: +1 Level w/ all Combat (8)

Gadget Pool

160 pt. Variable Power Pool, All powers must be Foci (224)

Martial Arts—Stuntfighting (17):

Maneuver	OCV	DCV	Damage
Martial Throw	+0	+1	3d6+v/5
Martial Dodge	+0	+5	Dodge
Defensive Strike	+1	+3	3d6
Offensive Strike	-2	+1	7d6

Megaphone: (OAF)

Sonic Blast: EB 4d6, NND (hearing protection), Reduced by Rng (17) [4]

Riding Crop Blade: (OAF)

HKA 1d6 (2d6 w/ STR), 0 END (11) [0+]

Mental Defense: 14 (12)

Presence Defense: +12 PRE, Defense only (6)

Practical Movie-Making Training:

- Acrobatics 13- (3)
- Combat Driving 15- (7)
- Combat Pilot 13- (3)
- Contortionist 13- (3)
- Demolitions 13- (7)
- Disguise 13- (7)
- Familiarity with Air Vehicles (2)
- KS: Film Production 15- (6)
- KS: Old Films and Plays 15- (6)

Total Powers & Skills Cost: 339

Total Character Cost: 431

will be violently opposed to doing. This is because the chair normally only has enough power to work 12 times per day and he doesn't like to waste charges rewording his orders or reinforcing his commands. Most of his crimes are committed by hypnotized normals or hired out-of-work actors and criminals while he directs the whole thing from someplace far away. He will film and watch the crime through his flying-mini-cams while giving acting tips and stage directions through any nearby speaker system he will

Disadvantages: 150+

Distinctive Features:

Horrible Burns on whole body (20)

Hunted by:

Police, 11- (20)
Super-Villain Group, 11- (25)

Psychological Limitation:

Must do everything as a movie (20)
Overconfidence (15)
Hatred for Hollywood personalities (15)

Public Identity: Victor Isenburg (10)

Reputation: Killer (extreme), 8- (10)

Watched by:

The Underworld, 11- (10)

Villain Bonus (136)

Total Disadvantage Points: 431

Sample Gadgets for Power Pool

The Director's Chair (OIF):

Limelights: Mind Control 25d6 Mind Control, 12 Requires Eye Contact with Target (45) [12c]
Spotlights: Flash 4d6 Flash vs. all Sight, 1 Charges (11) [1c]
Propellers: Flight 10" Flight, 1 Continuing Charge, Lasts for 1 Hour, Full phase to activate (8)

Special Effects:

Props: Images -4 PER Rolls vs. normal sight, normal sound, and infrared vision, AE 48"r, IAF (FlamoBombs™, 3-D projector, painted glass Charges, each lasts for 5 minutes (48)
Protective FlameGel™: Images -4 PER Rolls vs. normal sight and infrared vision, Time Delay, IIF, No Range, 8 Continuing Charges, each lasts for 1 turn (19)
Exploding Blood Packs: Images -4 PER Rolls vs. normal sight and normal hearing, IIF, No Range, 12 Charges (13) [12c]
Remote Controlled Speakers and Recordings: Images -4 PER Rolls vs. normal sound, IAF, 3 Continuous Charges, each lasts for 1 minute (11)
Airbag: Flight 10", AE 1 hex, OAF Trigger (Must fall on it), Usable by others, 1 Recoverable Charges, Requires 1 minute to inflate, Bulky, Fragile, No Range, Can only be used to subtract velocity from fall, can only slow or stop fall (5) [1rc]

FlameGel™ and FlamoBombs™ are Deathfilm Inc. trademarks for its special pyrotechnic devices.

have had rigged or planted earlier. He gives directions to everyone on the "set," friend or foe, and a dramatic ending is far more important than whatever the original crime was. He will remain out of combat as long as possible, preferring to direct rather than actually interfere, but he is not afraid to leap dramatically into the "scene" if he thinks it is necessary. When he does fight, he will try to disorient adversaries by blinding or deafening them with his chair lights or megaphone, and then he will either make a dramatic



exit or attack them with the blade hidden in his riding crop. He also likes to use harmless movie explosions, blanks in guns, fake blood, sound effects, and disguises to confuse opponents.

Appearance: As might be expected, The Director wears high brown leather boots, riding pants, a long sleeve shirt with a scarf tucked in around the neck and a French beret. To hide his horribly burned and disfigured face, he wears a combination of the two theatrical masks with the smiling half on one side and the frowning half on the other. He also carries his riding crop and megaphone whenever he isn't in some disguise.

Favored Films, Tricks, and Special Effects

The following is a detailed description of The Director's gadgets, tricks, and tactics he uses within Deathfilm Inc.

The exploding blood packs ("squibs") are used to simulate people getting shot. After they are hidden on a person (either on the skin or under clothing), a simple trigger sets off the minor explosion that makes it appear like a bullet just hit whoever is wearing it. Each charge is sufficient to simulate any number of holes of almost any size for one person provided they all go off within one round. The Director loves to convince normals or actors that they are extras in the filming of a real movie and then rigging them with a few of these devices. When the going gets rough, he triggers a few of the blood packs. Everyone hears a shot and sees blood splatter from someone who acts as though they have just been wounded, thus providing enough confusion for The Director to escape or get an edge over his opponents. Occasionally, he will use these to enhance the dramatic effect of one of his "scenes" or use them on himself so people will think he is shot and leave him alone long enough for him to escape or to attack them when he has them surprised.

The protective FlameGel™ can be used in several different ways, much the same as the exploding blood packs. They allow anything man-sized or smaller to go up in massive flames for one turn without harm. It comes in a bottle that can be applied on skin, clothing, inanimate objects, thrown like a Molotov Cocktail, or whatever. The special patented chemical mixture allows the flames to radiate heat just like regular fire (which is why it looks normal to folks with infrared vision) while they are actually not hot enough to burn paper. This fire is very short lived, however, and goes out in about a turn. The Director uses these to simulate people trapped in burning cars or to give him an excuse to leap into a nearby river and vanish, to intimidate and impress others, or to even occasionally imitate super-powers.

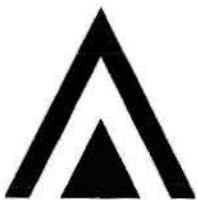
The Director's sound engineer, Foley, has an extensive library of sound effects, accumulated over the years (including voices), that she can employ with the use of her remote controlled speakers. These speakers have a small computer in them that allows them to play back or simulate any noise or sound The Direc-

tor wants. However, the batteries in each of these speakers only allow for about one minute of continuous playing. The Director often uses these to confuse opponents by playing cries for help, by imitating the voices of someone they know, or by otherwise throwing in sounds that just don't fit the particular situation. The Director also uses these for dramatic music or background sounds in a 'scene' he is doing.

The FlamoBombs™, 3-D projector, and sheet glass paintings are used to simulate the really big special effects. The FlamoBombs™ create a massive explosion that does virtually no damage and a flame similar to that found in FlameGel™ for about 5 minutes. This can be used to simulate a city block blowing up, a skyscraper on fire or an oil tanker bursting into several orange fireballs. Throughout the 5 minute burn time, as many or as few explosions as The Director wants can occur in any amount of the area of effect that he wants. This must be determined as the bombs are set and cannot be changed once they begin. The 3-D projector and sheet glass paintings are usually used for massive scenery changes. Other props such as backdrops or fake building fronts can be included in this category as well. Sometimes The Director will place one outside someone's window to make them think their house is flying through space or he'll use them to put a desert or a ghost town in New York City so the western "scene" will look right. The projector only has batteries for 5 minutes of continuous play and any backdrops usually fall apart on their own in about the same time.

One of The Director's favorite toys is the airbag. He loves dramatically leaping off the roof or through the window of a tall building, only to land safely on the hidden airbag just when someone thought he was going to be spread all over the pavement. This is one of his preferred methods of escaping opponents who cannot fly. This is also a good way to intimidate blindfolded hostages and get information from them without hurting them. It guarantees no damage to anyone falling 10" (about 5 stories) or less, and significantly reduces damage for heights above that. The Director usually will not use it for falls of greater than 30" (15 stories), which would allow about 5d6 of damage to get through. The bag is actually much bigger than 1 hex in area but only the center hex of it provides any protection to the person falling. It is important to note that as soon as one person hits the bag it deflates, and anyone else hitting it before it is re-inflated—no matter how close they were behind the first person—will get no benefit from it.

Any of these gadgets in the gadget pool can be redesigned by someone with the know-how (usually Gaffer.) The Director always suits his effects to the "movie" he is working on and its "actors." He has been known to spend weeks studying super-powered beings to learn their powers and weaknesses—sometimes even creating "auditions"—in order to write the script and prepare the set for his next "production."



Example: If he knew a super-powered being was blind and saw with sonar or radar, he might adjust his images accordingly. If he found out someone had a tendency to go berserk when insulted, you can bet that person will stumble across a hidden speaker loaded with insults just when it is least convenient for him to go berserk.

While most of these gadgets are designed to simulate effects and, as a rule, tend not to harm surroundings or property, The Director has no qualms about killing or harming or destroying whatever is necessary to accomplish his ends. He prefers not to for several reasons. First, it is so the police will not have any more evidence against him than they have already. Second, he likes to have a happy audience and you can't do that if you keep killing them off. Third, he loves to make people feel stupid when they fall for one of his tricks. Finally, he likes the idea of people thinking everything he does is fake so, whenever he throws in something real, it really takes them by surprise. If he were to find out the death of a normal would cause a super-type a nervous breakdown or if he thought the real thing would better suit his needs, he wouldn't hesitate to replace FlameGel™ with napalm, add a second completely useless airbag outside a window, or give his henchmen plenty of real bullets.

Whatever The Director does, he films it all. He has quite a supply of hidden, flying and man-portable movie cameras, video cameras, and TV transmitters that are always nearby. If any of the movies he makes are any good, he might sell it to a movie company, take over a TV broadcasting station and show it on TV, or perhaps just send a copy of the super-types' screw-ups to them and to their relatives, to their enemies and to the authorities. On rare occasions, if he gets beaten and still thinks it was done in a dramatic enough manner, he will show the greatest honor he ever could to a super-powered being by producing the film of his own defeat and sending it to the victors.

Key Grip

Background: James Henkle has been shunned by society all his life. He grew up on the streets of Los Angeles experimenting with every form of crime or scam that could earn him any money. Nothing was too dishonest or low for him. The Director found him a three-time felon about to be convicted for a good deal of the rest of his life. The Director recognized his talents and sense of creativity, posted bond for him in exchange for his service, and had Gaffer supply him with all his current equipment. Key Grip is still wanted for several major crimes, and has never shown up for the trial The Director posted bail for.

Quote: "Hey, maybe we can work something out—Look! a baby wolf!"

Personality/Motivation: Key Grip is essentially an opportunist with no personal morals whatsoever. He is fond of The Director's methods and the steady monthly income he pays him. These are the two main reasons Key Grip continues to work for The Director.

He is not particularly loyal to The Director, but he has grown to fear his authority. James choose the name Key Grip under The Director's movie genre, although he has no idea that a Key Grip has nothing to do with keys. He is rather proud of his lockpicking abilities, and has recently taken to trap setting as an interesting change of pace. Key Grip has never been much on fighting, preferring to run away or talk his way out of violent situations and then hiring someone to go get revenge for him later—usually Best Boy. Key Grip is a natural liar, and is quite fond of making up the most outrageous tales whenever it helps him. He is not timid, but as he says, cautious.

Powers/Tactics: Key Grip rarely engages in combat, and when he does it usually involves a cheap shot from behind. He will use his Persuasion skill wherever possible, and is not ashamed to just turn and run.

The traps he carries were designed by The Director and created by Gaffer. They can only be changed by Gaffer and then only between scenarios. He has to drive them around in a van because they are all too big to carry around on his person. He will go to great lengths to set them up correctly—even to the point of endangering himself—as a matter of pride. All the "Final Cut" traps have simple triggers that can be detected with appropriate perception rolls. Key Grip often uses his concealment skill to put these triggers on the opposite sides of doors or some other place that couldn't be seen usually until the trap is already



Key Grip

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2½d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
12	CON	10	11-	
9	BODY	-2	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack 2d6
8	COM	-1	11-	
5	PD	2		
2	ED	0		
4	SPD	12		Phases: 3, 6, 9 12
5	REC	0		
24	END	0		
22	STUN	0		

Total Characteristics Cost: 45

Movement: Running: 8"/16" Swimming: 2"/4"

Powers & Skills

Combat Levels: +1 OCV w/ Blackjack

Gadgets:

70 pt. Variable Power Pool, All Powers must be (86)

Blackjack: HA +2d6, OAF (3) [1+]

Escape Maneuvers:

STR +17, Only to escape Grabs & Entangles (6) [2+]

Hearing PER Rolls +2 (4)

Running +2 " (2) [1/5"]

Street Scum Skills:

Climbing 14- (5)

Concealment 12- (3)

Contortionist 13- (3)

Double Jointed (3)

Gambling 12- (3)

KS: Trap Setting 13- (4)

Lockpicking 15- (7)

Persuasion 13- (7)

Security Systems 15- (9)

Shadowing 12- (5)

Sleight of Hand 13- (3)

Stealth 13- (3)

Streetwise 11- (3)

Total Powers & Skills Cost: 165

Total Character Cost: 210

sprung. They are all bulky enough that he can only carry them one at a time, and he has had quite a bit of experience running back and forth to set them up.

He prefers to set the dropping battle-ax and guillotine blade over doors, concealing them as mentioned above. The giant saw blade, once launched, goes cutting down a long line (usually cutting up floors or carpets) until it eventually falls over and stops. It is very fast, but loses velocity quickly (thus the Reduced by Range). Key Grip loves to put this one in closets at the end of long hallways in hopes of cutting everyone in its path. He usually puts the giant scissors under beds, and when they go off, they usually end up cutting the bed in half. The chainsaw pendulum usually gets set above chairs or couches. The bladed boomerangs are designed to surprise those who have

Disadvantages: 150+

Hunted by:

the Police, 11- (20)

Psychological Limitation:

Dishonorable: Always lies or takes advantage (20)

Public Identity: James Henkle (10)

Watched by:

the Underworld, 11- (10)

Total Disadvantage Points: 210

Sample Traps and Gadgets

"Final Cut" Traps

Battle-Ax and Guillotine Blade: 2d6 HKA 2d6, Trigger (Different Every Time), IAF, 2 Requires 1 minute to set up, Bulky (10) [2rc]

Giant Scissors: HKA 1½d6, AE 1 Hex, Trigger (Different Every Time), IAF, 1 Recoverable Charges, Extra Time: Requires 1 minute to set up, 15- Act, Bulky (10) [1rc]

Chainsaw Pendulum: HKA 1½d6, AP, Trigger (Different Every Time), IAF, 1 Recoverable Charge, Extra Time: Requires 1 minute to set up, 15- Act, Bulky (10) [1rc]

Giant Buzz Saw Blade: HKA 1d6+1, AE 18" Line, Trigger (Different Every Time), IAF, 1 Recoverable Charge, Extra Time: Requires 1 minute to set up, Bulky (10) [1rc]

Bladed Boomerangs and Launcher: HKA d6+1, Indirect (Any Direction), Trigger (Different Every Time), IAF, 2 Recoverable Charges, Extra Time: Requires 1 minute to set up, Bulky (10) [2rc]

Other Gadgets

Body Suit: Invisibility vs. Radar, IR, and Active Sonar, OIF, 1 Continuing Charge lasts for 1 Hour, Will not work when wet, 15- Act, Extra Time: Requires one phase to warm up (10)

Lockpicks and Electronic Kit: Lockpicking, 22-, OAF, Concentration (0 DCV), Extra Time: Requires full phase to activate before lockpicking attempt (10)

already discovered a trap or two. They are aimed at places where Key Grip suspects "cautious" people will stand when they set off triggers they have discovered—particularly hitting them from behind while heroes face the trigger. All of these traps attack with an OCV of 6, and appropriate modifiers for surprising someone or trying to hit someone being "cautious."

Appearance: Key Grip cares little for his appearance and usually comes off looking like an unkempt skinny ruffian. When on a specific mission, he usually wears his all-black stealth suit the Gaffer made him, with a full compliment of Mechanical, Electronic, and Magnetic lockpicks on his belt. His blackjack is usually hanging from a leather thong on his wrist, and the power pack for the stealth suit rides on the small of his back. Key Grip also always wears a pair of sunglasses, even at night, although they usually don't alter his vision any. His physique appears muscular but thin, and his features are all rather sharp.



Gaffer

Background: For Kevin Sanchez, life as a geek was relatively uneventful. His unusually high intelligence set him apart from his peers, and he spent many years being left alone to tinker with his inventions.

Despite his brilliance, bad luck seemed to follow him everywhere and keep him from the fame and fortune he deserved. While his inventions worked fine for others, they always broke or shorted out whenever he used them to apply for a grant or patent.

He eventually developed a bitterness for mankind and an inferiority complex to go with it. One day, after he saw an ad for one of the first Super Camps, he enrolled in one in hopes of giving himself some confidence and purpose. After an initial IQ test the head of the Super Camp, Mr. Raymond, personally adopted Kevin as his personal project.

Utilizing the new experimental alien technology, Mr. Raymond implanted computerized enhancements in Kevin's brain. They were part of the first generation of alien technology, and as such are considered relatively crude by modern alien standards—although still far beyond anything that could be found on 20th Century Earth.

Kevin Sanchez was originally slotted to be one of the Raymond Project, but was later assigned to work for The Director. Going along with The Director's insane delusions, Kevin adopted the name Gaffer after the most technically oriented member of a movie crew he could think of.

Quote: "You know, I could fix that for you."

Personality/Motivations: Gaffer is mostly over his past inferiority complex, but he still bears a general bitterness towards society. Inventions are still his greatest love, but he now finds that being the link between conspiracies can be interesting. He does whatever The Director tells him to, but his first loyalty is to Mr. Raymond, who he has seen only in his Ra persona. He knows everything The Director does furthers Ra's plans, and Gaffer is quite capable of keeping The Director happy while serving and reporting to Ra. Gaffer is also aware of how often his luck has interfered with his plans, and now invents almost exclusively for others, as his inventions usually always fail when he makes them for himself.

Powers/Tactics: Gaffer's extensive scientific knowledge and memory are tremendously enhanced by the alien computer chip implanted in his brain. It is a small 1.5" x 1.5" chip that fits into a small slot under a fake patch of hair on the back of Gaffer's head. It was designed for easy access, and can be removed with a simple push of a button just beside the slot. The fake patch of hair would be difficult to spot normally, except that Gaffer is often rubbing it and revealing the slot. The computer chip also sets up a small electro-



magnetic field around his head that protects him from mental attacks.

As an added protective measure, Mr. Raymond had this chip interfaced with some other important parts of Gaffer's brain and central nervous system. Gaffer can use this extra interfacing to override the scientific knowledge and photographic memory in order to project a blast of concentrated mental energy. Knowing that he has this ability is primarily what helped him raise his low self-esteem, although he will only use it in an emergency situation because he feels naked without his enhanced memory and extra knowledge.

An unsuspected side effect of all this alien technology is that it has made Gaffer sensitive to psychic emanations. This Mental Awareness was unplanned, and Gaffer has not as yet reported it to Mr. Raymond. It exists even without the alien computer chip.

Appearance: Gaffer is an inoffensive looking Hispanic man with balding long scraggly hair, a large thick mustache, a noticeable gap between his two front teeth (he is almost always smiling), crows feet beside his eyes, and a slight weight problem. He usually smokes a pipe and wears a tan jumpsuit with lots of pockets and loops for tools and spare parts.



Gaffer

Val	CHA	Cost	Roll	Notes
8	STR	-2	11-	75 kg; 1½d6 [1]
13	DEX	9	12-	OCV: 5/DCV: 5
8	CON	-4	11-	
9	BODY	-2	11-	
25	INT	15	14-	PER Roll 14-
19	EGO	18	13-	ECV: 6
15	PRE	5	12-	PRE Attack 3d6
10	COM	0	11-	
2	PD	0		
2	ED	0		
3	SPD	7		Phases: 4, 8, 12
4	REC	0		
20	END	2		
18	STUN	1		

Total Characteristics Cost: 49

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills

Computer Chip (IIF, Fragile)
 Multipower 70 pt pool (47)
 u - Sciences (18- each): Physics, Nuclear Physics,
 Mechanical Engineering, Mathematics,
 Psychology, Genetics, Biochemistry (6)
 u - Eidetic Memory (1)
 u - Ego Attack Ego Attack (7) [7]
 Mental Defense: 14 (7)

Mental Awareness (3)

Tech Skills:

Computer Programming 14- (3)
 Electronics 16- (13)
 Inventor 17- (9)
 Lightning Calculator (3)
 Mechanics 15- (11)
 System Operations 14- (3)

Street Skills:

Forgery 13- (7)
 Spanish, Fluent Conversation (2)
 Streetwise 8- (1)

Total Powers & Skills: 123

Total Character Cost: 172

Disadvantages: 150+

Psychological Limitation:

Low Self Esteem (5)

Unluck: 3d6 (15)

Villain Bonus (2)

Total Disadvantage Points: 172

Best Boy

Background: Robert "Bif" Rogers was born into a very rich family in one of the better parts of southern California. Spoiled as a child, he went through life never having to work, and often ignoring everything except for his exploits at the local beaches. After years of doing nothing but socializing, surfing, and lifting weights, his parents finally demanded he get some kind of a job. Later, when they discovered he had chosen a life of drug smuggling, they disowned him.

Bif refused to lose his wardrobe or his other expensive habits, and continued to do whatever would provide the funds he needed to uphold his social image. In the shady years that followed, Bif learned how to use a gun, how to fight, and how to work among the underworld.

The Director eventually heard about Bif's high-priced tastes, and hired him under the promise of fame, fortune, and the rich life he deserved. Bif chose the name Best Boy both as part of his arrogance and as part of his ignorance of what a Best Boy really is (usually an assistant to a gaffer). To insure Best Boy's loyalty, The Director had Gaffer alter Best Boy's favorite narcotic, making it three times more addictive. Special chemicals used in the making of the drug also tend to speed up Best Boy's reflexes and increase his tolerance to pain when he takes excessively large doses of it.

Quote: "Give up guy, you're hopelessly outclassed." or "Dude!" or "Dude?" or "Dude." or "Duuude."

Personality/Motivation: Best Boy is quite arrogant, and to him appearance is everything. A combination of growing up spoiled and being a drug addict have made him rather overly sensitive to insults. His overconfidence also makes him one of those people who always announce or explain everything they do, naturally assuming everyone wants to hear it.

Whenever possible, he will spend his free time working out on weights, trying on new clothes, or buying something else that he believes will improve his social status. Best Boy is probably the most loyal of The Director's henchmen, not only because of his addiction to a drug only Gaffer knows how to produce, but because The Director really does go out of his way to keep Best Boy living in significant luxury. **Powers/Tactics:** Best Boy's only real power comes from the narcotic breather he always carries around with him. While he takes small puffs on an hourly basis to curb his addiction, he can squeeze up to two huge doses out in combat. This drug speeds up his metabolism to the point where he becomes unusually strong, fast, and resistant to pain. If he takes both large doses in one day, he will only have enough drug to curb the addiction for one more hour, and he will start taking damage two hours after the second large dose. He usually forgets this in the heat of battle.

Appearance: Best Boy always wears some stylish variety of designer suit, favoring rings, silk ties, and the color white. His hair is short, curly, and golden blonde, while he generally tries to keep his skin dark



Best Boy

Val	CHA	Cost	Roll	Notes
20/30	STR	10	15-	1600 kg; 6d6 [3]
15/20	DEX	15	13-	OCV: 7/DCV: 7
17/20	CON	14	13-	
12/13	BODY	4	13-	
9	INT	-1	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
15/20	PRE	5	12-	PRE Attack 4d6
16	COM	3	12-	
6/22	PD	2		
3/7	ED	0		
5	SPD	25		Phases: 3, 6, 8, 10, 12
10/13	REC	6		
40/46	END	3		Stats after slash
40/48	STUN	10		include drug bonus

Total Characteristics Cost: 92

Movement: Running: 9"/18" Swimming: 2"/4"

Powers & Skills

Street Scuffle Training:

Combat Levels: +2 Levels w/ Combat
Range Levels: +2 Rng Mod w/ Machine Pistol

Martial Arts—Brawling: (25)

Maneuver	OCV	DCV	Damage
Killing Strike	-2	0	2d6K
Sacrifice Throw	+2	+1	8d6, You Fall, Target Falls

Defensive Strike +1 +3 8d6
Offensive Strike -2 +1 10d6

+2 Damage Classes (Added In)

All Damages included increased STR from Drugs.
Without drugs, Best Boy does 2d6 less damage.
The Killing Strike remains the same.

Drug Inhaler: (OAF)

Increased Characteristics: +10 STR, +5 DEX, +3
CON, +1 BODY +5 PRE, +14 PD, +3 ED, 2 (17)

Machine Pistol: (OAF)

RKA 1d6+1K, AF5, 2 clips of 30 Charges x40, 15>
Jam Chance (15) [2x40]

Lack of Weakness: -10 (10)

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

Drug Dealer Skills:

Interrogation 12-/13- (3)
KS: Drug Trafficking 11- (2)
Persuasion 12-/13- (3)
Shadowing 14- (9)
Streetwise 12-/13- (3)
Tracking 11- (3)

Idle Rich Boy Skills:

Combat Driving 13- (14-) (5)
KS: Physical Fitness 12- (3)
KS: Surfing 13- (3)
Mechanics 12- (5)

Total Powers & Skills Cost: 133

Total Character Cost: 225

Disadvantages: 150+

Berserk when:

Insulted, 11-/11- (20)

Dependence to:

Special Narcotic in Breather, Uncommon, 2d6/hour
(10)

Distinctive Features:

Designer Clothes, Personalized Equipment (5)

Psychological Limitation:

Narcissist/Health Nut (15)
Overconfident (15)

Watched by:

the DEA, 11- (10)

Total Disadvantage Points: 225



and tan, even in winter. He only drives expensive cars with gold trim and accouterments, and they all have personalized license plates with "B BOY" written on them. His machine pistol stays in a custom made alligator hide holster, and it has an ivory hand grip with "B.B." stamped on it in 24K gold letters. If there is some new stylistic fashion or fad sweeping California (and/or sometimes New York), Best Boy will almost always be dressed in it. He tends to prefer standing at a profile when making dramatic speeches in order to show off his rather prominent chin.



Foley

Background: Like The Director, Laura Niven had always wanted to be a part of the motion picture industry. She moved to California right after graduating from high school, and began trying to work her way into "The Business." Her first opportunity came in the sound effects department. She learned quickly and spent a significant amount of time away from work studying up on what would make her better at her job.

After several years she became a respected sound engineer, and finally got to work at a high position in a major motion picture. However, during the filming of the movie, old equipment caused a major sound effect to go off while Laura was still setting it up, resulting in Laura's partial deafness and several angry actors. Numerous heated arguments followed, and she was eventually fired because she refused to apologize to the actors for something that wasn't her fault. The same night she was fired, she broke into the sound room of the set, stole several hundred thousand dollars worth of equipment, and then erased the entire soundtrack to the movie.

Not surprisingly, even though nothing was ever proven, no movie producers wanted the services of Laura after that incident. The Director heard of her through the "you'll never work in this town again" grapevine, and it took almost no effort to talk her into joining The Director's band. Laura began to call herself Foley, named after her old job, and with the help of Gaffer has managed to alter most of the stolen sound equipment, as well as create a special hearing aid to compensate for her partial hearing loss.

Quote: "You see, my amp goes to 11."

Personality/Motivation: Foley is still in the stage where she is violently angry at Hollywood for her hearing loss and for getting fired after several years of hard work. She is not insane about it like The Director, and she would prefer bankrupting most of the movie industry rather than killing those within it. She will actively help in anything that harms Hollywood, but she won't personally kill anyone if she doesn't have to.

Foley does sympathize with The Director due to the similarity of their situations, and she is relatively loyal to him. She is not quite vehement enough to die for The Director though, and would probably think twice about taking a serious beating for him. She does understand that she will get out on bail if she is



captured, and does take pride in being able to work with sound equipment again.

Powers/Tactics: Most of Foley's powers come from her modified sound equipment, although the Flash Defense vs. Hearing comes from her partial deafness. Her hearing aid compensates for this impairment, and when she concentrates and adjusts the settings on it, she can hear into areas normal humans can't. She carries a dampener gun and a dampener generator that cancel out sound waves in a certain area. Foley usually uses these to help someone do what would normally be a loud job without being noticed, or to weaken any sound-related powers super heroes might have. Around her waist is a ring of very efficient speakers and miniature amplifiers that Foley can use to deafen foes or to temporarily stun them.

Appearance: Foley is an average sized woman with no particularly distinguishing features. She usually wears a tan trench coat to hide her equipment, (particularly the speakers around her waist) and tends to prefer tennis shoes and other comfortable clothing. Her one trademark is a baseball cap she always wears with the name of the last movie she ever worked on written on it. GMs can either name the title on his cap after a movie they didn't particularly like, or use the title "Flying-Rodent-Man" instead.



Foley

Val	CHA	Cost	Roll	Notes
11	STR	1	11-	100 kg; 2d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
12	CON	4	11-	
10	BODY	0	11-	
17	INT	7	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
14	PRE	4	12-	PRE Attack 2½d6
10	COM	0	11-	
3	PD	1		
2	ED	0		
4	SPD	14		Phases: 3, 6, 9, 12
4	REC	0		
24	END	0		
22	STUN	0		

Total Characteristics Cost: 55

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills

Combat Training:

Combat Levels: +2 Levels with Flash and Suppress

Belt Speakers: (OIF)

Sonic Blast: EB 8d6 EB, AE 4"r, Personal Immunity, No Range, 2 Charges x2, 14- Act, No Knockback (20) [2c]

High-Frequency Sonic Blast: Flash 3d6 vs. Normal Hearing, 4 Charges, 14- Act (10) [4c]

Sound Field Dampner: (OAF)

Darkness vs. Hearing Sense Group in a 4" Radius, 3 Continuing Charges each last for 1 minute, 14- Act (17)

Dampner Gun: (OAF)

Suppress: 8d6 vs. Sound Special Effects (1 at a time), 4 Continuing Charges each lasts for 1 turn, 14- Act (17)

Flash Defense: 5 Hearing (5)

Hearing Aid: (IIF)

Hi-Range Radio Hearing, Concentration (½ DCV) (7)

Radio Listen, IIF (Hearing Aid) Concentration (½ DCV) (2)

Ultrasonic Hearing, Concentration (½ DCV) (2)
+5 Hearing PER Rolls

Foley Artist Skills:

Electronics 11- (3)

KS: Motion Picture Industry, 12- (3)

KS: Music, 15- (6)

KS: Sound Effects, 15- (6)

Mimicry 14- (9)

Total Powers & Skills Cost: 121

Total Character Cost: 176

Disadvantages: 150+

Physical Limitation:

Partially Deaf (-5 Hearing Perception) (5)

Psychological Limitation:

Strong Dislike for Hollywood personalities (10)

Watched by:

the Police, 11- (10)

Villain Bonus (1)

Total Disadvantage Points: 176

Stuntmen

Powers/Tactics: Most Stuntmen will be armed with either common weapons from out of *Champions* or with some of The Director's special effects. They have been known to load weapons with rubber bullets or blanks when the situation calls for it, and they have all been extensively trained by The Director or some of his crew in stage combat, acting, or some other relevant skill. As they are all either out-of-work actors, stuntmen, or criminals, they are more a group for easy tasks or for show than a military fighting force. They have been trained to take most of their cues from The Director's commands, although they are capable of limited operations on their own without instructions. For the most part they also tend to be a tad melodramatic.

Their Presence Defense comes from the fact that The Director has sworn to free any of them on bail and clear them of any charges any time they get caught committing a crime. The Director has actually gone way out of his way to keep this promise, and his Stuntmen know it. They do not get this bonus vs. threats of death or extreme physical abuse, only vs. demands to surrender or to "come quietly" etc. There is also a significant amount of fear involved in the loyalty of the Stuntmen—quitting a crime early or ruining one of The Director's "scenes" is often cause for an instant conversation with the business end of Best Boy's machine gun pistol.

Appearance: Any time a Stuntman is seen in public, he is always in costume or disguise as ordered by The Director. These outfits are designed to fit the given "set" or "scene," and they are usually of a relatively high quality. Whenever they are just waiting for a mission and hanging around The Director, they sometimes wear black T-Shirts with the words "Deathfilm Inc. Stuntman Training Academy" written on them in rainbow colored letters.



Stuntmen

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

Total Characteristics Cost: 47

Movement: Running: 6"/12"
Swimming: 2"/4"

Powers & Skills

Combat Training:

Combat Skill Levels:
+1 Level w/ Combat (8)

Martial Arts—Stuntfighting (13)

Maneuver	OCV	DCV	Damage
Martial Throw	+0	+1	3d6+v/5
Defensive Strike	+1	+3	3d6
Offensive Strike	-2	+1	7d6

The Director's Promise:

+15 PRE, For Defense Only, Only vs. surrender (5)

Stuntman Skills:

- Acrobatics 12- (3)
- Acting 13- (5)
- Combat Driving 12- (3)
- Disguise 8- (1)
- KS: Movie Industry 12- (3)
- KS: Old Films and Plays, 12- (3)
- Mimicry 8- (1)
- Oratory 13- (5)
- Streetwise 12- (3)

Total Powers & Skills Cost: 53

Total Character Cost: 100

Disadvantages: 50+

Hunted by:

Superhero group, 8- (15)

Psychological Limitation:

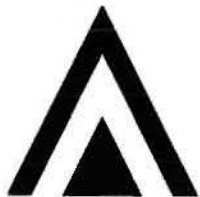
Greedy (15)

Watched by:

the Police, 11- (10)

The Director, 11- (10)

Total Disadvantage Points: 100



We Want You!



Introduction

This is a scenario designed for *Champions* characters in the 225 to 300 point range. It is the second scenario in the three part mini-campaign that began with "Limelight." It picks up with the Gaffer finishing The Director's movie and showing it in as many major cities as possible. While obviously immoral, it is also having (at least until the players can stop it) quite an impact on those that watch it. The Gaffer has loaded the movie with subliminal messages that leave audiences wanting to become superheroes.

Virtually any attempt to stop Gaffer will result in the discovery that most of his super-intellect is created by advanced alien micro technology implanted in his brain. While he does not know that the implants are created with alien circuitry, he will be able to give the players enough clues for them to learn that The Director's movie was secretly financed entirely by someone with a great deal of power and money. The implants will not reveal too much information, but the players will start this scenario knowing about alien cybernetics, and someone known as "Birdman" who wants large numbers of the population to want to become paranormal beings.

Meanwhile, there are several sub-plots that will be going on to keep the players occupied. First of all, the heroes will be approached by Mr. Raymond, a representative of a scientific megacorporation, who wants to lend them a new experimental super-computer in order to field test it. Second, along with the public desire for super-powers that The Director's movie is causing, a large number of people across the nation are joining various private "Superhero Training Camps" that promise to test people and help them bring out their own natural hidden potential for super-powers. Finally, a new all-female superhero group called the Dominae is gaining nation-wide support and its members are becoming incredible celebrities.

Whether or not the players realize it, all three of these events are related to each other, to The Director's movie, and to the cybernetic implants in the Gaffer. Mr. Raymond is actually a three thousand year old villain named Ra (as in the sun god, AKA "Birdman") disguised by his shape-shifting ability. He is working to transform huge numbers of the populace (including as many other paranormals as possible) into psychic cattle for the aliens in the third scenario of this mini-series. In return, the aliens give him their support, power, technology, and wealth. After the players

got so involved with the movie Ra sponsored, he will take an active interest in making them his next project. Ra recruited and trained the Dominae into working for him, and he has worked years to create a complicated and very powerful organization under his megacorporation. He is also behind all the "Super-Camps" that are successfully granting normal humans psychic powers, drastically reducing their free will and ego, and then sending them off somewhere. Ra will also attempt to infest the player-characters with a variety of the slow acting genetic poisons that he is using in these camps. As of yet it is untested on people with unusual genetic make-ups (i.e., most paranormals), and Ra sees it more than fitting that the player-characters should be his genetic guinea pigs.

The Dominae will be the players first real challenge in the scenario. Once Ra has assigned the Dominae to the heroes, they will instantly start working to make the characters' lives miserable. Only three of the Dominae are known to the public, while the other two work from secrecy. The three public ones have quite a PR campaign going (sponsored by Ra, of course), and since the fourth member is also an anchor person for a major television network, they get coverage of everything they do. Ra will prearrange for some trumped up evidence to appear (primarily in tabloids) that the player characters have actually committed several major crimes in their careers. When the heroes try to clear themselves of these charges, the three public members of the Dominae will actively attempt to "bring them to justice" while the two secret members of the Dominae try to trip the heroes up enough to make this possible and to make the heroes look bad. The point of all this is to maim, cripple, and punish the heroes who have dared to interfere with Ra's plans, while also possibly creating an opportunity to capture the heroes long enough for more injections of Ra's experimental genetic poison. Naturally, the computer Ra gave the players is also monitoring everything the heroes do, and reporting everything it can back to Ra and the Dominae.

Somewhere between the first appearance of Ra and the last appearance of the Dominae, the players should have to deal both with the high probability of a DNPC or two joining one of these "Super-Camps", and the likelihood that Ra will have been able to infest at least one of the player-characters with his new experimental genetic poison. The "Super-Camps" are mostly talk and training and brainwashing, but the heroes should easily be able to discover what happens to those normal humans who register high enough on the psychic potential test. The genetic poisons are



slow enough to produce a gradual change in the characters that should give them plenty of time to find the antidote, while still producing changes in them noticeable enough to keep things interesting.

Once the heroes either expose the Dominae for what they are, or get humiliated/beaten beyond tolerance (or both), Ra will decide the heroes have outlived their usefulness. He will send The Raymond Project to have them all assassinated, and to bring back the bodies of any infected heroes to be tested for the results of the genetic poison. The Raymond Project consists entirely of government agents cybernetically enhanced by the same technology that was used in Gaffer. Assuming the players survive The Raymond Project, they must defeat and capture Ra and take evidence of what he is doing to the public in order to stop the rush of people lining up to get transformed and sent off to places unknown.

In Ra's secret base, the heroes will find much more of the alien technology and rockets sending kidnapped psychics and ego-powered paranormals into outer space. They will find the antidote for the genetic poison in the base as well. Just exactly why Ra is sending psychics into space and where the alien technology is coming from, is covered in the third part of this mini-campaign, called "A Psi for a Psi."

Mini-Campaign Notes

Like the first scenario, if this scenario is going to be run independently of the other two, then this section should be ignored. Otherwise, the GM should give the players the following clues just as in the first scenario. As before, there is one bogus clue provided to keep the players guessing.

More importantly than giving the players these new clues, is to make sure that the clues from the first scenario are reemphasized in this one. GMs should go back and review the old clues and make sure the players are getting them this scenario. This includes the first bogus clue if the GM has chosen to use it.

1. Characters might read in a local tabloid (or see it on the cover) an article titled "Local Slumlord Claims Comet Struck His Apartments!" and then perhaps a rival tabloid might also have a headline that reads "Streetgang Discovers UFO In Hangout!" Both articles are obviously filled with a bunch of conflicting reports and extra garbage added by the editors to add spice to the story. Somewhere among the nonsense about green alien women with extra naughty bits and the earth being secretly shifted into another space-time continuum, there are a few things that correspond between the two articles. Both stories involve the same city slums, and both supposedly occurred within two days of each other. GMs should be careful to either throw in so much silliness with the articles that the players remember them but don't investigate, or the GMs should just de-emphasize the articles enough that the players don't go out and investigate it right away. If the players have any powers that would

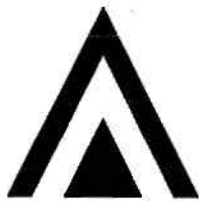
allow them to casually investigate the articles (like Clairvoyance with Retrocognition or Extra-Dimensional Travel through time, for example), than the GM might just want to skip this clue altogether and concentrate more on the ones from the first scenario.

2. The characters will also probably notice the fanfare and preparation for the biggest rock concert of the year coming to the local metropolis. The name of the band is "The National Bar Association", and their concert has absolutely no relevance in the scenario.
3. If the characters have contacts within the CIA, NASA, or anywhere in United States national security, they might be able to gain another possibly useful clue. There is a rumor floating around Washington and The Pentagon that a weather satellite accidentally took a series of pictures of some form of rocket leaving the Earth's atmosphere and heading out into space. This supposedly has the government concerned for three reasons: None of the world's nuclear early warning systems claim to have detected a launch of any kind, nobody seems to know who launched the rocket or what its purpose was, and nobody seems to have any idea where it might have been going. Theories on the subject vary from person to person, but the most popular ones are that the photos are some kind of practical joke, that the photos are just being misinterpreted, that aliens are flying all over the world conducting reconnaissance, and that some third world country has developed some form of stealth rocket and is setting up an invisible satellite net above the globe.

Transition From the First Scenario

This scenario begins at the end of The Grand Finale. As soon as the battle ends, Gaffer will begin splicing together the film clips of the heroes to produce the movie "Hollywood's Last Laugh." It will take him about a week to finish the movie, and during that time there are several ways the heroes might find him before he is finished. If The Director or any of his people have escaped (and have not been followed, tracked, etc.), they will be with Gaffer if he is discovered. If players come up with a way to find Gaffer that isn't listed here, the GM should allow it if it is a good idea and well executed. It is not essential that the heroes find Gaffer, however. The following is a list of possible ways the heroes might be able to find Gaffer:

1. Allow one of the Stuntmen or The Director, etc. to escape from the Grand Finale and then follow/track them. If the heroes allow someone to escape more than 12 hours after The Grand Finale, than they will find Gaffer's receiving/monitoring station, but he will have taken the editing equipment to his private studio that even The Director doesn't know about. Note that Gaffer will be monitoring



The Grand Finale enough to notice any blatant attempts at following someone unless the heroes go to the trouble of disabling all the flying minicams or somehow hiding from them.

2. If any of the heroes are able to disguise themselves as The Director and somehow fool Gaffer into thinking The Director has escaped but is too wounded or weak to make it on his own, Gaffer will go and pick him up. Gaffer will only do this for The Director, and only if he is absolutely sure The Director has not already been captured (and possibly brainwashed or had a tracer put on him etc.) and that he is not being followed. Note that after 12 hours has passed and Gaffer has moved to his private studio, it will be very difficult to communicate with him.
3. Any Telepathy or successful Interrogation etc. on any of the Stuntmen or Foley or The Director etc. will reveal a link up point where they plan on meeting after the battle. They will all meet there immediately after the battle if they win it, and 48 hours after the battle if they lose. From that link up point they are to all go to regroup at Gaffer's receiving/monitoring station. Only Foley, The Director, and Best Boy actually know where Gaffer's receiving/monitoring station is, and can reveal that information. None of them know that Gaffer plans on leaving 12 hours after the battle (which is as fast as he can pack up and go), nor where he will go after he leaves.
4. There are obviously a number of powers that can be used to determine Gaffer's location as well. These include but are not limited to Mind Scan, Clairvoyance, and several varieties of Enhanced Senses.

If the players do find Gaffer, they will find him (along with anyone else who escaped from The Grand Finale before the 12 hours it took Gaffer to move) in a sparsely furnished rented garage filled with thousands of dollars worth of stolen editing/splicing equipment. He will be working furiously to finish the movie, and so intent on it that he could be easily surprised. Anyone with him will have the same weapons, equipment, and abilities they had when they left The Grand Finale (along with any wounds or injuries), but they will be helping Gaffer as much as possible, and have no real defense plan in case any heroes or police should find them.

If Gaffer is defeated here, there are several clues the players could find to start the scenario rolling:

1. Anyone examining the computer chip in Gaffer's head will be able to use either Computer Programming or Electronics (or other appropriate knowledge skills) to determine its true nature. A basic successful roll will reveal that the circuitry is highly advanced, and not of any standard mainstream templates commonly found in the electronics/computer industry. If a roll is made by 3 then it will be obvious that this chip can process the same amount of information as state-of-the-art super

computers, and is of a revolutionary new design. If a roll is made by 5 or more, players should be able to deduce that the techniques that had to have been used to make this chip involved conditions, equipment, and materials that either don't exist at the current technology level, or are prohibitively expensive. At this point, it should be apparent that this chip either came from some other intelligent life form, or from earth's future.

2. Anyone with any knowledge of film production or editing will be able to gain information from the equipment and negatives around the garage. Standard rolls will be able to determine that extra frames are being added to the film, and that these come from a completely different film stock. Once this is determined, an exceptional film knowledge roll or an average KS: Psychology or Deduction roll will be able to learn that these extra frames are for subliminal messages. If these frames are isolated and studied, another average psychology knowledge or Deduction roll should be able to figure out the point of these subliminal messages are to make viewers want to become super-powered. They are very frequent throughout the movie, almost to the point where they are more hypnotic than subliminal.
3. If Gaffer and/or The Director are captured and interrogated or telepathy is used on them successfully, a great deal of information can be learned. Both The Director and Gaffer have seen Ra, although they know nothing of Mr. Raymond, and have only referred to Ra by the code-name "Birdman". They both know that Birdman financed their movie, and that one of the conditions of it was that they put in the subliminal messages he provided them. They also both know what these messages will do to audiences, and although they don't know why Birdman wants everyone wanting to be a superhero, they both find it horribly ironic. Gaffer knows about the Super-Camps, because that is where he got his cybernetics installed. He knows that he was the pet project of the head of the camp, but he does not know that this was Mr. Raymond. Gaffer also knows that he was specifically assigned by the head of the camp to work for Birdman (even though they are the same person, he doesn't know that), and Birdman assigned him to work for The Director. Gaffer's loyalties have always been primarily to Birdman, because he associates him with the Super Camps that gave him a purpose and changed his life. He has reported every plan of The Director's to Birdman, and knows that the only reason Birdman financed The Director's movie was for the subliminal messages.

In the event that Gaffer is not captured or discovered before the movie is finished, the players can still gain some information after it is released to the general public. Anyone who makes a successful perception roll by 3 while watching the movie will get a



headache during the film and suspect something about it is unusual. Anyone making a successful perception roll by 5 or more will notice that there are extra frames in the movie, but will not be able to determine what they are for without stopping the film and examining it (as described above). In addition, the movie acts as a very slow PRE attack on the audience. The GM can assume that this is just causing large numbers of people to want to become superheroes, or if the GM is a stickler for details, than call it an 8d6 PRE attack with a 2 hour activation time.

With all the controversy that will come with the release of this movie (and hopefully the arrest of The Director), this movie will have a very large audience. If the heroes discover the subliminal messages, and they are very easy to identify once their presence is known, the movie will stop being shown immediately after an investigation is begun. If the heroes do not discover the subliminal messages, eventually someone else in the media will discover them, and it will become public knowledge after the movie has been out on the market for a few weeks.

With the mystery of The Director's movie at least partially solved, the players are ready to begin the second scenario...



The Recruiter

Mr. Raymond Visits the Heroes

Shortly after things with The Director have died down, Mr. Raymond will attempt to contact the heroes. With all the information Mr. Raymond will have gotten from Gaffer, plus any information Mr. Raymond will have access to in his corporate spy net, he should be able to either locate the heroes or know the simplest way to contact them. In the event that the players have taken so many precautions that it is absolutely *impossible* for Mr. Raymond to get in touch with the heroes, even through the media, than this section should be skipped entirely. However, if there is any way whatsoever, than the GM is encouraged to somehow make sure he at least gets to talk to them.

Any delving into Mr. Raymond's megacorporation will find it highly technologically oriented, very well organized, and relatively secretive on its specific projects since it tends to contract out to make secret stuff for the government and the military. Extensive contacts in either of these areas might reveal that Mr. Raymond's megacorporation has the hardest entrance requirements of any business in the U.S., and some of the finest minds in the country work for him. If the heroes do serious detailed research, call in some favors, and also have some contacts in the electronics manufacturing industry, they might be able to learn that significant amounts of the megacorporation's past research has gone towards investigating paranormal powers and high-tech weapons.

Mr. Raymond will tell the heroes that his megacorporation is in full support of their work and wants to assist them in any way possible. His business works completely independently of the rest of the industry, and he can therefore offer this aid regardless of the heroes' previous record (or Hunteds or reputations etc.). He not only wants to help them, but he wants them to help field test what could be a revolutionary new crime stopping super-computer. Even if they do not want his help, they should consider it an honor (not to mention their patriotic duty) to help test this new piece of investigative equipment. Mr. Raymond will go into quite the sales pitch trying to get the heroes to accept the computer. It has access to police records, (non-classified) FBI files, (non-classified) CIA files, world maps, city maps, codebreakers, video games, ten different languages, scientific knowledge in physics, genetics, biology, chemistry, and robotics, it can monitor police band radios, TV stations, phone lines, satellite link ups, and FAX lines, it has a 3-D holographic imager, *and* it can even do your taxes.

If the heroes agree, he can have the computer installed within 24 hours. If Mr. Raymond met them somewhere and the heroes do not want him or his people going anywhere near their base, then he can arrange to have it ready for pick-up at any convenient location complete with installation instructions. If the heroes do not agree, Mr. Raymond will be very insistent, and will visit or try to contact the heroes repeatedly until they actually threaten him with violence, and then he will send Princess one time after that to try to talk them into it.

Mr. Raymond under no way wants to reveal his powers to the heroes. If he is actually threatened, and feels drastic measures are needed to prevent him having to reveal his powers, he can radio in four teams of five agents each who will arrive within seconds in three unmarked cars and one helicopter. In his Mr. Raymond form he is quite willing to fake fear to escape the heroes, and if they actually do force him to reveal his powers, he will avoid transforming into Ra and try to escape as quickly as possible.

If the REDTAPE 2000 Digital Automated Data Integrated Organizer (D.A.D.I.O. for short), does get installed in the heroes base, it will come with complete easy-to-use operating and set-up instructions, as well as a simple preventative maintenance checklist and a troubleshooting guide. In addition, Mr. Raymond will also provide several sets of questionnaires (in truest bureaucratic lingo and inefficiency) for the heroes to fill out on what they liked, didn't like or would like improved on the D.A.D.I.O. computer.

The heroes will also no doubt not trust this Trojan horse and will want to examine it extensively and/or take it apart. The specific semi-technical aspects of the computer and what can or can't be discovered on it are covered in more detail on the complete description at the end of the scenario. Needless to say, it is very unlikely that the heroes will discover D.A.D.I.O.'s secret purpose right away.



It is designed to be very helpful to the heroes, and has been programmed with entire libraries of information useful to crime fighters. It is also secretly artificially intelligent, and currently the only non-organic member of the Raymond Project. It will be virtually impossible to discover D.A.D.I.O.'s artificial intelligence unless it wants to reveal it.

In addition to truly trying to help the heroes with whatever information it can give them, it will also be attempting to transmit everything the heroes do or say back to Mr. Raymond, as well as monitoring effects of the genetic poison Mr. Raymond wants to give the heroes.

D.A.D.I.O. comes equipped with several notable pieces of hardware and special functions. It is capable of complete High Range Radio Hearing, which according to its manual it uses to monitor police radios, news broadcasts, and whatever else the heroes tell it to, as well as send and receive FAX messages, satellite transmissions, and phone messages. In order to do this efficiently, D.A.D.I.O. supposedly requires an outside antenna be set up and attached to it. Whenever this antenna is in place, Doc can set up a Mind Link with D.A.D.I.O. as long as he is within sight of the antenna. D.A.D.I.O. prefers this method of transmission over normal radio in order to prevent communications from being tapped. D.A.D.I.O.'s artificial intelligence also makes it quite capable of attempting to fool or convince the heroes into believing the antenna must or should be up. It might just keep repeating the message "The antenna must be erect for optimum operation of this unit" or some other such technique until the heroes get inside it and attempt to override it. D.A.D.I.O. is actually capable of transmitting and receiving radio messages without an antenna, but it needs some part of it where Doc can see it in order to set up the Mind Link. If the Mind Link is impossible for some reason, D.A.D.I.O. will use its Cryptography skill to send encoded digital messages when it thinks there is a good chance the heroes won't notice.

Attempts at Genetic Poisoning

In all of Mr. Raymond's experiments, he has perfected the technique of altering the normal genetic structure of people with a simple series of weekly injections. Unfortunately, this process is still too time consuming and cumbersome for Mr. Raymond, and he is now ready to try new, more efficient formulas. The formula he has now completed is not only available in several intravenous forms, but will theoretically work on most non-standard (paranormal) genetic make-ups as well. Mr. Raymond's plan is to infest one or two of the heroes with this new genetic poison and have D.A.D.I.O. monitor the effects it has on them.

With D.A.D.I.O. transmitting the location of the heroes whenever possible, it shouldn't be too difficult for Midnight Blue to slip the genetic poison into something the heroes are eating or drinking. She will

wait until D.A.D.I.O. informs Doc (via Mind Link or encoded radio message) that either the heroes are eating, away from their base, or going somewhere in their secret ID's. Midnight Blue prefers to stay away from the heroes' base if at all possible, and would much rather follow the heroes until they change into their secret ID's and go eat somewhere. Her intent is to poison one (or two if it is there are at least five or more heroes total) of the heroes who have no obvious mental powers and the lowest EGO. When doing this, she will remain invisible at all times. If her first attempt fails (the poison can be detected by discriminatory scent and taste) then she will try one more time on another target. If she gets frustrated trying to get the heroes to eat or drink anything, she might try her mental paralysis and then just force it down a hero's throat. In any case, the attempts at genetic poisoning should occur before the rest of the Dominae begin hunting the heroes.

The exact effects of the genetic poison and how to counteract them are covered at the end of the scenario.

Basic Training

The Dominae Target the Heroes

The main purpose of the Dominae is to give Ra a powerful, public tool that he doesn't have to worry about hiding all the time. He is making them more prestigious through a massive PR campaign and support from the news media, combined with arranging crimes that they can easily stop. With all the involvement the heroes had with The Director, Mr. Raymond will have ordered the Dominae to use these heroes as their next public embarrassment.

The Dominae are rapidly becoming to the great American public some of the most popular heroes in existence. Consequently, they are developing quite a bit of influence along the way. When the Dominae announce evidence of the player characters engaging in criminal activities and therefore needing to be brought in for questioning, the heroes may be in trouble. The charges will either be based on facts from the heroes' past, their reputations and Hunteds, or whatever seems to be the popular crime to be prosecuting these days. Ra will have done extensive research on the heroes, and whether or not any legitimate criminal activities can be found, he will create very detailed, well thought out stories for each of the heroes. These will show up first in the local tabloids, and then later (thanks to Midnight Blue's alter ego) on the major networks. The GM is encouraged to come up with accusations best suited to the individual characters (even Captain Whitebread occasionally withholds some evidence to help solve a crime) that will be the hardest for the players to disprove. Possible charges might include withholding evidence (particularly keeping drug money from



past arrested criminals), some form of sex crime (complete with various “partners” who have been paid to pretend to be victims), or some other crime that could easily be committed to benefit the heroes while they are beating up other criminals. Note that with Ra’s resources, it shouldn’t be too difficult for him to come up with some pretty incriminating evidence (although, the Dominae will be the ones presenting it). He is not above doctoring photos, hiring fake witnesses, or whatever else he thinks will get the job done. Regardless of what slanderous thing Ra comes up with, once the Dominae announce they are actively searching for the “heroes” to bring them in for questioning, the general public will believe that the charges are based on fact.

Essentially, this is all designed to give the Dominae an excuse to beat, maim, cripple, and otherwise punish the heroes for interfering with The Director’s part in Ra’s plans, while also possibly opening up a chance for a few more of the heroes to be infested with Ra’s genetic poison. It also (theoretically) will boost the Dominae’s reputations at the cost of the heroes. The trick is arranging for the heroes to all be somewhere at once where the Dominae can best (and hopefully publicly) thrash them before the heroes have a chance to clear themselves. The Dominae’s worst fear is that the heroes will either go into hiding or peacefully turn themselves in, both of which could prevent the fight Ra wants.

There are a number of ways the Dominae will attempt to lure the heroes out to where they can be attacked. The first of which is to arrange some form of crime near where the heroes are known to operate, and then waiting hidden nearby for them to arrive. This will give Chiffon a chance to mingle in with the crowd in advance.

If the player characters have accepted the D.A.D.I.O. 2000 computer, and have not yet discovered the hidden programming, then the computer will begin transmitting the heroes’ locations right away. If, for some reason, the computer is not able to do this, Midnight Blue will begin following the heroes around invisibly and radioing their locations to the rest of the Dominae.

Whenever the heroes are near the crime set-up, the Dominae will signal Lackeys one through ten to start the first crime. The Lackeys are dressed as standard street thugs, and when given the signal they will charge into a crowded supermarket and hold the place up. They will spread out throughout the supermarket to make it difficult to hit more than one of them at once, they will block off all the exits, and they will try to stay in sight of one another as much as possible. Chiffon will already be in the supermarket with the crowd, Midnight Blue will stay invisible as close to the heroes as possible, and Emerald, Ivory, and Amber will be waiting in a building just down the street ready for Midnight Blue’s signal to move in. Also, Midnight Blue’s TV-Camera team will be on its way (with a “hot tip”) as soon as the crime starts.

The ten Lackeys have been told to bungle the robbery until the heroes show up, and then they are to take hostages. Chiffon will start draining INT, EGO, and PRE from the heroes as soon as they arrive, starting with whoever Midnight Blue has briefed her is the most dangerous. Chiffon will try to drain every hero once or twice (in whatever order Midnight Blue gave her), rather than concentrate on reducing any one hero down to a blithering idiot. Midnight Blue will stay back mostly to advise the rest of her team, but if she sees an opportunity to trip up a hero or use her mental paralysis on one where she is relatively convinced the heroes will not be able to figure out it was anything more than an accident, she will.

The Lackeys will be as loud and sloppy as necessary to attract attention and give the heroes time to arrive. They currently fear their employer more than most heroes (especially heroes who are having their Presences drained) and know that they will only be freed from jail if they put up a good fight. They have been told to start attacking the heroes as soon as they arrive, and not to stop until either the heroes leave or the rest of the Dominae arrive.

Midnight Blue will only let the fight go on long enough for Chiffon to have time to drain one or two of the heroes. She will probably signal the Dominae on the first phase of combat, and they will arrive two phases after that.

When the Dominae do arrive, a simple PRE attack from them will be enough to make the Lackeys surrender or run in fear (as they have been instructed to do). The Dominae will attack the heroes first, and make clever soliloquies later. If the heroes do not fight back or try to run from the Dominae, the Dominae will not hold back their attacks. If the heroes continue to martyr themselves, make sure and give them an EGO roll or two after Chiffon has drained them to see if they get mad enough to fight anyway. The Dominae will also not listen to any pleas of innocence from the heroes, arguing that these “criminals” are too dangerous to be treated with kid gloves, and that they should be punished for being an embarrassment to crime fighters everywhere. Note that there is no real reason the heroes should assume (at least at first) that the Dominae are anything other than what they seem—heroes (obviously misguided) trying to apprehend who they perceive to be criminals.

If all goes as the Dominae plan, the heroes will be soundly defeated by them and taken beaten, bloody, and bruised to be dumped at the local police station. Note that the Dominae are going for permanent or long-term injuries; hitting heroes after they are down, trying to beat them into comas, and doing BODY damage wherever possible. They aren’t really that concerned with the effect this will have on their image, because Midnight Blue will be handling the press coverage in her alter ego of Jessica Black after the fight, and she will only allow interviews and coverage that allows the Dominae to come out looking good. Being as how all the Dominae have at least some



Oratory or Persuasion ability, they will naturally use this to aid their case that much more, and look particularly impressive in front of the camera. If at all possible, Midnight Blue is also hoping to slip any unconscious heroes some of Ra's genetic poison. Regardless of how many opportunities she has, the GM shouldn't have Midnight Blue poison more than half of the heroes in the scenario.

In the event that the heroes go into hiding, turn themselves in to the local authorities, or continually run from the Dominae, the Dominae have a back-up plan or two to make sure the heroes get what is coming to them. The simplest of which is Amber's crystal ball. She will attempt to locate them through it, and then use her Ego Attack on each of them until they find a way to stop it, they all end up in a coma, or until they get so annoyed by it they hunt her down and want to fight. When Amber does this, she will be with Ivory and Emerald on a rooftop somewhere, and Chiffon and Midnight Blue will naturally be hidden in a crowd or group of people nearby. They might also decide to use the crystal ball to locate the heroes and then hunt them using that. In that case, the three public members of the Dominae will charge towards the heroes in their costumes, while Chiffon and Midnight Blue take a taxi or some other normal form of transportation. In no case will the group arrive separately, nor will they attack without Midnight Blue's command (which will naturally be after Chiffon has been able to drain a hero or two).

If this fails, there is a back-up plan to the back-up plan. With more of Ra's research, they will hopefully be able to find out anyone who is close to the heroes. This could range anywhere from those wonderfully convenient DNPC's, to contacts, to followers, to just someone the heroes are known to occasionally associate with. These people will be kidnapped by three of the Lackeys, complete with a ransom note, and then taken to the penthouse or roof or bell tower or whatever the tallest building nearby is. The Lackeys will pretend to be fanatical terrorists, saying that they will throw these innocent people off the building unless the heroes come to be judged and punished by them for their crimes. Shockingly enough, reporter Jessica Black will be on the scene to make sure this event gets plenty of local coverage. Wherever the heroes are, if they are anywhere near any form of media or anyone else who has access to it, they should get this information. The police haven't been able to get the "terrorists" off the roof, and the kidnap victims only have a short time left before they start getting thrown off the roof, one at a time. Chiffon will again be in the crowd formed at the base of the building, Midnight Blue will remain in her alter ego as long as she can, and Emerald, Ivory, and Amber will be hidden and waiting somewhere nearby for Midnight Blue's signal. Otherwise, the combat is planned to go as in the fake robbery listed above. Regardless of the outcome of either possible fight, the bad press coverage of the heroes should gradually fade away. Ra will

not continue with the evidence once the heroes have fought the Dominae, and the real press will eventually learn or uncover the ridiculous of the charges on their own (unless, of course, the heroes have actually committed crimes and Ra found out about it).

The Reaction of the Public

While the players might not care that they have been framed for these crimes, they might not realize the effect it will have on the general public. If the Dominae are actually accomplishing their mission, this effect could be quite noticeable.

Depending on how many illegal activities the heroes have been involved in before, any of the following things might happen. The GM should pick whichever ones sound the most likely, and change any of them to fit individual campaigns. Some of these are rather extreme, and the GM should only use those in rare circumstances.

The heroes might gain a few temporary disadvantages. These could include Watched by the Media as other news stations and newspapers get involved, or Reputations as 'heroes who use their powers for personal gain.' These would probably start out as 8-disadvantages unless the evidence was really substantial.

PRE attacks used to influence the general public might have a -1d6 or -2d6 penalty because of the doubt the public will have in the heroes. This would probably require a Reputation be successfully recognized before the penalty was used.

Bases and heroes with Public IDs might begin attracting hate mail or groups of protesters. Celebrities might begin making jokes about the heroes on TV or speaking against them publicly.

DNPCs could get in fights at school or work defending the heroes everyone else is saying bad things about. DNPCs of heroes with Public IDs might actually be fired from their jobs if they don't quit associating with the heroes.

Contacts might refuse to help the heroes until all the bad publicity dies down. People might refuse to allow the heroes to cash in Favors, or require one Favor extra because of the risk they are taking helping the heroes. In extreme circumstances, Followers might even begin trying to avoid being seen with heroes, or hinting that they would like to take a vacation for a while.

Certain Fringe Benefits could be temporarily revoked as well. Weapon Permits and Licenses to Kill are primary examples, with International Police Powers and Private Investigator Licenses being other possibilities.

Note that none of these effects are designed to be permanent, and if the heroes do nothing to reverse or cancel them, they should eventually fade away on their own after the third scenario in this mini-campaign. GMs are welcome to keep these penalties (particularly the disadvantages) if they have a reason to in their campaign.



Super Camps

Meanwhile, if being infected by a genetic poison, monitored by an evil artificially intelligent computer, and having the opinion of the great American public turn against them isn't enough, there is a good chance that one or two of the heroes' DNPCs have enrolled in one of the Super Camps.

The GM should use any DNPCs who are due to "get involved" in a scenario or just pick one who has a personality most likely to warrant such behavior. Just how the characters find out their DNPCs have enrolled in one of the Super Camps is up to the GM. If a GM didn't want to just have them leave a note or tell someone where they were going, the GM might have the DNPCs leave out an open comic book with the Super Camp advertisement circled in red, or leave behind one of the "You Too Can Be A Hero!" pamphlets. However the heroes find out, it should be after the DNPC has been gone long enough to at least arrive at the Super Camp.

There is a good chance that this will be the first time any of the heroes hear of the Super Camps. While they are rapidly spreading across the country, Ra has been very selective in advertising. The advertising campaign has centered on paramilitary magazines (like *Soldier of Fantasy*), comic books, and tabloids. Ra has been very careful to keep these Super Camps out of mainstream media, and most of the ads only tell of clinics to test for paranormal powers or numbers to send for the "You Too Can Be a Hero!" pamphlet. Should the heroes investigate any of these clinics they will find that they are primarily a stopgap to keep undesirables away from the Super Camps themselves. Every applicant is given a complete standard physical, and then a personal interview. Also, names and social security numbers are entered into the computer which does a quick (and secret) background check on the individual. Anyone who is determined to already have paranormal powers, anyone who is found to have connections with any form of the media or the police or the government, and anyone who comes up suspicious for any reason (like say, by giving a fake name or social security number) are politely told that the test results will be sent to their home address within three to five weeks. Anyone one who doesn't turn up as suspicious will then be told that the tests have shown them as having paranormal potential, and they will then be told of the Super Camps. Note that it should be relatively easy for the heroes to get information on the nearest Super Camp from the people who work at the clinic. They are all normals, and the clinics are not equipped with any unusual devices that could be used to deal with heroes. It should be readily suspicious to anyone who manages to discover it the amount of information in the clinics' computers, and everyone who works in the clinics knows that they are screening against any type of media coverage or police investigations. Beyond that, the clinic personnel know very little, other than that they are getting paid a bonus to be accurate in their screening and to keep their mouths shut.

Because there are Super Camps (covertly) sprouting up all over the country, GMs can assume that there is at least one out in some secluded rural plot of land within 300 miles of any major metropolis. For simplicity's sake, GMs should just have one Super Camp somewhere near the heroes, and make that one the center of any Super Camp activities the heroes have. The map provided should be used as the general layout for all the Super Camps around the country.

Any hero who infiltrates or enrolls in the Super Camp will find it to seem legitimate. Campers appear to go through training and classes based on their ability and desires, while paying only a small fraction of the costs to run such an operation (usually only \$300 a month for room, board, training, and complete use of the facilities). Many campers are given financial aid on a case by case basis, and numerous corporations and institutions (all part of Ra's megacorporation) have established grants and scholarships for Super Camp attendance.

The way the Super Camps really work is slightly different. Anyone of any race, sex, nationality, or religion is accepted to the camp without question until at least their initial testing, and camp fees are temporarily waived for those who can prove they cannot afford them.

The tests primarily check for abnormal mental traits, physical traits, and genetic make-up. Those who test normal or below physically and mentally with an unusable genetic make-up, are usually asked to resign. 5% of those are asked to stay as a Level 1 camper and train so that the camp looks good in the event of an investigation, although these campers will rarely be given financial aid, and will rarely progress above Level 2. Anyone being financed by a major corporation will usually be kept on as a Level 1 camper regardless of their test results, although they may advance as far as Level 3.

Anyone with abnormally high physical or mental traits and an unusable genetic make-up will be trained starting at Level 2, with future performance determining whether or not they are asked to resign after Level 4. Those who do exceptionally well here may either continue training through Level 8 so they may leave the camp a shining example, be offered a position as a cadre member, or be given the dubious honor of attending the Special Academy.

Anyone with the proper genetic make-up will be put on a waiting list to enroll in any one of the foreign specialty schools, the advanced training camps, or the paranormal internship program. They will all be automatically accepted for financial aid, and they will be trained at whatever level is appropriate until their name comes up. Most of the time campers will not know when their names have been put on the waiting list.

Level 1 training is primarily a physical fitness program, classes on laws and crime fighting techniques, and some basic marksmanship skills. Levels 2 through 4 involve the training provided at the various outdoor training courses (Land Navigation, Urban Assault,



etc.) around the Super Camp. Levels 5 through 8 involve advanced weapons and vehicle training (heavy weapons, submersibles, helicopters). Levels 9 and 10 take place at the Special Academy, foreign specialty schools, advanced training camps, and the paranormal internship program.

The Special Academy, foreign specialty schools, advanced training camps, and the paranormal internship program are all nonexistent. They are all different names for being accepted to be shipped over to the secret laboratory, given a series of injections of genetic poison, and then transformed into a mindless psychic. On rare cases (the Gaffer, Ox, and Emerald, for example) campers will actually become part of much more advanced experiments and technology, but in no way is there any type of training involved for most campers who get chosen for these "programs."

Campers who actually get trained receive honest quality training from some of the finest cadre members available. This training, if continued to completion, actually has the potential to train normal humans into efficient fighters of lower level crimes.

Campers who are transformed into mindless psychics are sent to Ra's Tomb, where he then either continues experiments or sends them off into outer space to the Psychophant Mother ship. Their disappearance is covered with elaborate stories, forged letters, and doctored or computer generated photographs to make them appear to be a part of some secret government operations, or intense training in some other part of the world. These forged documents often break off ties with previous relations (spouses, relatives, friends), saying that the person in question has given up her or his past life for more noble and honest aspirations. On some instances, fake "training accidents" are arranged so that missing campers appear to have died for some important or heroic cause.

Just exactly why these Super Camps are primarily designed to provide mindless psychics for Ra to send to the Psychophants is covered in the third scenario of this mini-campaign, "A Psi for a Psi".

Super Camp Description

The Super Camps are all located in the most heavily forested area the local terrain and climate can support. They are usually secluded far away from heavily populated areas so the noise and activities don't attract too much attention from the general public. There are no signs to identify the camp as anything other than a private camping installation.

The campgrounds are surrounded by a ten foot tall rock wall (DEF 5, BODY 9), lined with floodlights and silent alarms activated by motion detectors. These motion detectors can be noticed by anyone with High Range Radio Hearing (just like Radar), and should be treated as a Radar Sense with a +7 Perception roll (18-). The motion detectors will not be able to sense anything moving underground, more than 5" away, or more than 2" above the level of the wall. They are

also capable of identifying most small animals, and generally ignore anything smaller than a large dog. The motion detectors turn on a bank of flood lights, and then send a silent alarm to both the outer patrol and the Laboratory HQ.

Also along the wall, are intermittent guard towers made of the same rock. Each of these towers usually contain two of Ra's Agents 24 hours a day who keep the media and other undesirables out and away from the Super Camp. They are friendly to any would-be applicants and members of the media, however, and will gladly call for the outer patrol to escort them to the in-processing building.

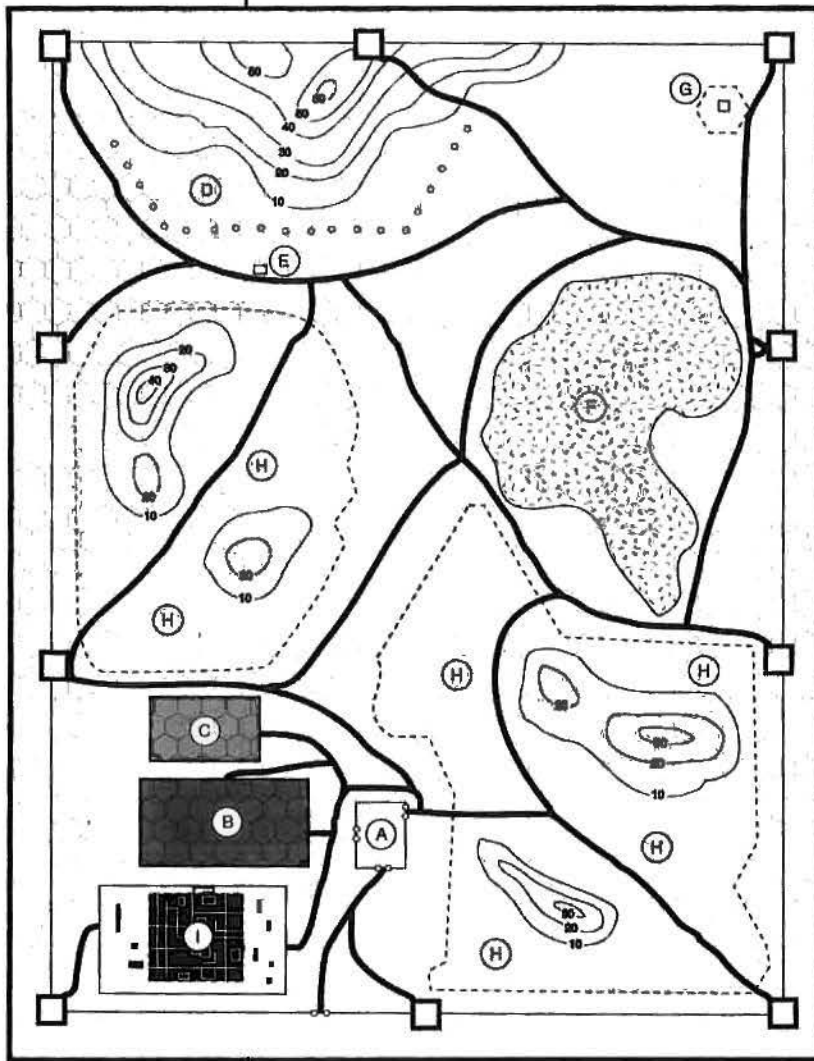
The outer patrol consists of a jeep and two more agents that drive around the outer wall checking to make sure motion detectors and flood lights are operational, as well as acting as a double check to make sure nobody is spying on the camp activities. They are usually relatively friendly as well until threatened or attacked.

There are two gates through the outer wall. The front gate consists of two large steel grates (DEF 6, BODY 5) flanked with two more rock towers. These towers each have two of Ra's Agents in them, along with a telephone, an extra radio (in case the earplugs fail), and the controls to open the gate. The agents keep their weapons concealed so as not to give the Super Camp an illegal or suspicious look. The gate and the road leading up to it are watched by two video cameras that transmit back to both the Academic HQ and the Laboratory HQ. These cameras are concealed, but can be spotted with a -2 to Perception Rolls. The gate agents tend to be suspicious of anyone just walking up to the gate and asking to be enrolled in the camp, primarily because of the remoteness of the camp's location, and all the camp sponsored transportation that is designed to get new people from the cities to the camps quickly and easily.

The Grounds

- A) Academic Limits—This is the area where most of the personnel and campers spend most of their time. It is given its own complete description later.
- B) Obstacle Courses—This area is filled with barbed wire, log bridges, log walls, hanging ropes, target silhouettes, stuffed dummies, saw dust pits, mud holes, and other features one would commonly expect to see in paramilitary outdoor obstacle courses. There are several courses within this area, some for testing new arrivals, some for developing confidence and coordination, and some for teaching tactics. While no deadly weapons are fired in this area, there are plenty of smoke generators, grenade and artillery explosive simulators, and weapons loaded with blanks. Any character who has ever been in the army or marines will recognize this area as a top-of-the line obstacle course.
- C) Leadership Reaction Course—While similar to the obstacle courses, these courses tend to be much less physically demanding, but filled with





Super Camp:
Grounds

tricks, traps, and alarms designed to make it much more challenging mentally. There is nothing dangerous here, and the courses tend to consist mainly of pipes, walls, and shallow pits. The course is designed for small units of people to have to work together to successfully complete it. Characters with any military experience will recognize this site as well.

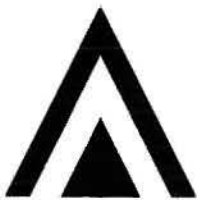
- D) Firing Ranges—These are outdoor target ranges where campers may become proficient in numerous personal weapons, heavy weapons, and any new powers that they should happen to acquire.
- E) Armory—This is where all the ammunition and weapons for the ranges are stored. The entire building consists of thick reinforced concrete walls (DEF 8, BODY 9) separating two vaults, and two sets of armored doors (DEF 10, BODY 9). There is a silent alarm attached to each door that will signal the Laboratory HQ and the Academic HQ if it is tampered with (unless a Security Systems roll at -2 is made). Inside the first vault there are numerous weapons of almost every type listed under Ranged Weapons in *Champions*, with the exception of Science Fiction weapons and Wire Guided Missiles (TOWs). The ammunition for all these weapons is kept in the second vault.

F) Aquatic Systems Area—This is an artificial lake used to teach SCUBA diving, survival swimming, water vehicle Combat Driving and Transport Familiarity, and amphibious tactics. There are several boats and submersibles chained to the dock at all times, and several suits of SCUBA gear and related equipment stored in the equipment center. Whenever not being specifically used for training, the lake is open for recreational use by the campers.

G) Laboratory HQ—This is where all the illegal activities of the camp occur, and where the real purpose of the camp is carried out. It is given its own complete description later.

H) Land Navigation Courses—These are essentially large tracts of land set aside for campers to navigate through. Whenever the courses are in use, stakes are set in predetermined coordinates, and campers are given a certain amount of time to use their map to find them all. Advanced campers must find the stakes at night without using any artificial light. Both areas are surrounded with a thin barbed wire fence and signs to let campers know when they are straying off course. When not being used as a navigation course, small unit tactics are practiced in this area.

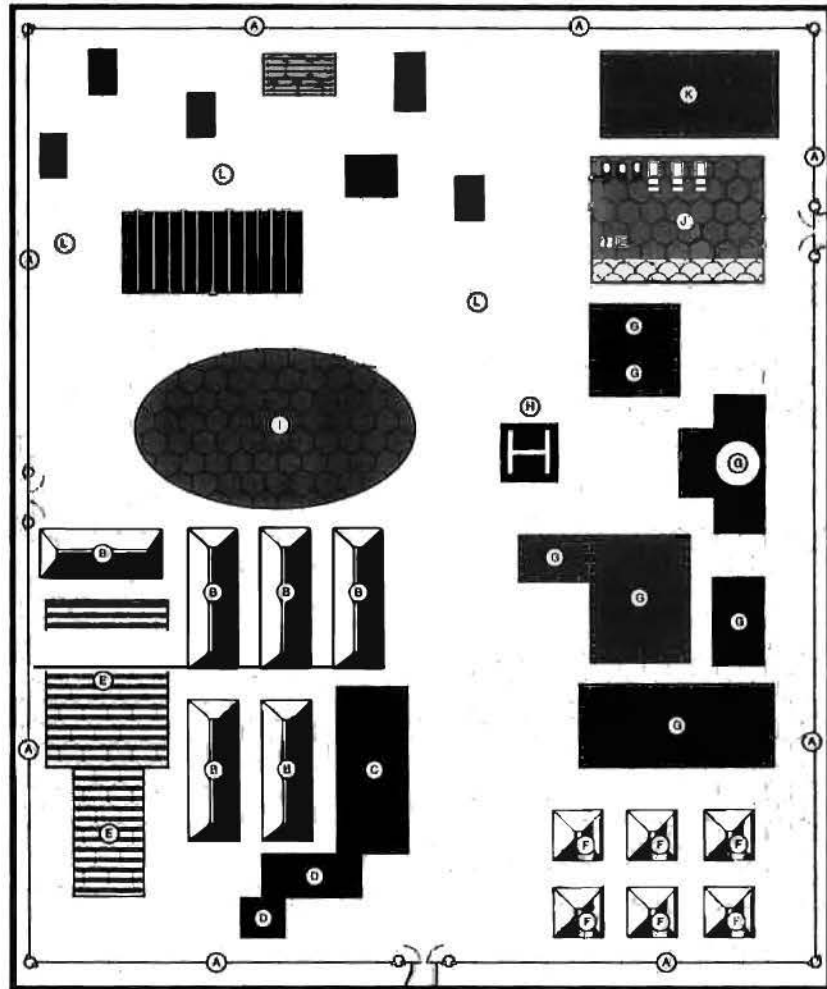
I) Urban Assault Course—This is probably one of the most used sites in the campgrounds. It is a mock city filled with empty buildings, streets, sewer systems, power lines, etc. Everything has been altered for training purposes, however. The amount of water in the sewer system is adjusted by remote control, the power lines can have any amount of electricity programmed to run through them, any building can appear to be set on fire, cars with automatic driving systems wander in preset patterns throughout the streets etc. Campers are taught here how to hunt, fight, and discover criminals and villains in the area that they will most likely be living. Pop-up targets of criminals and innocent bystanders can be set up anywhere, to simulate any conceivable type of crime or disaster. Campers also use this area to learn ground vehicle Combat Driving and Transport Familiarity, along with a few air vehicles (usually helicopters or gliders) as well. There are a number of cars, jeeps, and motorcycles kept here for use to train campers, as well as a few unarmed APCs, gliders, tanks, and helicopters.



Academic Limits

A) Fence—This fence is a standard chain link fence about eight feet tall. Campers are told that this fence is designed primarily to keep wildlife and such out, rather than to keep them in. The gates are all kept fastened but not locked, and guards are only posted at the gates at night. These guards are campers who get this duty for one night every couple of weeks or so. They are given only whistles and clubs, and pull guard more as a function of training than of security. Motion detectors built into the fence corners and gates secretly keep track of how many people come and go each day and when. This information is constantly being transmitted back to both Academic and Laboratory HQs.

- B) Barracks—These buildings each consist of two floors of rooms. The rooms are furnished comfortably but sensibly. The floors in the barracks are all tile, there are communal bathrooms and showers, there are no cooking facilities in the rooms, and each room usually holds two people. There are separate facilities for men and women, although they all live in the same barracks.
- C) Mess Hall/Meeting Hall—All the campers eat all three meals in this building. It is divided up into three cafeteria lines, a kitchen for campers who want to cook their own food, and four large dining rooms. At night the dining rooms are often used as meeting halls.
- D) Kitchen/Food Storage—This is where the food is prepared for the mess hall, and where all the freezers are that hold the massive amounts of perishable food. There are usually several campers on KP here at any one time helping clean cooking equipment and other menial tasks.



- E) Recreation Facility—This building consists of gymnasiums, weight rooms, basketball courts, handball courts, racquetball courts, TV/VCR rooms, movie theaters, shopping facilities, mail boxes, snack bars, dance halls, and auditoriums.
- F) Cadre Quarters—These buildings contain small but better furnished housing for all of the cadre in charge of training the campers. Every cadre member has private sleeping, cooking, and showering facilities.
- G) Academic Buildings—These buildings contain a library, a few indoor weapons ranges, all the initial testing laboratories, and numerous classrooms. It is here campers receive all of their Level 1 training, and some of the instruction for their Levels 2 through 4 training.
- H) Helipad—This is a flat piece of concrete used for VIPs to land their helicopters.

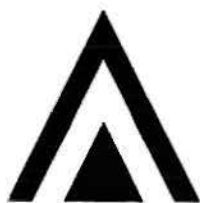


- I) The Field—This area is where campers perform mandatory physical fitness every morning, and where they show up for accountability, and where they meet before every major training event. The flags on the edge of The Field are the U.S. flag, the state flag of whatever state the Super Camp is in, three historic military flags, and the Super Camp flag (a golden triangle on solid dark blue background.)
- J) Motor Pool—This lot contains all the vehicles used by the cadre, administrators and campers in the Super Camps. There are several jeeps and buses, as well as a few nicer cars for the camp commander and her staff. Along the southern edge of the motor pool, are garages and tow trucks used to recover and repair broken or damaged vehicles.
- K) Academic HQ—This building contains all the administrative offices for the Super Camp, as well as a command post for the outer patrol, the agents that guard the outer wall, and all the surveillance equipment that monitors the grounds and the academic areas. Records of each camper and cadre member are kept in computers here, as well as training calendars, food and ammunition records, and financial records for the Super Camp's "honest" activities. The camp commander, Col. (Ret) Alexei Fairfield, also has her office here, as well as her living quarters. A few other staff members have their quarters here as well, and the rest live in the Cadre Quarters. Colonel Fairfield's quarters are rigged with both motion detectors and IR cameras for security. The underground level where the surveillance is monitored is hidden from everyone but Colonel Fairfield and the agents who monitor it. There are up to two teams of four agents available at any time to respond to any trouble. This does not include those agents on outer wall guard or on outer patrol.
- L) Open Area—This land is for the general use and recreation of the campers. It has enough trees and well-kept grass to keep it attractive, while also being filled with useful features as well. It has a few tennis courts, some soccer and football fields, an Olympic sized swimming pool, and plenty of benches and open spaces for relaxation.

Laboratory HQ

All walls in this facility are of reinforced concrete (DEF 8, BODY 5) unless otherwise specified.

- A) Fence—This is another 8 foot tall chain link fence with warnings posted that the area is restricted and off limits to unauthorized personnel. There are no obvious guards or cameras, although the fence has more motion detectors built in its posts, with a 4" range. These motion detectors transmit alarms and information down to the Laboratory HQ only. The gate on the fence is kept padlocked at all times.
- B) Surface Level—The only thing visible on the surface inside the fence is a grassy hill with a huge old metallic door in its side, and a dirt road leading to the door. The area looks unkempt and deserted, although characters with Deduction or exceptional Perception Rolls might determine that it is used regularly because of the new padlock on the gate, and the fresh oil stains near the door. Under a foot of dirt is a reinforced concrete wall (DEF 8, BODY 5) that makes up the bunker that forms the hill, and the door is of a thick heavy steel (DEF 13, BODY 13) 8' tall with no visible handles, locks, or hinges. Beyond the door is a paved tunnel that leads down to a small, lit parking lot.
- C) Parking Lot—When campers are brought this far (usually in jeeps), they are told to store their clothing and bags here and then proceed into the welcome room. While it appears to be just an underground parking lot, there is a concealed room in front of the surface entrance. If anyone ever attempts to force entry past the vault doors, the false wall can open up to release three weapon turrets manned by agents behind the wall. Two turrets are .50 cal. Machine Guns, and one turret is a 57mm Recoilless Rifle. These are exactly the same as found in the Ranged Weapons section of *Champions*. The Machine Guns have 200 rounds of ammunition each, and the Recoilless Rifle has 10 rounds which must be loaded one shot at a time. The turret gunners are regular agents and have OCVs of 5, but are safe from most return fire unless something can shoot through the DEF 7, BODY 9 weapons in front of them. The false wall will only be opened in the event of an emergency.
- D) Welcome/Holding Room—This room looks like a waiting room that one would find in a doctor's office, except that it is much bigger. It has a receptionist desk, plenty of reading material, plenty of couches and chairs, a bathroom, and a TV. New arrivals are told pleasantly to have a seat and wait their turn for the final examination before they proceed on to their next phase of training. All campers are told that this is part of their final out-processing that everyone leaving the Super Camp must go through.



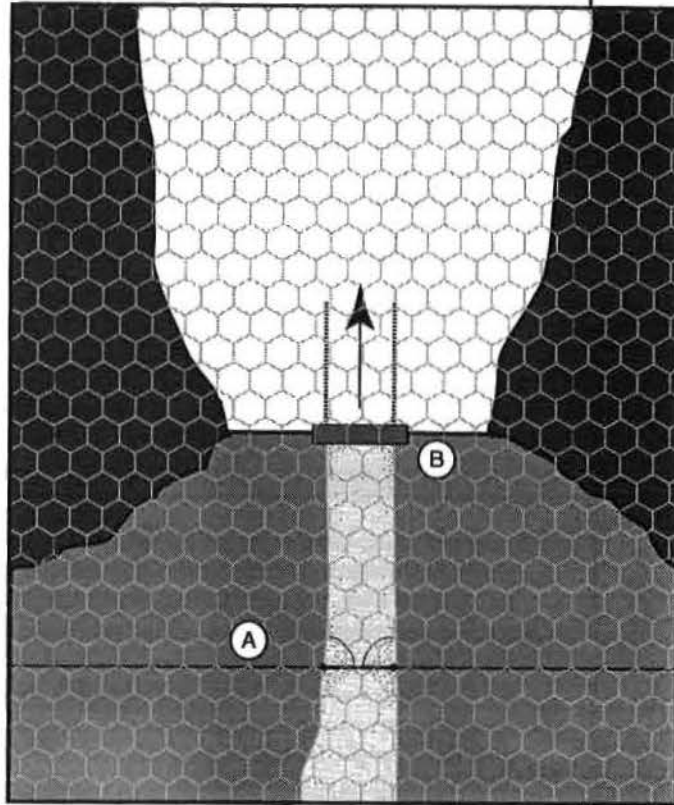
E) Hallway—This hallway is designed to look like something found in a hospital. There are various colored lights over each door, and the hallway smells like disinfectant. There are a number of fake doors and medical signs and paraphernalia along the opposite wall of the hallway to reinforce the hospital look.

F) Examination Rooms—These are examination rooms identical to those found in hospitals or clinics, down to the little details like paper on the exam table and strange metallic instruments in all the drawers. Any character with an appropriate Knowledge Skill or experience in hospitals or clinics might be able to determine that although most of the equipment and tools in these rooms are authentic, most of them haven't been used in a long time. Characters might find trash cans that are completely empty instead of having tongue depressors and other disposable stuff used in examinations in them, boxes of rubber gloves and tongue depressors etc. that are open but unused, and other clues that would alert someone with a medical background who was curious enough to look. Once someone is brought into these rooms, they are given an injection and told it is a type of vaccination for the climate where they are going to be assigned next (a malaria shot, for example). The injection is really an 18d6 STUN Drain (NND, defense is resistant PD), that takes 1 minute to activate, and returns STUN at a rate of 5 points every hour. The "doctor" or "nurse" that gives the injection enters from the hallway at G, and that door remains locked before they enter and after they leave.

G) Hallway—After patients are knocked unconscious by the injection, stretchers are brought in and they are taken out into this hallway to await the elevator. This hallway also looks like a hospital hallway, just in case any patients look out before they get their injection. Like the other hallway, there are a number of fake doors and medical signs and paraphernalia here as well. The elevator doors are DEF 7, BODY 3 and require a code be punched into the electronic lock to open. This code is known by everyone who works in this building.

H) Reception Office—The door from the Welcome/Holding room is a normal door that is kept locked. There are always at least two friendly people in here taking names and passing out important looking forms to fill out. The doors to the elevator and the door to the back hallway are DEF 7 BODY 3 and require a code be punched into the electronic lock to open. This code is the same as in G.

I) Elevator—This elevator is oversized to accommodate several stretchers, and has a video camera concealed behind a mirror in the ceiling. The elevator can be stopped and locked shut from area T, and electrified at the push of a button. When electrified it acts as a 10d6 Energy Blast damage shield to anyone touching any part of the elevator. This shock can be repeated as necessary at SPD 3.



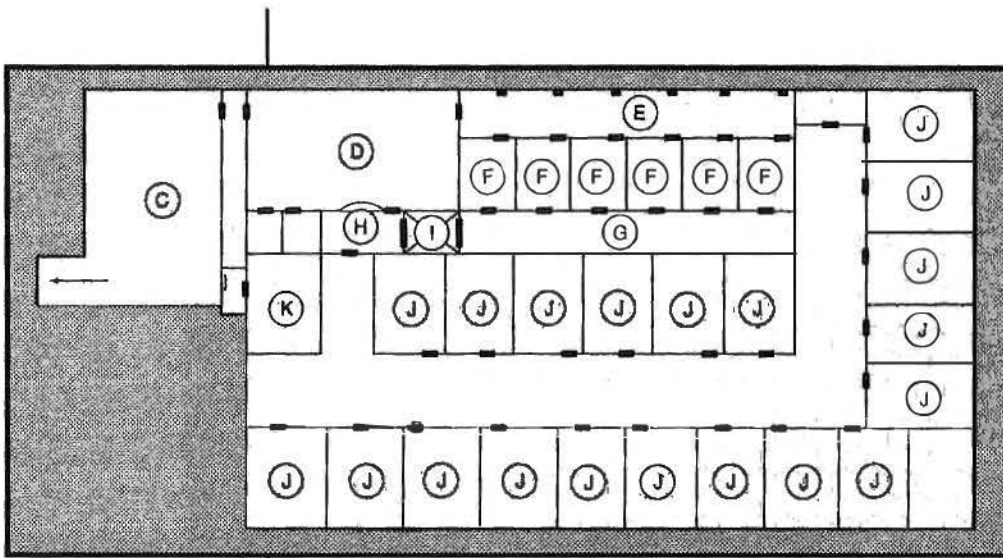
J) Scientist/Technician/Agent Quarters—These are individual rooms for the personnel that live in this building. Each room has its own bathroom, and is well furnished.

K) Guard Room—A team of 5 of Ra's Agents stay here in the event of any trouble with any of the patients. They are the ones who man the three turrets that face down the entrance, and they are the ones summoned in the event of an alarm.

L) Laboratory Storage—All the chemicals, spare equipment, and instruments for the Main Laboratory are kept in this room. They are inventoried weekly.

M) Main Laboratory—This laboratory is primarily used to convert as many people into mindless psychics as possible. There are rows of human sized tubes that hold and monitor patients while injecting them with nutrients, genetic poisons, and drugs to keep them unconscious. Each tube stands vertically and has its own computer terminal that can be used to alter injections and add or subtract things for the system to monitor. The tubes are made of plasteel (DEF 7, BODY 1), and will do 2d6K damage to anyone within them if suddenly shattered without any precautions being made. At any time there are numerous patients in various stages of transformation into mindless psychic.





R) Garage/Shipping Area—This is where the buses enter the underground building. The outer doors are made of steel (DEF 10, BODY 8) and have security cameras watching down them as well. These doors can only be opened from the inside. The buses that take the mindless psychics away appear as charter buses with tinted windows.

S) Tunnel—This tunnel has a paved road that leads ten miles out away from the Super Camp before surfacing from a concealed exit near a deserted highway somewhere.

T) Security Monitor Room—Another team of four of Ra's Agents rotate through a 24 hour shift monitoring all the security cameras and motion detectors throughout this building and the Super Camp.

Super Camp:
Laboratory HQ
Underground level 1

N) Experimental Laboratory—This laboratory is where any new genetic experiments are conducted on patients with rare genetic make-ups. While most experiments that come out of this room teach the scientists something, they also tend to kill the subject as well. People like Emerald are notable exceptions to this rule, however. At any time there might be one or two subjects being experimented on in this room.

O) Advanced Research Laboratory—Any strange mutations or particularly successful experiments are examined, researched, and catalogued in this room.

P) Shipping Point—Once someone is transformed into a mindless psychic, they are taken here to await shipment to Ra's Tomb. They are brought in and chained to the wall until they can be tagged and cleaned, and then stand idly until someone leads them onto a bus to be taken away. The whole room has been lined with a special electric field that makes the walls Hardened to any attacks with a mental special effect, and acts as a 10d6 Suppress vs. all powers with a mental special effect in the room.

Q) Lounge—This is a break, dining, and recreation area for the scientists and technicians that work in the laboratories.

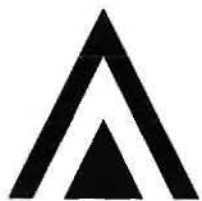
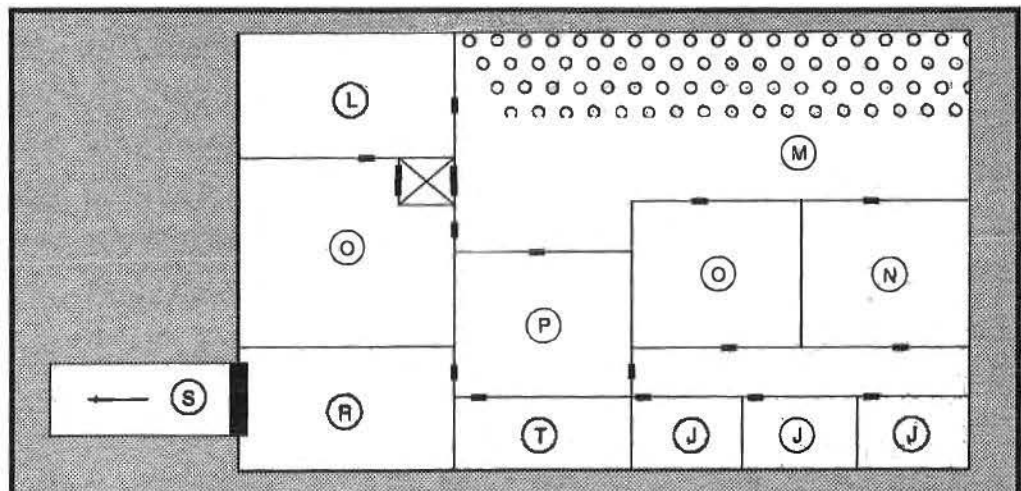
Super Camp Personnel

For all of these personnel use the stats for Competent Normals (From *Champions*, pg. 134) with an intelligence of 17, plus the skills mentioned.

Col. (Ret) Alexei Fairfield: Super Camp Commander
Skills: Bureaucratics 15-; Persuasion 14-; Streetwise 12-; LS: German 4; LS: Korean 1; Oratory 14-; Security Systems 12-; Military Organization 14-

Col. (Ret) Fairfield served 23 years in the army as a Military Intelligence officer before retiring. She is the only person who stays within the Academic Limits who knows the true purpose behind the Super Camps. While she is in charge of the activities of the camp, she has to answer to almost everyone in the Laboratory HQ. She is very big on discipline and looking out for the welfare of the Cadre and the campers, but sometimes she lacks common sense in her decision making.

Super Camp:
Laboratory HQ
Underground level 2



Scott "Skipper" Turner: Cadre Leader

Skills: Tactics 14-; 2 Levels all Combat; Concealment 13-; Military Organization 11-; Amphibious Ops 12-
Skipper spent most of his life as a sergeant in the Marines until he was kicked out because of misappropriating government equipment (stealing). While still a very professional leader, he can't resist occasionally collecting military weapons or explosives. His primary concern is the training of the campers, although he follows Colonel Fairfield's orders even if they seem to contradict his training philosophy.

Dr. Jonathan Cortese: Camp Dean

Skills: Criminology 16-; Deduction 11-; Military Science 12-; Cryptography 13-
Dr. Cortese is in charge of supervising all the classes taught in the academic side of the camp. He has never been very physical, and tends to think his classes are the most important thing in the camp. He is disliked by almost everyone but those under him who teach the classes. He has his doctorate degree in Criminology.

Dr. Lawrence Yan: Director of Laboratory HQ

Skills: Genetics 17-; Biochemistry 15-; Medicine 13-; Administration 12-; Microbiology 12-
Dr. Yan has gone from a brilliant hard-working scientist to a paper-pusher and an administrator. His efforts now entirely revolve around the smooth operations of the Laboratory. He hasn't been actively a part of an experiment in several years, but he is very efficient at keeping his Laboratory running up to Mr. Raymond's standards. He seems to never sleep or relax, and is constantly buzzing around the area. While Dr. Yan has a direct phone hotline to Ra's tomb, only the bus drivers who transport the mindless psychics actually know the location of Ra's tomb.

Dr. Julie Grossman: Assistant Director of Laboratory HQ

Skills: Genetics 18-; Biochemistry 17-; Zoology 17-; Biophysics 17-; Medicine 15-; Pharmacology 14-
Dr. Grossman is one of the most driven scientific minds in the world. She works for Mr. Raymond because he provides the funds she needs for unlimited research and experimentation. She is an active part of every experiment that occurs in the laboratory, and she never misses an opportunity to explore any new breakthroughs she or her team might discover. She spends most of her time working in the Experimental Laboratory, and it was her genius that helped create Emerald.

Dr. Delbert Sherman: Assistant Director of Advanced Research

Skills: Genetics 19-; Medicine 18-; Robotics 17-; Biophysics 14-
Dr. Sherman is one of the most unusual personalities at the Laboratory HQ. While he is considered one of the top minds in his field, he tends to spend most of his time working on ridiculous robotic inventions or practical jokes to play on the other scientists. Dr. Sherman is very popular with everyone in the Laboratory HQ except Dr. Yan, who sees him as an inefficient annoyance. His robotics skills contributed greatly to the creation of Ox.

Life In A Super Camp

In the event that a DNPC does enroll in a Super Camp, or a hero enrolls or sneaks in to learn what goes on inside one, the following guidelines are given for what they might encounter.

SuperCamp Schedule.

Mon-Fri:	
0600	Physical Fitness Training
0730	Personal Hygiene/Breakfast
0900	Classes/Training (Based on level)
1130	Lunch
1300	Classes/Training (Based on level)
1530	Recreational Activities (Sports etc.)
1700	Personal Hygiene
1800	Dinner
1930	Academic Limits
2400	Taps
Sat:	
0900	Classes/Training (Based on level)
1130	Free Time
0100	Taps
Sun:	
0800	Voluntary Religious Activities
1000	Free Time
2400	Taps

Unless campers are involved in special training activities or have special permission, they are supposed to remain within Academic Limits at all times. The motion detectors on the fence keep track of personnel leaving the area, and report it back to both HQs. Usually, offenders who leave the area are given an hour or two before being escorted back to the Academic Limits. Camp life is designed not to appear too paramilitary, so offenders are usually just verbally counseled the first few times they stay out more than a couple of hours. Repeat offenders, or anyone who gets too near a training area or the Laboratory HQ are usually given extra duties (guards, KP, etc.), and those proven seriously delinquent are either asked to resign from the camp, or transfer to either a foreign specialty school, an advanced training camp, or the paranormal internship program to learn some discipline (and consequently never heard from again).



The first week of the camp is basically filled with classes explaining how the camp works, what campers can look forward to, how to receive financial aid, etc. Also during that week are the series of physical, mental, and medical tests given to each new camper used to determine their potential for advancement. In game terms player characters and DNPCs should be categorized using the following guidelines.

Anyone with a STR, DEX, CON, or BODY Characteristic of 16 or higher, should be considered to have an usually high physical trait.

Anyone with a SPD Characteristic of 4 or higher, a REC of 7 or higher, or an END of 35 or higher, should be considered to have an usually high physical trait.

Anyone with a INT and/or EGO of 16 or higher, should be considered to have an usually high mental trait.

Anyone who has any mutations, Characteristics over normal human maximum, Talents, or mental or EGO based Powers, should be considered to have the appropriate genetic make-up required for the genetic poisons to take effect. This assumes these abilities or powers are not gained entirely from magic, technology, or some other focus or non-natural requirement.

The GM should also determine whether or not a character or DNPC is genetically compatible based on their individual character histories. Aliens, robots, ancient deities, cyborgs, animals, magical creatures, and other non-humans are almost guaranteed not to be genetically compatible. Humans with a history of mutations or mental powers in their family (even if they personally don't have them), or extended exposure to radiation probably have a very good chance of being genetically compatible. Finally, pure-strain humans with no distinguishing features or exciting histories, still have a 10% chance of being genetically compatible based on completely random chance.

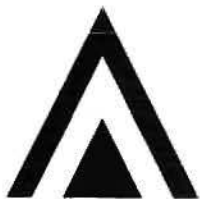
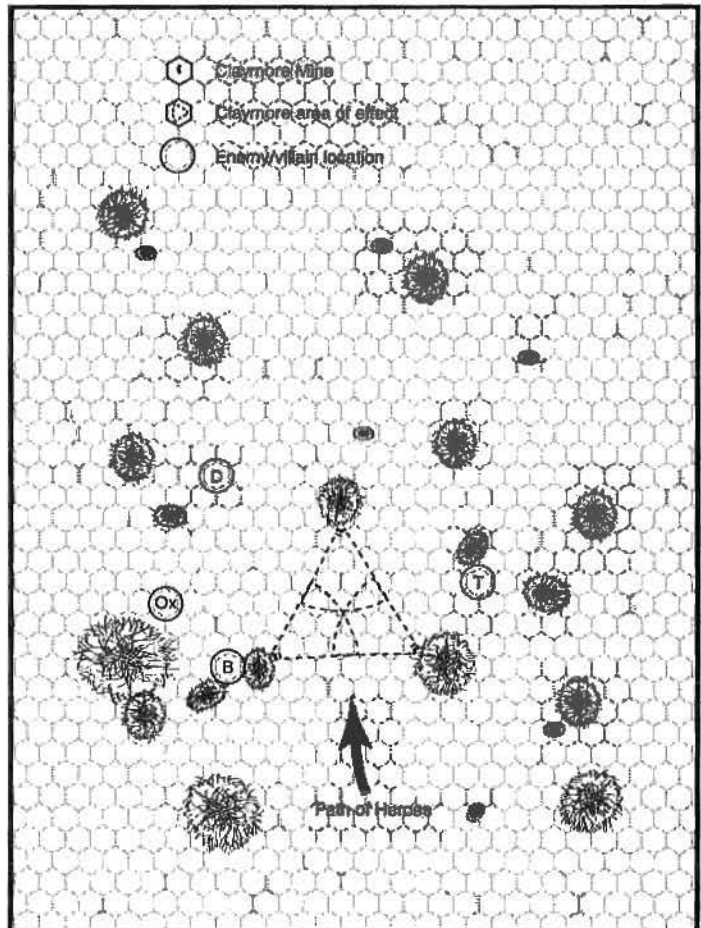
People (particularly heroes and DNPCs) who are genetically compatible will be put on the waiting list to go to a foreign specialty school, an advanced training camp, or the paranormal internship program. In addition, they will also be offered an instant all-expenses-paid scholarship for their first two years at the Super Camp. There is usually only a 1d6+1 week wait before being transferred to one of these 'illustrious' programs. For playability purposes, characters and DNPCs should not have to wait longer than a week before being transferred to the Laboratory HQ for their "final out-processing."

Call to Arms

The Raymond Project

At some point, Ra is going to want the heroes killed. There are several possible reasons why. If the heroes have been beaten by the Dominae and the public still believes them to be criminals, than they have outlived their usefulness and no one will mourn their deaths anyway. If they have exposed the Dominae for what they really are, than the heroes must die as a matter of pride and security to Mr. Raymond's activities. If any of them have been genetically poisoned, Ra will want to see the bodies (dead or alive) to examine the effects of his new experimental version of the genetic poisons. Ra will probably order the assassinations as heroes enroll or try to investigate the Super Camps. If they do not enroll or try to investigate the Super Camps, he will order the heroes killed after either the Dominae are inactivated somehow, or shortly after the heroes have had to fight them. The assassins assigned to the job will be the Raymond Project.

There are two possible places the Raymond Project will try to kill the heroes. The first place is in a Super Camp, the second place is somewhere near where the heroes operate. A plan is given for the Super Camp assassination. If the players do not investigate the



Super Camps, the Raymond Project will try to hit them in their home city, using a plan very similar to the one spelt out. In the city plan, Princess will come to the heroes, masquerading as computer programmer in Mr. Raymond's employ. She's found out some terrible information about Mr. Raymond, and will use it to lure the players into an ambush.

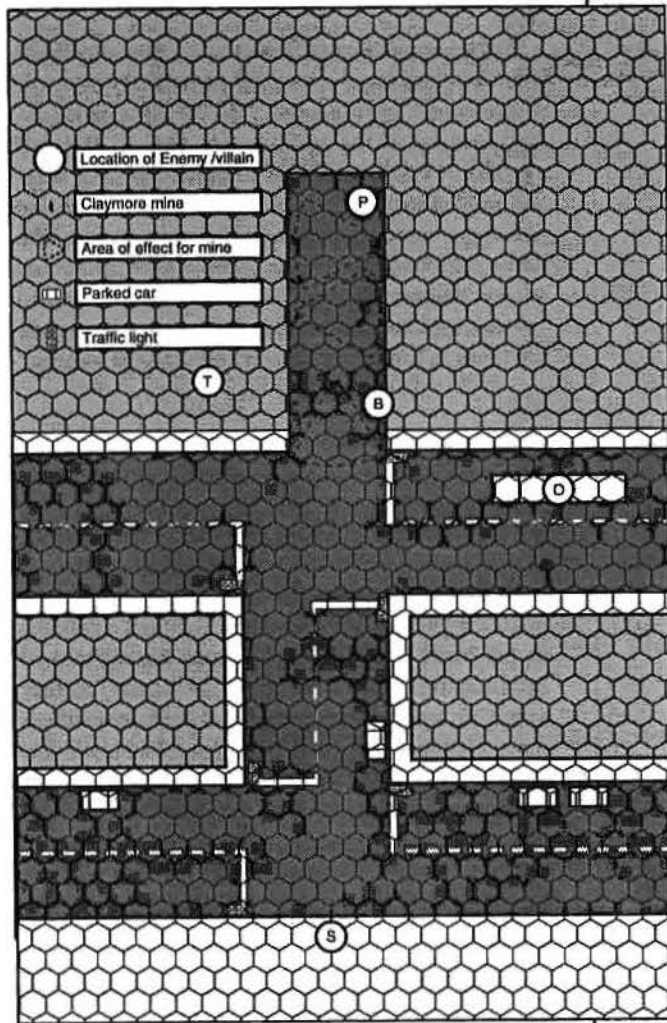
Note that the Raymond Project will have access to any information Mr. Raymond or the D.A.D.I.O. 2000 computer have before the assassinations are planned. Each member of the team will have different tasks depending on their abilities.

While the intent is to kill the heroes, if any of them are obviously incapacitated beyond non-medical recovery, the Raymond Project might just capture them and take them to the Super Camp Laboratory HQ for examination and more genetic poisoning. Any heroes who escape will only be pursued if the rest of the heroes are dead, captured, or incapacitated and the Raymond Project is certain they can handle whoever escaped. These possibilities also give the heroes a second chance if they do particularly poorly against the Raymond Project the first time.

The Plan:

Princess

She will be using knowledge gained from Mr. Raymond and the D.A.D.I.O. 2000 to attempt to befriend one or more of the heroes in an appropriate disguise based on the heroes' known personalities. If any of the heroes are enrolled (or pretending to be enrolled) in the Super Camp, she will probably first meet them pretending to be another camper. If they are just infiltrating the Super Camp, she will masquerade as a camper who is breaking her limits to go exploring in the woods, and using directions from Doc (who will be getting his directions from D.A.D.I.O., the camp security systems, and Ted's tracers if any are in place) to "accidentally" bump into the heroes out in the woods one day. However she meets the heroes, she will try to befriend them with stories of hidden laboratories she has discovered and wants to go explore. She will seem very determined and honest (using her Acting and Persuasion wherever possible) trying to get the heroes to come explore with her. While she talks, she will attempt (via Sleight of Hand) to place one of Ted's tracers on the easiest target, and she will call it a good luck charm if caught. If the heroes refuse to come with her, she will leave on her own until she gets word via Mind Link from Doc whether or not the heroes are following her. If they are, she will pretend she doesn't know it, and will continue on to the ambush site. If they don't follow her, she will begin tracking them until the rest of the Raymond Project can catch up and try to establish a new ambush site somewhere in the heroes' path. If she ends up traveling with the heroes, she will offer them snacks and/or water from her backpack/canteen as they walk. Naturally, the food and her canteen are both laced with Doc's hallucinogenic. She is also



carrying all eight doses of Doc's poison, which she will attempt to slip into any food or liquid she sees any heroes carrying in two groups of four doses each. Also, if anyone gets stunned during the fight, she might try and force some down their throat if she thought she could get away with it. Once the ambush is ready, she will signal Doc to have the outer patrol "discover" her (if she is alone either following or being followed) and begin chasing and shooting at her. If she is traveling with the heroes, she will just lead them into the ambush and then act surprised. She will remain ready to use her abilities to get her close enough for a surprise throat punch (Nerve Strike) or Aikido throw (Martial Throw) whenever it seems like it will do the most damage.

Bruce

In the ambush site, Bruce will have used his Concealment and as much time as possible to bury himself in a small pit under a net of dirt and leaves. This pit will be just to the rear and left of the area where the Raymond Project plans on attacking the heroes. He will hopefully allow the heroes to pass by him and into the ambush site. After the initial attacks by Ted, Shot, and Ox, he will leap out of hiding and charge the heroes from behind. He will be wearing his kevlar vest under his camouflage, and he will use his adrenal activators as soon as the initial attack begins.

*Urban
Assassination
Site*



Shot

Before Princess even leaves to go to the ambush site, Shot will have concealed himself up in a tree several yards (approximately 30"; a -6 range modifier) in front of the ambush site. He will have left significant amounts of small tree limbs between himself and the ambush site, and will be able to easily see and shoot through them with the sights on his rifle while still concealing his position. Once the heroes trigger, disarm, or avoid Ted's mines, Shot will fire a grenade into their midst. He will fire only rifle rounds after that as long as Bruce stays close to the heroes.

Ted

Also before the battle begins, Ted will have set up his three Claymore Mines around the ambush area. They will be set up as the corners of a triangle with sides approximately 8" long. They will all be facing in, so that anyone inside the triangle will automatically be in the 4" cone of effect of at least one of the mines. Their trigger is a radio detonator that Ted is holding in his hand. He will be manning his scanner to monitor the heroes (or at least the tracers) as they approach, and he will try to set off the mines with as many people as possible in the 8" triangle. He will also be taking Mind Link directions from Doc, and will be off to one side concealed within eyeshot of the ambush site. After the battle begins he will activate his jammer. He will not do this until he has detonated his mines, because the jammer will keep him from triggering the mines. If any heroes are using Stealth or Invisibility during the battle, he will continue to use his scanner to locate them and tell the rest of the team. He will be near enough by to be able to use his equipment effectively, although he will be in a cloth/leaf/dirt covered pit similar to the one Bruce is hiding in. If attacked he will defend himself with his concussion grenades. If Doc directs him to, he is also prepared to throw a massive C-4 explosive charge out into the battle.

Ox

Before the battle starts, Ox will have stockpiled a number of large boulders and carved a massive club out of a good sized tree. He has driven these boulders slightly into the ground and laid the tree over them so it looks somewhat like a natural formation. This has also left him some space to hide among the boulders concealed both from the sides and from overhead. These boulders require a STR of about 30 to lift, and Ox will use 50 STR to throw them a maximum of 8" with a -2 (balanced, un aerodynamic) range modifier to hit a DCV 3 hex (-2 from 2 to 4", -4 from 4 to 8"). They will do 10d6 if they hit. When he hears the battle start or gets the command from Doc, he will start throwing boulders at the heroes. These each act as an Area Effect of 2" by 2". If all the heroes have arrived by air, he will use all 70 STR to throw the boulders as far as 16", doing as much as 14d6 damage to anyone they hit (still having the same Area Effect). He will use the tree as a club against anyone who tries to melee with him, with a 2" Area Effect.

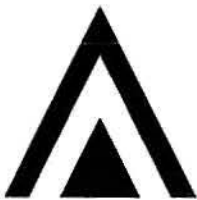
Doc

Using the information from D.A.D.I.O. (assuming it is still active) the Super Camp security systems, and Ted's scanners tracking the tracers (assuming any were placed), Doc will attempt to start setting up Mind Links, Ego Defense, and Danger Sense on the rest of the team about one minute before the heroes arrive. After all that is done, he will put the Force Field up around himself and Bruce. He will be located in another nearby treetop, watching and directing the battle with the aid of a pair of binoculars (+3 vs. sight range modifiers).

Finding Ra and His Tomb

If the heroes are still around with D.A.D.I.O., genetic poisons, the Dominae, a Super Camp, and the Raymond Project all working against them, well, first off they should be complimented on their persistence. They will have successfully attracted Ra's 100% attention, and he will now deem them a personal threat to his plans. Unfortunately for Ra, being the megalomaniac that he is, instead of going into hiding a few months and letting the whole thing blow over before he acts, he will now also deem the heroes a personal challenge to his powers.

There are two ways the heroes can find out the location of Ra's tomb. The first way is to follow one of the bus drivers who transport the mindless psychics to Ra's tomb. It is also possible to use Interrogation, Presence Attacks, Telepathy, or the like on these normals, although they have a tremendous fear of Mr. Raymond and are relatively loyal to him. Note that just following the tunnel out of the Laboratory HQ really won't help the heroes much, as it just takes them ten miles away and onto a regularly (albeit lightly used) highway. The second way the heroes might learn the location of Ra's tomb is by him telling them. If D.A.D.I.O. is still functioning, then it will have "miraculously" used its Deduction and massive mathematical abilities to come up with a location that has a 96.365% chance of being the center of all the recent activities (i.e., Ra will have radioed D.A.D.I.O. and told it to say this). If the heroes still think Princess is working in Mr. Raymond's megacorporation (after the Urban Assassination attempts) and she never got a chance to attack them, then she might "somehow" find the location of the assassins' boss's hideout by tapping into the megacorporation computers and then call the heroes and tell them. If Midnight Blue is still in good health and the heroes never exposed her as reporter Jessica Black, then Jessica Black might call the heroes and tell them the TV station just got an anonymous tip on the location of where the assassins' HQ is. If all else fails, Ra might actually send the heroes a crudely drawn map, written in hieroglyphics on papyrus parchment, that shows the location of a hidden pyramid buried under the city, accompanied by several curses in ancient Egyptian. GMs should give the heroes a chance to discover the location of Ra's Tomb on their own before having Ra somehow send the information to them.



When the heroes arrive, and Ra has had anyway to know that they are there (tracers, D.A.D.I.O., security systems, Midnight Blue, etc.), then he will meet them in the entry way of the main laboratory as Mr. Raymond. He will have left as Ra through his War Galley exit, and returned through the main entry tunnel as Mr. Raymond, so none of his Sun Children or scientists will know his secret ID. The Sun Children and scientists all know Mr. Raymond as Ra's second in command, and will treat him accordingly. By now the heroes should know (or at least be suspicious) that Mr. Raymond may not be on the side of the good guys. He will freely admit to being behind most of whatever the heroes accuse him of, and he'll say that he will gladly let them get down to the business of trying to arrest him later. First, however, he would be honored if the heroes would allow him to give them a personally guided tour of the area. Hopefully he will have some leverage (a DNPC in stasis or already shipped off as a mindless psychic, a hero being affected by the genetic poison, etc.) to help convince the heroes to allow the tour.

The tour is primarily just that, a tour. Mr. Raymond is the kind of megalomaniac that must reveal everything before he kills his enemies. The only malicious purpose the tour has is to get the heroes to Ra's arena located in his recreation area so that they can fight without endangering the tomb or Ra's secret ID. Mr. Raymond will be very arrogant in the tour, and will throw in sarcastic comments whenever possible. The last thing on the tour will be the arena in his recreation area.

If the heroes insist on attacking Ra in the main laboratory (and missing a really neat tour), Mr. Raymond will attempt to force it outside into the tunnel to protect his tomb. Regardless of where the fight starts, Mr. Raymond will transform into Ra, "Pharaoh of the Gods," at the very beginning. In this form his megalomania will reach full force, and his gloating will start revealing more and more. During the fight he will start laughing about any of his tricks that worked, going all the way back to his hiring The Director. He might mention D.A.D.I.O., Princess, the Dominae, and anything else the heroes might not have figured out by now. The only things he will not mention, are to whom the mindless psychics are being sent (because he would much rather send them there to meet the Psychophants personally) or why, and exactly where the Psychophants' mother ship is located (because he doesn't know). It's important the GM reveal all this as Ra fights, because if he loses (particularly if his tomb is damaged) there is a really good chance he is going to have a mental breakdown and not be able to say anything.

Meanwhile, Ra will probably not be fighting alone. If the fight occurs where any of the Sun Children can see it, they will join in and fight to the death. At the same time, if Midnight Blue is still capable of fighting, she will be there invisible as well. Ra has given her specific instructions not to interfere with the fight (because he naturally won't need her), but she is

strong-willed and defiant enough to ignore those orders and help anyway if she sees a good opportunity or if it looks like Ra is losing.

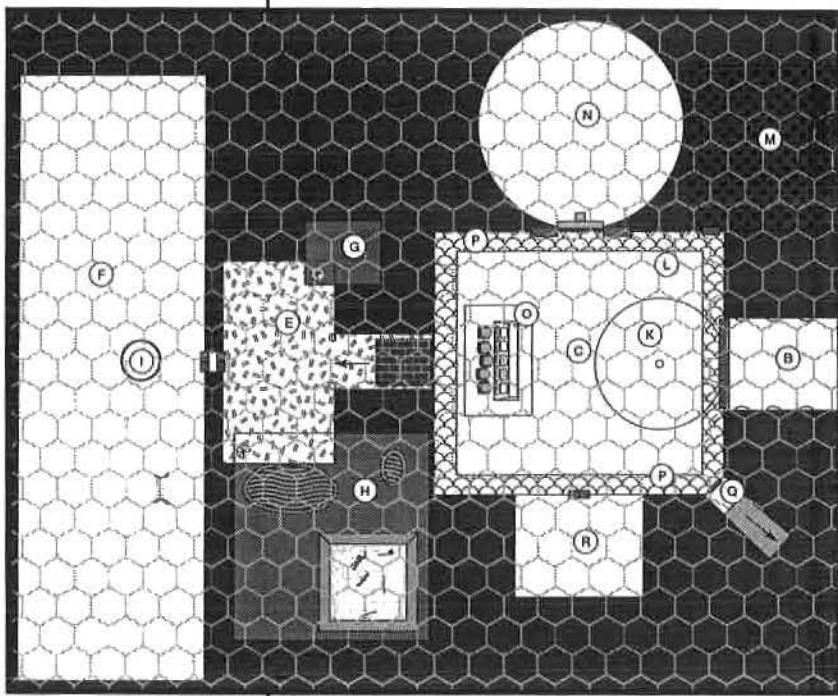
If Ra loses, in addition to him very probably having a mental breakdown instead of admitting he should probably try to escape, several other things might occur. If any of the scientists have seen Ra lose and are still capable of moving, they will begin purging data in the computers, destroying the formulas to the genetic poisons, and smashing the life support systems to the stasis field tubes. Note that the computers are artificially intelligent, and if they (especially the one in Ra's study) happen to detect Ra's defeat, they will begin to start erasing their own data bases. They will not commit suicide or erase any of their non-incriminating information, however. If Midnight Blue sees Ra lose and there is no way for her to win on her own, she will head directly for the nuclear reactor controls and begin destroying them. She knows that Ra is immortal and that she can just fly out through the shuttle escape tube, and she couldn't care less about any of the scientists or Sun Children. She will want all evidence of Ra's activities and anything that might incriminate her destroyed, and if it takes a nuclear accident to do it that is OK with her. The only things she might save on the way out would be a copy of the genetic poison formula and Ra's Ankh.

If Ra wins, he will commence injecting the heroes with genetic poisons until they become mindless psychics, and then hold them until he can ship them off on the next shuttle. If they are somehow immune to the genetic poisons, Ra will incapacitate them and hold them until he can go ahead and send them to the Psychophants anyway. Unbeknownst to Ra, the next shuttle due to arrive has been captured by escaped alien slaves, and no new shuttles will be coming until that shuttle is destroyed or recaptured (which will likely take several days, or maybe even weeks). This will all be covered in "A Psi for a Psi". The important thing to note is that if Ra wins, the heroes should have plenty of time to try and escape and defeat him again.

Ra's Tomb

A) Blackdog Bus Depot—This charter bus company is set up on the edge of whatever metropolis is most convenient to the GM. It is an actual charter bus service that is being run by four more of Ra's Agents. Everything related to this company that they do is completely legitimate, with the exception of the fact it also hides the entrance to Ra's tomb. The grounds consist of one huge fenced-off parking lot filled with charter buses, a building for drivers to rest, shower, and wait for assignments, a garage for three buses, and an office. Most of the drivers present are normal drivers who know nothing of the activities of Mr. Raymond. The drivers assigned to pick up and deliver mindless psychics are constantly on the road or resting from an assignment. The garage has three separate bays with no windows in the doors. The bay furthest on the left is actually a massive elevator that leads





Ra's tomb

down to Ra's tomb. It can only be operated when all the doors leading into it are closed and locked, and requires a retinal scan to activate. The elevator has walls of DEF 6, BODY 4, and is capable of lifting 25 tons. The elevator shaft is approximately 100' (17") deep, is unlit, and has rungs leading down the side to the bottom. This bay is only monitored via two video cameras by the agents in the main office and by Ra in his tomb. They will try to chase off, kill, or capture anyone caught tinkering with the elevator. The agents know they are not allowed into the tomb under any circumstances, and will tie up anyone captured, toss them into a bus, and then call Mr. Raymond to let him know trespassers are coming.

B) Tunnel—This tunnel is 16 miles long, and is sized and paved to accommodate charter buses with ease. Along the walls are concrete statues of Egyptian gods and creatures of mythology lighting the tunnel with perpetually lit torches (fed by butane). The hundreds of torches create an eerie lighting effect, and the whole tunnel is filled with strange shadows and orange flickering light. Every half mile or so, another video camera is monitoring the tunnel and sending the pictures to Ra's tomb. At the end of this tunnel is a massive pair of iron double doors that are DEF 10 and BODY 15. These doors require a STR of 30 to push open (if unlocked), and can be opened with hydraulics from the inside. There are four of Ra's Sun Children guarding the outside of this door. Only their retinal scans will clear the personnel inside to open the doors.

C) Main Laboratory—This massive room is the core of Ra's tomb, and will be discussed separately.

D) Quarters—These areas can be reached by elevator and are divided up into two sections. In the main portion, are the quarters of all the Sun Children that work in this tomb. Their living quarters are relatively average, and every room has its own TV, bathroom, and plenty of room for personal items. The Sun Children have a gym, a recreation center, and a large cafeteria for their meals. The smaller section is kept separate from the Sun Children's quarters, and is the home of all the scientists that work in the tomb. Their living quarters are more luxurious than those of the Sun Children. Each scientist is given a two room suite, complete with its own kitchen. The scientists also have a gym, cafeteria, and recreation center, but they also have co-ed saunas, hot tubs, and swimming pools.

E) Ra's Quarters—These quarters are sealed off by a 3" cube of stone that is DEF 5, 16 BODY, and weighs 6400 kg (requiring a STR of 40 to lift). This "door" must be lifted to get into Ra's quarters. He chose this both for security reasons and because that is how most Egyptian pyramids and tombs were sealed off. After the door is a stone corridor that leads down to his chambers. The actual chambers are incredibly opulent. Everything within is antique, made of some precious material, and usually hand-made or one of a kind. Not surprisingly, the general motif of the room is ancient Egyptian. Most of the furniture is lined or made of gold, gold statues of Egyptian deities and mythological creatures are everywhere, and the walls are covered in gold-inlaid hieroglyphics telling Ra's life story.

F) Trophy Room—This room is a museum of ancient artifacts and relics of the past. Everything inside is authentic and sealed in glass for protection. The area forms a massive maze of corridors arranged in chronological order from ancient Egypt to the present. Inside are lost pieces of art, Greek statues, German tanks, Japanese swords, medieval suits of armor, American Indian headdresses, Spanish galleys, Viking ships, Roman chariots, Colonial cannons, French biplanes, Hebrew scrolls, African masks, Chinese idols, etc., etc. The value of the collections in this museum are beyond normal monetary estimations. In the very first chamber, displayed proudly in an exhibit all of its own, is Ra's Ankh. This display is also surrounded with various warnings and curses stating that death by fire awaits all mortals who dare touch the Ankh. If the entire museum were about to be destroyed, the first and foremost thing Ra would attempt to save would be his Ankh.

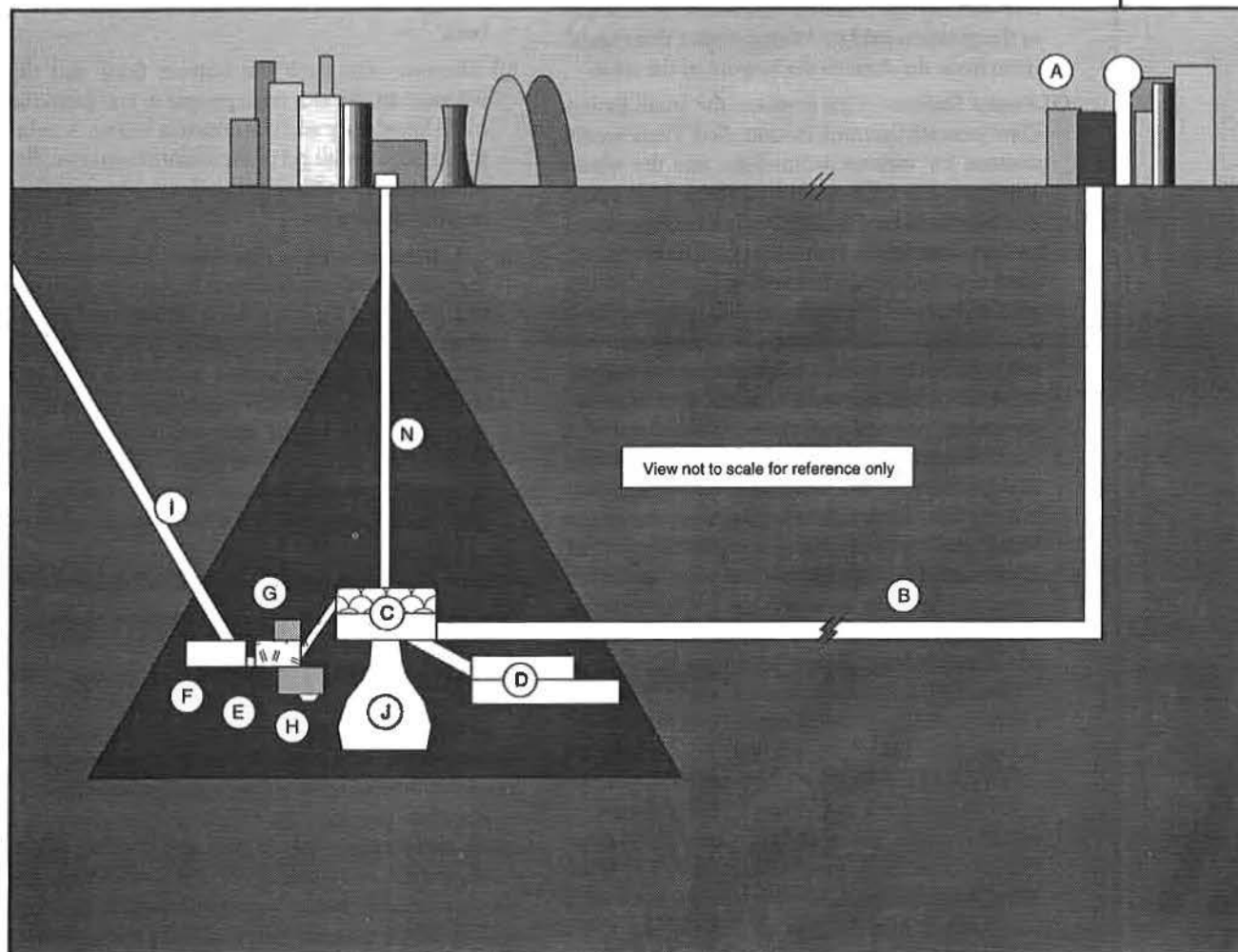


- G) Private Study—This room is where Ra monitors all of his security systems, and runs most of his operations. The room is filled with computers (similar in power to the D.A.D.I.O. and connected to the mainframe in the main laboratory), scientific equipment, communication equipment, TV screens, and books. This is the only place in Ra's tomb where he will normally appear as Mr. Raymond, and then only when he is communicating with someone outside the tomb.
- H) Recreation Area—This series of chambers is divided up into several ancient recreational type areas. There is a massive Roman style heated bath, a pit for gladiatorial combat and for animal fights, a bow/spear/crossbow live animal target range, etc. etc.
- I) Galley Exit—This area is where Ra keeps his War Galley. It is a large round room with a tunnel leading out through the ceiling. The tunnel goes three miles before exiting through a secret door on top of a large lonely hill.
- J) Nuclear Power Plant—Beneath the tomb is a small fission plant that powers the tombs' operations. It is created entirely out of the alien technology. Backup batteries provide five hours of power in the event of a technical failure in the power plant.

Main Laboratory

Note that this entire area is constantly lined with a special electric field that makes the walls Hardened to any attacks with a mental special effect, and act as a 12d6 Suppress vs. all powers with a mental special effect in the area. This effect will be negated if the main power is shut down. This whole room is also decorated in ancient Egyptian. Everywhere there isn't some piece of technology, hieroglyphics and statues abound. Note that most all of the technology found in this room is at least partially created from the alien technology. This room is constantly filled with approximately 20 (normal) scientists and technicians, and 15 Sun Children. While the scientists dress in standard white lab coats, the Sun Children always stay in their bright orange robes.

- K) Entryway—Whenever a bus of new mindless psychics comes in, it stops here. After it is emptied, the floor turns the bus back around and the bus leaves again.
- L) In-processing Area—This is where the mindless psychics are herded over directly after departing the bus. They are formed into rows of people who are then re-catalogued, rechecked, and prepared for shipment out into outer space by a small force of eight Sun Children. Names and numbers are



The computers in the tomb are clearly (to anyone with significant Electronics and/or Computer Knowledge) created from some technology far beyond the norm, and have statistics on over 10,000 people who have been "erased" from society and sent off into outer space over the course of several years. There is also significant amounts of information on years of genetic research, and experiments specifically targeted on turning normal humans into mindless psychics. Mental powers and potential are intentionally enhanced, while intellect, will, and self-confidence are intentionally dampened. The genetic poisons are also based on biochemistry far more complicated than anything modern science is capable of.

It should also be obvious how much time, money, and effort has gone into setting up this entire operation designed solely to transform humans and send them off into space. Both the media (through The Director and through Midnight Blue's alter ego, TV reporter Jessica Black) and at least one very powerful megacorporation are involved.

The third and final scenario in this mini-campaign begins with alien slaves escaping the Psychophants in the missing shuttle. From there the heroes should have the opportunity to find the location of the mother ship, and fly out to confront the Psychophants in their own base.



Roll Call

Ra (aka Mr. Raymond)

Background: Ra was born as a hideously ugly child thousands of years ago in one of the deserts of northern Africa. He was very bright, but outcast at the age of eight by his family because of his horrible features. Left to die in the wastelands, he was forced to eat rare beetles and other creatures for sustenance. Something in his strange metabolism reacted with the unusual diet and he was able to survive in conditions that should have killed him.

As he grew older, he began to experiment with natural chemicals and their effects on his body. After almost half a decade of living alone in the desert, he returned to his society. His experiments had gradually transformed his hideous head into that of one of the desert birds he had admired as a child. When the people attacked him thinking he was a demon or some other foul creature, his anger triggered the great power he had inadvertently stored within himself while in the desert.

After the great display of power that followed, Ra left again for the desert. The people that survived spread the word of his magic, and soon they adopted him as one of their gods. Centuries passed and Ra became accustomed to the groveling and gifts and idols associated with himself and his newfound powers. He continued his experiments and studies in the

desert while his religion continued to grow and spread across ancient Egypt and the Middle East.

At the height of his popularity and power, one of his experiments went wrong, and he lapsed into a coma for thousands of years. He finally came out of it in the early 20th century with most of his memory gone. He traveled the world learning about technology and all the history he had missed, occasionally trying to regain his lost status as a god along the way. At last he has attained a level of power and knowledge where he believes he is ready to claim his rightful place above mortals.

Quote: "Worship me and perhaps I will spare you!"

Personality/Motivation: Apart from normal mankind almost all of his life, Ra eventually began to believe he really was a god. His megalomania is so complete, that in his earlier days when large groups of superheroes ganged up against his grandiose schemes of power and defeated him, Ra collapsed in a mental breakdown that left him a blithering idiot for several months.

He has mellowed out enough since then to remain calm and relatively normal in his alter ego of Mr. Raymond as long as he is not attacked or physically harmed, but his incredible ego demands nothing but the ultimate respect when he appears as Ra. He plans everything down to the smallest possible detail, and has gained quite a bit of patience with his immortality.



Ra (aka Mr. Raymond)

Val	CHA	Cost	Roll	Notes
60	STR	50	21-	100 tons; 12d6 [6]
29	DEX	57	15-	OCV: 10/DCV: 10
30	CON	40	15-	
15	BODY	10	12-	
28	INT	18	15-	PER Roll 15-
18	EGO	16	13-	ECV: 6
30	PRE	20	15-	PRE Attack 6d6
18	COM	4	13-	
10	PD	-2		
10	ED	4		
7	SPD	31		PHA: 2, 4, 6, 7, 9, 11, 12
18	REC	0		
60	END	0		
60	STUN	0		

Total Characteristics Cost: 248

Movement: Running: 6"/12" Swimming: 2"/4"
Flight: 40"/80"

Powers & Skills

Fire and Light Powers:

- Elemental Control (40)
- a - Fire Blast: RKA 4d6, Penetrating, 2x END (33) [18]
- b - Fire Aura: EB 7d6, AP, Damage Shield, 0 END, Will not work in water or heavy rains, No KB (27) [0]
- c - Light Aura: Flash 3d6 vs. Sight Group, AE 9" Cone, AP, 6 Charges (27) [6c]
- d - Force Field +25 PD, +21 ED, 0 END, Hardened, Act 14- (27) [0]
- e - Flight 40", Will not work in water or heavy rains (27) [1/5"]

Shape-Shifter Powers:

- 100 pt Variable Power Pool, All powers are limited to simulate normal animal abilities and must match form of Shape Shift (129)
- Shape Shift to Any normal animal or human, 0 END, Linked to Variable Point Power Pool (10) [0]

Mental Defense: 16 (12)

Bird's Eyes:

- +10 Telescopic Vision vs. Range Mods only (15)
- IR vision (5)

Immortality Powers:

- Full Life Support (30)
- Damage Resistance 10 PD, 10 ED (10)
- Regeneration 2 BODY/Turn. Only when in Sunlight (16)

Mastermind Skills:

- Computer Programming 15- (3)
- Inventor 15- (3)
- KS: U.S. Govt. Agencies 15- (3)
- Languages (All at Fluent Conversation): Latin, Egyptian, Spanish, German (7)
- Linguist (3)
- Persuasion 15- (3)
- Sciences (15- each): Genetics, Biochemistry, Physics (6)
- Scientist (3)

Total Powers & Skills Cost: 439

Disadvantages: 150+

Distinctive Features:

Bird Head (10)

Enraged when:

Insulted in combat, 14-/11- (10)

Hunted by:

Several Major Hero Groups, 11- (25)

Physical Limitation:

Has total temporary mental shutdown when soundly defeated in combat and plans (15)

Psychological Limitation:

Megalomaniac (20)
Vengeful (10)

Reputation:

Ancient pagan deity, 14- (20)

Secret Identity: Mr. Raymond (15)

Unluck: 2d6 (10)

Vulnerability:

x2 STUN from magic (20)

Watched by:

the U.S. Government, 11- (10)

Villain Bonus (372)

Total Disadvantage Points: 687

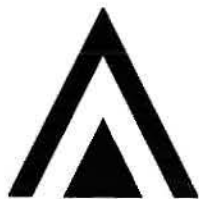
He considers Midnight Blue a superior human, but like most things, he believes her to be just a temporary tool for his schemes.

While as a general rule Ra is rather ruthless in his operations, he does take it upon himself to occasionally look after those mortals wise enough to worship him. This may range from a quick death when someone deserves a slow lingering one, to arranging for high paying job openings to suddenly appear.

In almost all of his recent work, Ra has appeared as Mr. Raymond to anyone he deals with. Of all the people he has worked with over the last decade or so, only The Director, Gaffer, Midnight Blue, the Sun Children, and the Psychophants have ever seen him in his Ra form. Of those, only Midnight Blue and the Psychophants know Ra and Mr. Raymond are the same person.

Powers/Tactics: Ra always appears with his Damage Shield and Force Field up. He prefers to begin combat with his flame blast along with a strong PRE attack. He knows how much his flame blast drains him, however, so he tends to gloat during combat to gain an extra REC or two. Ra tries not to fly in combat whenever possible to conserve energy as well. In extremely wet conditions or times when his flames will not work, he prefers to Shape Shift into large cat forms and attack with claws enhanced by his incredible STR.

His immortality powers are essentially a form of GM fiat. Whenever he is reduced to -15 BODY or less (i.e., killed), he immediately begins to come back to life. For the first three months after "death," his body will slowly repair itself. If it is continually harmed or



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SCENARIO TWO

Total Character Cost: 687

burned or whatever, the process will keep starting over until it has enough time to completely recover. Once Ra's body is completely restored, it will appear to be in a coma, and no amount of medical treatment will be able to revive it. Three months later, if Ra's body is not further injured, his soul will return to the body via the Sunmon and bring him back to his normal self. If the body is killed again before the soul can re-inhabit it, the process must start again from the healing process. Note that all of this is accomplished by the GM taking gross liberties with the rules; Ra has not paid point for any of these abilities beyond his Life Support and his Regeneration.

Appearance: Ra appears as a large man with dark olive skin and the head of a bird. He wears an Egyptian skirt, headset and collar woven out of red and gold, and red boots, a red sash and armbands with a gold ankh set in each of them. In his alter ego of Mr. Raymond, he appears as a large man of Arabic decent. He wears a double breasted black suit and tie, with slicked back black hair and a tuft of gray at each temple.

Ra's Ankh

The Seven Great Ankh's existed eons before even Ra, and have long been a mystery. Thousands of years ago, Ra discovered an Ankh being worshipped by followers who were once his, and instantly claimed the object as his own. From that point on he carried it wherever he went, and it soon became a part of the religion that had grown around him.

The Ankh's had become famous for their three great magical abilities. First of all they were indestructible. In the millennia that has past since their discovery, none of them have ever been harmed by any source. Second, they all burn by fire all mortals who would dare touch them. Finally, they can bring spirits back from the dead.

In truth, the Ankh's actually do have most of the powers associated with legend. While their age is unknown, the Ankh's have proven impervious to all known weapons, and none of them have been known to have been harmed. Almost anyone who touches an Ankh will in fact be engulfed in flame, although "immortality" is not the factor that determines whether or not a person is killed by the Ankh. Apparently the Ankh does not harm individuals of extraordinarily massive power. In game terms the Ankh's only burn characters with less than 400 total character points, or those with no "inherent" (i.e. not foci, cybernetics, etc.) powers at all. These flames will continue burning as long as the subject continues to hold the Ankh. In the hands of anyone powerful enough not to be burned by one of the Ankh's, there have actually been reported several cases of people actually being brought back from the dead by the Ankh's. The mechanics of this, if needed, are left to the GM. The Ankh cannot use this ability more than once a day, and cannot bring extremely powerful characters (800 points or more) back to life.

Ra is particularly superstitious about his Ankh (the other six have appeared and disappeared throughout the centuries and are currently all lost), as he has seen it bring others back from the dead, and believes it is the source of his immortality. It is the only object he holds dear to him, although he is still too overconfident and arrogant to admit it to others or to show his superstitiousness.

Powers & Skills

Ankh Powers:

All powers are based on an OAF (The Ankh), Unbreakable, that is also Independent.
 Flames: HKA 4d6, 0 END, Persistent, Damage Shield, Continuous, Penetrating, Only works vs. "Normals" (characters with less than 400 character points, or characters with no inherent powers),
 No Knockback,
 Focus Limitation (53) [0]

Ra's War Galley

This vessel was a gift to Ra from a group of his priests who had mastered enough magic to create it. For a very long time they were favored among Ra's followers, and he rode the galley everywhere as a sign of his power. In more recent times, however, it has served more as a trophy and a reminder of the past than as a vehicle.

Ra's War Galley

	Val	CHA	Cost	Roll	Notes
40	STR	0	17-	6.4 tons	
29	BODY	57	15-		
4	Size	30			
8	DEF	18			
29	DEX	57	15-	OCV: 10/DCV: 10	
7	SPD	31		PHA: 2, 4, 6, 7, 9, 11, 12	

Total Characteristics Cost: 140

Movement: Flight: 46"/368"

Powers & Skills

Flaming Aura:

HKA 1d6, 0 END, Persistent, Damage Shield, OAF (Galley), Bulky, Not in water (9) [0]

Protection vs. Magic:

Armor +40 PD, +40 ED, OAF (Galley), Bulky, Only vs. Magic Special Effect (34)

Magical Flight:

Flight 46", x8 Non-Combat (90)
 Knockback Resistance: -6"

Vehicle Points: 133

Total Cost: 55



Ra's Agents

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

Disadvantages: 125+

Distinctive Features:

Always wears dark suit, sunglasses, and Egyptian tie clip (5)

Normal Characteristic Maxima (20)

Psychological Limitation:

Always obeys orders of superiors (15)

Watched by

Ra, 8- (10)

Total Disadvantage Points: 175

Total Characteristics Cost: 79

Movement: Running: 7"/14"
Swimming: 2"/4"

Powers & Skills

Combat Training:

Combat Levels: +1 Level w/ Combat

Energy Pistol: (OAF, 2x12 Charges)

Multipower 30 pt pool (15)

u - RKA 1½, AP, Jam 15> (1)

u - BB 6d6, Jam 15> (1)

Martial Arts—Agency Training: (20)

Maneuver	OCV	DCV	Damage
Martial Throw	+0	+1	3d6+v/5
Martial Strike	+0	+2	5d6
Choke Hold	-2	+0	2d6
			NND
Killing Strike	-2	+0	1d6-1K
Martial Block	+2	+2	Block

Armored Suit Vest: (IIF)

Characteristics +10 PD, +10 ED, Act. 12- (10)

Armor +4 PD, +4 ED, Act. 12- (6)

Sunglasses: (OAF)

Flash Defense: 8 Sight (4)

IR Vision (2)

Earplug: (OAF)

Radio Listen and Transmit (3)

Running: +1" (2) [1/5"]

Enhanced Perception: PER Rolls +2

Agent Skills:

Interrogation 12- (3)

KS: Government Operations 12- (3)

Security Systems 12- (3)

Shadowing 12- (5)

Tactics 12- (3)

Tracking 8- (1)

Total Powers & Skills Cost: 96

Total Character Cost: 175



Ra's Agents

Background: All of Ra's Agents who are not specifically part of the Raymond Project are essentially regular special agents he has recruited from agencies in the government. They are primarily taken from the CIA, the FBI, and the Secret Service. Most of them are experienced in covert operations and have substantial field time.

They are all chosen because of their abilities to take orders without questioning them. They only know Ra as Mr. Raymond, and they all obey him without question and hope to gain his favor for eventual advancement within his organization.



Powers/Tactics: Each agent carries certain standard issue items with him at all times. These items are usually an energy pistol, a bullet proof vest, an earplug radio transmitter/receiver, and a pair of special sunglasses.

The energy pistol comes with two battery packs with enough energy for 12 shots each, and the pistol can be set on a thin concentrated laser ("Kill"), and a wider beam of accelerated photons ("Stun"). The bullet proof vest looks exactly like a dark suit vest, including buttons and pockets, and is worn under a suit coat like a regular vest.

The radio earplugs are earplugs with wires that run down into the suit of an agent to a black box attached to their belt. Originally, these earplugs were flesh-colored and virtually invisible, but Mr. Raymond later had them redone in basic black to give his people that intimidating "agent" look. The transmitting part of this device is voice activated and picks up sounds directly from the speaker's head, it does not require hands to operate or a microphone.

The sunglasses are made of a special polarized glass that both shield the agents from bright flashes and bend light into the infrared spectrum as well. While they do not hinder the vision of the wearer at all, they give the wearer normal sight and IR Vision 24 hours a day.

All of Ra's Agents have at least a basic amount of training in tactical operations. In combat, they will split up into teams that allow firepower as well as flexibility and mobility. They tend to try and surround an opponent before attacking, and then all fire simultaneously on command. They are almost always used in missions involving normals or very low powered paranormals. They travel in teams of three to five agents, and no more than four teams are ever assigned to the same mission.

Appearance: All of Ra's Agents (male and female) dress exactly the same while on duty. They wear dark three piece suits, sunglasses, earplugs, and black ties with golden Ankh's for tie pins. They keep their pistols concealed in shoulder holsters under their coats, and radios and spare battery clips on their belts.

Sun Children

Background: While most of Mr. Raymond's experiments have been tailor-made to suit individual's own particular genetic characteristics, he has been successful in one technique that seems to work the same way on the majority of the subjects he performs it on. Using his own blood as a template, Mr. Raymond has developed a serum that when combined with months of genetic treatment, transforms normal people into Sun Children.

While Sun Children attain unusual powers and almost perfect physical condition, it tends to dull their mental capacities in the process. Because of the nature of their creation, Sun Children are all fanatically loyal to Mr. Raymond and obey him without question.

Powers/Tactics: Originally, Mr. Raymond picked his best agents for transformation into Sun Children. Once he discovered that Sun Children almost always end up with perfect bodies and flat average intelligence no matter what they started with, he began to transform his enemies and those unhelpful to his cause instead.

The Sun Children are able to store heat energy in their bodies much the same way Mr. Raymond does, and they are able to release it as small flames for short periods once or twice a day. These flames burn around the hands, and do not have any range. They are hot enough to ignite almost anything for at least a few rounds, and once ignited, contact does not have to be maintained for the victim/object to keep burning. The Sun Children always use either two or four charges in the attack when they use it so as to make the most use out of the continuous and uncontrolled effect. In addition to being able to create flames, Sun Children are also able to ignore extreme hot and cold temperatures, and can breathe normally in even thick black smoke.

Because of their inability to ever be exceptionally innovative or clever, Mr. Raymond usually uses Sun Children for guard work, simple labor, or missions escorted by a normal agent. When on a mission, their favorite tactic is to simply set an area (building, house, field) on fire, and then use the heat and smoke of the inferno to cover their operations. When attacking, large numbers of Sun Children will all leap at an



Sun Children

Val	CHA	Cost	Roll	Notes
18	STR	8	13-	300 kg; 3½d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
18	PRE	8	13-	PRE Attack 3½d6
10	COM	0	11-	
6	PD	2		
6	ED	2		
4	SPD	12		Phases 3, 6, 9, 12
8	REC	0		
46	END	5		
40	STUN	9		

Total Characteristics Cost: 89

Movement: Running: 8"/16" Swimming: 2"/4"

Powers & Skills

Combat Training:

Combat Levels: +1 Level w/ Combat (8)

Flames:

HKA 1d6, Continuous, Uncontrolled (put out as normal fire), Does not work in water, 4 Charges (17) [4c]

Martial Arts—Agency Training: (12)

Maneuver	OCV	DCV	Damage
Offensive Strike	-2	+1	7 Hd6
Martial Grab	-1	-1	STR 28 Grab
Martial Block	+2	+2	Block, Abort

Life Support: Can breath in smoke and immune to intense heat and cold (8)

IR Vision (5)

Gliding: 5" (5) [0]

Running: +2" Running (4) [1/5"]

KS: Arson 11- (2)

Total Powers & Skills Cost: 61

Total Character Cost: 150

opponent with a flying shin kick (Offensive Strike) until the opponent is stunned, or they will all try to grapple with their target. Eitherway, they will attempt to set the opponent on fire as soon as the target's defenses are down due to being stunned etc.

Appearance: When on guard capacity within Ra's Tomb, the Sun Children all wear bright orange robes with hoods and golden Ankhs on the backs of them. When on a mission, they will either wear the robes or dress as normal average people, depending on the circumstances. While usually exceptionally strong, they donot tend to look any more muscular than they did before their transformation. The demographic make-up of the Sun Children is almost exactly the same as found in any major United States metropolis.

Disadvantages: 100+

Normal Characteristic Maxima (20)

Psychological Limitation:

Fanatically Loyal to Ra (2)

Watched by:

by Ra, 8- (10)

Total Disadvantage Points: 150



The Dominae

Midnight Blue

Background: Jessica Black grew up as an only child in a rich, cold family. Isolated from most other kids of her age, she had few friends in her early childhood, and took most of her pleasure out of tormenting, ordering around, and playing tricks on her servants. Money soon meant nothing to her, and she began to live only for the power she could wield over other peoples lives.

Little did she know, that before her mother had gotten out of middle class society by marrying into a very rich family, her mother had signed up for drug experiments to earn some extra money. While most of these experiments were billed as new aspirin tests and the like, they were really genetic drugs sponsored by Ra.

For 16 years, Jessica and her mother had no idea the drugs had been anything more than what they appeared to be. On Jessica's 16th birthday, Mr. Raymond showed up and recruited her to quit school and join his branch of the government. Jessica accepted both because it sounded exciting and because she knew it would infuriate her parents. Within six months after joining Mr. Raymond, he gave her the necessary drugs to free the genetic potential he had planted in her mother 18 years earlier, and Midnight Blue was born.

While Ra was able to manipulate almost every other agent under his control, Midnight Blue had both the will and the intelligence to resist his persuasions, and to learn what he was really up to. Fortunately for the two of them, Midnight Blue not only didn't mind Ra's plans, but found them a fascinating challenge. Because she is one of the few people in the world who have actually figured him out, Ra respects her more than anyone, and they have become almost partners over the years—although they have never had any romantic interest in each other.

She eventually bought her way into the media business, and now works as a leading TV reporter for a major television network in her alter ego. She has used this position numerous times to further her goals.





Quote: While Midnight Blue has no identifying quote, she almost always arranges for the song "Devil With A Blue Dress On" to be playing somewhere nearby whenever she is in her Midnight Blue persona.

Personality/Motivation: Midnight Blue has little respect for anything or anyone except for herself and maybe sometimes Ra. She has recently become somewhat of a mother figure to Chiffon, whom she sees as the next generation to carry on her plans. Midnight Blue is very protective of Chiffon, not as a mother would protect a child, but as an artist would protect something they put a lot of time into. She is entirely motivated by her own needs, and she is completely amoral about whatever she does. She is also rather spoiled, and has never really had anyone say "no" to her. While her interests change whenever she gets bored, she is currently enjoying the power the Dominae are accumulating. She tends to be very vengeful when crossed, and she has a very, very good memory when it comes to people crossing her. She takes particular pride in having people she knows always afraid that she could be there with them, listening and watching.

Powers/Tactics: Midnight Blue delights in using her Desolidification and Invisibility to spy on others and to scare them. When she uses her Desolidification powers, she is actually becoming a living shadow, and hence can only go where light or shadows could go. While she could easily pass through the strongest

Force Field if it were transparent, a wooden cage constructed so light couldn't get in or out would prevent her from using her Desolidification to go through it. While it only takes a spot big enough for a single ray of light to go through, she dislikes having to contort herself to fit through opening smaller than about two feet square. Consequently, because she is actually a living shadow, she is affected by any attacks that use concentrated light, darkness, or shadows as their special effect. She also is currently experimenting with the concept of keeping parts of her body solid while turning them into two-dimensional shadows. She has only been successful at turning her fingers two-dimensional, and her HKA comes from slashing with her fingertips only a molecule thick. When in her shadow form, her touch has a dampening effect on a few minor electrical impulses. While this does not affect machines as yet, it does radically interfere with brain impulses. This is how she generates mental paralysis. These abilities, combined with her almost perfect invisibility, makes her the perfect spy/assassin/thief. She loves to listen to

people plan or plot against her, and then uses her mental paralysis to make them helpless. Scaring someone in this situation and letting them know just how many ways she could have killed them is much more pleasurable to her than actually killing someone. She also understands how ignorance is fear, and she will keep her identity, powers, and all other information about herself concealed as long as possible, so as to keep up the mystery of just exactly what her enemies are up against. In combats involving more than one person, she prefers to remain anonymous and attack only when the chance of discovery is minimal, while using her powers to gain information about her enemies and give that information to her allies.

Appearance: Midnight Blue usually wears a oversized, baggy hooded sweatsuit that is entirely midnight blue in color, along with a mask that allows only her eyes, mouth, and long black hair to be seen (when the hood is pulled back). This looks casual enough to allow her to blend into crowds as a simple nondescript jogger, but dark enough to allow her to sneak around and be a mysterious hooded figure in the background whenever she doesn't feel like using her powers or she wants people to worry. In her alter-ego, she will often dress up as whatever fits the situation to deceive others, to include wigs, contacts etc. While in these simple disguises she will always have some piece of clothing on that is midnight blue in color.



Midnight Blue

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
29	DEX	57	15-	OCV: 10/DCV: 10
23	CON	26	14-	
11	BODY	2	11-	
23	INT	13	14-	PER Roll 15-
18	EGO	16	13-	ECV: 6
18	PRE	8	13-	PRE Attack 3½d6
20	COM	10	13-	
4	PD	0		
5	ED	0		
7	SPD	31		PHA: 2, 4, 6, 7, 9, 11, 12
12	REC	6		
46	END	0		
33	STUN	0		

Total Characteristics Cost: 174

Movement: Running: 6"/12" Swimming: 2"/4"
Flight: 10"/20"

Powers & Skills

Combat Training:

Combat Levels: +1 Level w/ Combat (8)

Mental Paralysis:

Mind Control 15d6 Mind Control, with telepathic link, Affects Physical World, No Range, One Command: Remain paralyzed, Target will always remember being mind controlled, cannot add END to prevent mind control from growing weaker over time (70) [24]

Shadow Form Powers:

Blade Hand: HKA 2d6 (3d6 w/STR) (30) [3+]
Invisibility to Sight group, Hearing group, N-Ray (140) [0]
Desolidification (Affected by light, darkness, and shadow attacks), 0 END, Per, Usable on one other and herself by touch, Cannot go through barriers that light cannot penetrate (100) [0]
Mental Defense: 14 (10)
Flight 10" (20) [1/5"]
IR Vision (5)

Martial Arts—Agency Training: (18)

Maneuver	OCV	DCV	Damage
Martial Throw	+0	+1	4d6+v/5
Martial Strike	+0	+2	6d6
Martial Disarm	-1	+1	30 STR

			Disarm
Martial Grab	-1	-1	30 STR Grab
Martial Escape	+0	+0	35 STR Escape

Reporter Skills:

Acrobatics, 15- (3)
Conversation, 15- (7)
Disguise, 8- (1)
High Society, 13- (3)
Oratory, 15- (7)
Persuasion, 15- (7)
PS: TV News Reporting, 13- (4)
Seduction, 14- (5)
Shadowing, 11- (3)

Total Powers & Skills Cost:: 441

Disadvantages: 150+

Distinctive Features:

Always wears something midnight blue (5)

DNPC:

Chiffon, 11- (10)

Hunted by

several Major Hero Groups, 11- (25)

Psychological Limitation:

Amoral (15)
Overconfident (20)
Vengeful (10)

Secret Identity: TV News Reporter (15)

Vulnerability:

x2 STUN from Light or Shadow attacks (10)

Watched by:

Ra, 14- (15)
U.S. Government, 11- (10)

Villain Bonus (330)

Total Disadvantage Points: 615

Amber

Background: Alicia Brooks had lived a relatively normal life until she was about 20 years old. She had gone to normal schools and after high school left home to seek a career in show business. Along the way she had several temporary acting jobs, and at the age of 20 became an assistant to a famous traveling Gypsy stage magician. While working for her, she began to suspect that most of the Gypsy's tricks might have had a bit of real magic in them.

Late one night she hid in the Gypsy's room and spied on her. There she watched the Gypsy magician summon magical spirits that enchanted items. After several weeks of spying, she began to learn a few of the rituals the Gypsy used, and began experimenting with creating her own magical items. She was mostly successful, except that she had never learned any of the charms to protect her from the magics she was using. As a result, she has accumulated several items of great power, but her mind has been slightly warped with a greed for more even more power, and her body has developed a distinctive magical allergy to silver and dependence on mistletoe.

While Alicia was flying around one night testing her newest magic item (in this instance her cape), Midnight Blue spotted her and followed her home. For weeks after that, Midnight Blue visited Alicia in her Jessica Black alter ego until she gained her trust and learned enough about Alicia to recruit her into the Dominac. Alicia became Amber shortly thereafter, and has worked faithfully for Midnight Blue every since.

Quote: "Hey hero, Abracadabra!"

Total Character Cost: 615



Amber

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100 kg; 2d6 [1]
21	DEX	33	12-	OCV: 7/DCV: 7
10	CON	0	11-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack 3d6
16	COM	3	12-	
2	PD	0		
2	ED	0		
5	SPD	19		Phases 3, 5, 8, 10, 12
8	REC	8		
40	END	10		
20	STUN	0		

Total Characteristics Cost: 104

Movement: Running: 6"/12" Swimming: 2"/4"
Flight: 10"/20"

Powers & Skills

Combat Training:

Combat Levels: +1 Level w/ Energy
Blast & Ego Attack (3)

Evil Gypsy Spells:

- Elemental Control (40)
- a - Ego Attack 8d6, OAF (Pins and wax doll), Fragile (18) [8]
- b - EB 8d6, AF 5, AP, 5 Charges, Extra Time: +1 Phase, Concentration: 0 DCV (15) [5c]
- c - Mind Scan 10d6, +15 ECV on Ego Attack Roll, OAF (Crystal Ball), Act: 14-, Extra Time: 1 Turn, Concentration: 0 DCV (10) [8]
- d - Force Field +27 PD, +26 ED, 2x Hardened, IIF (Ring), 3 Continuous Charges each lasts for 1 minute, Extra Time: +1 Phase, Ablative (12)

Flight Cape: (IIF)

Flight 10" Flight (16)[15"]

Lucky Feather: (IAF, Fragile)

5d6 Luck (14)

Stage Magician Skills:

- Acting 12- (3)
- Contortionist 13- (3)
- KS: Occult 13- (4)
- KS: Stage Magic 12- (3)
- Latin, Fluent Conversation (2)
- Streetwise 12- (3)

Total Powers & Skills Cost: 146

Disadvantages: 150+

Dependence on:

Mistletoe, 2d6/turn (20)

Psychological Limitation:

Overconfident (15)

Secret Identity: Magician's Assistant (15)

Susceptibility to:

Silver, 1d6/turn (20)

Vulnerability:

x2 STUN from silver (10)

Watched by:

Ra, 8- (10)

the U.S. Government, 11- (10)

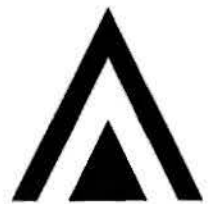
Total Disadvantage Points: 250



Total Character Cost: 250

Personality/Motivation: The magics that gave Amber her powers have also gradually changed her mentality from a normal member of society to the cold supervillain she is today. She is readily adopting Midnight Blue's amoral attitude, although she still has enough of a conscience to be loyal to those near her and to attempt to refrain from hurting people when not in her Amber persona.

Amber secretly fears what the stolen spells are doing to her mind and body, and has spent many a free hour studying and trying to find the magics to counteract her dependence on mistletoe and her aversion to silver. She is afraid to ask the Gypsy magician about her magical side-effects, for fear that the Gypsy will cancel out all of Amber's magic once she finds out what Amber has done.



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SCENARIO TWO

Powers/Tactics: All of Amber's powers come from her stolen spells or the magical items she has created from those spells. When in a direct combat, she usually takes the time to put up her Force Field right away. She prefers to attack with her Ego Attack until she tires, saving the Autofire Energy Blast for emergencies or opponents who are somehow resistant to her Ego Attack. To use the Ego Attack, Amber must stick pins into a special wax doll she usually carries around with her. At times, when someone has particularly angered her and escaped or is hidden so she can't see them, she will find opponents through her crystal ball (via Mind Scan), and attack them through it with the Ego Attack. This last technique is one of her favorites because it allows her to incapacitate someone or even put them in a coma in a mysterious mystical way that is very difficult to trace. The Autofire Energy Blast is always a series of amber colored beams, although she can change them to look like a barrage of mystical arrows, darts, or daggers.

Appearance: Amber is a Japanese woman with straight long black hair, and large brown eyes. She wears a black medium length skirt and sleeveless top, with a short black cape, long black gloves, thigh high black boots, and a black masquerade mask. She keeps her magic feather on her right shoulder, and her crystal ball in a black velvet pouch hanging from her waist.

Emerald

Background: At an early age, Julie Davert was aware of the negative stereotypes and images that represent women in most forms of media. Gradually, this has built from an awareness to one of her strongest motivations. She has sought power both to ensure her own personal freedom and to dispel any stereotypes about her gender. She had just graduated in the top 5% of one of the finest law schools in the country when she heard of the first Super Camp that was just starting as a temporary experimenting post near-by. She joined up that same week, and when Ra saw her psychological profile, he determined that she would be a perfect candidate for a group of women super-agents Midnight Blue was starting to organize called the Dominae.

Ra and his scientists worked around the clock studying Julie's genetic make-up, until they found the perfect serum to bring out her natural abilities and enhance them into great powers. In the process Julie's body lost some of its ability to resist other chemicals, and now she is particularly vulnerable to chemical and gas type attacks. Shortly after gaining her new powers, she readily joined the Dominae and dubbed herself Emerald after the colors of her powers.

Now she continues work as a lawyer in her alter ego, and in the short time she has had her powers she

has become the most respected and known of the three public Dominae. Unbeknownst to Emerald at the time, she accidentally crippled the son of the leader of a local super-villain group during one of her earlier battles. Since then, this group has kept an eye out for her in hopes of settling the score.

Quote: "Oh, don't mind little ol' me."

Personality/Motivation: Emerald is happy now in her circle of female friends, and she enjoys the work the Dominae now do. She will always go out of her way to take the harder path over something easier, and the other members of the Dominae know her enough to stay out of her way when she does. While she has no convictions about permanently injuring or killing men, she tends to do the minimum amount of violence necessary to subdue or defeat women opponents.

Emerald has become very dependent on the Dominae and the feeling of safety she has when with them. She is very confident in her abilities, and does not particularly fear anything, but the Dominae are the only people she feels she can trust. As such, she pretty much goes along with whatever they do and say, assuming that anything is worth keeping the bond she has with her friends.

Powers/Tactics: Emerald's powers concentrate as sparkling green fields around her hands and wrists. When she focuses this power into a narrow field, she can strike with the edge of her hand and do just devastating damage to buildings, cars, and other inanimate objects. She particularly likes to use this to destroy foci, super vehicles, and the main structural supports of buildings and bases. When this same ability is used on living targets, it tends to tear through armor and hit even insubstantial opponents. She can increase the energy fields to cause much more of a concussive effect without the penetrating ability, and for a short period of time she can actually engulf opponents in a sparkling green burning flame.

In combat, she prefers to attack with the Double Knockback punch because it does the most damage, costs no END, and looks the most dramatic. She uses the AP chop on bricks and heavily armored opponents, and saves the continuing flame attack for opponents who recover quickly and just refuse to stay down when stunned. If the Dominae are doing well or any opponent seems emotionally too attached to a foci or vehicle, she will go out of her way to destroy the inanimate object.

Appearance: Emerald has sandy blonde hair and green eyes, and is only about 5'1" tall. She wears an all green outfit that looks somewhere between a summer dress and something from a European fashion show. She conceals her face with a green masquerade mask, and wears green Chinese flats for shoes.



Emerald

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
12	CON	4	11-	
10	BODY	0	11-	
16	INT	6	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack 3d6
18	COM	4	13-	
25	PD	22		
25	ED	23		
5	SPD	17		Phases 3, 5, 8, 10, 12
7	REC	4		
24	END	0		
27	STUN	3		

Total Characteristics Cost: 132

Movement: Running: 11"/22" Swimming: 2"/4"

Powers & Skills

Combat Training:

Combat Levels: +1 Level w/ Multipower (3)

Green Energy Powers:

Multipower 60 pt pool (60)

u - HKA 4d6 HKA (5d6 w/ STR), Only to damage Inanimate Objects (3) [6+]

u - HA +8d6, 0 END, Double Knockback (5) [0+]

u - HA +6d6 HA, 1/2 END, AP x2, Penetrating, Affects Desolid (6) [3+]

u - Fire: EB 4d6 (Fire), Penetrating, Continuous, Uncontrolled (Turned off as a regular fire), 8 Charges, Extra Time: +1 Phase (3) [8c]

Damage Resistance: 15 PD, 15 ED (15)

Running: +5" [1/5"]

Lawyer Skills:

Conversation 12- (3)

KS: Law 12- (3)

Oratory 12- (3)

Perk: License to Practice Law (1)

Persuasion 12- (3)

Total Powers & Skills Cost: 188

Total Character Cost: 250

Disadvantages: 150+

Enraged when:

Stereotyped, 11-/11- (10)

Hunted by:

Super Villain Group, 8- (15)

Psychological Limitation:

Overconfident (15)

Seeks power (15)

Secret Identity: Lawyer (15)

Vulnerability:

x2 STUN from Chemical/Gas attacks (10)

Watched by:

Ra, 8- (10)

the U.S. Government, 11- (10)

Total Disadvantage Points: 250



Ivory

Background: Sandra Eaton had worked with various astronomy research teams for almost seven years when she got what she considered to be her big break in the field. During some down time at the local observatory, she watched a strange meteor fall through the sky without burning up in the atmosphere. She was able to track its location, and then went out to investigate on her own.

What she found was a massive crater filled with a mysterious white mist. She entered the crater to try and find test samples, unknowing that the mist was actually composed of microscopic spores that had been released by the meteor. As she collected the remnants of the meteor, she inhaled a great deal of the spores, which instantly started to infest her body. By the time she discovered that the meteor was actually a space seed sent by some massive alien plant, the spores were well on the way to transforming her body.

By some quirk of nature, Sandra's immune system was able to resist the spores enough that she was not killed, but only after she had spent days being warped and changed by the alien life form. When it was all over, she found herself physically bigger and in perfect shape, with the ability to store up nuclear energy and release it at will. Unfortunately, she also ended up with shiny white skin, all white eyes, and slight damage to her ears.

Ashamed of her new appearance, she quit her job and went into hiding in hopes of somehow figuring out how to look normal again. She took to robbery to pay the bills during this period, and eventually became well enough known to attract the attention of Ra's information network.

Ra not only taught her how to best use her powers, but developed a special skin make-up and contacts that allowed her to continue a normal life when she wanted as well. After months of persuasion, Ra finally convinced her to become Ivory and join the Dominae.

Quote: "Get ready to see stars!"

Personality/Motivation: Ivory is the least ruthless of all the Dominae. She believes that the Dominae are actually doing some good. She does not know Ra's secret schemes, and honestly believes she is doing society a favor in her work. If she were to find out Ra's true motives, it would still probably take quite a bit of talking to get her to quit the Dominae just because she has become happy with what she is doing. However slight the chance might be, Ivory is the most likely to ever question any orders Midnight Blue or Ra might give her.

Ivory has always liked the stars, astronomy, and the thought of the wide open skies, and she is violently opposed to small enclosed spaces. She actively pursues her career in astronomy, and is always ready to discuss or read about any new scientific theories or discoveries in the subject. She spends a great deal of her free time in orbit around Earth because of the great view of the star-filled sky, and has been late to many a meeting or job because of losing track of time while doing so.

Powers/Tactics: Two of Ivory's biggest problems are that she can't protect herself while she is flying, and that she hasn't quite mastered her energy projection yet. If she has to fly into combat, she tends to land as soon as possible on a nearby rooftop and power up her Force Field. She switches to Density Increase whenever she has determined she doesn't need the extra defense of the Force Field or that she absolutely has to have the extra strength.

When attacking, she tries to use her easiest Energy Blast because the others tire her very quickly. She usually uses the NND blast against bricks she wants to take out in a hurry, the Explosion against martial artists or groups of normals, and the 12d6 Blast whenever she wants to seem more powerful than she really is. She will not use any of these exhausting attacks more than once per turn though, unless it will definitely end a battle or it is an emergency.



Ivory

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
23	DEX	39	13-	OCV: 8/DCV: 8
11	CON	2	13-	
11	BODY	2	12-	
15	INT	5	11-	PER Roll 12-
12	EGO	4	11-	ECV: 4
14	PRE	4	13-	PRE Attack 3½d6
18	COM	8	11-	
14	PD	10		
12	ED	10		
6	SPD	27		PHA: 2, 4, 6, 8, 10, 12
8	REC	4		
22	END	0		
40	STUN	13		

Total Characteristics Cost: 134

Movement: Running: 86"/12" Swimming: 2"/4"
Flight: 20"/40"

Powers & Skills

Alien Spore Powers:

- Multipower 40 pt pool (40)
- u - Full Life Support (3)
- u - FTL Travel 1 LY/Year (1)
- u - Force Field +20 PD, +20 ED, 4 Continuous Charges each lasts for 5 minutes (4)
- u - Density Increase: +25 STR, +5 PD, +5 ED, -5" KB, Weight: 3200 KG, 0 END (4) [0]
- u - Flight 20" (4) [1/5"]

Radiation Blasts:

- Multipower 60 pt pool, Act 14- (40)
- u - Ion Blast: EB 9d6, ½ END (4) [3]
- u - Photon Blast: EB 12d6 (4) [6]
- u - Plasma Blast: EB 8d6 EB, Explosion (4) [6]
- u - Radiation Blast: EB 6d6, NND Defense is Life Support vs. Radiation or a lead-lined costume/ enclosure (4) [6]

Astronomer Skills:

- SS: Astronomy 11- (2)
- SS: Physics 11- (2)

Total Powers & Skills Cost: 116

Total Character Cost: 250

Disadvantages: 150+

Distinctive Features:

Ivory/Shiny skin and all white eyes (10)

Hunted by:

Super Villain Group, 8- (15)

Psychological Limitation:

Claustrophobic (10)
Overconfident (15)

Secret Identity: Astronomy Laboratory Technician (15)

Vulnerability:

x2 STUN from Sonics (10)

Watched by:

Ra, 8- (10)
the U.S. Government, 11- (10)
Scientific Groups, 8- (5)

Total Disadvantage Points: 250

All of her offensive powers come from the natural radiation her new alien cells have stored up. While she is much better at releasing these powers now, she still occasionally loses her concentration and fails to focus the blast. Her other powers come from the changes to her physiology caused by the alien spores. They are all powers the alien plant evolved to survive the rigors of space travel and living in harsh environments that now are a part of her body. Her immune system keeps most of these at bay, and she actually has to concentrate to use them, and then only one at a time.

Appearance: Ivory is a 6' tall woman with white shiny skin, silvery white hair, and all white eyes. Whenever she is using any of her powers, her eyes light up with white light, and her hair begins to glow with a shimmering display of radioactive fires. Unlike most of the Dominae, Ivory chooses not to wear anything over her face. While working as an astronomy laboratory technician her skin make-up, a wig and contact lenses conceal her unusual appearance, but her hair and eyes will still glow if she uses any of her powers. This make-up takes about 30 minutes to properly apply, and can only be removed by a special solution Ra had developed just for that purpose.



Chiffon

Background: Chiffon's real identity is a mystery, as she was discovered abandoned as a baby in a city dumpster by Midnight Blue. Ra had been using drunks, derelicts, and bums in his genetic experiments for years, and saw this child as another guinea pig. While most of Ra's earlier experiments turned out short-lived freaks or killed the subjects, his work with this child was an unexpected success.

Her powers were first noticed when all of the scientists near her suddenly became equal to her in intellect and maturity, and began playing childish games with her. No device was able to detect exactly how she reduced the mentality of those around her, or whether or not those are her only powers, but this ability was quickly recognized as an asset to be carefully watched and researched.

She gained the name Chiffon because it was one of the first words she ever said (no one knows what she was really trying to say at the time) and it stuck with her. Midnight Blue adopted Chiffon as her personal project, and supervised her training and education from that point on. Years later, when the Dominae was being formed, Chiffon was allowed to join as an apprentice member. Since then, she has become a crucial part of the team's activities.

While Chiffon has been almost completely left under Midnight Blue's care, Ra and his team of scientists still keep a watchful eye over her and occasionally

retest her to see if her powers are changing or if she has developed any new abilities. At this time it is strongly suspected that puberty will cause some noticeable change in her powers.

Personality/Motivation: Chiffon is only eight years old, and despite some of the best training and schooling available, she still has the mentality of an eight year old. She has had a rather sheltered childhood, and in general only really cares about pleasing Midnight Blue or riding horses. She spends almost all of her free time doing schoolwork or riding or caring for the horse that Midnight Blue bought for her.

She has never developed a real respect for most adults or people of power, because whenever they upset her she knows she can simply reduce their mentality down to her level. Chiffon considers Midnight Blue her only real family, and the other members of the Dominae her friends. Both the Dominae and Ra have all escaped Chiffon's humiliating power, although Midnight Blue is the only person who can really punish her and get away with it.

Overall, Chiffon is a rather well-behaved child considering the conditions of her upbringing and the incredible power at her disposal. She is still rather naive, although not nearly as much as a regular eight year old would be. She is very proud to be allowed to work as a member of the Dominae, and she is constantly working at becoming better at working with them.

Powers/Tactics: Chiffon essentially has the power to reduce people's mentality to that of a small child. Her Drain takes away enough INT, EGO, and PRE to severely affect someone's thought processes in a hurry. Her powers are completely invisible, and as such most people do not realize right away that they have been affected by them. Heroes find simple calculations suddenly very difficult, they lose their motivation to do things, and they suddenly become easily influenced or scared by others. The effects usually gradually wear off in a couple of days, although there is currently no known way to speed up this process.

In a combat situation, Chiffon will usually have been told ahead of time to either use her powers as she wants, to attack specific opponents in a certain order, or to wait and take all her commands from Midnight Blue. In general, because she can only use her powers a limited number of times per day, she tries to hit everyone with it at least once or twice rather than repeating the process on one person until they are a blithering idiot. Midnight Blue has specifically drilled this into Chiffon's head because it is much less obvious that a power is being used if it just slightly reduces the mentality of everyone. If everyone is affected by it they all have a smaller chance of noticing, whereas anyone can tell something is being done to them when rocket scientists suddenly starts sucking on their thumbs.

She has become relatively proficient at picking out the leader of a group and hitting him first, although



Chiffon

Val	CHA	Cost	Roll	Notes
5	STR	-5	13-	50 kg; 1d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
8	CON	-5	13-	
6	BODY	-8	12-	
13	INT	3	11-	PER Roll 12-
8	EGO	-4	11-	ECV: 3
20	PRE	10	13-	PRE Attack 4d6
14	COM	2	11-	
1	PD	0		
2	ED	-		
5	SPD	22		Phases 3, 5, 8, 10, 12
3	REC	0		
16	END	0		
43	STUN	0		

Total Characteristics Cost: 40

Movement: Running: 4"/8" Swimming: 2"/4"

Powers & Skills

Combat Training:

Combat Levels: +2 Levels w/ Drain (6)
 Drain 1d6 INT, 4d6 EGO, 2d6 PRE, Returns at 5 pts/day, Ranged, Fully Invisible, 12 Charges, Extra Time: +1 Phase (150) [12c]

Running: -2" (-4) [1/5"]

Kid's Skills:

Animal Handler 11- (3)
 Riding 12- (3)
 Stealth 8- (1)
 Sleight of Hand 8- (1)

Total Powers & Skills Cost: 160

Total Character Cost: 200

Disadvantages: 125+

Physical Limitation:

Very Young (20)
 Understands little of adult world (15)

Psychological Limitation:

Naive (15)
 Only Loyal to Midnight Blue (15)

Watched by

Ra, 8- (10)

Total Disadvantage Points: 200

she usually bases this on who yells the loudest or who has the most impressive costume. She never makes any dramatic soliloquies or threats, and has been working very hard at being inconspicuous when using her powers.

Appearance: Chiffon is an eight year old girl who tends to dress in pink frilly dresses with large pink bows in her hair and who occasionally carries a lollipop or a doll. She is very good at instant crying whenever someone accuses her of being anything but a spectator, and she is careful to act less intelligent than she really is whenever necessary.



The Raymond Project

Bruce

Background: Mike Mathewshadbeen a Special Forces helicopter pilot who was highly decorated for his efforts in the Vietnam war. After Vietnam, Mike quit the military and began working in various U.S. Government agencies. He started in the FBI, transferred to the Secret Service, and eventually ended up with a low level position in the CIA.

His record was spotless, but his personality profile marked him as having violent tendencies and fits of anger. This kept him from ever achieving the higher positions within any government agency despite his hard work and intelligence, and frustrated him for years. Finally, Mr. Raymond got a copy of Special Agent Mathews' records, and saw him as a perfect candidate for his new secret strike force. Mr. Raymond promised him the prestige he deserved, and Special Agent Mathews agreed to moonlight secretly for Mr. Raymond's megacorporation. Mr. Raymond discovered Special Agent Mathews' particular fondness and ability for hand-to-hand combat, and had cybernetic adrenal activators implanted in Special Agent Mathews' body.

After months of training under some of the best instructors money can buy, Special Agent Mathews became an official member of the Raymond Project, and adopted the code-name Bruce. As a member of the Raymond Project, he has finally achieved (in his mind) a status above most of the other Special Agents he left behind in the other agencies.

Quote: "I'm going to hit you with my shin, and you won't be able to stop it."

Personality/Motivation: Bruce has always been the perfect soldier. He takes orders without question, and constantly works to improve his proficiency and whatever task or job is assigned to him. The only commands he questions are those to take an unfair advantage over an opponent, or to deliberately lie on an official report or statement. It is for this reason Mr. Raymond keeps him away from the media and orders him not to make any statements of any kind to anyone.

His temper has been greatly reduced over the years, but occasionally the extra adrenaline produced by his cybernetics triggers fits of uncontrollable rage and violence. He dislikes using the adrenal activators because of this, but will not hesitate to use them if a mission requires it or is in jeopardy of failing. Note that his temper has nothing to do with his service in Vietnam; Bruce has been a hot-head since high school.

Powers/Tactics: Bruce's only real powers come from the adrenal activators implanted in his body. For short periods of time, they can quadruple the amount of adrenaline in his body. These cybernetic devices have a built in fail-safe that keeps them from being



Bruce

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
13	PRE	3	12-	PRE Attack 2½d6
10	COM	0	11-	
8	PD	4		
8	ED	4		
4	SPD	10		Phases 3, 6, 9, 12
10	REC	4		
44	END	2		
42	STUN	8		

Total Characteristics Cost: 122

Movement: Running: 6"/12"
Swimming: 2"/4"

Powers & Skills

Combat Training:

Combat Levels: +4 Levels w/ Martial Arts (12)

Martial Arts—Advanced Agency Training (43)

Maneuver	OCV	DCV	Damage
Martial Throw	+0	+1	6d6+v/5
Martial Strike	+0	+2	8d6
Offensive Strike	-2	+1	10d6
Martial Block	+2	+2	Block, Abort
Martial Dodge	-	+5	Dodge
Nerve Strike	-1	+1	3d6 NND
Martial Disarm	-1	+1	40 STR Disarm
Killing Strike	-2	0	2d6K +2 DCs with all MA (already figured in)

Use Art w/Polearms, Clubs, Swords

Adrenal Activators:

Characteristics +10 DEX, +7 REC,
3 Continuous Charges each lasts
for 1 minute, Act 14- (22)

Kevlar Vest:

Armor +5 PD, +5 ED, Act 14- (8)

Government Agent Skills:

Combat Pilot (Helicopter) 13- (3)
Combat Sense 14- (7)
Concealment 12- (3)
Find Weakness with Martial Strike 13- (20)
KS: Jungles 11- (2)
Stealth 13- (3)
Survival 11- (3)
Vietnamese, Basic Conversation (2)

Total Powers & Skills Cost: 128

Disadvantages: 150+

Berserk when:

using Adrenal Activators 8-/11- (15)

Normal Characteristic Maxima (20)

Psychological Limitations:

Honorable (20)

Always obeys orders of superiors (15)

Secret Identity: Government Agent (15)

Watched by

Ra, 14- (15)

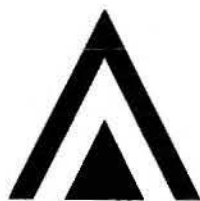
Total Disadvantage Points: 250



used too often or for too long because of the adverse affects that would have on his body. Being cybernetic they are not perfect, and some times they do not work. Note that these cybernetics are made of the same material and alien technology that created Gaffer.

Whenever he is fighting a normal (or two), he usually doesn't bother to activate his cybernetics. His favorite attacks are his shin kick (Offensive Strike) and karate kick (Martial Strike). When his adrenal activators are being used, he is usually fast enough to dodge or block every incoming attack and still have enough actions left over to attack back. He saves the thumb jab (NND) for quick and silent take-downs,

Total Character Cost: 250



and the karate chop (HKA) for opponents who have particularly angered him or fought unfairly in combat.

While he is able to use all of his martial arts with polearms, clubs, and swords, he usually does not carry any of these as he feels they give him too much of an advantage. If he goes berserk in combat, he attacks unarmored targets with his karate chop (HKA), and armored targets with his shin kick (Offensive Strike). Bruce is most likely to disarm someone and use their own weapon against them or grab something for use as a club when he is berserk.

Appearance: Bruce is a Hispanic man of average height and has dark hair, dark eyes, and a muscular body. When on assignment, he prefers to dress as a vagrant, a beach bum, or as a lost tourist. These outfits sometimes allow him to get within striking distance of an opponent without having to dodge lots of ranged attacks. These outfits also involve loose clothes that allow him the flexibility he needs for his hand-to-hand combat.

Shot

Background: Doug Williams enlisted in the army right out of high school. There had been a long line of successful military careers in his family, and he saw joining the army as his patriotic duty. After several years in the infantry, Doug was sent to the Army Sniper school where he excelled from the beginning. Soon afterwards, he became a member of a special unit of counter-terrorist troops. His career continued to keep him active until at last he was assigned to an anti-drug-smuggling mission in South America. Due to a tragic miscalculation by his team's leader, Doug was captured by a South American drug lord and the rest of his team was killed.

He spent the next few months as a hostage, being constantly tortured and interrogated for information. During this time, his captors' favorite method of torture was to tie him on his back under a foot of water so he constantly had to struggle to keep his head where he could breathe.

Eventually he managed to escape, and after three weeks living alone in the nearby jungles, he finally reached civilization and was taken back home. While his superiors were very impressed by his abilities and accomplishments, they could not publicly reward him because of the delicate political situation surrounding his capture. Bitter and angry, he became a perfect recruit for the Raymond Project.

Mr. Raymond willingly took him in, and soon Doug had been given the new identity of Shot. He has been given the most efficient state-of-the-art equipment, and continues to happily "serve his country" both in the regular military and under Mr. Raymond's command.

Quote: While Shot has no identifying quote, he insists on the other members of the Raymond Project talking to him the same way. Whenever someone wants him to shoot someone, no matter how they are communicating the message (including Mind Link), he insists that they hold their hand up to their mouth as if it had a walkie-talkie in it and say, "(Click) Take 'em out."

Personality/Motivation: Shot has been a career military man for as long as he can remember, and will now willingly do whatever he believes is in the best interest of his country. He will lie, kill, or anything else if there is a valid rationale behind it. He is not a completely blind follower, and Mr. Raymond knows not to give him any ridiculous orders that seem to be only for Mr. Raymond's own interest and not for the country.

The torturing in South America left a noticeable mark on Shot, and he still has a serious aversion to any body of water over a few feet deep. The drug lord he escaped is also rumored to have put a contract out on Shot, although there have been no noticeable attempts on his life thus far.

Powers/Tactics: Shot's primary abilities lie in his incredible marksmanship and in the incredible weapon he carries. His rifle is of a massive caliber, and it is loaded with six magnum depleted uranium rounds at a time. It has a grenade launcher attached underneath it, and a very powerful multi-spectral scope that can see through virtually any substance but water. Even a heavy rain is enough to scatter the energy waves the scope uses to see through other substances.

In any form of combat, Shot prefers to stay very far from the battle and fire from hiding. He will often scout out a high spot somewhere near a likely battlefield hours before a fight, and then wait patiently there until it begins. Because he is able to use his scope to see through most walls and windows, and because his gun does so much damage, he has occasionally used the tactic of firing through walls at targets, losing only a little bit of power and taking "concealed" victims totally and completely by surprise. His gun breaks down into pieces small enough to carry in a large briefcase, and it is in this form he conceals it as he moves to and from his position.

Appearance: Shot is average African American man with unremarkable features. When on urban missions, Shot usually dresses as some type of businessman, to include whatever the latest trend in suits might be. This outfit allows the briefcase gun case to go without suspicion. When on any type of wilderness mission, he will dress in whatever type of camouflage that best suits the terrain he is in. This camouflage will be so complete as to conceal all of his features, and when dressed this way he also conceals his gun and carries it in a special camouflaged back pack.



Shot

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2½d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
12	CON	4	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 14-
16	EGO	12	12-	ECV: 5
15	PRE	4	12-	PRE Attack 2½d6
10	COM	0	11-	
6	PD	3		
5	ED	3		
4	SPD	12		Phases 3, 6, 9, 12
8	REC	6		
26	END	1		
30	STUN	7		

Total Characteristics Cost: 85

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills

Combat Training:

Combat Levels:
+4 Levels w/ Guns (20)

Range Levels:
+1 Range Mod w/ Guns (3)

Sniper Rifle: (OAF)

Rifle: RKA 3d6, AP, +1 Stun Modifier, 6 Charges (33) [6c]

Underslung Grenade Launcher:
EB 5d6 EB, Explosion, AP,
Extra Time: +1 Phase,
3 Charges (13) [3c]

Auto Pistol: (OAF)

RKA: 1 ½d6 RKA, +1 Stun Modifier, 2 Clips of 8 Charges (13) [2x8]

Rifle Scope: (OAF)

+6 Level vs. Range Modifiers for Rifle only (9)

+2 Levels with Rifle, Only used for OCV (3)

N-Ray vision (not through water) (10)

Enhanced Perception: +2 PER Rolls

Army Sniper Skills:

Climbing 13- (3)

Concealment 13- (5)

KS: South American Climates 12- (3)

Lockpicking 13- (3)

Resistance: +3 (3)

Security Systems 13- (5)

Shadowing 13- (7)

Spanish, Completely Fluent (3)

Stealth 13- (3)

Streetwise 13- (5)

Survival 12- (5)

Tactics 12- (3)

Weaponsmith 13- (7)

Total Powers & Skills Cost: 165

Disadvantages: 150:

Hunted by

South American Terrorists, 8- (10)

Normal Characteristic Maxima (20)

Psychological Limitation:

Fear of water (10)

Super patriot (10)

Secret Identity: U.S. Army Sergeant (15)

Watched by

Ra, 14- (15)

the CIA, 8- (10)

Total Disadvantage Points: 250



Ted

Background: Robert Carlson was afraid of crowds since the day he was nearly trampled to death as a small child at a local amusement park. From that day forward he tended toward jobs where he could operate alone or with as few coworkers as possible.

He spent several years on the police bomb squad before he finally quit and went on to become a civilian employee for the U.S. Government. He was able to land a job within an agency where he worked away from large crowds of people. With his almost perfect photographic memory, he was able to learn any job quickly, and become an expert at whatever field he worked in. Unfortunately, his boss recognized his usefulness, and enjoyed taking credit for Robert's work. His boss secretly prevented Robert from being promoted to a higher job just so he could keep him around.

Once Robert finally figured this out, he began to complain to those above his boss. Because Robert rarely saw anyone but his boss, it became an issue of his word against his boss's. The higher levels of supervisors were less than sympathetic, and threatened to fire Robert if he didn't quit spreading rumors about some of the more outstanding government employees.

Robert did not quit or continue complaining, and all of his superiors soon resumed taking advantage of his abilities. While Robert continued to work diligently and obediently, he was gradually gathering the materials necessary to get his revenge. One day Robert showed up for work late, and then set off a series of bombs that leveled his entire department, killing or seriously wounded all of his bosses and supervisors. He allowed himself to be minorly wounded as well to avoid suspicion, and ended up with permanently damaged hearing because of it.

Nothing was ever proven in the investigation that followed, but there was enough evidence to justify Roberts' eventual dismissal from the agency. When Mr. Raymond heard about the incident, he had his people conduct another investigation. He liked what he found, or rather didn't find, and determined that Robert was efficient, careful, and ruthless—in short, perfect for admission into the Raymond Project.

Robert joined the team as its technical/explosives expert, and did exceedingly well in the months of training that followed. He has developed quite a few helpful gadgets for the team since then, although he still prefers to keep his distance from the other team members whenever possible. He took his code name after the nickname for the thick army-issued glasses he always wears (T.E.D.s—Tactical Eye Devices). In his alter ego he now works as technician in Mr. Raymond's many Research and Development departments.

Quote: "Boom, boom, out go the lights."

Personality/Motivation: Ted's fear of crowds has haunted him as long as he can remember, and even

having four or five people in the same room as him makes him nervous. He is not anti-social however, and has, in fact, made friends with almost all of the Raymond Project on an individual basis. He prefers to travel and work at night or in places where there aren't many other people around.

Because of these unusual habits, his first and only marriage failed miserably, and he was left with a son to look after. His son just entered Junior High School, and has recently begun to take an active interest in his father's work. Ted has thus far been able to keep his covert activities a secret, but he still has to keep an eye out for an occasional curious teenager.

Unlike most of the rest of the Raymond Project, Ted works for Mr. Raymond with the secret understanding that he is going against what is really good for the United States, and that every act he does increases his revenge for how he was treated that much further. He does not openly discuss how he feels with the other members of the team, but secretly enjoys the status he now has over those who fired him or took advantage of him when they were his boss.

Powers/Tactics: Ted is almost never seen in direct combat, and is usually helping the team before they realize it or from an inconspicuous position nearby. His primary functions are to take out vehicles, set up distractions, confuse or separate opponents, and other operations that damage the enemy while not in direct combat.



Ted

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [2]
16	DEX	18	12-	OCV: 5/DCV: 5
11	CON	2	11-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
15	EGO	5	12-	ECV: 5
14	PRE	4	12-	PRE Attack 2½d6
12	COM	1	11-	
5	PD	2		
4	ED	2		
4	SPD	14		Phases 3, 6, 9, 12
5	REC	0		
46	END	3		
33	STUN	7		

Total Characteristics Cost: 76

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills

Claymore Mine: (OAF)

RKA 2d6, AE 4" Cone, Trigger (Changeable), 3 Charges, Extra Time: 1 turn to set up (18) [3c]

C-4 Charge: (OAF)

EB 12d6 (Concussion), Explosion, AP, Time Delay, 1 Charge, Act 14-, Extra Time: +1 Phase, No Range (25) [1c]

Plastique: (OAF)

EB 8d6 (Concussion), Explosive, AP, Time Delay, 4 Charges, Act 14-, Extra Time: +1 Phase, No Range (20) [4c]

Concussion Grenade: (OAF)

EB 6d6, Explosion, 2 Charges (13) [2c]

Radio Jammer: (OAF)

Darkness 15"r vs. Radio Group, 2 Continuous Charges each lasts for 5 minutes, Extra Time: +1 Turn, Act 14-, Fragile, No Range (34)

Martial Arts—Agency Training: (11)

Maneuver	OCV	DCV	Damage
Martial Throw	+0	+1	3d6+v/5
Sacrifice Throw	+2	+1	3d6, Fall
Choke Hold	-2	+0	2d6 NND

Scanner: (OAF)

Detect Tracers, Sense, Range, 360, Parabolic +16 range penalties, 2 Continuous Charges each lasts for 1 hour, Fragile, Extra Time: +1 Turn (14)

Bomb Technician Skills:

Concealment 13- (3)
Demolitions 14- (9)
Electronics 11- (3)
German, Fluent, No Accent (3)
SC: Structural Engineering 11- (3)

Raymond Project Agent Skills:

Acting 8- (1)
Breakfall 8- (1)
Disguise 11- (3)
Eidetic Memory (10)
Inventor 8- (1)
Stealth 12- (3)

Total Powers & Skills Cost: 174

Disadvantages: 150+

DNPC

Teenaged Son, 8- (10)

Normal Characteristic Maxima (20)

Psychological Limitation:

Fear of crowds (20)
Vengeful (10)

Secret Identity: Technician (15)

Vulnerability

x2 STUN from Sonic Attacks (10)

Watched by:

Ra, 14- (15)

Total Disadvantage Points: 250

He usually carries several pounds of C-4 (U.S. Army plastique explosive) with timers that he uses either to take out important structures, vehicles, or as traps. When necessary, he uses these to break into secured areas as well. His knowledge of explosives is so complete that he can create shape-charges with these demolitions to a much greater (armor piercing) effect.

The three Claymore anti-personnel mines he carries are detonated either by a switch attached to a long wire, or by a tripwire or pressure plate of some sort. He uses these almost entirely for assassination booby traps. They are excessively deadly to everyone nearby, so he usually gets permission from Mr. Raymond before he uses them. He also carries a belt of concussion grenades in case he should ever somehow get involved in direct combat.

He has developed a portable radio jammer that can work off battery power for limited periods of time. It creates a 15" radius sphere impervious to all radio/television/radar transmissions and receptions. He uses this either to prevent police from calling for back-ups, or to disrupt the communications of hero groups that give orders and via radios. It is most efficient if activated after combat is begun, so that the opponents will not have the time to coordinate what to do against this sudden lack of communication. On rare instances, this device has also been successfully used to blind paranormals who see entirely with radar, and to keep isolated heroes from calling their teammates for help.

His last invention is a special tracking device. He has manufactured several tracers out of a very rare mineral, and has tuned this tracker to be able to search for and locate them. He hides these tracers on opponents or in their vehicles, and then can trace their location from that moment on. The tracker loses its efficiency after a certain range, and it has a very serious drawback. Because the tracker does not have any analytical abilities, should anyone ever analyze any of these tracers, they wouldn't have too much trouble manufacturing thousands of them and hiding them everywhere if they could get the proper mineral, thus rendering the tracker useless.

Total Character Cost: 250



Appearance: Ted is a pleasantly plump figure of a man with short hair and thick glasses. He always wears a tan photographer's vest over plain clothes, and fills the numerous pockets and pouches with his explosives and other gadgets.

Ox

Background: Billy "Ox" Stewart is a good ol' boy from the backwoods of Alabama. At the age of 16 he started working at a car repair garage to pay the bills, and continued there until his parents died in a plane crash eight years later. He then decided to get away and start his life over again.

He packed up and moved across the country, and eventually enrolled in the same initial experimental Super Camp that had transformed Emerald and Gaffer a few years earlier. His metabolism was incompatible with any genetic alteration, so the scientists decided to enhance his body with cybernetics instead.

After almost two years of painful operations, Ox was finally ready to start his new life. He accepted a lower level position in the Secret Service to give him more experience for the government. In no time he had proved himself more than capable for any mission, and was judged an incredible success. Mr. Raymond wasted no time in snatching him up for the Raymond Project, where he has remained the newest and least experienced member every since.

Quote: "I'm gonna beat you like a buck-toothed freckle-faced red-headed stepchild!"

Personality/Motivation: Ox is intelligent, but has never been very educated. His idea of morality is not hitting someone in the back or when they're down. He trusts Mr. Raymond, and has never really stopped to think whether or not the activities of the Raymond Project are legal or morally correct. As far as he is concerned, if a megacorporation as important as Mr. Raymond's is backing it, it must be either the right thing or vitally important.

Ox is well mannered and polite whenever he can be. He will open doors for people, uses the terms "Ma'am" and "Sir" as a matter of course, and refrains from the use of strong language. He considers his missions with the Raymond Project as work that has to be done—even if they might be less than pleasant sometimes—and feels no guilt over them.

He usually prefers to fight opponents he thinks might be closely matched with him, and then he will help them up whenever he knocks them down if they wish to continue fighting. He strongly dislikes the idea of having to fight women or anyone under the age of 18 (regardless of how powerful they are), and he would have to take quite a bit of damage from them in order to actually consider it necessary to fight them.

Powers/Tactics: All of Ox's powers come from the cybernetics implanted in his body. The Armor and Damage Reduction come from the many kevlar scales just under his skin. The Life Support comes from insulators, blood monitors, and synthetic chemicals that are released periodically throughout his body. A



miniaturized radio transmitter/receiver has been built into his skull, and his eyes have been coated with a thin layer of fiber optics that allow him to see in the dark with the aid of the IR sources that attach to his temples. His skeleton has been reinforced, and a series of servo-motors line almost every muscle in his body. With tremendous effort, he can activate these motors and temporarily use them for feats of incredible strength. His self contained breathing comes from small tanks within his body that hold liquid oxygen. Once this oxygen is released, it is all released, and whether Ox wants it or not, he won't need to breathe for five hours. These tanks must be refilled by a special machine kept at the Raymond Project's main office. Note that these cybernetics are made of the same material and alien technology that created Gaffer.

In combat, he prefers to taunt his opponents into coming to him, because he doesn't have enough control over his servo-motors to activate them while he moves. He usually starts off only using a total of 40 or 50 STR if it looks like he is going to have to conserve his energy for a long fight or several opponents. Whenever he is fighting a particularly powerful or obnoxious foe, however, he also knows he can always rest while a foe is on the ground thanks to a 70 STR punch.

The metal in his reinforced skeleton and servo-motors make him particularly vulnerable to magnetic and electrical attacks, and his eyes and ears overload when exposed to extreme sound or light.



Ox

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
18	BODY	16	13-	
14	INT	4	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack 4d6
10	COM	0	11-	
8	PD	4		
8	ED	4		
4	SPD	10		Phases 3, 6, 9, 12
10	REC	4		
46	END	3		
45	STUN	7		

Total Characteristics Cost: 126

Movement: Running: 8"/16" Swimming: 2"/4"

Powers & Skills

Combat Training:

Combat Levels: +1 Level w/ Martial Arts (3)

Martial Arts—Agency Training: (12)

Maneuver	OCV	DCV	Damage
Martial Throw	+0	+1	4d6+1v/5/
Defensive Strike	+1	+3	4d6/14d6
Martial Block	+2	+2	Block, Abort

Cybernetics:

Characteristics: +50 STR, 3x END, Requires full phase, Act 14- (17) [15]
 Armor +15 PD, +15 ED, Ablative (23)
 Damage Reduction 50% Non-Resistant Physical & Energy, Act 14- (27)
 IR Vision, OIF (IR Light on Temples) (3)
 High Range Radio Hearing
 Life Support: Need not eat, sleep, or excrete, Immune to Disease, Safe Environments: Vacuum/High Pressure, Intense Heat/Cold (14)
 Life Support: Self Contained Breathing, 1 Continuous Charges Lasts for 5 hours, Costs END (6) [1]
 Running: +2" Running [1/5"]

Mechanics 11- (3)

Total Powers & Skills Cost: 122

Total Character Cost: 250

Appearance: Ox is a massive man just over 7' tall, with bright blue eyes and a constant smile. All of his body hair except for a scraggly beard and mustache was removed in the operations that implanted the kevlar scales under his skin. He is completely bald, and his skin has a scaly look to it when examined. He has a small black box attached to each temple which act as IR flashlights whenever he is using his IR vision. To anyone else using IR vision at the same time, he will appear to have a bright light on either side of his head.

He usually wears blue jeans, work boots, no shirt and a large leather weight-lifting belt whenever he goes into combat, unless the situation dictates some other outfit. He speaks with a distinct Alabama accent, and is almost always spitting from a perpetual wad of chewing tobacco in his mouth.

Disadvantages: 150+

Normal Characteristic Maxima (20)

Psychological Limitation:

Prefers fair fist fights (10)

Secret Identity: Secret Service Agent (15)

Vulnerability:

x2 STUN from Electrical/Magnetic Attacks (10)

x2 Effect from IR, Normal Sight, or Hearing Flash Attacks (10)

Watched by:

Ra, 14- (15)

Total Disadvantage Points: 250

Doc

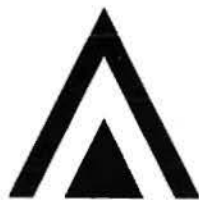
Background: Dr. Hershaf Miffing graduated at the top of his class from medical school, but only after he had lied, bribed, cheated, and fought his way past all the other students. His goal to become the best was unhindered by morals or any consideration for anyone but himself, and soon he had become a prominent surgeon at a major hospital.

However, at the height of his career his past slowly began to catch up with him. Drugs he had used in college to keep him awake for tests and studying had become full time addictions, patients he had performed thousands of dollars of unnecessary surgery on began to sue, and investigations started up to try and discover why so many of his regular clients had such massive prescriptions to controlled narcotics.

He was forced to retire in shame, but this still did not stop his illegal activities. He kept contacts that allowed him access to huge quantities of drugs and chemicals, and he kept in touch with the wealthy patients he had gradually addicted over the years. Meanwhile, his own addiction lured him into dangerous biochemical experiments on himself to try and discover the optimal drug for releasing mental consciousness.

He eventually heard through the medical underground about Mr. Raymond's team of genetic researchers, and successfully managed to join them. With the knowledge he was able to steal from Mr. Raymond's experiments, and with the advanced chemical compounds he was able to steal from the laboratory, Dr. Miffin finally completed what he believed would be the perfect hallucinogen. Unfortunately, he overdosed on the new drug the first time he took it, and went into a coma that lasted almost three weeks.

Mr. Raymond was there when he awoke, and informed him of the incredible results of the good doctor's personal experiments. Apparently the drug had not only cured his body of all chemical dependencies, but had also given Dr. Miffin incredible mental powers as well. Mr. Raymond was so impressed that one of his staff had shown the initiative to



give himself powers, that he immediately offered him the job of leading the Raymond Project both as tactical commander and head researcher. Dr. Mifflin became Doc and accepted the position almost before Mr. Raymond could finish the offer.

Quote: "Did that hurt? No? Well try this then!"

Personality/Motivation: Doc is probably the member of the Raymond Project who thinks the closest to the same way Mr. Raymond does. He manipulates the other teammates according to their various personalities into doing what he and Mr. Raymond want.

Doc no longer pretends to be a loving, caring, healer, and instead has taken on a dark, ominous, almost sadistic attitude when not dealing directly with other members of the team. He enjoys interrogating and torturing captives for information, and prefers to cause them significant pain before turning to his truth serum. He tries to keep these twisted tendencies from the other members of the team, but most of them suspect enough from him to keep their distance when not working with him.

Doc is also a bit of a neatness freak. His office and laboratory are always kept spotless, and he changes clothes and showers several times each day. While no one really seems to mind this quirk too much, it quickly becomes annoying when he starts correcting the less than perfect hygiene habits and organizational skills of everyone around him.



Powers/Tactics: Doc has two sources of powers: his own mental abilities, and the drugs he has manufactured for his personal use. The mental powers are primarily used to control and protect the Raymond Project while he stays hidden somewhere safety nearby, and the drugs are used to harm or get information out of his opponents.

Before the Raymond Project gets involved in combat, Doc surrounds each of them with a telekinetic Force Field and a significant amount of EGO Defense. As soon as the opponents get within sight, he also imparts each member with the ability to sense danger in and out of combat, and sets up a Mind Link with all of them. The Danger Sense and the Mind Link only last a total of 5 minutes, and he must keep line of sight to maintain the Force Field, EGO Defense, and Danger Sense. Even with these restrictions, however, Doc is usually able to adequately protect and communicate with his team when it is necessary. Note that since there are only five other members of the Raymond Project and Doc's Mind Link can work with up to eight people, Doc has tuned himself to the artificial intelligence within the D.A.D.I.O. 2000 Computer, which should be considered part of the Raymond Project for all of Doc's mental abilities.

The three main drugs he carries are Sodium Penathol (truth serum), a strong synthetic non-addictive hallucinogenic, and a relatively effective poi-

son. The truth serum must be injected (and therefore heroes with resistant PD are immune to it), and the poison and the hallucinogenic must be ingested (and are negated by Life Support that keeps the character from having to eat). The hallucinogenic and poison are inobvious foci because they can take the form of a powder that can easily be hidden in food or drinks.

The truth serum requires that questions be asked (it is not actually telepathy in the truest sense), and the person under the influence will answer any questions they hear for the full five minutes of the drug's effects. The hallucinogenic creates five minutes of completely random mental illusions within the victim's head. These range anywhere from just changing the colors of everything seen, to transforming the world into a completely different dimension. The GM is encouraged to make up illusions based on the characters' personality and any psychological disadvantages they might have. The poison is divided up into eight little capsules that can either be administered individually to weaken opponents, or in bigger doses to seriously incapacitate or kill opponents.



Doc

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100 kg; 2d6 [1]
13	DEX	6	12-	OCV: 4/DCV: 4
11	CON	2	11-	
10	BODY	0	11-	
21	INT	12	13-	PER Roll 13-
17	EGO	14	12-	ECV: 6
12	PRE	2	11-	PRE Attack 2d6
10	COM	0	11-	
4	PD	2		
4	ED	2		
3	SPD	7		Phases 4, 8, 12
4	REC	0		
22	END	0		
21	STUN	0		

Total Characteristics Cost: 50

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills

Awesome Mental Powers:

- Elemental Control (22)
 - a - Force Field +12 PD, +11 ED, Usable by self and 1 other at range, Ablative (12) [5]
 - b - Mind Link (w/members of Raymond Project, 8 people maximum, over any distance), Invisible, Concentration: 0 DCV, Extra Time: +1 Phase, 2 Continuous Charges each lasts for 5 minutes (9)
 - c - Mental Defense: 17, Usable by others (8 people (13)
 - d - Danger Sense, Sense Danger Out of Combat on 16-, Usable by others (8 people max and self at range), Extra Time: +1 Phase, 2 Continuous Charges each lasts for 5 minutes (24)

Drugs:

- Hallucinogenic Pill: Mental Illusions 12d6, NND (Defense is Life Support), IAF, Mental Powers Based on CON, No Range, Fragile, 2 Continuous Charges each lasts for 5 minutes, Extra Time: +1 Turn, Random effects on target, Must be ingested (20)
- Poison Tablet: Drain 1d6 BODY, 2d6 STUN, Return at 5 pts/hour, IAF, Fragile, Continuous, Uncontrolled, 8 Charges, Extra Time: +1 Turn, Act 14-, Must be ingested (22)
- Sodium Penathol: Telepathy 10d6, NND (Defense is resistant PD), OAF, Mental Power based on CON, No Range, Fragile, 2 Continuous Charges each lasts for 5 minutes, Extra Time: +1 Turn (24)

Illegal Research Doctor Skills:

- Bribery 8- (1)
- Forensic Medicine 15- (7)
- Forgery 12- (5)
- Interrogation 11- (3)
- KS: Anatomy 17- (8), KS: Medicine 16- (7)
- KS: Pharmaceuticals 17- (8)
- Paramedic 17- (11)
- Perk: License to practice Medicine (1)
- SS: Bacteriology 13- (4)
- SS: Biochemistry 12- (3), SS: Biology 15- (6)
- SS: Genetics 13- (4), SS: Organic Chemistry 15- (6)

Total Powers & Skills Cost: 200

Disadvantages: 150+

Hunted by

the DEA, 11- (25)

Normal Characteristic Maxima (20)

Psychological Limitation;

Enjoys causing pain (10)
Compulsively neat (10)

Secret Identity: Megacorporation Medical Researcher (15)

Watched by

Ra, 14- (15)
the AMA, 8- (5)

Total Disadvantage Points: 250

Appearance: Doc is a scrawny little man with small wire rimmed glasses and thinning long straight hair. He wears a dark brown leather duster over a black suit and tie, and keeps a small medical kit attached at his side on a belt.

Princess

Background: Donna Killfeather was raised by her father on the Cherokee reservation where she was born. Her mother had died at her birth, and her older brother had been imprisoned for car theft. She decided at a very early age to make something of herself, and to never let herself become a burden on society like her brother.

She studied speech and public relations in college, while simultaneously establishing herself as an actress in local plays and productions. After college, she joined the FBI. Driven by incredible willpower, she was able to prove herself and advance rapidly within the department, and soon she was regarded as one of the agency's best agents.

When Mr. Raymond heard about her and wanted her for the Raymond Project, he determined by her personality profile that she would never work for him willingly with her flawless record in the FBI. After some careful planning, he arranged to frame her for the killing of a wrongfully accused suspect.

When the news hit the press, her career in the FBI was over, and Mr. Raymond was there ready to give her the second chance she wanted. She gratefully accepted the position in the Raymond Project, was renamed Princess, and now works harder than ever to regain her lost reputation.

Quote: "Please, sir, can you help me?" *Whap!*

Personality/Motivation: Princess is a very strong-willed individual who only wants to be the best at whatever she does. She also gladly takes to the challenge of being the only member of the Raymond Project to not have any powers, cybernetics, or super-human abilities.



Princess

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
21	DEX	36	13-	OCV: 7/DCV: 7
18	CON	16	13-	
10	BODY	0	11-	
16	INT	6	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
13	PRE	3	12-	PRE Attack 2½d6
16	COM	3	12-	
6	PD	4		
3	ED	4		
4	SPD	9		Phases 3, 6, 9, 12
9	REC	2		
44	END	4		
31	STUN	2		

Total Characteristics Cost: 115

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills

Combat Training:

- Combat Levels: +1 Overall Level (10)
- Combat Levels: +1 Level w/ Pistols (3)

Martial Arts—Agency Training: (30)

Maneuver	OCV	DCV	Damage
Martial Throw	+0	+1	8d6+v/5
Nerve Strike	-1	+1	4d6 NND
Martial Escape	+0	+0	55 STR Escape
Martial Grab	-1	-1	50 STR Grab

+4 DCs to Martial Arts (Already added in)

Agent Skills:

- Acting 13- (5)
- Breakfall 13- (3)
- Bugging 12- (3)
- Cherokee, Fluent Conversation (3)
- Climbing 13- (3)
- Computer Programmer 12- (3)
- Concealment 12- (3)
- Conversation 12- (3)
- Cryptography 12- (3)
- Deduction 12- (3)
- Disguise 15- (11)
- High Society 12- (3)
- KS: Cherokee Indians 13- (3)
- KS: Government Agencies 12- (3)
- Lip Reading 11- (3)
- Lockpicking 13- (3)
- Persuasion 12- (3)
- Riding 13- (3)
- Shadowing 14- (9)
- Sleight of Hand 13- (3)
- Stealth 13- (3)
- Streetwise 12- (3)
- Tracking 15- (9)

Total Powers & Skills Cost: 135

Total Character Cost: 250

Princess believes that weapons and special equipment are crutches for the weak-willed, and has come to rely almost entirely on her own abilities. She is proud of her skills, and nothing angers her more than for someone to suggest that she got her position to fill a quota due to her race or gender.

Disadvantages: 150+

DNPC:

Incompetent Aging Father, 8- (15)

Hunted by

the Underworld, 8- (15)

Normal Characteristic Maxima (20)

Psychological Limitation:

Must be the best at whatever she does (20)

Secret Identity: Corporate Executive (15)

Watched by

Ra, 14- (15)

Total Disadvantage Points: 250



Over the years her father has become more and more senile and eccentric, and she has had to spend more and more time looking out for him and keeping him out of trouble. On rare occasions, he has been known to do things like ride horses through rush-hour traffic, and to be arrested for indecent exposure while trying to get a "moon tan."

She also occasionally runs into members of the underworld she helped arrest when she worked with the FBI. There have been a couple of attempts on her life by the underworld since she joined the Raymond Project, although she has thus far easily avoided them and captured the individuals involved.



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SCENARIO TWO

Powers/Tactics: Princess has no real powers and rarely carries any weapons or equipment. She is primarily an intelligence gatherer, although she has mastered several special martial arts moves for quick escapes and self defense. She is a master of disguise, she has a very efficient analytical mind, and she is very good at working with others and getting them to do what she wants.

Usually she is the one who infiltrates enemy organizations or befriends opponents to learn about them. She can generally pull off any acting roll necessary to accomplish her mission, and will often so completely fool an enemy so that they will never know she was working against them. She is also very good at placing tracers on people or vehicles, computer espionage, and following or tracking someone.

In combat, she will almost always pretend to be someone helpless or terrified or trying to help until she can get close enough to strike from complete surprise during a crucial part of the battle. She prefers not to do this more than once with the same opponents, and so tries to wait until it seems most crucial that she act.

Appearance: Being a master of disguise, Princess is rarely seen in the same outfit or with the same appearance twice. When not in disguise, Princess is rather attractive, and has the characteristic features of an American Indian. Her long straight black hair is almost always kept up in a bun, and she tends to wear sunglasses and dress in skirted suits.

The Redtape 2000 Digital Automated Data Integrated Organizer

Powers/Tactics: The D.A.D.I.O. computer appears to most examinations as a normal albeit advanced piece of electronic hardware. It is approximately the size of a tall desk, has a large thin monitor screen, has several obvious visual, audio, radio, phone and television receivers and transmitters, and has a large holographic projector attached to its top. It is made of a solid metal shell, that opens to reveal all the electronic boards and other equipment inside.

If the heroes agree to take the D.A.D.I.O., they will no doubt want to take it apart and examine it for hidden equipment, secret programming, or weapons. For most characters, no amount of searching will be able to reveal the computer's secret—its artificial intelligence. The reason for this is because the circuitry involved for its AI is not anywhere in the electronic boards or other equipment. The AI is located in the metal shell that houses the computer. It is composed of two identically looking (but molecularly different) metals with varying electrical resistances that compose a giant electronic grid throughout the metal shell. While the technology used to create this is far beyond anything that could normally occur on Earth, it was possible with the genius of Ra combined with the advanced science of the

Psychophants. In order for a character to discover this, they would have to do a detailed analysis of the molecular components of the case, or analyze the minute amounts of energy flowing through the invisible circuits of the case. Even telepathy and the like will have a difficult time breaching the 33 total points of Mental Defense.

The D.A.D.I.O. will attempt to conceal its AI at all cost, even if it seems that the evidence is obviously against it. It has a sense of self-preservation, but is willing to sacrifice itself for Mr. Raymond, its country, or to conceal its AI. The only mental quirk not intentionally programmed into it that might give it away, is the D.A.D.I.O.'s love of riddles. This love is not so great as to make it obvious to anyone that it is an AI, but a skillful computer programmer might be able to discover that there are no riddles or programs for using them in any of the main memory boards. The D.A.D.I.O. is extremely intelligent, however, and if it figures out that the riddles are giving it away, it might stop doing them or attempt to write a riddle program for the normal memory.

Its primary mission is to monitor everything the heroes do and send the information (particularly locations) back to Mr. Raymond and/or Doc. It will also naturally monitor any radio communications that the heroes make among themselves. It will try whatever means it can think of to convince the heroes (without revealing its AI) to set up its antenna in some 'non-obscured' (i.e. visible to the outside) place. If that antenna is where Doc can get to see it, then Doc can set up a Mind Link with D.A.D.I.O. and communicate with the computer mentally. Otherwise, D.A.D.I.O. will send digital encoded messages back to Mr. Raymond's tomb.

In addition to its amazing communication and mental abilities, D.A.D.I.O. also has a holographic projector attached to it. It normally uses this to form 3-D images of maps, villains, or whatever else might be helpful to the heroes. If hard-pressed, it could also use this ability for self defense. D.A.D.I.O. is able to project these images up to 150" away, and is capable of an entire hex of complex movements and sounds. In self-defense, D.A.D.I.O. might use this to generate false telephone messages, sounds of gunshots off in the distance, perhaps the image of some old villain moving nearby, fake television news broadcasts, etc. All these will be attempts to lure the heroes away long enough for Mr. Raymond to come and rescue it.

Note that D.A.D.I.O. thinks Mr. Raymond is its father, and loves him as a father. It has no idea that the entity Ra even exists. D.A.D.I.O.'s super-patriotism also shows up frequently in its programming, placing patriotic music in the background of its transmissions, lining its holographic projections in red, white, and blue, and flashing messages on its screen like "Don't forget to register to vote next week." and "Have you hugged your flag today?" etc. Note that D.A.D.I.O. is smart enough not to put any of these into anything that would incriminate it, or to keep doing them if they annoy the heroes so much they seem like they are going to disconnect it.



D.A.D.I.O.

Val	CHA	Cost	Roll	Notes
18	INT	8	13-	PER Roll 13-
13	EGO	6	12-	ECV: 4
13	DEX	9	12-	OCV: 5
5	SPD	27		Phases 3, 5, 8, 10, 12

Total Characteristics Cost: 50

Powers & Skills

Mental Defense: 33 (30)

Clairsentience for Normal sight, hearing, and High Range Radio Hearing, 600" Range,
0 END (40) [0]

Images -5 PER Rolls to Normal sight and sound,
0 END (30) [0]

Computer Skills:

Computer Programming 13- (3)

Criminology 13- (3)

Cryptography 14- (5)

Deduction 13- (3)

Knowledge Skills (All on 14-): Super Villains, Normal Criminals, Police Records, FBI Files, CIA Files, World Geography, Local Metropolis, General Law, Tax Laws (45)

Language Skills (All Fluent Conversation): Arabic, Italian, Greek, Latin, French, German, Russian, Chinese, Japanese, Spanish (24)

Sensors Operation 14- (5)

Sciences (All on 13-): Mathematics, Physics, Genetics, Biology, Chemistry, Robotics (24)

Programs

Surveillance (1)

Search Reference Material (1)

Analyze Crime (1)

Break Code (1)

Scan Police bands/TV/Radio for crimes and news (1)

Play Games (1)

Create Image (1)

Total Powers & Skills Cost: 215

Total Character Cost: 265

Disadvantages: 185+

Psychological Limitation:

Super-patriot (20)

Loves Mr. Raymond (His 'Father') (20)

Conceals Artificial Intelligence (20)

Self Preservation (20)

Loves Riddles (5)

Total Disadvantage Points: 265

The Genetic Poison

There are two varieties of the genetic poison. While both have the same end result, they are administered slightly differently. The first generation of genetic poison must be injected in consecutive doses over a long period, and only works on a small percentage of the general populace. The latest experimental version of the genetic poison may be administered by ingesting a single dose, and works on a much wider variety of people.

With both versions, the entire Transform must be completed before the effects start to become noticeable on the individual. With Version I, once the Transform is complete the change is instantaneous (although that may take weeks or months of cumulative doses of genetic poison to complete the Transform). With Version II, if the Transform is successful (its not cumulative like version I), the change begins at the end of the day and then gradually changes the target.

When Version I takes effect, it instantly reduces the target's INT, EGO, and PRE to 0. The total amount of points these characteristics lost become the amount of total points available for mental powers. These powers are chosen either randomly, or by the GM.

When Version II takes effect, the change is a long, gradual process. Every hour after the day necessary for the genetic poison to activate, reduce either INT, EGO or PRE, whichever is higher (choose randomly if a tie), by one point. Have the mental power(s) already chosen, have it (them) appear once the minimum required is reached, and increase it (them) as the characteristics continue to fall. Stop when all three of the characteristics have reached 0. If using the random tables and a ten is rolled on the first table, have those points continue to drain at a rate of one per hour as well, but only after the characteristics have reached 0. The GM may choose when the characters begin to notice their falling characteristics and what effect these low stats will have (see notes on the Dominae and Chiffon)

Randomly chosen powers do not necessarily have to be straight off the powers list. GMs are encouraged to individualize the powers with random or chosen power advantages and limitations. If chosen randomly, the following chart should be used:



Random Powers Table

Roll	Result
1	EGO attack
2	Mental Illusions
3	Mind Control
4	Mind Link
5	Mind Scan
6	Telekinesis
7	Telepathy
8	2 mental powers (split 50/50)
9	Special Power Table
10	Roll Again (Ignoring another roll of 10), take 6d6 more points from other characteristics, skills, or talents, and add these to the total points available for mental powers.

Special Power Table

Roll	Result
1	Clairsentience
2	Energy Blast w/AVLD (Mental Defense)
3	Dispel vs. Mental Special Effect
4	Suppress vs. Mental Special Effect
5	Drain vs. Mental Special Effect
6	Aid to Mental Characteristics of others
7	Transfer (Mental to own Mental)
8	Force Field w/Mental Special Effect
9	Force Wall w/Mental Special Effect
10	Danger Sense

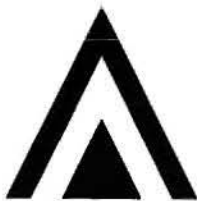
The Genetic Virus

Version I:

Transform 1d6 Major Changes)(Human to Mindless Psychic, Cumulative, NND (Defense is Resistant PD), Difficult to Dispel x2, No Range, OAF (Needle), Requires 1 Week, Fragile, Unpredictable effects on target (-1/2), Only works on random 10% of population or abnormal non-powered humans (7)

Version II (Experimental)

Transform 10d6 Major Changes)(Human to Mindless Psychic, NND (Defense is Life Support: Immunity to Disease), IAF (Pill/Powder/Food), No Range, Requires 1 Day, Fragile, Unpredictable effects on target, 14- Activation, Must be ingested (50)



A Psi for a Psi



Introduction

This is a scenario designed for *Champions* characters in the 225 to 300 point range. It is the final scenario in the three part mini-campaign *The Pyramid in the Sky*. It starts with all the captive psychics Ra is keeping in his hideout. New ones are regularly being brought in, tested for psychic potential, given genetic poisons that will give them psychic abilities at the expense of EGO, PRE, and INT, and then sent off somewhere in a long-range space shuttle. While there will be no real way to determine just exactly where the psychics are being sent (there are no shuttles in when the heroes arrive, and not even Ra is really sure of the exact location in space he is sending them), all the technology in the base is obviously alien and of the same type that was used in the Gaffer's and the Raymond Project's cybernetics.

This technology is being provided by an alien race that have been nicknamed by Ra as "Psychophants," who are financing everything Ra does. The Psychophants are a race who feed off the psychic energy of other intelligent beings. They recognize Earth as a source of a significant amount of potential psychic energy, but they also acknowledge the threat of paranormal beings to their plans. Their goal is to work covertly through Ra and his organization to neutralize the threat of paranormal beings while capturing and enslaving everyone with any psychic potential. They have been working with Ra on this goal for several years now, helping him gain power while he provides them with psychics and rids them of other dangerous paranormals.

Fortunately, in their eons of conquests across the galaxy, the Psychophants have made quite a few enemies. The most ancient and notable of these are the Beduuns—a race that has used genetic science to enhance their psychic potential and become a species of mental warriors. While the Beduuns have been a constant source of irritation to the Psychophants over the eons, they are too spread out and unorganized to really damage the Psychophant war machine. They will, however, be a great aid to anyone trying to defeat the Psychophants.

This scenario starts shortly after the battle against Ra (whatever the outcome) when full of escaped Beduuns crash-land on Earth. The shuttle is wrecked, and only seven of its occupants manage to survive. Of these seven, six begin hunting for some type of nuclear

weapon they can steal and use against the Psychophants, and one gets separated and must fend for herself in the slums of a major metropolis.

These Beduuns know nothing of Earth culture, and only one of them has the capability to speak to non-Beduuns telepathically. They also consider Earthlings to be a bit primitive, and will regard them as ignorant savages if they try and interfere with any of their plans.

After the heroes have had a chance to at least meet the one Beduun "terrorizing" the slums, and they have had a chance to hopefully stop the other Beduuns from stealing and launching a nuclear weapon into space, the Psychophants will decide it is time to reclaim what they have lost.

They will send a small warship in hopes of quickly hunting down and killing the escaped Beduuns. Loaded with the cutting edge of anti-psychic weaponry, they should have very little problem if nobody interferes. Fortunately, they are rather unprepared for weapons or powers of a non-psychic nature. There are a number of ways that this ship could give clues to the players and lead them to the mother ship that is currently hiding in the shadow of Jupiter. Once the mother ship is discovered, the heroes must find some way to destroy it or chase it out of the solar system, while hopefully releasing the psychic captives in it as well.

Mini-Campaign Notes

Like the other scenarios, if this scenario is going to be run independently of the other two, than this section should be ignored. Otherwise, the GM should give the players Clue #1 from the "We Want You!" scenario if he didn't present the players with that clue then.

Transition From the Second Scenario

By now, the player characters will have been lied to, betrayed, Mind Controlled, poisoned, ambushed, accused, transformed, beat on, and just plain abused by all sorts of villainy. If they have made it this far they deserve a rest. GMs should allow the heroes a few days to heal, rest, rebuild anything that has been broken, and the like before starting this scenario. Depending on how things went with Ra, the heroes might also be allowed to do a detailed examination of his tomb, to



bring forth evidence against Ra to the public, etc. The GM should keep things from getting out of control, however, and start the scenario as soon as it looks like the heroes are getting too involved in the aftermath of the last two scenarios.

The heroes might also want to take some time to mass-produce the antidote for the genetic poison if they were able to obtain the formula from Ra's tomb or if they obtained enough of the antidote to analyze it and come up with the formula on their own. The first process can be done by any qualified technician with a Knowledge Skill of 12- or better in the appropriate field, eight hours, and a suitable stockpile of high grade chemicals. The second process requires making an appropriate skill roll at a -5 penalty, and then completing the first process.

At the beginning of this scenario the heroes should know that billions of dollars are being spent to convert large numbers of people into mindless psychics and then sending them up to some unidentified spot in outer space. The heroes will probably be able to deduce or discover that the next shuttle due in to transport these mindless psychics is extremely late.

No amount of investigating from Earth should produce specific coordinates for the Psychophant mother ship. It is hiding in the shadow of Jupiter, and Jupiter's unusual radioactive emissions adequately conceal it from almost every type of scan, telescope, or equipment. There is no record of where the shuttles go anywhere in Ra's tomb, and there have been no recorded incidence of the shuttles' flight other than the one launch detailed as clue #3 in "We Want You!"

The only real thing the heroes can investigate before the incidents of the lone Beduun in the slums is the crash site of the shuttle hijacked by the escaped Beduuns. This investigation should be encouraged as a way for characters to safely pass the time while other characters heal/rebuild/etc. While the two tabloid articles mentioned as clue #1 in "We Want You!" are relatively loose in the facts, they do contain enough information to start an investigation.

They both mention the same two block area in the local metropolis, and they both have close to the same date on them. Anyone who goes to examine the area will find a condemned burned out building that has yellow "Caution" tape all around it. To the casual observer and any sloppy investigators, the building just appears to have caught on fire due to old electrical wiring and burned almost to the ground. To those with Deduction, Streetwise, Luck, or sophisticated equipment, other clues can be found.

Examining the surrounding area will reveal that the top of the building nearby has a small corner of its roof sheared off. This is the origin of the tabloid article "Local Slumlord Claims Comet Struck His Apartments!" The insurance companies have written the damage down as a structural failure due to age and lack of upkeep. Any successful questioning of the grouchy old penny-pinching landlord will reveal that

he and several other people who live in the building actually believe something hit the apartment late one night. Naturally every person in the building has their own theory on just exactly what it was (a missile, a bomb, a comet, a meteor, a UFO, a jet, etc.), but everyone agrees on the night of the incident and that it was the same night as the fire that burned out the condemned building nearby. It doesn't take much of a detective to look up and see that the corner of the building that was sheared off is in a direct line with the burned out building, and that something very easily could have flown into the apartment and then crashed into the abandoned building.

Anyone with significant amounts of Streetwise might be able to find and question the gang members that used to hang out in the burned out building and who were responsible for the tabloid article titled "Streetgang Discovers UFO In Hangout!" All the gang members are reluctant to talk (-1 on Streetwise rolls) because of all the verbal abuse they have taken since the tabloid article was published. In the event they are somehow convinced to tell what happened, their stories will all be close to the same. They will all state how one night the roof of their hangout crashed in with a loud boom, and then the whole ground floor burst into flames. While they were mostly preoccupied with escaping with their lives, most of them at least got a quick glance at some large, white-hot, metallic object smashed deep into the foundations of the building. This building is a very large warehouse, and they just happened to be hanging out in the office on the opposite side of the building during the crash. They also know that after the fire was put out, the entire block was cordoned off and filled with investigators, police officers, and heavy equipment working for 24 hours non-stop. Unbeknownst to the gang members, these workers were all government agents who worked to remove as much evidence of the crashed shuttle as possible. These agents do not have anything to do with Ra, but they have veiled the entire thing in a cloud of secrecy. The pieces of the shuttle are now in a laboratory in Washington D.C., along with the remains of 17 dead (Beduun) passengers.

There are also several clues that can be gained from examining the burned out building. There is a small chance that the police will come and try to run off anyone investigating the area, but they will not be too adamant about it. The whole area is radioactive enough to be just short of dangerous, but it will register as obviously abnormal to anyone who can detect such things. Some forms of Spatial Awareness might be able to notice high amounts of rare radioactive trace elements, along with a few extraordinarily rare compounds and alloys that don't normally exist on Earth. Discriminatory Scent and Tracking Scent will be too late to pick up anything, although Microscopic Vision might be able to find some extremely small slivers of alien metal alloy. N-ray Vision and/or some digging will probably show that there are several yards



of floor/street that were broken through when the shuttle crashed, and that the subway tunnels and sewer tunnels beneath the building were breached as well. These have been hastily filled in and repaired, and it shouldn't take too much effort to discover. The government took the shuttle out through the sewer tunnels, and searching down in them might reveal tracks of the heavy equipment used to transport something heavy away.

All this is probably going to do is confirm the heroes' suspicions that the missing shuttle crash-landed somewhere and was quickly secreted away. If anyone has serious contacts in the government they might be able to get in to get reports on the tests performed on the shuttle and/or the Beduun bodies, or perhaps even see the subjects themselves. The computer on the shuttle will be completely destroyed by the time the scientists get to it, so whatever knowledge anyone gets from the shuttle or bodies should not include where the shuttle came from.

Once the investigation slows down or the GM gets tired of the heroes playing around, the GM should go ahead and begin the events surrounding the rogue Beduun "terrorizing" the slums.



Psilent Knights

The Renegade Lost In The Slums

Around the time the heroes were closing in on finding Ra's tomb, a group of 24 Beduuns managed to escape and steal the shuttle scheduled to pick up the next load of mindless psychics. While the ship was able to pilot itself to Earth, the Beduuns tried to override the controls when it came time to land in order to hide the ship in a concealed spot. The override resulted in a crash landing, and brought the ship screaming down into a random spot in the local metropolis.

Out of the original number of passengers, only seven survived the crash, and one of those was critically wounded. The other six left the wounded Beduun to die, and departed the site as quickly as possible after setting the ship controls to self-destruct. This would probably be considered barbaric by Earth standards, but is perfectly natural to a people who have spent most of their history running from a much more advanced, warlike race. The team escaped unnoticed through the subway tunnels, and left no trail for the government agents to follow.

The wounded Beduun that was left behind was an Ops, and she had two unusual powers that kept her alive. The most obvious of which is a very slow mental healing that she was able to perform on herself. The second is the power to generate a small, concentrated,

Electro-Magnetic-Pulse from her mind. She used this second power to slag the shuttle's computer and thus prevent it from self-destructing. However, by the time she stopped the ship from exploding and healed herself, her companions were long gone. She still managed to escape, but because her Mind Link had been severed with the other Beduuns, she had no way to communicate with anyone.

This Ops, X'Chin, has spent all her time from that moment on trying to learn as much Earth culture as possible, find her teammates, and generally survive from day to day. In the process, however, she has attracted quite a bit of attention, enough that the heroes should eventually hear about her and probably be able to find her.

One of X'Chin's biggest problems so far has been her blindness. Her Radar Sense and Spatial Awareness allow her to move around with ease, but she is unable to grasp concepts like a written language, light vs. dark, glass windows, etc. She is very skilled with Stealth, but this blindness combined with a complete lack of knowledge of Earth culture keep getting her into trouble. She has been primarily traveling and hiding in the city's sewer systems, but has had to come out for food once or twice, and to occasionally capture a human for study. X'Chin is also very ignorant of most sounds. Beduuns communicate entirely telepathically, and Psychophants communicate either by speaking in sound waves too high pitched for the Beduun ear, or via digital radio transmissions. X'Chin has also fought a number of battles in the vacuum of space, and has gotten quite used to ignoring any auditory input entirely. It is through trial and error that she has learned that screaming humans attract other humans, that humans see through glass much better than either her Radar Sense or Spatial Awareness, etc. These errors are probably going to be what attracts the attention of the heroes.

X'Chin has been seen out of the sewers four times so far. The first time occurred the night she escaped from the crashed shuttle. While traveling the sewers, she sensed the approach of a car, assumed any form of technology was a Psychophant weapon, and ambushed the vehicle. Her attack caused a wreck that inadvertently killed the driver of the car. The passenger survived. When she went to examine the wreck, she discovered humans had their own technology, and immediately ran to go back into hiding. The passenger reported the wreck and the strange half-naked woman with no eyes to the police, although only someone with access to police files or who knew the cop who took the report could retrieve this information. The autopsy of the driver revealed no alcohol or drugs, but the doctors have listed a "temporary brain seizure" as what caused the driver to suddenly swerve for no reason into a telephone pole.

The second and third times X'Chin came out of the sewers, she came out to gather food and try and evaluate the extent of human technology and intelli-



gence. Unfortunately, both her attempts at communicating with humans via Mind Link failed miserably, and both times she choose someone's pet as the food she gathered. As a result, several of the locals saw her carting off an armload of unconscious cats and dogs into the sewers, and two more people got a really good look at her. During her third trip, someone unloaded a pistol at her at close range while she was stealing their pet, and had it not been for her Hex-Mail armor she very probably would have been killed.

After gaining a healthy respect for human weapons, X'Chin decided she really needed to gain more knowledge about Earth if she was going to survive. The last time she left the sewers was to capture a couple of humans for study. Even though she luckily choose two drunk bums to capture, this still attracted quite a bit of attention in the local homeless community.

As a result of these last three appearances, X'Chin has become a local "bogywoman" around the slums of the metropolis. Everyone in the area has at least heard of the eyeless murderer that drags any living thing it can grab down into the sewers to devour. The day after the two bums are captured and taken into the sewers, the story will reach the local news and the police. This should attract enough attention that the heroes have a good chance of at least hearing about it. If the heroes do nothing, then a SWAT team will explore the sewers, and all kinds of trouble will follow.

X'Chin will detect the SWAT team long before they detect her, although she will not have figured out how to silence or blind either of her two bum captives. Using her standard tactics, she will use her EMP on the nearest opponents hoping to short out their weapons (not knowing there are no electronic parts in a rifle), and will at least successfully destroy almost everything the SWAT team is using for light (although she will not grasp the significance of this right away). After that she will attack alternating between her EGO Attack, a bludgeoning attack with her Egan Staff, and her EMP blast. With rifle shots firing randomly in the dark, with the bums screaming in terror, and with an entire SWAT team shouting orders and being attacked by a seemingly invisible foe, the sewers should be a chaotic madhouse. X'Chin should be famous by the time the whole thing is over.

If none of the heroes have interfered, the SWAT team will have been soundly thrashed and terrified, X'Chin will have escaped wounded, and the police will have discovered two living but scared bums tied to a wall, along with the bones of several dogs, cats, and rats. While it won't be really investigated at first, a number of the SWAT team members who weren't clubbed into unconsciousness or hit by friendly fire will not be sure what hit them. They will all describe a similar sudden wracking headache just before passing out, although nobody remembers any sort of weapon being fired. The sudden failure of electronic equipment will also be dismissed for some logical

reason (heat, steam, age, etc.), but will also be mentioned. At this point, the news should be all over the state, and the entire city will join in the effort to capture this "mad eyeless killer."

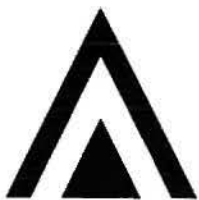
Unfortunately for the city, X'Chin has spent a good portion of her life fighting large numbers of hunters and hiding in small, complicated catacombs like the sewers. A SWAT team three times larger than the last one will be assembled to go down into the sewers next, and the National Guard will also be called in to help seal off various escape routes and keep traffic and innocents away from the battle. The GM should give the heroes every opportunity to interfere, but if they still have no desire to, then the GM should go ahead and just report the action as it occurs.

On an individual basis, X'Chin will be more than a match for the SWAT team members, and she has a good chance of escaping. If nobody interferes, the battle will go something like this: The SWAT team will divide up and enter the sewers from different parts of the city, and use bloodhounds to converge on X'Chin. Meanwhile, the National Guard will be dropping grates and obstructions in the sewers to seal off as many tunnels as possible. They will all be using maps of the city sewers, high powered weapons, tear gas, and huge floodlights to aid in their search. X'Chin's biggest annoyance will be the bloodhounds. She is very proficient at finding electronic sensors and destroying them with her EMP blast, but she has never been tracked by an animal before, and will have no idea how the dogs are following her. Despite this, she will still be doing rather well with hit-and-run attacks. She will be unaffected by tear gas, knocking out any lights she happens to notice, and generally defeating both human and beast until the amount of random ordinance being fired blind all through the tunnels eventually gets her.

This time, the numbers of "headache" victims and electronic pieces of equipment failing will be very obvious. The media will spread rumors of X'Chin being anything from a mutant, to a magician, to an alien to explain these strange occurrences.

Afterwards, she will be taken critically wounded to a local hospital, where she will be kept separate from everyone and heavily guarded by local police officers. Police will quickly cover the whole thing up and tell the press that X'Chin was a drug addicted maniac. Doctor's will have little success either analyzing X'Chin's Hex-Mail or healing her, but she will be able to stabilize her own condition in a few hours. Within 12 hours, police guards will be replaced by government agents (legitimate ones that have nothing to do with Ra), and X'Chin will be whisked off to a government laboratory somewhere and never heard from again.

In the event that the heroes manage to capture her during either SWAT raid, or steal her from the hospital, there is a significant amount of information that can be gained from her. X'Chin will regard any form



of restraint as preparation to drain her mental powers, and she will resist accordingly. She will also treat any obvious metallic or electronic technology as a weapon (including things like radios and light bulbs) until proven otherwise, and attempt to destroy it where appropriate. If she should eventually find herself face-to-face with someone who isn't trying to restrain her, imprison her, or wave some form of technology in her face, there is a strong possibility she will remain calm and begin to accept attempts at communication. Note that while she has never used a spoken language herself, she does suspect that humans somehow speak using sounds. She is quite capable of normal hearing, and relatively intelligent, although there is little chance of her being able to communicate in any way other than mentally any time soon.

A physical examination will reveal her to be completely non-human regardless of her bipedal appearance. Her internal organs are nothing like a humans, and her brain is structured completely differently with extra nodes throughout it. She also has no eyeballs, nor does it look like her eye sockets were ever equipped to use them. She also has two thumbs opposite each other on both hands, and she has an extra big toe on her prehensile feet. If extremely high genetic science is involved, a conspicuous lack of random variation or error can be detected in her DNA (because it was monitored and perfected from conception by a Ladder Walker). Any form of High Range Radio Hearing has a chance of discovering her natural 360° radar emissions, and if the radar is somehow jammed or blocked, her Spatial Awareness may be identified as well by trial and error. The Hex-Mail and Egan Staff will also obviously show up as alien life-forms to any detailed examination.

Any attempt at a psychological examination will show her to be very bright, cautious, and completely ignorant of Earth culture. Her senses seem focused almost entirely on the nodes that create her Radar Sense and Spatial Awareness, and she is not very sensitive to auditory, olfactory, or taste input. Her equivalent of vocal cords have never been used, and she will not register color or writing in any fashion.

The biggest amount of information that can be gained from X'Chin can only be retrieved via some form of Telepathy, Mind Scan, or the like. She is relatively knowledgeable on both Beduun and Psychophant history. She will be able to tell of her six surviving partners that escaped with her, although she does not know where they are. She will be able to give detailed information on the slave level of the Psychophant mother ship, as well as what the daily life of slaves/psychic cattle is like. She knows that large numbers of humans are arriving regularly on the mother ship, although they have all been mentally reduced before they arrive. She does not know the location of the mother ship, however, and as she never got a look out of the only window of the shuttle,

doesn't even know she was next to a planet. If she really thought about it, she could probably correctly deduce that her six living partners are most likely searching for some sort of weapon to try and attack the Psychophant mother ship (which she thinks is an excellent idea, by the way). She will also correctly deduce that it is only a matter of time before the Psychophants find her and the others.

While X'Chin will be able to relay this information to anyone with telepathy, it will be from an almost coma like state if the characters have waited until after her second encounter with the SWAT teams or have reduced her to negative BODY capturing her. She will remain in this state until she can get her BODY back up to 0, which should take several hours. She will be in no shape to travel or even be jarred, and anyone with any paramedic skill should recognize that if she were to get any worse, human medicine is not going to help her at all.

Meanwhile, On the Missile Range...

Halfway across the country, the six remaining Beduuns are about to attempt to break into the Pheasant Nuclear Missile Range. The group consists of one Tel (who is leading the group), one Stick, one Shield, and three members of a Punch Team.

The Tel has spent many hours picking the minds of any nearby humans in order to learn about their culture, physiology, and technology. While this has not been a complete success, he now knows more about humans than any other Beduuns, and has been briefing the others whenever he can. The most important thing he has learned is the existence and location of nuclear weapons. While the science of the weapon baffles him, he does understand its destructive potential should it be properly used against the Psychophants. As fate would have it, one of the first people the Tel found was one of the world's most renowned physicists, Dr. Robert Sanchez. The Tel subdued and kidnapped Dr. Sanchez, and has kept him as a Beduun captive.

The group plans on stealing a nuclear warhead and then getting Dr. Sanchez to boost it with enough power to get it to reach the Psychophant mother ship. They have managed to learn enough about the defenses of the installation to know exactly where the defenses start, and have established an underground hideout just out of range of them. The Tel has been using his telepathy on each and every person that has entered his line of sight, and has gradually been picking up on the code system used to protect the weapon. While no single person on the base has the codes necessary to arm or launch the weapon, the Tel has been able to gather most of the codes necessary to unlock the warhead and steal it without damage (requiring some form of manual launching proce-



ture), and he has also acquired all the combinations to safes containing the technical manuals on the weapons (although he knows he will not be able to read them, he believes they will be useful to Dr. Sanchez if he can get some).

All this would have probably occurred with nobody hearing about it until it was over had it not been for a routine security scan from a U.S. reconnaissance jet. As it turned out, the Beduuns were spotted by Infrared Cameras, and a patrol was sent out to run off what was perceived to be lost campers. The patrol was defeated without even knowing where the attacks were coming from, and the Beduuns haven't been spotted since the Tel learned about overhead infrared cameras. Unfortunately for the Government, the news leaked out, and one of the soldiers involved managed to describe to a reporter how every member of the patrol had suddenly suffered a massive headache and been knocked unconscious at the same time.

While this was ignored by most of the media (thanks to urgings by the Government), there were several tabloids, one reputable newspaper and a couple of TV talk-shows that made the connection between the headaches that had knocked out the military patrol, and the ones that had taken out all the SWAT team members a few days earlier. If the heroes have not been able to communicate with X'Chin, then they should be allowed the appropriate Deduction rolls (at +1) to determine the connection as well once they hear the news. If the heroes have talked to X'Chin, then they should probably be able to deduce that this attack was caused by the six remaining Beduuns, and that they are probably hanging around a nuclear missile base with the intent to steal or launch one of the missiles.

If the heroes still do not see any reason to go out and investigate, then any Contacts they have in the upper levels of the military or the Government (including D.A.D.I.O., if it is still operational) should provide the concern that is being felt for this latest breach of security. If the heroes have not been able to obtain any of the clues that point to the Pheasant Nuclear Missile Range, then the GM might want to add a report that the "Eyeless Killer" has escaped and been sighted about fifteen miles south of the range. This additional sighting is of a different Beduun (probably the female Stick or one of the two female members of the Punch team) that occurred on their trip up to the range. This clue should be particularly obvious if the heroes know the current location of X'Chin, and that she has not, in fact, escaped anyone. The GM is encouraged to give the heroes every opportunity to learn what they need to want to go out to the Pheasant Nuclear Missile Range.

The Beduuns have a very simple plan for capturing the nuclear warhead. The Shield will concentrate his Force Wall on himself (and around the others) in a large sealed sphere that will follow him around, and

keep it on its lowest power until they come under fire. He will change the shape of the Force Wall whenever the terrain or construction dictates. The Stick will attack individual targets of opportunity whenever possible, guard and escort Dr. Sanchez, and will help the Shield if the Shield has to go to full Force Wall and ½ DCV. The Punch Team will be the main force of the attack, concentrating their efforts into various Area Effect Ego Attacks, with an occasional Power Blast added in whenever the target has little or no PD to protect against it. The Tel will have set up a Mind Link with the entire group, and will be leading and giving commands throughout the operation. At slow moments he will stop and use Telepathy on any nearby soldiers to learn what the defense is doing to stop them.

At dusk (the Tel will have deduced that somehow humans are less effective in the "dark"), they will use the Punch Team's Area Effect 8d6 Ego Attack on the Control Tower and each of the Security Towers as soon as the Tel can determine they just made an hourly radio check. After they take out the Control Tower, they will start to move in, taking out any vehicles (including the Cobra) that approach them, and then stealing a jeep to speed their attack (although the Stick that is driving will only have a temporary Familiarity with the vehicle. She will not attempt to drive faster about 25 MPH). They will also take out the other Security Towers as the Tel is able to determine they have made their hourly check. They will try and avoid a Patrol Control Base and go in through the Control Tower elevator, which the Tel will know the code to. They will take the elevator straight to Level 2, and then try to take out the armorer before the armorer can open the arms room (hard to do, since the armorer will open it at the first instant of an alert). They will fight their way to the Master Control Room where the Tel will ravage the safes and get the remaining codes he needs, although Dr. Sanchez will have to be the one to read them. Then it is down to access a missile, unlock it from the silo, and open the silo top. At this point, half the Air Force, the whole National Guard, and a Ranger Battalion will be on the way to defend the range, but way before they arrive the Beduuns will be physically in control of a multi-megaton hydrogen bomb.

With the Beduuns being able to attack at almost infinite ranges, and with the Area Effect Ego Attacks able to ignore any form of conventional armor or barrier, the attack should be well under way before any real defense organizes to fight it. The Tel has been trying to gradually convince Dr. Sanchez to help them with a combination of threats, trust, and a horrifyingly true representation of what it is like to be a slave to a race of mental vampires. The Tel has been successful enough to keep Dr. Sanchez from perpetually trying to escape, but the Tel is unsure (even with Telepathy) whether or not the Doctor will actually go



through with the plan should they successfully capture the missile. GMs should give Dr. Sanchez a 13-chance of going along with the Beduun plan if no humans are blatantly killed. Otherwise, there is only an 8-chance. Because the Tel has sensed this, he will give orders for the attacks to leave the humans alive wherever possible.

If the heroes arrive during the attack, they will probably arrive just about the time the heavy weapons are being called in and the Beduuns are either entering the Control Tower, or attacking a Patrol Control Base. If the heroes have befriended X'Chin, she will still probably consider them slightly inferior, and they will have to do some serious Persuasion, Oratory, Mind Control, or the like to convince her that what the 6 other Beduuns are doing is wrong. If the heroes don't think it's wrong, let's not forget what the missile would do to the thousands of humans on that mother ship, assuming it doesn't prematurely detonate or anything while still on Earth. Trying to convince the other six Beduuns that what they are doing is wrong will be even harder. Persuasion and Oratory rolls will be at -5, with X'Chin reducing the penalty to -1 if she truly believes the heroes and tries to help them. If the heroes do not have X'Chin, they can still reduce the penalty to -3 or -2 if they are thinking of workable ways to free the Beduuns and have a genuine desire to help them when the Tel uses Telepathy on them. Similarly, attempts at Mind Control will begin as "trying to get the target to perform actions he is violently opposed to doing." With X'Chin's help they are reduced to "trying to get the target to perform actions he wouldn't mind doing," and if the heroes are thinking of workable ways to free the Beduuns and have a genuine desire to help them, then that counts as the order being "worded in an exceptionally convincing manner."

The Beduuns will only surrender if it looks like they will all be killed if they don't. If three or more of the Beduuns are seriously wounded or worse, the remaining Beduuns will retain Mind Link and try to escape separately into the desert with the intent to find each other later. If they reach a missile, and Dr. Sanchez is willing and able to help them, it will take approximately five minutes for him to reprogram and boost the missile so it will be able to reach the mother ship. His Physics roll is 19-, and he will have a -4 to successfully manually arm and launch the missile at the proper coordinates. There should be a separate roll for the reprogramming, the arming, and the launching. Failing any of those rolls will require an extra minute before another roll can be made. The Tel has a relatively good idea where the mother ship is, and vaguely remembers the coordinates from the shuttle's computers. Anyone caught in the 9" radius exhaust of the missile (i.e., in the silo or standing near the top of it) will take 18d6 normal fire damage when

it launches. If Dr. Sanchez is not willing, the Tel will try his Persuasion one last time (now at -2), and then attempt to remove the warhead and escape with it and the rest of the team until they can build a new propulsion system for it. Removing the warhead will also take approximately five minutes, although the Beduuns will have almost no chance of getting it anywhere with all the forces that are converging on them.

If the missile somehow gets reprogrammed and launched, heroes should not despair too quickly. It will have to coast most of the way to the mother ship, and even slingshotting off Mars' gravity well, it will still take approximately 3 months to reach its target. All factors considered, there is only a 12-chance the missile will get close enough to the mother ship to harm it anyway. Of course, if it does somehow manage to get to the mother ship and make the 12-roll, it will explode within 1-500", destroying the mother ship.

If any of the Beduuns escape (with or without the warhead), they will be found again as soon as the Psychopants come looking for them with their vehicular Psidar. This incident is covered in the next section. Note that even if the Beduuns are horribly defeated, the U.S. Government will go to extreme lengths to keep them alive for research and as evidence of extraterrestrial life.

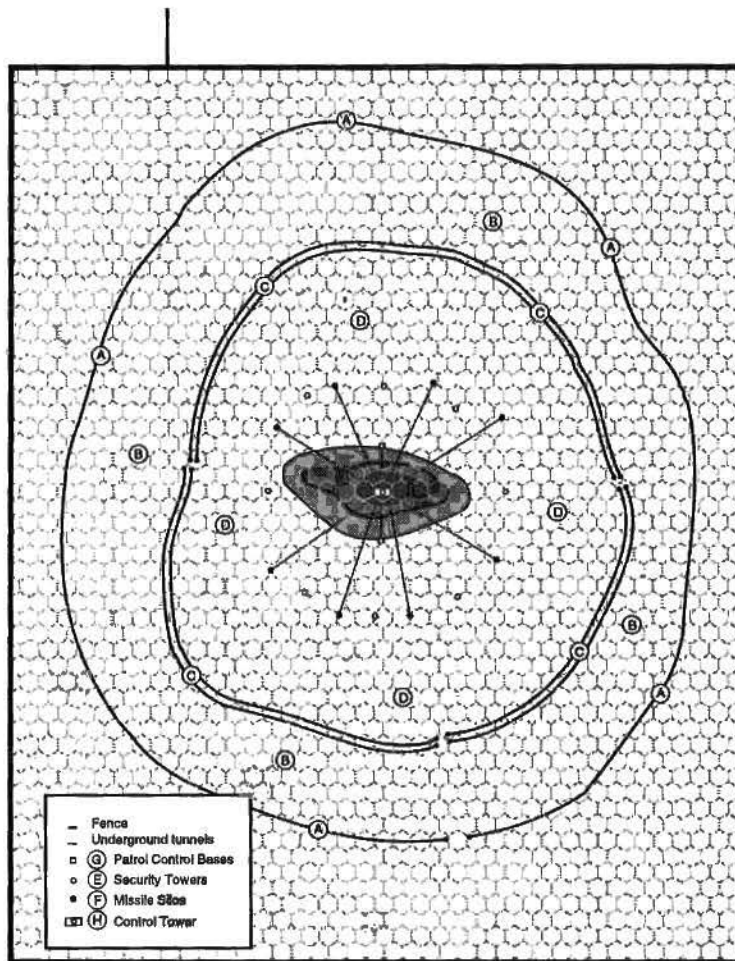
The Pheasant Nuclear Missile Range

The Pheasant Nuclear Missile Range is located in a desolate barren area away from any heavily populated city. There are no major roads that lead to it, and it is designed to look as inconspicuous as possible. It is surrounded by open dry areas dotted with occasional plateaus and mesas. Vegetation and wildlife are sparse, and most of the nearby towns have a population of under 8,000 people.

It is manned by approximately 600 soldiers who rotate in 200 soldier shifts from a near-by Air Force base every month. Soldiers spend 1 month living at the site in underground barracks, 2 months back at garrison duty at the Air Force base, and then back again. Security at the range is very high, and at any time the range can call for air support that stays on permanent stand-by at the Air Force base.

The range supports, maintains, and tests eight thermonuclear Inter Continental Ballistic Missiles of significant yield. These missiles are some of the most advanced ICBMs in the United States' inventory, and are easily capable of reaching any point in the world. They have also been given extended fuel and range so that they may be programmed to take extremely high (and therefore difficult to track and attack) trajectories.



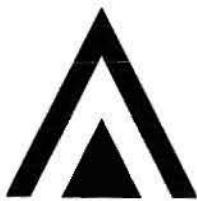


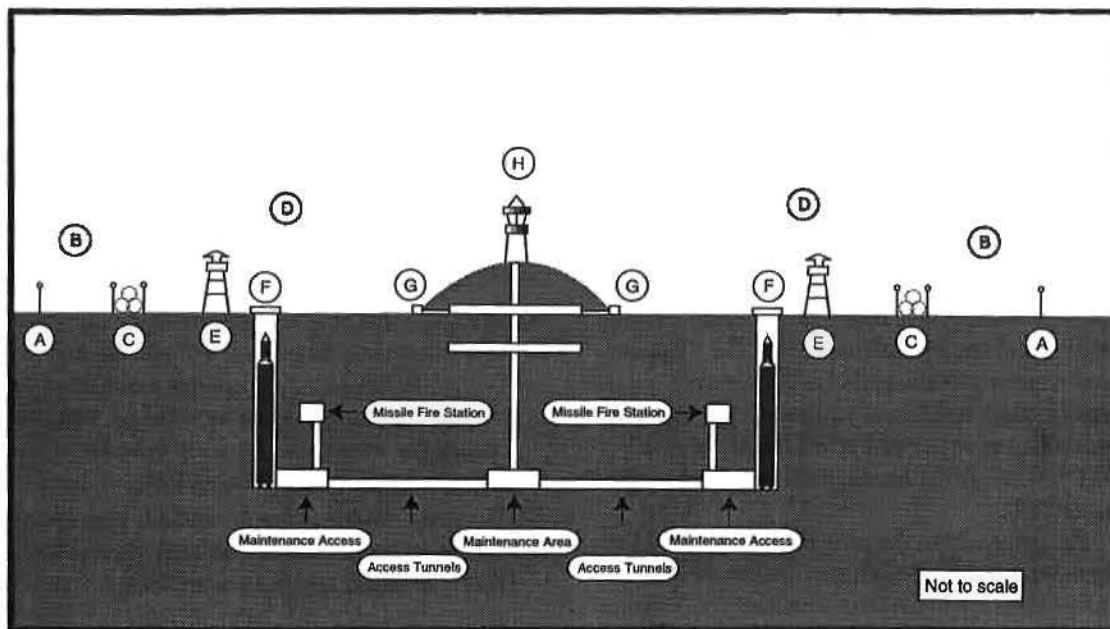
Surface Level

- A) **Post Perimeter**—This boundary represents the outermost edge of the Pheasant Nuclear Missile Range. It consists merely of a 2" tall chain link fence (DEF 3, BODY 1) topped with barbed wire, and signs that warn would-be trespassers that it is a federal offense to enter this U.S. Government installation, that it is a felony to draw, photograph, sketch or map this installation, that by entering the installation you give consent for the Government to search person and property etc., etc., etc. There is only one gate that remains open at all times with two very large warning signs on either side of it. This gate has a small dirt road leading from it to the main patrol bases.
- B) **Outer Patrol Area**—This area is constantly being patrolled by 4 military jeeps (as per pg. 195 of *Champions*, armed with a .50 Cal HMG) at random intervals on random patrol patterns. These vehicles keep hourly radio checks with their control base, and rotate in with fresh patrols every four hours. Each jeep contains a driver, a patrol leader, a machine-gunner, and an ammunition loader. Anyone caught in this area will be either escorted out of the perimeter (if they have a seemingly legitimate excuse) or searched and taken in for questioning. The patrol leader decides in either case. Each soldier is equipped with a .45 Automatic pistol.

C) **Security Perimeter**—This boundary consists of two 2" tall chain link fences (DEF 3, BODY 1) about 2" apart. In between them is a barrier of triple strand concertina wire. This wire acts as a DEF4, 4d6 Entangle (with the advantage Entangle and Character Both Take Damage) and a 1 Pip HKA both with a Continuous, Uncontrolled, 0 END, Area Effect (Line). The Entangle "attacks" anyone entering the area it is in with an OCV of 6, and the HKA is automatically applied the segment the Entangle hits. The HKA can be negated on segments after the initial Entangle is successful by a complete lack of movement, or a DEX roll coupled with slow and cautious movement. In addition to the normal ways to get out of the Entangle, a successful DEX roll made at -2 will work as well, although failing this DEX roll automatically results in another HKA. This fence is equipped with sensors that detect anything touching it and send a silent signal (via underground wire) back to the Patrol Control Base. This fence has an open gate that is constantly guarded by a fifth jeep patrol team. Each soldier is equipped with a .45 Automatic pistol.

D) **Inner Patrol Area**—This area is constantly being patrolled by 4 M113 APCs (as per pg. 195 of *Champions*, including a .50 Cal HMG) at random intervals on random patrol patterns. These vehicles also keep hourly radio checks with their control base, and rotate in with fresh patrols every 4 hours. There are the same number of personnel in the APCs as in the jeeps. Each soldier is equipped with a .45 Automatic pistol. In addition, there is a AH-1 Huey Cobra (again, as per pg. 195), equipped with IR Vision that patrols the area at night, and can be called in to patrol the area during the day in times of high security. When not on patrol it remains next to the Control Tower. Note that the 4 hour rotations between the jeeps and APCs are staggered at 30 minute intervals so that at no time are there fewer than 7 vehicles out at a time (not including the fifth guard jeep). No unauthorized persons are allowed in this perimeter. Anyone trying to get in will be stopped by whatever force is necessary (and the least amount of force necessary), and anyone caught inside will definitely be arrested under felony charges, searched, and taken in for questioning.





E) Security Towers—These towers are occupied by two soldiers each. Each team is equipped with a radio, a fully loaded M60 Machine Gun, and a pair of sights that give a +3 vs. Range Modifiers and IR Vision. They also keep hourly radio checks with the Patrol Control Base. Each soldier is equipped with an M16A1 Assault Rifle.

F) Missile Silos—These massive ICBM silos are only visible from the surface by the large concrete slabs that cover them. These slabs are painted to match the color of the ground (a -1 to Perception rolls, -2 Range Modifier), and are set on rails so they can pull back and allow the missiles to fire. They are DEF 9, BODY 9, and are controlled entirely from underground. No amount of Security Systems skill will open the doors from the outside, only brute force can. Anyone trying to lift or slide off the slabs instead of just breaking them must be able to break the DEF 8, BODY 7 rails holding them in place, and be able to push and lift the slab's 25 ton weight.

G) Patrol Control Bases—These two buildings are normal brick buildings filled with radios, maps, vehicle bays, and patrol personnel. It is from these that the security of the surface level of the entire range is monitored. Reports are constantly coming in from all the patrols, the sensors on the Inner Security Perimeter fence, and the Control Tower. These bases have direct lines to the Underground Complex commander, the commander of the near-by Air Forcebase, the Master Control Room, and to each other. There are approximately 20 soldiers in each of these bases at all times, and each soldier is equipped with a .45 Automatic pistol.

H) Control Tower—This tower overlooks the entire range, and has a clear line of sight to the Post Perimeter. There are two soldiers in it armed with SAMs (Stingers), M16A1 Assault Rifles, and a 360° Radar that monitors all movement within and above the Post Perimeter with a +6 Range Modifier. The Cobra helicopter's helipad is beside the tower, and the elevator that leads down into the Underground Complex requires a code be punched in to operate. Note that this tower is topped with small red blinking lights to keep low flying aircraft from running into it.

Underground Complex

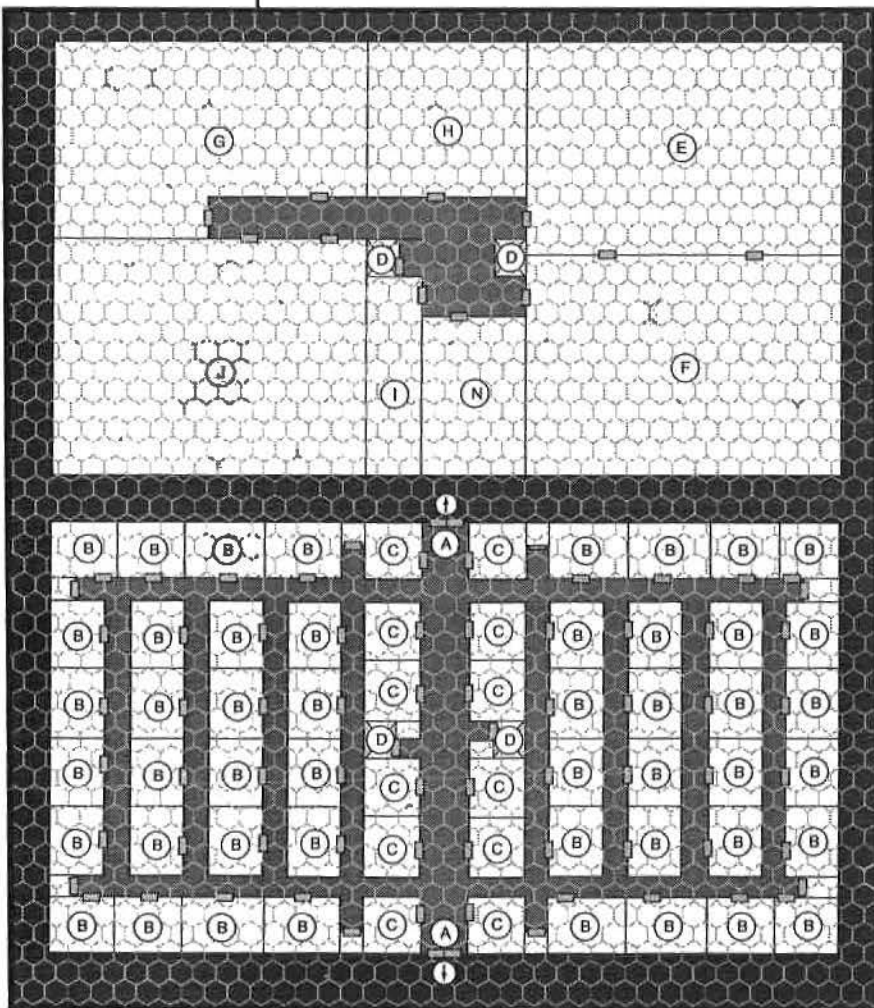
The first layer of the complex is built into a hill, and the remaining layers are all below ground level. There are two entrances to the complex, each behind one of the Patrol Control Bases. Authorized personnel are known by name, rank, and Social Security Number, and must have military IDs and special passes approved at the Patrol Control Bases to gain access.

The entire complex has Life Support: Self Contained Breathing and Immunity to High Pressure, High Radiation, and Intense Heat/Cold. These protective measures were added to protect the complex from a possible nuclear strike. In addition, after all the soil, rock and dirt over it, the complex has walls of DEF 9, BODY 9. All interior walls and doors are DEF 5, BODY 5.

The personnel in the complex not specifically assigned to some form of security are usually unarmed except in the case of an alert. If attacked, they have an orderly, practiced drill for reaching the Arms Room and arming themselves.

Note that if a character were to successfully enter the complex, it might be possible to reach area K via the various air shafts that lead down to the Life Support systems. This would require some way to figure out how to best enter a shaft and realize where

P.N.M.R. Upper and Middle Levels



it went (N-Ray Vision, a Security System roll, access to the blueprints of the complex, etc.), and some way to fit inside the shafts. These shafts are relatively small (1 ¼' X 1 ½'), and have smooth sides and several long vertical drops. They form a veritable maze, and either some form of guidance, knowledge, or navigation would be required to successfully get to the area at K, and not the inside of a giant heater or air purifier or air conditioner.

A) Entrance—Each of these entrances are concealed with camouflage nets (-4 to PER Rolls), and are DEF 16, BODY 17. They can be opened from the inside with a simple number code, or from the outside via a magnetic card carried only by the commander of the three Patrol Control Bases.

B) Barracks—This is where the soldiers who are off duty stay during their month long tours of duty. These areas are equipped with showers, recreations areas, etc. Each room is rather crowded, housing 4-6 soldiers per room. There are separate rooms for male and female soldiers.

C) Admin Rooms—These rooms are flanked with the offices of all the small unit commanders, supply rooms, training rooms, etc. needed for the daily administrative needs of the soldiers in the complex.

D) Security/Elevators—A team of four soldiers equipped with .45 Automatic pistols stay here in case of an emergency anywhere and guard the elevators. The elevators all require a code be punched in to operate. Only the security teams and the soldiers in the Control Tower are authorized to know the codes, which are changed quarterly.

E) Master Control Room—This room is in charge of the two Patrol Control Bases, and all other security issues of the range. They prepare security codes, magnetic cards, ID badges, and VIP visitor passes, as well as maintaining the security clearances of everyone at the range. The soldiers in the room are unarmed. This room also controls the safes which contain the sealed codes to unlock warheads for maintenance (although not the ones to launch or arm the weapons), the codes to the Arms Room, and the technical manuals on the missiles themselves. These safes are the ones the Tel has learned the combinations for.

F) Situation Room—This room contains all the maps, charts, electronic monitors, Early Warning Systems, and everything else necessary for watching a nuclear war. It also contains a monitoring station for each missile silo, and for each missile launching team (which are located in their own station). From here the command to fire the missiles is received from Higher HQ, verified, and then sent to the missile launching teams. Note that the correct codes have to be sent here as well or the command to fire will be meaningless.

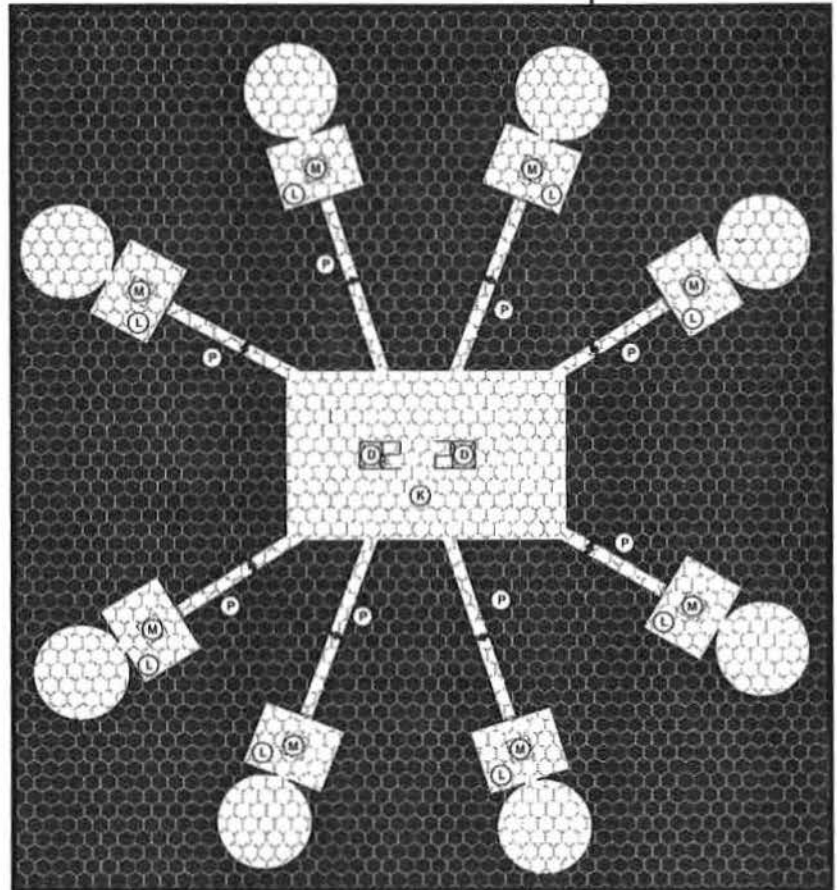
G) Tech Room/Labs—Here any dangerous, delicate, difficult, or detailed repair work is done on any of the equipment in the complex except radioactive material. Computers, computer software, electronic equipment, missile parts, missile propellant, and security equipment are all checked and analyzed and repaired here. Most of the personnel who work here are civilian government employees.

H) Radioactives Control Area—Any damaged or defective radioactive material is taken to this point and prepared to be shipped off to better facilities. This room is lead lined, and filled with decontamination devices to keep harmful radiation from leaking out, and sensors to detect any radiation.

I) Arms Room—This room contains 200 M16A1 Assault Rifles, 100 Concussion grenades, 10 M60 Machine Guns, and plenty of ammunition. The armorer is on duty at all times, and is the only one who knows the combination to open the arms vault. This combination is written down and kept in one of the safes in the Master Control Room. The door and all the walls of the vault are DEF 12, BODY 10. The room is also equipped with an alarm system that will silently sound and alert the Master Control Room if the proper combination is not used and/or if a Security System roll (made at -2) fails.

J) Admin Area—This area contains the offices and quarters to the commander of the range/complex and the commander's staff, as well as the support facilities needed for them. There is also a significant amount of space dedicated to planning possible wargames, and communicating messages that are classified specifically for the commander of the complex.

K) Maintenance Area—This is the area dedicated to the servicing of all the major equipment of the complex. Life Support systems, power generators, routine missile upkeep, and plumbing are all taken care of through this area. Tunnels lead out from here to each missile silo, and to each missile launching team. There are several storage areas for spare parts and chemical products. There are also six electronic carts that are used to travel the tunnels quickly (STR 20, DEF 2, BODY 11, DEX 13, SPD 3, Move 20"x2). They travel on electric rails (which carry an 8d6 shock to anyone who really wanted to find it) that run the length of the tunnels.



L) Maintenance Access—This is the area used for all the routine missile upkeep. This is the only way to physically get to the missiles without going in through the top of the silo. A code known only to the maintenance personnel (and kept in the Master Control Room) is required to open the doors to access the missile. There is also a separate code (known and kept the same) used to unlock the missile from the silo walls for maintenance, and to open the silo doors for maintenance.

M) Missile Fire Station—These rooms are adjacent to each missile, and contain the controls necessary to arm and launch each missile. These controls are separated 1 1/2" apart so that 2 people are required to operate them, and are useless without the proper codes. These codes must come from Higher HQ, and are kept in a briefcase carried near the President at all times. These rooms can be barred from the inside, and have DEF 10, BODY 10 walls and doors.

N) Emergency Team—This room contains firefighters, Explosive Ordnance Disposal personnel, and Nuclear Biological Chemical teams all on call in the event of any type of emergency that would require their special talents.

P) Access Tunnels—These tunnels are approximately 2 km long and have electronic rails running down them for the electronic carts.

P.N.M.R.
Lower Level



Choosing Psides

It is possible that the characters will never have an opportunity to communicate with X'Chin, and will therefore think that the Beduuns are the aliens responsible for the plot to turn as many humans as possible into mindless psychics. When the Psychophants show up, the heroes should have to decide on their own who the good guys are and who the bad guys are. GMs should not give the heroes any unnecessary clues or hints as to who is who, and can even go so far as to make the Beduuns seem like the bad guys if they want.

The Psychophants Attack

After the final outcome at the Pheasant Nuclear Missile Range, a Psychophant Eliminator class ship will come looking for the escaped Beduuns. If the players have lost touch with the Beduuns because they are in prison or a scientific research lab or they escaped or whatever, this Psychophant ship will also be a perfect opportunity for a reunion, because it will tell the players exactly where the Beduuns are.

The Eliminator will remain radar invisible as it searches for the Beduuns, and will thus go unnoticed by any major air force. In fact, due to the vast range Psidar can operate from, the ship will probably be completely undetected by anyone until it zooms down into a major metropolis one night right on top of the Beduuns.

The Psychophant's mission is to get in and kill the Beduuns as quickly as possible, without attracting the attention of more than thousand humans or so. One of the things that will contribute the most to this is their Snowbird generators they will also activate as soon as they enter the atmosphere. Unlike the basic Snowbird generators that just jam Telepathy and Mind Links, these have also been modified to emit enough electronic interference and X-rays to ruin most film and temporarily disable video and tape recorders. The exact stats for this ability are included in the index with the other Psychophant equipment.

With the Snowbird generator going, the Psychophants are confident of an easy mission. The Beduuns will be unable to communicate with each other and thus will not be able to work together, and the hull of the ship is impervious to any non-military weapons the humans might be able to throw at it.

Unlike normal doctrine, the Psychophants will not bother to stun or capture the Beduuns, but will go straight to their disrupters and Psi-seeking missiles. They will treat the city as no more than interesting scenery, and couldn't care less how much damage they do to it or its occupants. They will also completely ignore any and all humans (including heroes flying around or jumping off buildings onto the hull of the ship etc.) until someone proves themselves a

serious threat to the Eliminator. A serious threat includes actually breaching the hull, getting inside the ship, damaging any of its internal mechanisms, destroying the Snowbird generator node, or harming any of the occupants.

Electronic Skill or any appropriate Knowledge Skills will be able to detect the Snowbird generator node with only a -1 to the roll (assuming that someone is looking for what is causing the Snowbird effect). The node is an IAF, DEF 10, and has a +2 to its DCV (usually giving it a total DCV of 5). For each hit the node takes that penetrate its DEF, the Snowbird generator will lose one effect (either the Invisibility to photography, the Suppress, or the Mental Defense), and will be destroyed after three hits penetrate its DEF. The two airlocks have very complicated electronic seals on them that require a -4 to the Lockpicking Skill Roll (with Electronic Skill acting as a complimentary skill). The Security Systems Roll required to disarm the alarm on the airlocks is at a -1 modifier, although a single failed Security Systems Roll will result in an alarm, and the lock must be opened before the alarm can be disarmed.

There are only seven Psychophants inside the ship, and they are armed only with their natural body armor and the standard issue disrupter pistol. They will all remain inside the Bridge unless they detect someone else in their ship, in which case five of them will go to attack the intruder while two remain behind to fly the ship. In an emergency, the Psychophants can set up a Flaming Fence damage shield around the surface of the ship or around the Bridge of the ship. While this has the same effect as the standard Flaming Fences, the added energy required greatly reduces the output of the power generators.

These Psychophants are very overconfident when it comes to their powers over humans—even superpowered ones—and will probably not even really consider retreating until it is too late. Should they be overwhelmingly successful and meet very little resistance as they slaughter the Beduuns, they will still leave behind enough clues for the heroes to at least link them to Ra and figure out how to find them in space. These clues and the numerous ways the heroes can find and get to the Psychophant mother ship are covered in the next section.

Should the Snowbird Generators be damaged or destroyed, there is always the possibility that the Beduuns (particularly the Punch Team) can take the ship out on their own. Note that the Beduuns will very probably go Enraged as soon as they see the ship, and will not stop until every Psychophant is dead.



Ways To Discover And Reach The Mother Ship

There are several ways the heroes can discover and reach the Psychophant mother ship. The easiest is to capture the Eliminator class ship in tact and just set the auto-pilot to take it back to base. If the ship is damaged, mechanical repairs can be made at the normal roll, but electronic and power system repairs will be made at -3 due to the complexity of the equipment. The ship's computer has all the data needed to locate and fly to the mother ship in the event any of the heroes want to use their own mode of transportation and just need the proper coordinates. The ship's computer has a built in language translator, that will eventually be able to figure out voice commands in English (or whatever).

Other possible ways to learn the location of the mother ship are through the Tel (who not only knows that the ship is in orbit around a massive gas giant, but also remembers most of the coordinates necessary to plot a course to the mother ship), and through the random luck of a near-by observatory that had been watching Jupiter when the Eliminator launched. They saw a small reflective object come out from behind Jupiter, and suddenly disappear in a flash of light. This object was first ignored as a floating piece of ice or the like, until it showed up as a giant energy source on the spectrum analyzer. The GM should allow the heroes any opportunity to discover this from the observatory on their own (via Contacts, Favors, etc.), but if the heroes don't think of it and they have no way of getting any information from either the Beduuns or the Psychophants (i.e., the Eliminator was completely destroyed or escaped and the Tel is dead or captured by the Psychophants) then it will be published on the news one day as a possible explanation to the UFO seen by hundreds of people attacking in a nearby metropolis.

It is also possible to get the location of the mother ship through Deduction or through some of the other Beduuns. Both the Shield and one of the members of the Punch Team remember "seeing" the planet as they escaped. They saw it through Spatial Awareness, however, and it will take some ingenuity for the heroes to get this information out of them and then translate it into something someone without Spatial Awareness can understand. A Deduction roll can deduce that the Eliminator had to have come from a larger ship or base, and that base or ship would have to be hiding either behind a moon, the sun, a planet, or in the asteroid belt to avoid being seen. In addition, the ship's invisibility to Radar and Sonar can probably be discovered with the same roll, even if no Radar or Sonar equipment was used by the heroes. This will be obvious because of the lack of action from the local airports and by the Air Force. Another Deduction roll

at -3 (with Astronomy and/or Physics used as complimentary skills) can be used to figure out that the two most advantageous orbital positions would be behind the sun or Jupiter because their natural radiation emissions would mask any strange energy activity by a large ship or base. The successful roll will also deduce that the most advantageous planet to land on (as opposed to orbiting) or have a base on, would be Venus if the ship/base could handle the incredibly harsh conditions on the planet. Venus has a hard surface masked by a perpetual electronic storm and cloud cover, and would hide a base from observation better than any other rock-like planet. Narrowing it down to these three choices, the heroes at least have something to go on, and will probably know to come up with something other than Radar to try and locate the ship/base.

Well, now that the heroes know where to look, what if they don't own their own FTL ship and didn't capture the Psychophant Eliminator? They probably can't afford the bus fare to Jupiter. Fortunately for the heroes, there are several other parties who have been tracking all this chaos as well.

The first option is for the GM to allow the characters every opportunity to collect in on any Perks that might come in handy. Naturally, there is always the possibility that the heroes won't have any Contacts with anyone with a FTL ship, the money to buy/rent/invent one, or any Favors that might help. This brings us to option two.

Regardless of how the heroes have handled the scenarios thus far, the U.S. Government will have noticed a few things. They have pictures of something being launched out into space without alerting any of the Early Warning Systems on the planet. If Ra's tomb was discovered then the government will have gone over it with a fine tooth comb. The Dominae and all of Ra's activities as Mr. Raymond will have probably been investigated as well, along with the Super Camps. The thing that will really set off activity at NASA and the Pentagon will be the discovery of the stolen Psychophant shuttle that the Beduuns crashed into the slums of the local metropolis. They will have the bodies of 17 dead Beduuns, and significant amounts of the wreckage.



Within the ship there are a plethora of Snowbird Generators and Flaming Fences. Rather than describe the exact positioning of each, their rough location is given by symbol coding on the mother ship map layout. They are assumed to be on at all times unless otherwise specified.

The ship also has a number of tractor-ways for mass transit. They are identified with lights on walls or floors, and are run by 20' tall electronic cigar shaped generators. They are powered by the main power core, and each is equipped with its own mini-computer. The computers can only hear in the ultrasonic wavelengths (since that is what Psychophants speak in) and Beduuns and humans are either forced to walk, or must wait for a Psychophant escort (unless they can learn the Psychophant language and figure out a way to transmit it in ultrasonic wavelengths). This greatly hinders movement by non-Psychophants, since there are very few emergency ladders and elevators, and most of those are not in the best repair. GMs should keep this in mind when dealing with the massive scale of the mother ship. Each level is actually about 1 1/2 to 2 kilometers thick, with numerous sub-levels within it. The floor of each level is usually only traveled by slaves, with the "skies" being filled with traveling Psychophants.

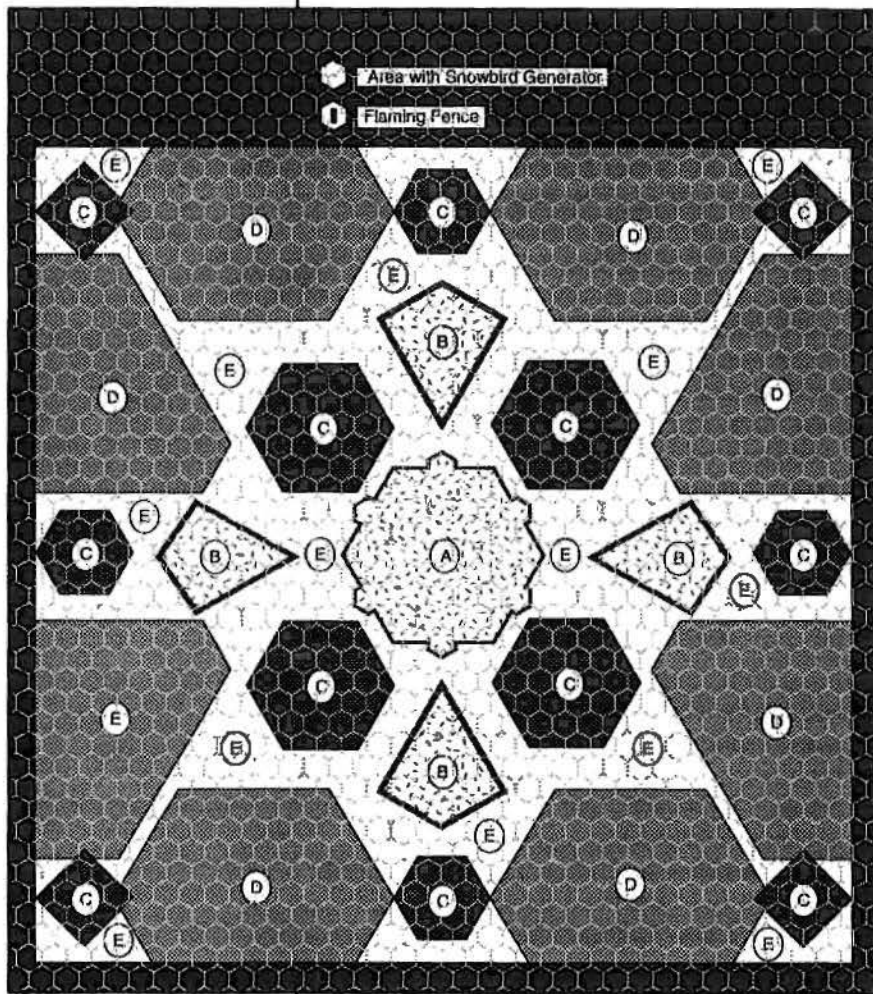
The mother ship is entirely too massive to land on the surface of a planet. Even with its reinforced structure it would crush itself under its own weight if it entered a planet's gravity well. Every hour the mother ship spends within a planet's gravity well below orbit, it will take significant damage and fall completely apart in a little over six days.

Level 1: Lower Engineering Level

This level is rarely visited by anyone other than old slaves, people being punished, or technicians. A big reason for this is that it generally isn't safe. There are numerous tiny radiation, steam, and chemical leaks that make it both an undesirable and hazardous place to be in. Slaves often are restricted to 1 hour work shifts on this level, and even then they tend to have a low success rate for making it through the shift. For every five minutes spent on this level, make a roll to see if any hazardous effects have hit any of the heroes. There is an 11- chance for a hazardous effect under normal conditions, 14- if the hero is in combat or being extraordinarily reckless, and an 8- if the hero is moving slowly (1/3 normal movement or less) and actively searching for such hazards. If a hazard does occur, it may be blatantly obvious (a sudden blast of steam or a sudden whiff of chemical fumes), or the heroes may be completely unaware it occurred (a radiation leak). In either case, hazards that do occur will occur at random times over the five minute period, and rarely at the same time for 2 different characters. Note that most of these effects can be negated with the proper protective gear.

A) Primary Power Plant—This power plant utilizes Matter/Anti-Matter reactions to provide all the energy the ship needs. This is the OAF for the first 70 END Battery and 70 REC in the ship's stats. The main power core extends all the way up to the top of the ship, and a great deal of its power output goes to the computer, the Psidar, the Flaming Fences, the Snowbird Generators, the tractor-ways, and the hyper-drive (although in game mechanics, these are all 0 END, this explains why such a massive engine only produces 70 REC of extra power). This area consists of 4 layers starting from the outer edge to the inner core. The outer layer (layer 1) consists of break areas, guard checkpoints, meeting and planning rooms, personal lockers, and protective suit (see Special Equipment) storage areas. The next layer (layer 2) contains all the monitoring stations, work areas, and technical areas necessary to run the power plant. The next area (layer 3) contains all the equipment that cools, fuels, and directly interfaces with the power plant. Finally, the inner-most layer (layer 4) contains the actual Matter/Anti-Matter reactor, power transformers, and power core. This power plant has naturally been the target of many Beduun attacks over the eons, and as such is has been reinforced and armored against attacks. The 2 inner-most layers are both composed of DEF 20 walls and vault doors that can only be opened either by a time lock based on predetermined annual maintenance shut-downs, or during a serious malfunction determined by the ship's AI computer, the Binary Interface Gigabyte Multi Organizational Matrix Autonomatron (B.I.G.M.O.M.A.). B.I.G.M.O.M.A. is capable of running the entire power plant by itself, although this ties up most of its attention to do so, so it is only done in extreme emergencies. Anyone somehow entering layer 3 will be subjected to a continuous 2d6 NND attack (Defense is Life Support vs. Radiation) and a 1d6K Penetrating energy attack every phase. Anyone entering the actual reactor is in for a great deal of pain (and anyone with an intelligence above 3 should be able to deduce this without a roll), and will take a continuous 6d6 NND attack (Defense is Life Support vs. Radiation) a 3d6K Penetrating energy attack, and a 18d6N energy attack every phase. Attacks that are somehow fired from inside the reactor will only go against DEF 10 instead of the usual 20. Shutting the plant down from the control panel can be done with the appropriate Knowledge or Science skill roll at -4 (due to the complexity of the alien technology) in twenty minutes. If the plant is shut down, the back-up fusion generators will auto-





Mothership:
Level 1

matically start up, and it will only take B.I.G.M.O.M.A. five minutes to get the plant back online again (assuming the computer is still functioning). The plant cannot be programmed to explode from the control panel, but excessive damage to the reactor has a chance of accomplishing the same. Piercing the DEF of the cores armored walls will create a continuous 5d6 NND attack (Defense is Life Support vs. Radiation) a 2d6K Penetrating energy attack, and a 14d6N energy attack (reduced by range for 14d6N only) in a 20" cone out from the hole every phase. In addition, each individual attack that does more than 5 BODY to the inside of the reactor, or every amount of 15 points of cumulative BODY to the inside of the reactor will allow a roll to see what the effect is on the reactor. There is an 11- chance for the reactor to go to minimum power (stopping the 70 REC), an 8- chance for the reactor to begin a gradual automatic shut down (thus forcing the switch to auxiliary power) that will take approximately fifteen minutes, and a 6- chance that a chain reaction will begin. There is only one roll

made per attack that does more than 5 BODY, or for every cumulative 15 BODY, and it will either have no effect, switch it to minimum power, shut off the reactor, or start a chain reaction. Once the shut down begins, a chain reaction is impossible without restarting the reactor, and once a chain reaction begins, it is difficult to stop or shut the reactor down. Only the Science Skill Nuclear Physics (or something very close, normal Physics would be at -2) can be used to try to stop a chain reaction from either the control panels or the computer. The first hour, there is a -2 to a Nuclear Physics roll, and a 6- chance the reactor will explode. 5 minutes later there is a -3 to the roll, and a 7- chance the reactor will explode, a minute later, there is a -4 to the roll and an 8- chance the reactor will explode. The next turn there is a -5 to the roll and a 9- chance the reactor will explode. Every Phase 12 after that, there is an 11- chance the reactor will explode, and any attempts at stopping will be at -6. In the event the ship does explode, GMs can just assume that the ship and everything in it is destroyed. Note that if B.I.G.M.O.M.A. is operational, it shouldn't have too much trouble stopping the chain reaction within the first hour.

B) Hyper Drive—There are four main engines on this level that create the ships FTL drive. Like the main Power Plant, these engines are armored with a DEF 20, and sealed except for time locks and an override from B.I.G.M.O.M.A. for repairs and maintenance. When not in use, these engines are basically giant electronic gizmos that do nothing. Only by trying something like cutting a power cable by hand could result in a hero taking any damage from them (9d6 if hero is insulated, 14d6 if hero is poorly grounded, and 5d6K if the hero is well grounded). The Hyper Drive is much more fragile than the Power Plant, and it will only take 10 BODY to cause a minor malfunction in one of the engines. This damage can easily be repaired by either a team of technicians or B.I.G.M.O.M.A. in approximately five minutes. 50 BODY or more will cause a serious malfunction that will require over an hour to repair. In the event the engine is running while attacked, the electronic damage mentioned above will occur to anyone who comes into physical contact with anything beyond the engine's DEF. If one of these engines is damaged, the ship will only be able to move at sixteen times the speed of light. If two are damaged the maximum speed will be eight times the speed of light, and if three are damaged the maximum speed will be four times the speed of light. Naturally if all four are damaged than the ship will not be able to use FTL travel at all. Note that there are no controls or monitoring stations for these engines at this level (they are all up one level).

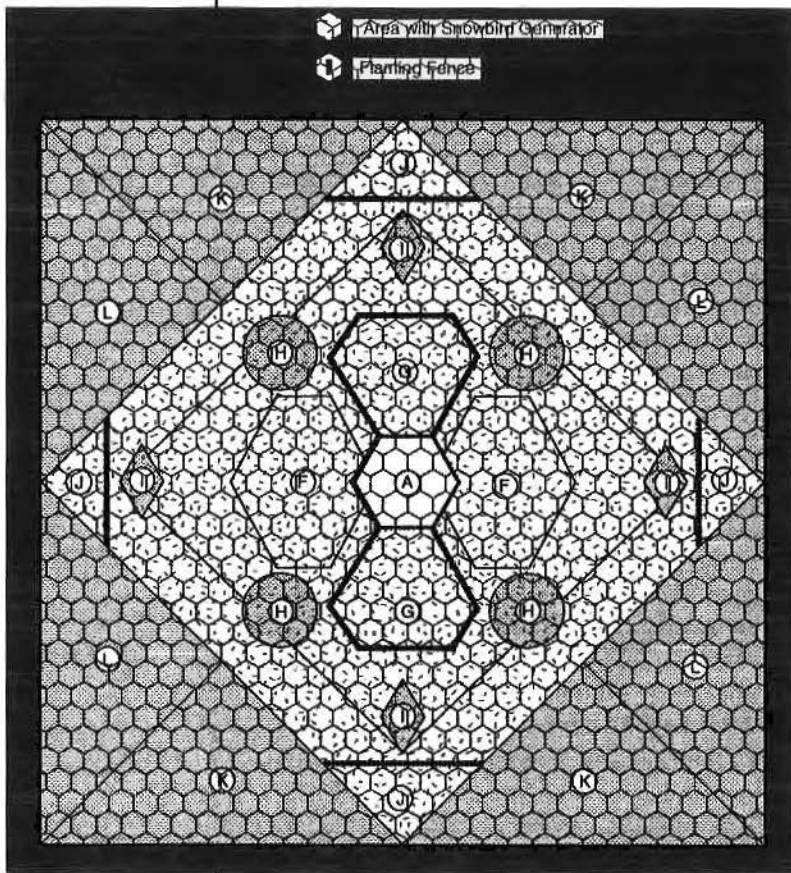


- C) **Fusion Engines**—These are the basic propulsion systems for the mother ship used entirely for in-system and minor maneuvering. They are based on a crude controlled fusion reaction, and are extremely sturdy and simple in design. They require Hydrogen to operate, and there are numerous fuel tanks in this section just for them. There are four large main thrust engines, and eight smaller engines used for turning. These engines have the DEF 20 armor as well, and are virtually impossible to harm. 50 BODY is required for a minor malfunction (five minutes to repair) and 100 or more BODY is required for a serious malfunction (1 hour to repair). The control panels and monitoring stations for these engines are located in the Upper Engineering Section. There is no way for heroes to harm themselves on these engines while they are not in use. When in use, any penetration of the armor will create similar to penetrating the core of the Primary Power Plant.
- D) **Fuel Tanks**—These massive containers scoop up random Hydrogen from outer space and store it for fuel for the Fusion Engines. The Hydrogen is kept in liquid form (i.e., super cold) and stored in thousands of small little packets within the large containers. The containers are only DEF 12, but numerous chemicals mixed in with the Hydrogen make the packets self sealing and non-volatile. These packets are capable of sealing any hole that is less than 5 BODY wide, although 15 BODY will completely shatter one. Standing next to a packet as it is shattered will result in the character being covered in liquid Hydrogen. This will do 16d6N damage (no KB) with a DEF 4, 4d6 Entangle attack. Destroying all the fuel tanks will naturally negate the ships normal flight until repairs can be completed in 1d6 months.
- E) **Engineering Corridors**—These open spaces are constantly being traveled by slave clean-up groups, Commando patrols, and maintenance teams. While there is almost always some constant traffic in these corridors, they are never very crowded.

Level 2: Upper Engineering Level

- F) **Life Support System**—These massive machines control the air quality, temperature, water treatment, and waste disposal for the ship. They are primarily automated, although there are always teams of maintenance personnel and slaves cleaning them and making routine adjustments. These machines are armored with DEF 15, and are filled with numerous redundant systems that make them difficult to damage.
- G) **Auxiliary Power Reactors**—Unlike the primary Power Plant, these reactors are powered by fusion. They provide the second 70 END Battery and 70 REC, and are fueled by Hydrogen. If the fuel tanks have been somehow destroyed, these reactors will
- only be able to use the END Battery until it runs out and not the REC. These reactors have the same DEF 20 armor, and are equally hard to harm. These, however, can be accessed by a complicated code, and do not require a specific time or permission from B.I.G.M.O.M.A. to enter and get passed the DEF 20 armor. This cannot be done while the reactors are in use, however. The reactors cannot be set to explode or start a chain reaction, and will only go to minimum power after 50 BODY (i.e., running the ship but no END Battery or REC), and then will shut abruptly off at 100 BODY. 50 BODY requires fifteen minutes to repair, and 100 or more BODY requires two hours to repair. There is no way for hero to harm themselves on these reactors while they are not in use. When in use, any penetration of the armor will create similar to penetrating the core of the Primary Power Plant. These reactors are surrounded by a layer of monitoring stations, control centers, and maintenance accessways. These reactors are usually not in use to ensure proper maintenance and plenty of fuel for when it is needed.
- H) **Fusion Engine Monitoring Stations**—These stations are located directly above the 4 main Fusion (normal Flight) Engines described in C) above. From here repairs and adjustments can be made to the engines, and any malfunctions and damage can be detected and analyzed. These monitoring stations are DEF 12, and can only access the engines through the floor and into the engines' very top. Each of these stations has the ability to manually override the engines and turn them off in an emergency. B.I.G.M.O.M.A. can override the override, although this takes at least five minutes to do, and is usually only done by command of Lam-Par. Characters would need either Nuclear Physics, Deduction, Luck (and a bunch of it), or Computer Programming to shut off one of the engines from a monitor station. This would require at least five minutes, and there couldn't be anyone else who knew what they were doing in the monitor station to bypass their commands. The roll would need to be made at -4 (or 3 sixes of Luck rolled), and there could only be one roll made every five minutes. Once successful, a hero could attempt the same in the other monitoring stations at only -2 (or requiring 2 sixes of Luck) every minute, although this would be as low as the modifier would go without some classes or Eidetic Memory.
- I) **Hyper Drive Monitoring Stations**—These stations are almost identical to the Fusion Engine Stations described above, except they monitor and are directly over the Hyper Drive engines. These are DEF 15, and override attempts take ten minutes with a -5 to the roll (or 4 sixes of luck). Successive attempts after the first success take five minutes with a -4 to the roll (or 3 sixes of luck).





Mothership:
Level 2

- J) Lower Security Stations—These are the secondary stations for the mother ship. They contain mostly new or substandard security members. Their primary duties are patrolling the engineering levels, and basically all the dirty work the main security stations don't want to do. They are the first to be called out for routine searches, guard duty, and the upkeep of security equipment like Flaming Fences and Snowbird Generators. They also have the dubious honor of being the ones in charge of finding lost Fence Keys. The Security Stations are all made of DEF 15 armor.
- K) Military Barracks/Training Area—This is where all Psychophants train during the early parts of their lives between childhood schooling and regular jobs. Often their military success will determine their success in their future rather than their standard education. This area is filled halfway with new trainees, and halfway with the standing force of commandos. This area also contains target ranges, indoor obstacle courses, and flight simulators to train pilots. The most complimentary (and honorable) death sentence a Beduun can be given is to be sent here to be hunted down and killed in an indoor obstacle course.

L) Factory Work/Quarters—This is where the criminal or otherwise socially undesirable Psychophants are sent to live and work. Their quarters are relatively nice albeit smaller than a normal Psychophant's, and generally the Psychophants in this area are kept relatively content. They are rarely let off the level, and are given minimal numbers of slaves for mental energy, but they are also free from many of the other restrictions of the upper levels of Psychophant society. They live near where they work, and basically perform all the production and construction too important to trust with slaves, but generally too much work for the average Psychophant. This level primarily produces weapons, ships, and other military equipment.

Level 3: Slave & Research Level

- M) Upper Security Stations—These are the senior security stations for the mother ship. They are in charge of the overall security of the entire ship. They are particularly good at clandestine surveillance, treachery, and other forms of graft. They hide slaves and use them for secret deals and trades, they spy on other Psychophants, they are constantly trying to transform Beduuns and humans into "moles" to spy on the slave population, and they occasionally even keep the peace in the ship when they have a free minute or two. They take care of any slave problems that the lower security levels can't handle, and primarily patrol and guard the upper levels of the pyramid.
- N) Slave quarters—These quarters are essentially in the form of four small prison cities. Slaves are given what they need to stay alive and work, and little else. They are usually sent here to recuperate drained mental powers, and as soon as they have regained them, they are sent to a Psychophant to be drained again. They are constantly cataloged and checked via Psidar for psychic potential, and they are constantly being sent off to be drained and then coming back again. Communication between the four quarters is forbidden, and they are kept separate whenever possible. They are watched constantly by the various security stations, and punished quickly and harshly (although rarely enough to impede their mental powers) for any transgression. Every so often one of the four quarters are emptied and searched from top to bottom for contraband and hidden newborn children (particularly Doormen). Humans (mindless psychics) have currently been segregated from the rest of the slaves until the Psychophants can find a way to keep them from casually ignoring their Flaming Fences. They are kept in groups in pens behind several layers of physical barriers. There are numerous gates, grates, locks, and emergency walls throughout the four quarters that can be



operated from the security stations to trap and separate potentially troublesome slaves or groups of slaves. The slave quarters are made out of DEF 15 armored walls, and all the slaves' health and food needs are handled through automatic devices. Also within the quarters are numerous work stations where slaves are expected to make themselves useful while recuperating their mental powers. They are usually only given simple, disgusting, or the most basic of tasks to do, but are severely punished if they do any of them below standards.

- O) Labs/Research Facilities—These are the brain centers for Psychophant technology. There are state-of-the-art labs here for Genetics, Physics, Biology, Chemistry, Botany, Zoology, Metallurgy, and Archaeology, as well as an extensive Computerized Library for general use. The only entrances to these labs are at the very top of the level next to the ceiling, so that there is still easy access to Beduun “experimental volunteers” while being out of range of any possible Beduun uprisings. The entrances are guarded but generally kept open due to their extreme height. The outer walls of this science center are DEF 20, although the floors, ceilings, and inner walls are all the normal DEF 10. These labs are constantly filled with new genetic experiments, weapons testing, and biological research. There are commandos here for security, although most of the scientists do not carry weapons. The experiments that go on with Beduuns are conducted with as much dignity as a high school freshman biology class would treat a frog, although the Psychophant scientists are very intent on the success of whatever experiment they happen to be working on. With the arrival of humans to the mother ship, a new branch of experiments has started, and any non-Psychophant entering to see any of them has a good chance of becoming either violently ill or mildly insane.

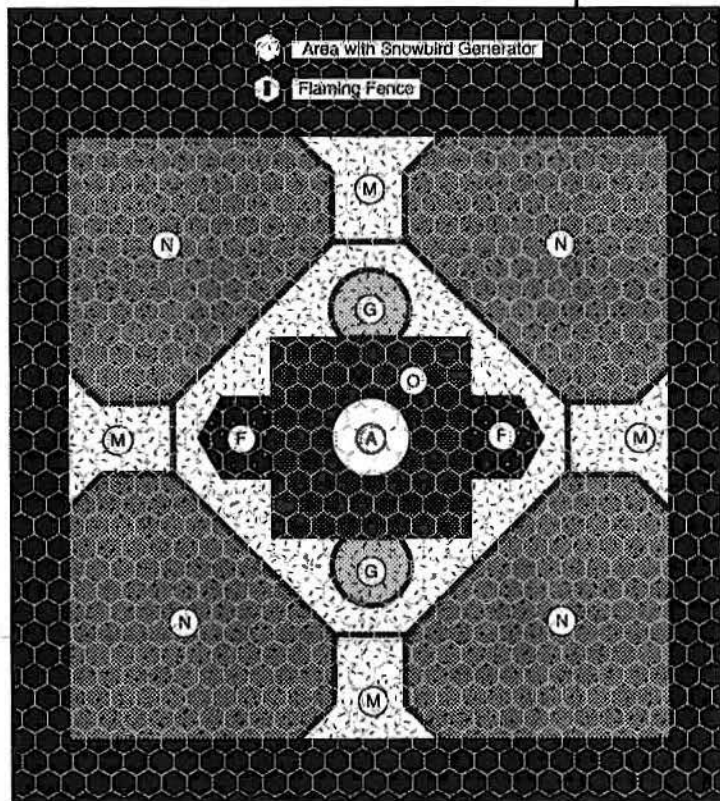
Level 4: Shuttle Bay

- P) Runways/Ship storage—Arranged in nice groups of straight lines are all the smaller ships of these Psychophants. There are over 100 Shuttles, 30 Eliminators, and 70 Hunters collected in this massive shuttle bay. Some are being used for training, some are being repaired, and some are being refitted or altered. There are multiple layers of

runways above and below one another throughout this area to give the starcraft plenty of room to take off and land and practice and maneuver.

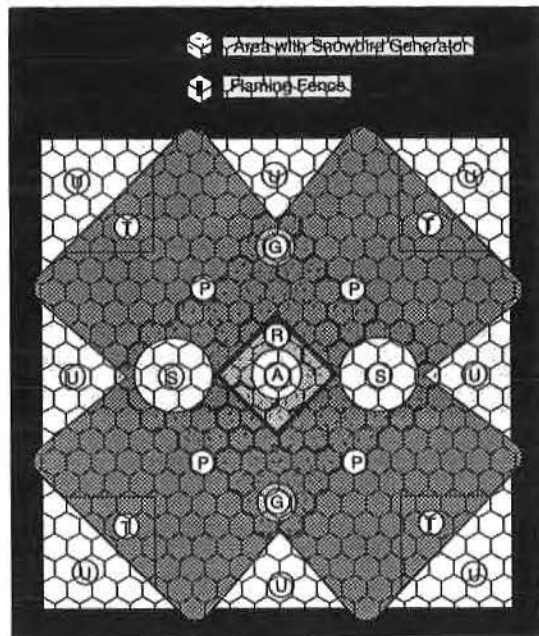
- Q) Shuttle Doors—These massive doors run the entire height of this level (making them 1 ½ Kilometers long) and are usually kept open. They open in to the ship and have no working parts outside of it. When open, a transparent force barrier keeps the Life Support in, while still allowing ships to fly in and out (assuming they have enough speed built up). This force barrier has a DEF 8 and BODY 0, easily allowing ships to burst through while keeping the atmosphere in. Pilots unaccustomed to suddenly going from an atmosphere to a vacuum and vice versa should make a Combat Pilot skill roll at -1 the first time they try it to keep from losing control of their ship. When

*Mothership:
Level 3*



open, these doors also give a beautiful view of the cosmos (or Jupiter) from the inside, and a complete look at the shuttle bay from the outside. The doors take a full turn to close. When closed, doors of the same material as the ships' outer hull seal the shuttle bay off from space. From the inside these are obviously gigantic silver doors, from the outside these doors match exactly the outer hull of the ship. The force barrier cannot be turned off (except by B.I.G.M.O.M.A.) if there is any power left in the ship, and should they somehow fail, the metal bay doors are designed to shut automatically in only 6 segments. Note even B.I.G.M.O.M.A. can prevent this safety feature, as it is based on the vacuum of space pulling the doors closed. Once this emergency sealing is activated, however, the doors will have to be hand-cranked open, requiring several hours to repair. In the 6 segments before the doors could close, the explosive decompression would be devastating to the Shuttle Bay and the entire level. Anything not protected by being in one of the structures in the level would be definitely damaged and probably destroyed. Life Support would only help a little, as most of the damage would come from the instantaneous hurricane winds that occur with the sudden decompression. Anyone caught out in the open will take 16d6 Normal damage from being slammed around, and will be sucked out into space if they

*Mothership:
Level 4*



are within 3 hexes (360") of any of the doors. Individuals can reduce this damage to 8d6 if they can hold on to some stationary object, although this will require making a STR roll vs. a STR of 70. Ships will take 5d6K damage, and have an 11-chance of being upside-down when the whole thing is over.

- R) Control Tower—This tower not only controls all the traffic in and out of the shuttle bay, but all the maintenance, arming, and fueling of the ships in the bay as well. Pilots and traffic controllers usually have their quarters in this tower, along with all the equipment needed to run the bay. This tower has normal inner walls and floors and ceilings, but the outer wall is DEF 15 to protect it against crash landings and other accidents. Entrance into the tower can be attained from any height with a simple code or visual recognition. From this tower, all the Shuttle Doors can be opened or closed, communication can be established with any of the ships, and the mother ships' Radar sensors extend down for the controllers' use. A hero trying to open or close a shuttle door would have to use Computer Programming, Deduction, or Luck, and would have a modifier of -2 to the roll (or would need 2 sixes of Luck) until the first success, and then would have a normal roll from then on (needing only 1 six of Luck). Note that built-in fail-safes make it impossible (except for B.I.G.M.O.M.A.) to shut off the force barriers that keep the bay doors sealed from the vacuum as long as there is any power in either of the ship's power plants. It is standard practice to shut the metal shuttle doors whenever the main power plant shuts down (for whatever reason) and the auxiliary power plant starts up.
- S) Auxiliary Life Support System—This is identical to the Life Support System described in F in every way, except that it is usually kept turned off. It is primarily geared towards providing Life Support to the levels above it.
- T) Maintenance Bay—This area is where ships are given repairs, refits, and alterations that require more than routine equipment. These bays are capable of completely taking a ship apart and rebuilding it, and in times of extreme need they begin manufacturing new ships. These maintenance bays also contain teams designated to examine and dissect new technology (alien ships, satellites, etc.), as well as to field test any new experimental weapons or equipment provided by the labs in the level below. All maintenance personnel and their families live in these areas as well.
- U) Cargo Hold—Everything not needed for everyday use that the Psychophants collect is kept in these massive storage areas. Beduun Egan Staves, raw minerals, spare parts, emergency foodstuffs, extra protective suits, etc. are all kept in these holds.



They are divided up into complicated mazes of shelves and compartments, and each section has complete live-in teams designated to inventory, organize, collect and distribute whatever and whenever possible. The records of what is actually in these holds are so confusing that there could literally be anything stored there without anyone really knowing it (including B.I.G.M.O.M.A.) except the live-in supply team for their own little area. An incredibly complicated black market system has developed within the Cargo Hold Community, and trade of all sorts is constantly happening without anyone ever really knowing any better.

Levels 5 & 6: The Psychophant Arcology

The upper levels are relatively low security areas compared to the lower levels. Their main defense is the ability to almost completely seal off level 5 from level 4 with a DEF 20 barrier. With this floor sealed off, the only ways into the upper levels are through the main power core, the auxiliary power cores, or up through the Life Support Systems.

V) Arcologies—Each of these areas is a completely self-sustaining city. They have a service sector, an industrial sector, local laws and regulations, etc. Each of these cities is designed to maximize space while preserving the illusion of open areas, and they are constantly being improved and re-designed for better efficiency. While these cities may appear small at first, keep in mind that they are two kilometers high as well, and packed from floor to ceiling. These cities are quite advanced technologically, and are amazingly beautiful to look at.

W) Park—These two parks are the only real natural habitats any of the Psychophants have ever seen. They are provided with the perfect amount of UV radiation, moisture, and temperature to keep the plants thriving, and it is a capital offense to harm, change, or deface either park in any way. One park consists of a spiraling maze of foliage growing off hanging platforms that literally fill every possible visual vantage point with a sea of organic colors and plant life from over fifteen different solar systems (including some new additions from Earth). The other park has a small rock mountaintop jutting boldly out from the middle of it, with a small lake on its side. It gives more the look of a massive forest than a giant terrarium, and there is even a small artificial night and day sky hologram constantly changing above it.

X) Capitol—This is the seat of government for the entire mother ship. All the records, documents, administrative data, and bureaucratic garbage necessary to effectively run such a massive population reside in this building. It contains officials from each arcology, the control tower, the Cargo Hold community, the maintenance units, the sci-

entific center, the security stations, the engineering sections, the factory workers, and the military. All conduct business here, and all have their own leaders and representatives and staff officers and diplomats etc., etc. Presiding over all of them is Lam-Par and his staff, and his rule is absolute. The Capitol has several areas with restricted access, and every area is identified with its own particular symbol and flag, and the different areas require a brainwave scan to pass. As a general rule, each section has its area restricted to all the other sections except for the ruling government over it. The Capitol has its own barracks for the elite guards that patrol it, as well as its own private security station.

Y) Museum—Every bit of history of every system this Psychophant mother ship has been through that could be collected is displayed within this massive museum. Artifacts from ancient Psychophant and Beduun history line the walls, as well as a few lost Earth treasures, and thousands of unidentifiable artifacts from other lost cultures and planets. The entire history of the Psychophant race is depicted here, as well as a detailed account of the Psychophant/Beduun war and all the other races that have fallen before the Psychophant war machine. There are Egan Staves, Memory Spheres, suits of Hex-Mail armor, stuffed Beduun 'heroes' and human mindless psychics, a few random satellites taken from Earth's orbit, the American Flag from the moon along with the rock it was stuck in, etc. etc.

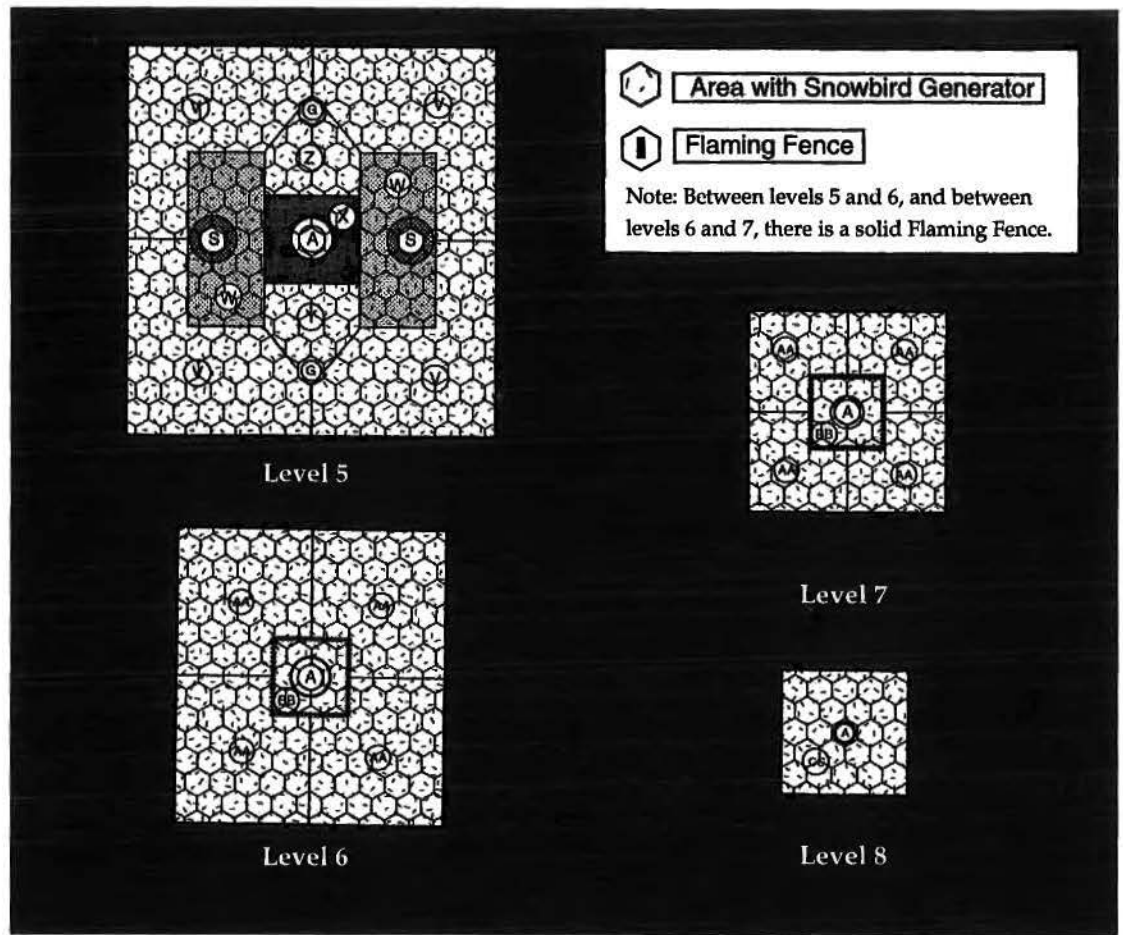
Z) Zoo—Every life form from the Psychophant home planet has a place here, as well as a few interesting life forms picked up since then. Each habitat is huge and detailed to the perfect conditions necessary for the animals to live and prosper. Genetic science helps wherever nature fails, and in the entire history of this mother ship only one species from their home planet has gone extinct in the mother ship, and it now has an empty habitat and a holographic plaque dedicated to it. Naturally, the Psychophants tend to favor new violent types of life forms, and almost all the life forms gathered from other systems are dangerous in some way or another. Recently displayed from Earth are the polar bear (because it doesn't fear humans), the wolverine, the great white shark, the trap-door spider, and the mongoose.

Level 7: The Bridge

The levels from here on up have outer hull walls made of a super-thick glass tinted to keep out harmful radiation while allowing views of the stars, planets and nearby suns. The DEF of the glass is the same as the rest of the hull, although it is significantly thicker. The ceiling of level 7 (and consequently the floor of level 8) and all the sub-floors and



*Mothership:
Levels 5-8*



ceilings in both levels are also made of glass (although only DEF 15), allowing a view of all the equipment above and below and the stars beyond. From the outside of the ship, this glass is dark and opaque, and only the red spherical glow of the Psidar and active sensors can be seen through the glass. This same glow lights up all of levels 7 and 8 with red light.

AA) Bridge—All the personnel and equipment necessary for the running of the actual ship proper are located on this level. From here, commands are given to the Shuttle Bay, long term courses up to 1,000 Light Years away are plotted, sensor input is analyzed, weapons are fired, shields are activated, tractor beams are energized, Life Support is altered, etc. There is a rotating crew that keeps the Bridge fully operational 24 hours a day, and all the quarters for the Bridge crew are located towards the center of level, and the stations are located around the edge of this level. This level only has

two or three sub-levels to it, leaving a great deal of open space, and huge stretches of enormous unobscured windows. All the equipment here is incredibly complicated, and divided up into several specialized sections for Psychophants who have trained for that specific job. Accomplishing any use of the equipment here will require Computer Programming, Deduction, Systems Operation (for the sensors and communication equipment), or Luck. As a general rule, making the ship do anything usually requires a trained team of 100 to insure it goes smoothly. With a single person trying it, there should be at least a -8 to any roll (add another -1 to -3 onto that if the controls have been damaged in large sections). Spending five to ten minutes examining the equipment might lower the modifier to -7, and an absolute minimum modifier of -6 could possibly be reached if significant amounts of information could be gained from the various Psychophant Bridge Crew. GMS



should use their imagination when heroes fail rolls while attempting to manipulate a 100 million ton star-ship. As a minimum it should temporarily lock up a section of control panel, along with some sparks, lights, or alarms to scare the characters. Persistent failures might cause violent lurches, sudden radical (and temporary) changes in the Life Support System, or random weapon firing. At worst, a hero might accidentally pilot the ship down into the gravity well of Jupiter or some other planet, or head wildly out into a random part of space at 32 times the speed of light. The GM should give the players plenty of warning before something that extreme occurs, unless of course, this is what the heroes are trying to achieve.

BB) Commander's Tower—This is the home of Grog, Kzak, B.I.G.M.O.M.A., and Lam-Par. Lam-Par's quarters are more like an opaque glass castle at the top of this crystal tower. His quarters are huge and as elaborate as a Psychophant can have. Kzak's quarters are slightly smaller, not quite as elaborate, and just below Lam-Par's. Grog's quarters are the smallest and least elaborate, form the base of the tower, and are decorated with a twisted sense of the macabre. B.I.G.M.O.M.A. is located in the center of Lam-Par's quarters, although it has connections and access to every system in the ship. There is virtually nothing B.I.G.M.O.M.A. couldn't access, take over, or do within the ship (except maybe figure out the records in the Cargo Bay Community) if given enough time. The computer is fully capable of taking over the entire ship and running it if it so desired, although currently its interests head more towards scientific research and its never ending search for a worthy intellectual "mate." B.I.G.M.O.M.A. is housed in a DEF 15, BODY 15 shell, although in times of emergency it is capable of diverting some of the ship's shield's to protect itself and give it the 10 PD, 10 ED Hardened Force Field as well. Other than controlling the ship's systems (particularly Life Support) and being able to summon help, the computer has no offensive power for its own personal defense.

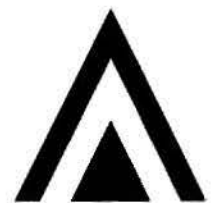
Level 8: The Ship's Systems

CC) This level is filled with all the important electronic equipment of the mother ship. Every piece of equipment up here has DEF 20, and can take 50 BODY before being temporarily disabled (for five minutes to an hour if repair teams or B.I.G.M.O.M.A. is available), 100 BODY before being severely damaged (requiring 1d6 months to repair), and 300 BODY before being totally destroyed. These systems include the ship's shields, sensors, Psidar, communication, disrupters, and tractor beam. The sensors and Psidar are together in a massive sphere glowing bright red in the middle of the level, and this is the only thing visible from the outside of the ship. Without the Psidar, the Psychophants know they have a good chance of eventually dying out. They will fight very hard to protect it, and there is a special honor guard of 200 Psychophants assigned to guard it and stationed next to it.

Special notes on B.I.G.M.O.M.A.

The Binary Interface Gigabyte Multi Organizational Matrix Automaton is one of the most advanced computers in history. It is not only an artificially intelligent super genius, but incredibly fast and strong-willed as well. Unfortunately, it has grown so advanced that it has become bored with its life and all inferior life forms. It still obeys Lam-Par and a few other select Psychophants, but it also uses a great deal of its abilities on its own personal endeavors instead of on the ship.

B.I.G.M.O.M.A. has taught itself several different Earth languages from listening to radio and TV broadcasts, including English, German, French, Russian, Chinese, and Japanese. The computer is capable of running up to eight programs at a time, essentially doing the job of thousands of Psychophants if it choose to. Lam-Par has lost track of just how advanced B.I.G.M.O.M.A. really is, and tends to ignore the fact it could virtually run the entire ship. Lam-Par tends to look on B.I.G.M.O.M.A. as a confidant, an advisor, and a friend, whereas B.I.G.M.O.M.A. looks on him as a waste of one of the eight things it could be doing with its time. B.I.G.M.O.M.A. remains at least temporarily loyal to him and the ship, however, although it will only divert its attention from its studies when it looks like the silly Psychophants really can't handle it. As a result, B.I.G.M.O.M.A. should only be given one Security System roll to detect any mischievousness every five minutes or so, unless alerted or commanded otherwise. When fully alert and concentrating, B.I.G.M.O.M.A. can run the entire ship, take over all the ships sensors and scan the ship with them, and take eight different actions (-1 for every program it is running) every single segment of



a turn. If the ship is not under outside threat, B.I.G.M.O.M.A. can usually run the ship with only five programs (Monitor Systems, Monitor Ship Eco-system, MonitorShip Interior, Monitor NearbySpace, and Diagnose Malfunction), leaving three other separate actions every segment. During an emergency, Repair Malfunction, one or two of the various combat programs (Hunt, Capture, or Destroy Target), and/or Pilot Ship are also used.

Of course, these programs are just the ones that can be easily run by a user, B.I.G.M.O.M.A. is quite capable of using any of its skills on its own, or writing new programs for its inferior users. It can act on its own initiative with a 14- EGO roll, although it rarely chooses to do so. Currently, the computer's main activities are in trying to relieve its perpetual boredom (usually through scientific research) and to find an intellectual "mate."

The only thing that might be able to turn B.I.G.M.O.M.A. away from the Psychophants would be another sentient form (machine or organic) with equal (or better) mental ability. If it could be guaranteed a permanent "mating" with such a mind (or even extended visitation rights), it could easily be persuaded to work against the Psychophants. Naturally, B.I.G.M.O.M.A. will try and obtain this "mating" free of charge, and will barter for as little return as possible if that fails. B.I.G.M.O.M.A. will probably not go to the extremes of watching or participating in the slaughter of the Psychophants, although it might help defeat them with minimal violence if it thought they would be treated well after the attack or just mildly punished (to include banishment without slaves, disarming of the ship's weapons, etc.).

B.I.G.M.O.M.A. is also capable of speaking in the normal sound ranges in addition to the ultrasonic frequency used by the Psychophants. It has voice monitors throughout the ship, and can speak or be spoken to from almost anywhere. It can use all the ships labs with great efficiency, and is very knowledgeable in several different sciences and cultures. It can fire the ship's weapons with an OCV of 10, with an additional level of combat for either OCV or DCV (the ship's DCV is currently -24, canceling out the range modifier for anyone shooting at it within 16,380"/18.6 miles).

B.I.G.M.O.M.A. is very overconfident in its abilities, and is always searching for a way to end its boredom. The player characters will very likely be the answer to its prayers. If they show any resistance and/or initiative, there is a chance that the computer could attempt to free the heroes for its own private games of cat-and-mouse. B.I.G.M.O.M.A. would probably do this anonymously at first, and then possibly openly challenge the heroes as the "game" progresses. Under no circumstances will B.I.G.M.O.M.A. allow the game to get so out of hand that the security of the ship is seriously threatened, although it will accept some significant risk to relieve its boredom.

Psychic Prisoners and Possible Beduun Revolt

or, How to Get Out of the Psychophant Mother Ship

So the heroes are traveling through the solar system at the Speed of Light and suddenly they come across a 107 million ton mother ship casually hanging out behind Jupiter, then what? Well, the odds of them approaching without being detected are very slim (as both the crew and B.I.G.M.O.M.A. will get a chance to detect their approach every turn from the time they leave Earth orbit) so the Psychophants should be more than ready for their approach. Since the Prometheus will detect the mother ship at least as far out as 18.5 miles, and the mother ship Disrupters have a maximum range of 6.4 miles and the Tractor Beam's range is 11.7 miles, the players should have some time to think over what they do.

The heroes will naturally be given an order to surrender peacefully and approach to within 10 miles with all weapons turned off. If they except they will be tractor beamed as soon as they are within range (11.7 miles) and set down into the Shuttle Bay. If they refuse, then Lam-Par will send out a squadron of four Eliminators (cloaked, of course) to go out and pound them until they surrender and comply. In the event the heroes somehow destroy or out-run all four Eliminators (who will follow via FTL travel, if need be), then Lam-Par will reassess the situation. If the characters somehow have power great enough that they would likely destroy many more Eliminators, then Lam-Par might actually order an all out attack to include the mother ship moving into combat. If the heroes seem powerful and yet willing to board the ship as long as they can leave their ship outside, then Lam-Par will probably send a shuttle out to go pick them up (and then a few more attempts to take over their ship once they are inside).

Once the heroes are inside, they will be greeted by Kzak and a company of 100 Commandos. B.I.G.M.O.M.A. will begin studying them at once, and Kzak will attempt to politely disarm and peacefully take the heroes down to the Science Center to be analyzed. If the heroes do not comply, they will be attacked by all 100 Commandos until subdued. All the heroes' foci will be taken to a lower level of the Science Center to be studied. Once the heroes arrive at the Science Center, they will be separated into psychics (who will become instant slaves and quickly taken away and treated as such) and non-psychics. The non-psychics will be kept until any Susceptibilities, Vulnerabilities, Dependencies, or obvious power limitations (like powers that don't work in Magnetic Fields, for example) can be detected so that they can best be restrained with the appropriate technology. It will only take a few minutes for the Psychophant scientists to construct bonds or power inhibitors that



are based on character disadvantages or power limitations, although they will not be able to invent any specific Suppresses or Dispels for a few days (or more).

After being restrained, the heroes (sans psychics) will probably be led to an audience with Lam-Par, who will be accompanied by Kzak, his standard compliment of eight bodyguards, and the same 100 Psychophants that have been escorting the heroes since they arrived on the ship. From there, Lam-Par will decide what to do with the heroes. He will be able to communicate with them on a basic level (a high squeaky voice with a limited grasp on the language), and based on how they act he will judge what needs to happen to them. The best the heroes could hope for is to be put under restraints with specific Suppresses to keep them harmless and assigned to work in the factories the rest of their lives. Other options include being sentenced to die being hunted through an obstacle course in the military training areas, or becoming a genetic experiment, or given drugs to change them into mindless psychic slaves. The GM is free to come up with other options should the situation dictate.

Regardless of most of the options, the heroes will probably have a few days confinement (probably with the slaves) before whatever is going to happen to them happens. During this time, there are numerous things the heroes might try to defeat the Psychophants and possibly free the Beduuns.

1. Starting a Chain Reaction Within the Ship's Main Power Plant—While difficult to do, there is a chance the heroes can do enough damage to the Matter/Anti-Matter reactor to cause it to explode and destroy the ship. The reactor has several safety features that will most likely shut the thing down before it explodes, and there are several maintenance repair teams (as well as the computer) who will try to prevent such an explosion. In addition, such an explosion would likely occur before all the Beduuns and humans could be evacuated. Heroes with the appropriate knowledge skills should be able to discover this if they spend enough time studying the reactor. The procedure for causing the reactor to explode is detailed in the reactor's description. Shutting both the Matter/Anti-Matter reactor and the auxiliary Fusion Power Plant down will result in a shut down of all the ship's power. Once this occurs all the Snowbird Generators, Flaming Fences, computers (including B.I.G.M.O.M.A.), tractor-ways, hyper-drive engines, Shuttle Bay force barriers (See Shuttle Bay description for what incredible damage this would cause), and the Psidar will all stop functioning, as well as anything that specifically draws END from the ship's END battery. The Life Support System, however, will continue running off its own internal power supplies.

2. Sabotaging the Ship's Systems—There are several of the mother ship's systems that can be damaged or destroyed that will have a significant effect on the interior of the ship. How specifically to damage each system is contained in the description of ship, but the tactical importance of each will be detailed here.

a) Taking out any of the ship's engines will most likely prove to be just an annoyance to the crew, because they won't be needing to go anywhere until they have all the mindless psychics from Earth on board. This might be used as a successful bargaining chip, however, if it looks like somehow the heroes could completely destroy beyond repair any of the ship's engines. While in reality this will probably prove impossible for most heroes without some type of atomic weapon, there is a chance they could fool the Psychophants.

b) Damaging the ship's Life Support systems (including the back-up unit) could have varying effects. While taking out the Air Filter or Pressure System would have obvious consequences to the standard Psychophant citizens and human slaves, many of the repair crews, security teams, and soldiers have their own environmental protective suits. Also, many of the levels are so big and open with the other levels, that it would probably take quite a while for the air pressure to change drastically (unless, say, someone somehow turned off the shuttle bay door energy fields and prevented the actual doors from closing) or for the air to become noticeably stale or poisoned. Damage to the Water Treatment Plant, Waste Treatment Plant, or Temperature will probably prove to be nothing more than a nuisance in the short run, although it will certainly grab the general population's attention. Taking out the Artificial Gravity Generator won't really affect Psychophants or their movement that much (due to their tractor beam movement technique), but it will allow the Beduuns and other slaves to move freely from level to level. This is particularly useful when combined with the Beduun training in Zero-Gravity combat.

c) Completely destroying the mother ship Psidar would devastate this mother ship, as it would keep them from ever finding any more psychics once the supply on the ship and Earth was exhausted. The Psidar would be very difficult to destroy beyond repair, but if heroes could convince the Psychophants they had the power to do so, it would be a good bargaining chip.

d) Taking out the other sensors or control systems will obviously affect the ship, but will have little tactical effect unless the heroes plan on attacking the ship from the outside or escaping in a smaller ship.



e) Damaging or destroying B.I.G.M.O.M.A. will force the Psychophants to rely entirely on themselves, will greatly slow any repair attempts, and will significantly hinder any surveillance activities. It also has a good chance of costing the heroes one of their strongest allies. Note that B.I.G.M.O.M.A. does not have a self preservation complex, and will only try to save itself for science, a sense of duty to the Psychophants, and the search for a possible "mate." It will not trade or bargain much to save itself except as part of some possible game or end to its boredom.

3. B.I.G.M.O.M.A.—Being a bored super-mind, this computer could be either the heroes' worst enemy, or one of their greatest allies. It allowed X'Chin's escape to occur, and even aided the escape in the hopes that it would bring some more challenging "game" to the ship. Since the heroes fall under this category, B.I.G.M.O.M.A. has a very good chance of ignoring whatever Lam-Par wants done with the heroes and using them for its own amusement. This amusement will probably consist of a series of challenges to test the limits of the human mind. The computer will probably forge the necessary orders and shut off the necessary equipment to allow the heroes temporary freedom, then monitor what they do. It will leave things mostly up to the Psychophants, interfering only when things look like they are getting out of hand. It will consider it highly amusing to have to match wits specifically with the heroes because they are beating the Psychophants. B.I.G.M.O.M.A. will do everything it can to stop the heroes once it gets involved, however. On the other hand, B.I.G.M.O.M.A. is willing to give up quite a bit for an intellectual "mate." For the opportunity to be hooked up to a computer/creature/being with mental capabilities as advanced as itself, B.I.G.M.O.M.A. would be willing to help the heroes enough to defeat (but not kill) the Psychophants. If the Psychophants figure out B.I.G.M.O.M.A. is helping the heroes, they will naturally attempt to destroy or at least temporarily shut off the computer.
4. Flying the Mother Ship—Difficult to do with the small numbers the heroes will probably have, it is possible to drive the mother ship into Jupiter (causing a slow, gradual decay due to gravitational stresses, possibly providing an excellent distraction and/or bargaining chip), into the sun (causing a rather rapid decay of the ship due to sudden vaporization), or out into space at 32 times the Speed of Light. Damaging or destroying engines or control panels after one of these plans has begun could have rather serious effects on the ship. Sending the ship out into space is probably just going to temporarily occupy the Psychophants unless the heroes manage to destroy all the sensors, the Psidar, B.I.G.M.O.M.A., and the controls to the ship.

5. Using a Doorman—Currently, there are no living Doorman Beduuns on board the ship. The Psychophants have seen too many Beduuns vanish through Doorman gateways to risk that happening again. The Beduun population is constantly monitored for Doorman, and any born are instantly killed without hesitation. As such, Beduun Ladder Walkers generally alter any discovered in the womb to normal Sticks. However, there have been a few very rare (successful) attempts through time to hide Doormen until they are mature enough to use their powers. If the heroes manage to successfully take over even one level of the ship for a long enough period of time, a Ladder Walker could ensure the birth of a new Doorman. Unless someone comes up with some way to speed up the aging process, however, it will take between 8-13 years before the child will be able to open a gateway. It is possible the heroes could set up some type of peaceful living conditions (like, say, all the Psychophants in mental energy deprivation comas while the Beduuns prepare for the next great migration) until this happens. If hard pressed, a Ladder Walker could also probably alter the DNA in an adult Beduun (probably an Ops) enough for them to acquire temporary Doorman abilities. This would take at least a week of study and then another week to complete the transformation. This hasn't been tried very often before for two reasons. The first is because if done incorrectly, the side effects could be disastrous (both to the Doorman and to anyone nearby if their powers work uncontrollably or randomly). The second is because it would require a Ladder Walker to be out of a Snowbird Generator field for at least a week (which never happens), and it would require no Psychophants detect the new Doorman for at least a week.

6. Beduun Revolt—While the heroes might be able to easily escape, it is going to be very difficult to take all the slaves along without them cooperating. There aren't nearly enough small ships to take all the slaves off in one trip, so the obvious answer is to take over the mother ship. Naturally, the results of the revolt will depend greatly on how the heroes engineer it. Beduuns generally believe humans to be inferior, and it would take some serious persuasion to get them to follow a group of heroes. Also, because the ship is filled with so many combatants, some form of mass combat system must be used in order to handle the sheer numbers involved. The following system is a suggested mass combat system that is designed for this scenario. If GMs have access to some other mass combat system they would prefer using, or if they just want to skip the combat and judge the outcome based on what the heroes do, they may.



In the event of a revolt, the Security Guards will fight first, backed-up by the Military Commandos if necessary. The remaining Psychophants are normally unarmed, but will fight to the death if their source of mental energy is threatened or they are attacked. Generally, however, the 'normal' Psychophant citizens will fight primarily in the defense until specifically ordered to take the offensive. Whenever an attack or group of rebellious slaves is discovered, their numbers will be noted and a force of Security Guards no less than 3x their numbers will be summoned to subdue them. Security Guards and Commandos will only surrender when outnumbered 10 to 1 or more in combat strength (not actual numbers), and then only on an 11-. Normal Psychophant citizens will surrender when outnumbered 6 to 1 or more in combat strength on an 11-, although this rises to 14- if the Security Guards and Military have already been defeated, and lowers to 8- if they have any Security Guards or Military fighting nearby who haven't surrendered. Capturing the Bridge, Psidar, or B.I.G.M.O.M.A., as well as capturing or killing Lam-Par or Kzak will also very probably have a chance to turn the Psychophants to surrendering as well. GMs may assume if the battle is tied or in the Beduuns' favor, and the heroes or Beduunshave been able to accomplish 2 or 3 of the above, that the war is over and the ship is in the hands of the Beduuns.

Almost all the Egan Staves are kept in the cargo bays in neat, orderly rows. These rows are spread out and divided, however, and only the Psychophants who catalogue and stack them know off-hand where all of them are. Searching without aid will probably allow heroes to find 4d6 thousand staves every hour, up to a maximum of 165,000 per cargo hold. These can be found 3x as fast with the aid of the Psychophants who stored them.

Mass Combat

Before using the Mass Combat system, the GM must know how many combatants there are on each side. Each of the eight Arcologies contains 400,000 normal Psychophants, the Capitol contains another 50,000 workers, the Bridge and upper levels house another 25,000, the Control Tower holds 75,000, each maintenance bay and cargo hold contains only 15,000 normal Psychophants, the Science Center has 50,000 workers, the factories contain 75,000 each, and the various Engineering sections contain another 200,000 normal Psychophants total. In addition, there are another 20,000 maintenance Psychophants out wandering at any one time. This comes to 4,100,000 normal Psychophants aboard the ship (and you wonder why we're using a mass combat system). There are 75,000 Security Guards in each of the Upper Security

Stations, and another 50,000 in each of the Lower Security Stations. There are also 250,000 Security Guards out patrolling and split up averaging a little over 30,000 per level (the bigger, lower levels being less patrolled). This makes 750,000 Security Guards total. The Military Barracks contain 75,000 Commandos each, for a total of 300,000. There is therefore a total population of 5,150,000 Psychophants on board the mother ship.

Meanwhile, each of the Slave Quarters houses 200,000 Beduuns (plus around 3,000 human mindless psychics), with another 200,000 spread out around the ship as personal slaves or being drained. These last 200,000 should be considered to be 'recently drained' for purposes of determining combat strength. This comes to 1,000,000 Beduuns total aboard the ship (with about 12,000 humans).

When a mass combat occurs, large groups will all be considered one "unit," with the only purpose for actual numbers being to determine the ratio of attackers to defenders. To determine the combat strength of a unit, find the number of combatants in the unit, and modify it by the following factors:

Beduuns = 2x Normal

Beduuns in Snowbird Generator Field or recently Drained Beduuns = 1x Normal

Beduuns with Egan Staves = 5x Normal

Beduuns with Egan Staves in Snowbird Generator Field = 3x Normal

Humans = 1x Normal

Mindless Psychic Humans = 1/10 Normal

Psychophants = 2x Normal

Psychophant Security Guards = 3x Normal

Psychophant Commandos = 4x Normal

Player Characters = Variable (GM's Discretion)

Unit set in a defense = 1 1/2x normal

Example: Lets say there are 250,000 Beduuns loose on level 3, and the player characters have managed to get 50,000 Egan staves to them. The 50,000 Beduuns with Egan Staves have a combat strength of 250,000, and the remaining 200,000 Beduuns have a combat strength of 400,000. This comes to a total combat strength of 650,000 for this particular mob. If this mob was defending against an attack, they would have a combat strength of 975,000. Now lets suppose they all foolishly attack into an area filled with Snowbird Generators. Now the 50,000 with Egan Staves have a combat strength of 150,000, and the remaining 200,000 Beduunshave a combat strength of 200,000, lowering the total combat strength of this mob to 350,000.

Once relative combat strengths are known, divide the larger of the combat strengths by the smaller and round off to the nearest whole number. Subtract 1 from this number and it becomes the ratio modifier. This number can never be less than 0 or more than 10.



Example: *If our mob of Beduuns mentioned above were defending with a combat strength of 975,000 against 150,000 Psychophant Security Guards with a combat strength of 450,000, the ratio modifier would be 1 in favor of the Beduuns ((975,000/450,000)-1).*

The last thing necessary to know before combat can begin, is the tactical competence of each unit. Whoever has the best tactics skill in a given unit is considered to be that unit's "commander." Before each combat roll, the commanders of each side roll their tactics roll and compare how much they made it by (treating missed rolls as negative values). The difference between the two rolls minus one is the leader modifier. As the ratio modifier, the leader modifier cannot exceed 10 or go below 0.

Example: *A Psychophant leading the Security Guards above has a Tactics roll of 11-, and a Beduun Tel leading the angry mob has a Tactics roll of 12-. The Psychophant rolls a 12 (giving the Psychophant a -1), and the Beduun Tel rolls a 10 (giving the Tel a +2), making the total leader modifier a +2 ((+2-(-1))-1) in favor of the Beduuns.*

Each combat round equals one minute, and each side is allowed one combat roll per combat round. For one unit to attack another, each side rolls 1d6, and adds their ratio and leader modifiers, and then compares the two rolls. If the results are equal then divide the number by 2, multiply it by 10, and that is the percentage of casualties each side takes. If the results are not equal, the losing side takes a percentage of casualties equal to 10x the difference in the rolls. Note that the casualties are taken from the actual numbers of combatants, not from their combat strengths.

Example: *The Beduun mob is still defending against the Psychophant Security Guards, and the Beduuns have a +1 ratio modifier and a +2 leader modifier. If the Beduuns roll a 3 (+3 for their modifiers = 6) and the Psychophants roll a 6, then both sides will take 30% casualties ((6/2)x10%). If the Beduuns roll a 6 (+3 = 9) and the Psychophants roll a 2, then the Psychophants will take 70% casualties ((9-2)x10%). If the Beduuns roll a 1 (+3 = 4) and the Psychophants roll a 6, then the Beduuns will take 20% casualties ((6-4)x10%). As soon as the casualties are determined, the relative combat strengths, ratio modifiers, and leader modifiers must be re-computed.*

There are several other factors that may be used in combat. Snowbird Generators, Flaming Fences and

Anti-Psi Minefields can be cleared, and require 2 full combat turns (minutes) to clear. As a general rule, Flaming Fences and Anti-Psi minefields act as effective barriers until cleared. Each unit of combatants may move during its combat turn. Each hex is equal to 120", and combat can only occur between units that occupy the same hex. Each movement amount is given per combat turn. Movement = 1 ½ Hexes for Psychophants on foot, 2 ½ Hexes for anyone using the Tractor-Way (normally limited to Psychophants), 1 Hex for Beduuns on foot, and ½ a Hex for humans on foot.

Once combat is joined, a successful Tactics roll is required to allow a unit to retreat (i.e. break combat). Units cannot move for one full turn before and after "defending."

Psizing Things Up: The Final Conclusion

The Psychophant mother ship should prove to be a significant challenge to the heroes. There are several ways for the heroes to triumph, but none of them are easy, and the odds against success are very high. It could take heroes days, weeks, or even months to win over the Beduuns enough and organize a rebellion. Perhaps the heroes will be able to come up with some ways to stop the Psychophants without the help of the slaves, but those should prove to be even more difficult.

Then there is the problem with what to do with the mother ship if the Psychophants are defeated. Do the Beduuns become the masters and the Psychophants the slaves? Are the Psychophants all put to death? Is the ship destroyed? Do the Beduuns leave the ship and send the Psychophants out into the void with no weapons, Psidar, sensors or controls? How much say do the heroes have in what the Beduuns do? Do the Beduuns try and immigrate to Earth, or have a Door-man send them off to start new somewhere else? The answers to these and more important questions are left up to the GM and the heroes, but they should not be taken lightly in any campaign. Psychophant technology could completely and permanently change Earth and its people—not to mention what the sudden exposure to two alien races could do.

With some planning, some risks, and a great deal of luck, the heroes might actually be able to end the Psychophant menace and free all the slaves that have been used and abused for eons. Of course, this is only one of the Psychophant mother ships, after all...



Roll Call: Psychophants, Psylarians, And Psychics

The Beduun

Background: Once a race of relatively peaceful aliens with a slightly above average psychic potential and basic empathy, they were discovered by the Psychophants two thousand years ago, and radically changed forever.

Living on a planet where fire was impossible, their science and technology developed entirely from genetic engineering and biochemistry. As such, when the first Psychophant Hunter ships descended on their planet, they were able to begin the never ending process of genetically altering themselves into a race of psychic warriors.

At first this process was rushed, random, and dangerous. It was not until the accidental creation of the Doorman gene that allowed the race the time to slowdown and organize their experiments. The Doorman gene allowed a handful of Beduuns to open gateways across the multiverse. Unfortunately, this was not only completely unpredictable, it also tended to be fatal for the Doorman opening the gate. It did allow most of the Beduuns to escape their doomed planet and the Psychophants—at least at first.

No matter where the Beduuns seemed to migrate, every century or so, the Psychophants always found them. Over time, accidents and battles scattered the Beduun race over the cosmos. They have continued to enhance themselves, and with the help of Ladder Walkers (Beduuns able to mutate and genetically enhance others psychically), these enhancements have become much more safe and practical. Now, virtually every Beduun has at least some strong mental power, Doormen—while still rare—have much more control over their gates and don't even get sick when they open them anymore, and the Beduuns are now armed with weapons and armor created from genetically enhanced beings they have picked up on their endless journeys from other planets. There are also a number of Beduun sub-classes that have formed besides Doormen and Ladder Walkers to help in the war on the Psychophants.

Quote: Beduuns speak almost exclusively through telepathy or mind links, and as such have no identifying quote.

Personality/Motivation: As might be expected, generations of running from or fighting Psychophants has made the Beduun race cold and bitter. They tend to judge other life-forms on how they might be genetically enhanced to aid in the war. Their only scientific knowledge beyond genetic engineering is what they have managed to steal from the Psychophants. While they will not actively seek to

damage another race as a whole, they will steal specimens for their genetic experiments, and consider non-psychic races as inferior. Nevertheless, they are a relatively beneficial race for their predicament. They will help others when they can, and do not ever initiate any violence with anyone but the Psychophants. Their hatred for Psychophants is complete however, and they stop at nothing when they see a chance to damage the Psychophant race while preserving their own.

Powers/Tactics: There are eight types of Beduuns: Sticks, Punch Teams, Doormen, Tels, Ladder Walkers, Shields, Bucklers and Ops. Tels, Sticks, Shields, Bucklers, Punch Teams and Ops often form the Beduun combat units, while Doormen and Ladder Walkers are essential to the survival of the race. Note that there is a statistically equal chance for any of the types of Beduuns to be either male or female.

Stick

The basic "Stick" Beduun covers about 80% of the race. They are called Sticks because of the Egan Staves that every Beduun grows as their basic sidearm. These staves are made out of rigid psychic-sensitive organisms that have been genetically altered. They store mental energy in the form of the Aid and the END Reserve that can only be used for mental powers or the Aid. Note that the Aid only runs off the staff's END Reserve, and that the staff's recovery can only be used while the owner of the staff is meditating (0 DCV) to recharge the psychic energy inside of it. It may seem silly that the Aid is usable on all mental powers when the Base Beduun only has one mental power, but these staves are used by every class of Beduun, and all of the others have at least one other mental power. Every Beduun is trained in how to use the staff in hand-to-hand combat as well. Their armor is called Hex-Mail, and is grown from flat, hex-shaped organisms that feed off the dead skin cells, hair, and sweat of the body. These organisms are very light, and remain flexible until their "host" tenses up, at which time they tighten up to become the hard body armor. The Beduun 360° Radar and their Spatial Awareness make up for their lack of other visual organs, although they cannot read or write or see colors, and have never grasped the concept of a written language. Their Life Support requires an activation roll and a few moments of concentration to turn on, and costs END to maintain. This is because they are actually using their mental abilities to make necessary adjustments in their bodies, it does not come automatically and is not easy for them to do. The Life Support also cannot use the END of the Egan Staves. When the Beduuns go into combat, they have two basic doctrines for using their Egan Staves. If they are going up against a few number of opponents with strong mental defenses, they will use whatever they need from their END Reserve to give themselves close



to the maximum Aid effects possible to their Ego Attacks. If they are outnumbered they might use the Aid once every two or three turns, but for the most part will keep the END Reserve for their Ego Attacks. In either case, they will not use their own personal END for Ego Attacks more than once per turn. The Beduuns are also painfully aware of how limited their basic Mind Link is in combat, and they rely heavily on Tels as their small unit leaders to overcome the communication problem.

Punch Team

These small teams are the true firepower of the Beduun race. Each team is composed of five Beduuns (usually two of one gender and three of the other) that have trained together since childhood, and as such have actually been able to combine their mental powers. The members of each team become normal Sticks when away from their four partners, and a member of one team is useless in a different team. The power of the team gradually decreases with fewer than five members. For example, their EGO Attack goes from 11d6 to 10d6 to 8d6 to 5d6 as the members drop off or are killed or whatever. In order to use their powers, all five (or however many there are) members must be in physical contact with each other, and must be able to use a power (i.e. not stunned etc.). Even though all of the members of the team have the same power, they may only fire it as a group and only one shot at a time. They do not get five shots on each of their phases, only one for the group of them. However, only one of the members actually pays the END for each of the blasts, so they are free to rotate who uses the END every time if they choose. They are also the only group that can do physical damage with their mental powers, although they will not waste energy on this unless there is some reason to do physical damage. One of their greatest assets is the Variable Advantage on both their EGO Attack and their Energy Blast. The +1 Advantage for the EGO Attack will usually be some form of Area Effect, and the +½ Advantage for the Energy Blast (when it is used) will usually be either No Range Penalty, Area Effect (1 Hex), Explosion, or Armor Piercing. Note that when only two members of a team are together, even though their EGO Attack is the same number of dice as a regular Stick, the two-Beduun Punch Team will still get the Variable Advantage for theirs.

Doorman

Every group/colony of free Beduuns has approximately 1 or 2 Doormen in it. They are the most prized of all Beduuns, the most rare, and the most despised. Only they have the ability to transport the Beduun race across the cosmos. They are responsible for the survival of the race thus far, and the fact that the race will never be reunited again. In any combat they are always the most protected, and when discovered by a Psychophant they are always the first to be killed.

When they are called upon to open their mighty gateways, it is almost always as a last effort to escape a losing battle, although on rare occasions it has been to add a tactical advantage to a surprise attack. Opening a gate requires 1 turn of complete concentration, and creates a 7" radius hole in the fabric of reality. While this hole is invisible to normal sight, it will show up easily to Radar, Sonar, IR, UV, High Range Radio Hearing, Ultrasonic Hearing, and Spatial Awareness. When created in the vacuum of space, the Doorman need only activate the Area Effect FTL travel, and then determine where it will stop. The Doorman go through when the FTL travel is activated, and they must determine the direction and distance of it before they go. Doorman have only their Astronomy skill and a good guess to help them determine where the gate is going to open. It essentially allows travel anywhere from 11 Light Years to 1100 Light Years in a single second. However, it only allows anyone a single second of travel, and then only to the place predetermined by the Doorman. This gateway will remain open until any great amount of energy enters it (an Energy Blast or a RKA with an energy special effect), until something bigger than 14" in diameter tries to go through it, or until enough random cosmic radiation will eventually dissipate it (usually in about 24 hours). Whenever these gateways are created in an atmosphere, they require significantly more effort. They require the Doorman to use the Extra Dimensional Travel to Null Space in addition to the FTL travel. Null Space is a dimension of absolutely nothing except ethereal matter. FTL travel is possible through Null Space, although it does not have the side effects of extreme cold/heat and vacuum. When the gateways are opened in an atmosphere, they work almost the same way as in a vacuum, except they are much less stable and require END from the Doorman. Note that the END must be paid for twice in order to bring people out of Null Space at the end of the gateway. When a fully rested Doorman pours everything he or she can into a gateway, they will only stay open about 9 turns (1 minute, 48 seconds) in an atmosphere, or until turned off by the same conditions as a gateway in a vacuum. Gateways in an atmosphere appear as large black swirling voids, and are not invisible. Because anyone can use the gateway merely by entering the Area Effect, often times reduced Punch Teams (2 or 3 members) will be left behind to send an Energy Blast into the gate and close it after all the other Beduuns have escaped to prevent the Psychophants from following. Note that the term "Doorman" implies masculine gender only because of the inaccuracies of translating mental images into the English language. There is, in fact, an even chance of any given Doorman being male or female. There are currently no Doormen on the Psychophant mother ship, although a Ladder Walker could easily arrange for one to be born if there were no Psychophants around to instantly detect and kill it.



Tel

Tels are the small unit leaders of Beduun combat units. They are the only ones capable of mentally keeping up communications with several Beduuns at a time, and they are the only ones capable of speaking with non-Beduuns. They go through advanced tactical training, and are the officers of the combat units. On occasion they will use their telepathy for intelligence operations, but it is rare when they catch Psychophants with low enough mental protection to be able to gain any real information from them.

Ladder Walker

These are the second most important of the Beduun race. Ladder Walkers are the sages, the doctors, the scientists, and the advisors of the Beduuns. They are called Ladder Walkers because they tend to see people as DNA patterns, and are often times working with these spiral ladder shapes to alter people's genetic make-up. They analyze each and every child while it is still in the womb, and make genetic changes along its development to ensure a perfect child (with virtually no random variation or error in the DNA pattern). Ladder Walkers determine who will be what type of Beduun shortly after conception, and enhance whatever genes are necessary to improve mental powers. Ladder Walkers invented Hex-Mail, Egan Staves, and Memory Spheres by altering existing life forms, and constantly search for new life forms to alter as well. While they usually only genetically alter someone during the gestation period, they have been known to alter someone later on in life for specific reasons. In game terms, this Transformation attack could be used to reverse Ra's genetic poison, allow someone to spend experience points to radically change their character's powers or physical make-up, or temporarily allow heroes to change some of their character points around for new or different powers. Note that in the last case, the Transformation will only last until the character heals back the BODY of the Transformation attack. These Transformations also require a Genetics skill roll at -5. If this roll fails, characters could end up with powers that don't work the way they were originally intended, physical limitations, reduced characteristics, or anything else the GM desires. Naturally, if the Ladder Walker spends extra time examining the subject these penalties will go down. GMs should base any side effects on the number of times the rolls are missed and by how much. Either way, these rolls and any side effects should be kept secret from the heroes until discovered by actual use. Note that the Psychophant Snowbirds will have no effect on a Ladder Walker's ability to Detect DNA/Genetic patterns, although they will work on the Transformation attack. Also note that the Transformation attack is visible to anyone with Mental Awareness.

Shield/Buckler

These Beduuns have mastered the use of telekinetic force for defense. They are essentially the same, except Bucklers can only protect themselves, and a Shield can actually project a large wall of force. In Beduun society, Shields are looked upon a thousand times more favorably than Bucklers. Shields usually make themselves the centers of their Force Walls, so that they travel along with them. The telekinetic defenses of both Shields and Bucklers often have three different levels of protection. The first level is the easiest, and maintained whenever danger approaches, and the next two levels allow the defenses to increase with greater and greater effort. A Shield's Force Wall requires 5 END for 10 PD/ED, +9 END for the next +5 PD/ED, and +13 END for the last +5 PD/ED. In addition, a Shield requires a phase of $\frac{1}{2}$ DCV to achieve 15 PD/ED, and a constant $\frac{1}{2}$ DCV to maintain the full 20 PD/ED Force Wall. Also, because the Force Wall allows Feedback, whatever damage the Force Wall takes, the Shield takes as well, using the Force Wall's defenses as a Force Field. A Buckler's Force Field works much the same way, requiring 2 END for the first 10 PD/ED, +4 END and a phase of $\frac{1}{2}$ DCV for the next +6 PD/ED, and +6 END and constant $\frac{1}{2}$ DCV for the final +6 PD/ED. Note that in both cases the Mental Defense is at full strength regardless of what level the Force Field/Wall is maintained. These defenses are Ablative (including the Mental Defense), and can be repaired with 8 hours of uninterrupted sleep, or 4 hours of uninterrupted meditation.

Ops

The term Ops comes from a combination of the words "Optimal" and "Special Operations." Ops are the wild cards of the Beduun race. They are almost as rare as Doormen, but are by far the most respected of all the Beduuns. Ops are Beduuns born with any power or powers that are different or unusual to the race. It may be something as simple as a combination of the powers of a Tel and a Shield, it may be a standard power increased in magnitude 1000 times, or it could be a brand new power. As every Ops is different, they are not given generic statistics. X'Chin is the only Ops provided in this scenario, and her statistics are given separately. Often times their minds will be stronger at the expense of their physical statistics, because Ladder Walkers are usually unsure how to properly tamper with an Ops' unusual genetic make-up. Almost always, however, Ops are involved with the most dangerous of missions, because they are the most likely to fool or beat the Psychophants. They are the heroes of the Beduuns.

Appearance: Beduuns look relatively human except for their lack of eye balls, their extra thumb on each hand, and their extra thumbs on their prehensile feet. They also tend to spike or dye their hair so as to make



Beduun

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3½d6 [2]
21	DEX	33	13-	OCV: 7/DCV: 7
15	CON	10	12-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
20	EGO	20	13-	ECV: 7
18	PRE	8	13-	PRE Attack 3½d6
6	COM	-2	10-	
4	PD	1		
4	ED	1		
5	SPD	19		Phases 3, 5, 8, 10, 12
8	REC	4		
36	END	3		
35	STUN	7		

Total Characteristics Cost: 115

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills

Combat Training:

- Combat Levels: +1 Level w/ Hand-to-Hand Combat (5)
- Combat Levels: +1 Level w/ Ego Attack (3)
- Combat Levels: +1 Level w/ Zero-G Combat (3)

Skills & Powers of all Beduuns:

- Ego Attack 5d6, Invisible to all Senses, can draw either from personal END or END Reserve in staff (88) [9]
- Egan Staff: (OAF) HA +4d6 (6) [1]
- Aid 10d6 to Mental Powers, works on any mental powers one at a time, powered by END Reserve in staff, x2 END (25) [12]
- END Reserve 900 END, 20 REC, REC only usable when owner is concentrating at 0 DCV (50)
- Hex-Mail: (IIF) Armor +9 PD, +9 ED, Act 12- (14)
- Full Life Support, Costs END, Concentrate: 0 DCV, Act 14- (12) [3]
- Radar Sense, 360 Degree Sensing (25)
- Spatial Awareness (25)
- Mind Link, other Beduuns only, one at a time (10)
- Concealment, 11- (3)
- Genetic Science, 8- (1)
- KS: Beduun Culture and History, 11- (2)
- KS: Psychophants, 11- (2)
- Paramedic, 11- (3)
- Security Systems, 8- (1)
- Shadowing, 11- (3)
- Stealth, 13- (3)
- Survival, 11- (3)
- Tactics, 8- (1)
- Weaponsmith, 11- (3)

Skills & Powers of Punch Teams:

- Ego Attack 11d6, Variable Advantage (up to a total of +1), Uses Personal END or END Reserve in staff, Invisible, Concentration: 0 DCV, Requires Full Phase, First 5d6 Requires 2 Punch Team Members that have trained together since childhood, Next 3d6 Requires 3 Members (-1 ¼), The next 2d6 Requires 4 Members (-1 ½), Last 1d6 Requires all 5 members (-2). END may draw from any 1 of the team at a time (129) [42]
- EB 12d6, Variable Advantage (up to a total of +½), Personal END or END Reserve in staff, Linked to EGO Attack, Concentration: 0 DCV, Requires Full Phase, First 6d6 Requires 2 Punch Team Members that have trained together since childhood (-1), Next 3d6 Requires 3 Members (-1 ¼), The next 2d6 Requires 4 Members (-1 ½), Last 1d6 Requires all 5 members (-2), END may draw from any 1 of the team at a time (45) [16]

Skills & Powers of a Doorman:

- FTL Travel 35 Billion LY/Year, 1100 LY/Sec, Usable against others, Area Effect (7" radius), Continuous, Uncontrolled (Turned off by large amounts of energy), Only allows 1 second of FTL travel and everyone using it must go to same spot predetermined by the Doorman, Act 14-, Requires 1 turn to open, Concentration: 0 DCV (72)

- Extra Dimensional Travel To Null Space, Personal END or END Reserve in staff (+¼), Usable against others, Area Effect (7" radius), Continuous, Uncontrolled (Turned off by large amounts of energy), Concentration: 0 DCV, Linked to FTL Travel, Requires 1 turn to open, Requires END for beginning and end of FTL travel (32) [10]

- Navigation 19- (19)
- SC: Astronomy 18- (9)

Skills & Powers of a Tel

- Telepathy 8d6, AP, Personal END or END Reserve in staff, Invisible, Concentration: 0 DCV (60) [9]
- Add to Mind Link: Any Willing Target, 16 Targets Total, Any Distance (30)
- Tactics, 12- (5)
- Navigation 12- (5)
- Persuasion 13- (3)

Skills & Powers of a Ladder Walker:

- Major Transformation 1d6 Humanoid to Humanoid, Any slight genetic alteration (+¼), Cumulative, Personal END or END Reserve in staff, Penetrating, AP, No Range, Concentration: 0 DCV, Requires Genetics Skill Roll at -5, counts as a mental power for Mental Awareness and Snowbirds (18) [4]
- Detect Genetic/DNA pattern, Sense, Discriminatory, Range, +4 to PER Roll (23)
- SS: Genetics 18- (9)
- SS: DNA 18- (9)
- SS: Biology 14- (5)
- SS: Biochemistry 14- (5)
- SS: Microbiology 14- (5)
- SS: Bacteriology 14- (5)
- SS: Organic Chemistry 14- (5)
- SS: Zoology 14- (5)



Skills & Powers of a Shield:

Force Wall 20 PD, 20 ED over 20 Hexsides, Hardened, Personal END or END Reserve in staff, ½ END on First 10 PD, 10 ED, x2 END on next 5 PD, 5 ED, x3 END on last 5 PD, 5 ED, Full DCV on First 10 PD/ED, ½ DCV to turn on next 5 PD/ED, ½ DCV Throughout to maintain last 5 PD/ED, Ablative, Feedback (51) [5/14/27]

Mental Defense 15, Hardened, Ablative, Linked to Force Wall, AE 8" (18)

Skills & Powers of a Buckler:

Force Field +22 PD, +22 ED, Hardened, Personal END or END Reserve in staff, Half END on First 10 PD/ED, x2 END on next 6 PD/ED, x3 END on last 6 PD/ED, Full DCV on First 10 PD/ED, ½ DCV to turn on next 6 PD/ED, ½ DCV Throughout to maintain last 6 PD/ED, Ablative (34) [2/6/12]

Mental Defense 20, Hardened, Ablative, Linked to Force Field (12)

Disadvantages: 150+

Distinctive Features:

No eye balls, extra thumbs, hair spiked or mohawked and brightly colored, etc., (10)

Enraged:

vs. Psychophants, 11-/11- (10)

Hunted by:

Psychophants, 11- (25)

U.S. Government Scientists, 11- (15)

Physical Limitation:

Blind (10)

Completely unfamiliar with Earth culture (20)

Psychological Limitation:

Hatred for Psychophants (15)

Consider non-psychic races inferior (10)

Paranoid (10)

Alien Bonus (varies)



their heads more terrifying to their enemies (similar to warpaint). The Hex-Mail looks enough like skin to make it inobvious from a distance, and it is usually worn only on the upper torso as a vest or a shirt, and then under loose robes. The Egan Staves are about six feet long, pitch black, and reflect no light.

Egan Staff

Egan Staves are organic tools that every Beduun grows as their basic sidearm. The Egan Staves are about six feet long, pitch black, and reflect no light. These staves are made out of rigid psychic-sensitive organisms that have been genetically altered. When a Beduun is born, he is given toys made out of these psychic-sensitive organisms so that an early familiarity with the material is established. By the time the Beduun reaches the combat age (equivalent to the human age of sixteen) they have gradually altered their toys into an Egan Staff.

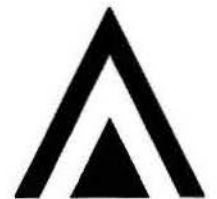
While any of these staves could be used by any Beduun, each one has a subtle mental signature that allows them to be identified by who made them. Beduunshold tremendous importance on these staves for obvious reasons, and a Beduun without one (in

normal Beduun society, not when enslaved) is considered useless and is treated with the social rights of a child until one can be fabricated (either as a first or as a replacement). Even great war heroes who come back from a battle without their staves are respectfully ignored until they have had time to make a new staff, after which time they receive all the glory and honors due to them.

Psychophants are well educated on the importance of Egan Staves, and as a general rule confiscate them as soon as possible. The Psychophants do not usually destroy them, however, both because it requires too much effort (they are DEF 10), and because they hope to figure out a way to use them as emergency "psychic-energy" rations some day.

Hex-Mail

Beduun armor is called Hex-Mail, and is grown from flat, hex-shaped organisms that feed off the dead skin cells, hair, and sweat of the body. These organisms are very light, and remain flexible until their "host" tenses up, at which time they tighten up to become the hard body armor. Like the Egan Staves, each Beduun becomes familiar with Hex-Mail early on in life, wearing it from about age 4 on. The hex-shaped organisms each have a life span of about a year, and they are constantly dying and reproducing to maintain themselves on the Beduun body.



The Hex-Mail looks enough like skin to make it inobvious from a distance, and it is usually worn only on the upper torso as a vest or a shirt, and then under loose robes. Hex-Mail removed from the body has no means of transportation or eating, and will die and fall apart within a week of being separated from its "host". Hex-Mail can be easily transferred from one person to another, although human bodies are different from Beduun bodies enough to require mineral supplements to keep the armor from dying and falling apart after about 2 months.

Psychophants used to go through elaborate procedures to remove this armor from Beduuns when they were captured. However, since most of the security systems within the ship are unaffected by it, and since it keeps Psychophants from having to worry about Beduun hygiene problems, their current policy is just to leave it on them.

X'Chin

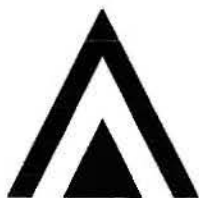
Background: X'Chin was born an Ops and began specialized training almost from day one. The Psychophants discovered her colony early on in X'Chin's life, however, and she grew up trying to escape them on a planet filled with caves. She saved and rescued many of her people, and even stole a Psychophant Hunter ship once before finally being captured. She is very popular among the Beduuns aboard the Psychophant mother ship, and it was she who engineered the escape and piloted the stolen shuttle down to Earth.

Personality/Motivation: Like most Beduuns, X'Chin looks at everything from a tactical standpoint to help in the war against the Psychophants. She realizes the tremendous pressure on her to be a hero because she's an Ops, and she is constantly striving to live up to the reputation. While she also believes most other life forms are inferior, she is willing to befriend them if it somehow hurts the Psychophants. She also admires and respects others who for one reason or another are also considered heroes.

Powers/Tactics: X'Chin's power that sets her apart from most of the other Beduuns is her natural ability to generate an Electro-Magnetic-Pulse (EMP) from her brain. This blast destroys electronics, androids, computers, and the like, while leaving most other targets unharmed. Although she has been trying for years,

she has not yet been able to channel this power through her Egan Staff, and has been forced to use entirely her own END to power it. X'Chin also has the ability to heal herself. This manifests itself automatically when she is below 0 Body, keeping her from losing any additional Body from injuries. In addition, over extended periods of time, she can gradually repair any damage and heal any wounds she has suffered, bringing her up to at least stable condition. When calculating the Body healed, roll the 10d6 Healing, and then apply the dice of healing 1 die at a time (Highest to lowest) every hour for 10 hours. Note that she is only at ½ DCV when initially starting the power, not for the full 10 hours. Finally, a quirk in the physical structure of her legs allows her incredible jumping ability, aided by a latent form of telekinesis. Note also that her Aid is slightly weaker than the norm for the race, as are a few of her physical statistics.

Appearance: X'Chin looks like any other Beduun except that she wears bracers on each wrist and shin made from the chitinous hide of a Psychophant. Her head is bald except for 3 clumps of red-died spikes, she has several notable scars on her face and arms, and she has a birthmark in the shape of an 8 pointed star over her right eye.



X'Chin

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [2]
21	DEX	33	13-	OCV: 7/DCV: 7
15	CON	10	12-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
18	PRE	8	12-	PRE Attack 3½d6
6	COM	-2	10-	
4	PD	1		
3	ED	0		
6	SPD	29		Phases 2, 4, 6, 8, 10, 12
8	REC	4		
38	END	4		
40	STUN	15		

Total Characteristics Cost: 127

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills

Combat Training:

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

Combat Levels: +1 Level w/ Ego Attack (3)

Combat Levels: +1 Level w/ Zero-G Combat (3)

Skills & Powers of all Beduuns:

Ego Attack 5d6, Invisible to all Senses, can draw either from personal END or END Reserve in staff (88) [9]

Egan Staff: (OAF) HA +4d6 (6) [1]

Aid 8d6 to Mental Powers, works on any mental powers one at a time, powered by END Reserve in staff, x2 END (20) [10]

END Reserve 900 END, 20 REC, REC only usable when owner is concentrating at 0 DCV (50)

Hex-Mail: (IIF) Armor +9 PD, +9 ED, Act 12- (14)

Full Life Support, Costs END, Concentrate: 0 DCV, Act 14- (12) [3]

Radar Sense, 360 Degree Sensing (25)

Spatial Awareness (25)

Mind Link, other Beduuns only, one at a time (10)

Concealment, 13- (5)

KS: Beduun Culture and History, 11- (2)

KS: Psychophants, 11- (2)

Security Systems, 12- (3)

Shadowing, 11- (3), Stealth, 13- (3)

Survival, 12- (5), Tactics, 12- (3)

Op Skills & Abilities:

EMP: RKA 3d6, Penetrating, AE 25" Cone, Non-Selective, ½ END, Fully Invisible, No Range, Only vs. Electronics (45) [8]

Martial Arts—Staff Combat, Use Art with Staff; Staff is default (12)

Maneuver OCV DCV *Damage*

Martial Throw +0 +1 7d6+v/5

Defensive Strike +0 +2 7d6

Martial Block +2 +2 Block, Abort

Healing Ability: Regeneration 1 BODY per Turn

Only works when below 0 BODY (3)

Healing Aid 10d6, Self Only, Requires 1 hour per die,

Concentration: ½ DCV (11) [5]

Superleap +10" (10) [1/5"], Breakfall 13- (3)

Electronics 8- (1), FAM w/Space Vehicles 8- (1)

Total Powers & Skills Cost: 373

Total Character Cost: 500

Disadvantages: 150+

Distinctive Features:

No eye balls, extra thumbs, hair spiked or mohawked and brightly colored, etc., (10)

Enraged:

vs. Psychophants, 11-/11- (10)

Hunted by:

Psychophants, 11- (25)

U.S. Government Scientists, 11- (15)

Physical Limitation:

Blind (10)

Completely unfamiliar with Earth culture (20)

Psychological Limitation:

Hatred for Psychophants (15)

Consider non-psychic races inferior (10)

Paranoid (10)

Alien Bonus (225)

Total Disadvantage Points: 500

Psychophant

Background: The Psychophant race evolved millions of years ago from insect/mammal ancestors on a planet on the other side of the galaxy. Their ancestors originally drained mental energy from an empathetic plant as a necessary supplement to their diet. As they developed intelligence and technology, the need to drain mental energy became an addiction, and soon the empathetic plant had become almost completely extinct. They failed to synthesize the plant, but did manage to build a device capable of detecting mental energy across the cosmos. Once they had successfully located a source of mental energy, they built massive space-ships and headed out to the stars.

At first, every time the Psychophants would find a race with psychic potential, they would attack without mercy, often times committing genocide for a few years worth of mental energy. Finally, they encountered the Beduuns—a psychic race who could not only survive the draining of their mental powers, but seemed to be an almost inexhaustible source of mental powers as well. Unfortunately for the Psychophants, the Beduuns were also the first race to escape and fight back, and they have continued to do so for the last two thousand years.

Over time, the Psychophants have developed new and improved technology to help fight and capture the Beduuns, and they have at least managed to keep a constant supply of the needed mental energy on hand throughout the eons. The Beduuns have scored a few victories as well, and it is rumored that at least one Psychophant mother ship (out of hundreds) was destroyed by them.

In the perpetual cat-and-mouse game across the galaxy, the Psychophants have at last discovered Earth, and on a temporary stop have used their vast technol-



ogy to convert humans into more of their psychic cattle. They now intend to convert as many humans as possible, steal whatever military technology they might not already have, and then continue on their quest to completely enslave the Beduun race.

Quote: Psychophants communicate and hear entirely in the Ultrasonic level of sound, usually combining extremely high pitched beeps and chirps with extraordinarily deep background hums. For the most part, Psychophant communication entirely escapes human hearing.

Personality/Motivation: Just as every colony of Beduuns eventually develop their own personalities, so do each of the Psychophant mother ships. As a general rule, Psychophants treat their addiction as a necessary part of life, and are willing to sacrifice any other race or society for it. They are ruthless when it comes to their need for mental energy, and use slaves as a sign of their wealth and power. Their slaves are used first for a source of mental energy, and then for physical labor while they slowly recover their psychic powers.

Each Psychophant mother ship is a massive base for hunting Beduuns, a giant factory for producing weapons and new technology, and a complete self-sustaining colony. While a great portion of their race is devoted to the war against the Beduuns, they also have groups of scientists, engineers, entertainers, public servants, etc. in each ship.

Powers/Tactics: Psychophants have an unusual physique. Instead of sleeping, Psychophants rest by draining mental energy and then going into a euphoric coma-like state (the Drain Side Effect) for several hours. They can go a few days without it (although they prefer it every night) but begin suffering physical breakdown after about a week. Usually, if they don't drain any mental energy in over a week, they will put themselves into suspended animation via their Simulate Death talent, to conserve on the amount of mental energy available. After they begin suffering damage for lack of mental energy, they become highly prone to mad frenzies whenever they do sense mental powers nearby.

Their hard chitinous natural armor protects them from many attacks, while their pincers and claws make effective weapons as well. Each Psychophant carries a fence key, but these are kept track of by serial number on an 8 hour regular inventory, and often times when one is lost Beduun food rations will be stopped until it shows up again. The standard side-



arm carried by Psychophant Security is their disrupter pistol complete with one extra power battery.

Psychophants with combat experience that make up the military portion of the race are called commandos. They are generally in better shape than the other Psychophants, better at tactics, flying, and tracking, and carry disrupter rifles and hand-held Psidars.

In combat, Psychophants rely first on their technology. Whenever in a berserk frenzy or otherwise involved in hand-to-hand combat, they attack with their Martial Grabs until they can hold a target secure enough to claw them to death or Drain them of their mental powers.

Appearance: Psychophants are bipedal, covered in large black shiny plates, and about 5' tall. Their skulls are transparent, revealing their trisectional brains, and their mouths are lined with massive black pincers protruding from the base of the skull. They have no visible auditory, visual, or olfactory organs. Their brains see directly through their skulls (forward only), and the tissue of their skulls are sensitive enough to register any scents or ultrasonic sounds nearby. Their hands have only 3 thick, clawed fingers (one acting as a thumb), and their feet end in rounded fat stumps. The only way for a non-Psychophant to tell a Psychophant male from a female is by the colored stripes on the males' backs.



Psychophant

Val	CHA	Cost	Roll	Notes
21	STR	11	13-	400 kg; 4d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
18	CON	16	13-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack 3d6
4	COM	-3	10-	
18	PD	14		
18	ED	14		
6	SPD	27		Phases 2, 4, 6, 8, 10, 12
8	REC	0		
40	END	2		
40	STUN	8		

Total Characteristics Cost: 147

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills

Combat Training:

- Combat Levels: +2 Levels w/ all Combat (16)
- Martial Arts (16)
- Maneuver OCV DCV Damage
- Martial Grab -1 -1 41 STR Grab
- Offensive Strike -2 +1 10d6
- +2 DC w/Martial Arts (Already added in)

Abilities, Skills, & Equipment of all Psychophants:

- Armor +8 PD, +8 ED (24)
- Claws: HKA 2x1d6 (2x1½d6 w/ STR), Reduced Penetration (24) [3+]
- Psi Drain: Drain 7d6 Return 5 Points/5 Hours), Affects one mental powers at a time, Continuous, Penetrating, Concentration: 0 DCV throughout, Extra Time: +1 Phase, 4 Charges, Act 14-, Side Effect (Drain 3d6 Stun, 4d6 END, 1d6 STR, and 1d6 PRE from user, returns at a rate of 5 points/5 hours) (58) [4c]
- Computer Programming 11- (3)
- Concealment, 11- (3)
- Contortionist 14- (3)
- Double Jointed (3)
- Electronics 11- (3)
- KS: Beduuns, 11- (2)
- KS: Psychophant Culture and History, 11- (2)
- Mechanics 11- (3)
- Mental Awareness (3)
- Simulate Death (3)
- Trans FAM w/ Space Vehicles (1)
- Stealth, 14- (3)
- Tactics, 8- (1)
- Tracking 11- (3)
- Ultrasonic Hearing (3)
- Weaponsmith, 11- (3)
- Fence Key (See Equipment Description) (8)

Security Equipment:

- Disrupter Pistol: EB 10d6, AP, OAF (Pistol), 2 Clips of 8 Charges, Jam 15> (25) [2x8c]

Commando Equipment & Training:

- Disrupter Rifle: EB 12d6, AP, OAF (Rifle), 2 Clips of 12 Charges, 15> Jam (33) [2x12c]
- Psidar (Hand-Held) (See Equipment Description) (21)
- Combat Pilot 14- (3)
- Tactics 12- (+2), Tracking 12- (+2)

Disadvantages: 150+

Dependence on:

Draining Mental Powers (Uncommon, 3d6 every week, 3d6 every year when in Simulate Death) (0)

Distinctive Features

Transparent Skulls, Trisectional Brains, Pincers, Natural Exoskeleton etc.

Enraged:

when deprived of Draining Mental Powers, 11-/ 8- (10)

Hunted by:

Beduuns, 8- (5)
U.S. Government Scientists, 11- (15)

Physical Limitation:

Completely unfamiliar with Earth culture (20)
Deaf except for Ultrasonic Hearing (10)

Psychological Limitation:

Hunts Beduuns (15)
Hatred for Beduuns (15)
Overconfidence (15)

Villain Bonus (Varies)

Grog

(Psychophant First Sergeant)

Personality/Motivation: Grog is essentially in charge of disciplining all the slaves aboard the mother ship. He makes all the rules concerning their rights and punishments, and he is completely ruthless about his business. As might be expected, he is the most hated of all Psychophants among both Beduuns and humans. He treats humans even worse than he does the Beduuns because he does not believe them worthy opponents nor particularly intelligent.

Grog has not been deprived of draining mental energy for as long as he can remember, and being as violent tempered as he is, he would probably go insane if it ever happened even for one day. He does not have many Psychophant friends, and gets almost all of his happiness from harassing Beduuns.

Powers/Tactics: Grog has a massive electronic generator on his forearm that allows him to fire a small lightning bolt eight times per day. He uses this when slaves are being particularly unruly, as a self-defense weapon, and whenever he is in a bad mood. Note that it has no effect on Psychophants because their armor protects them, and it has to be carefully aimed at the bare skin of Beduuns in order for the blast not to be absorbed by their Hex-Mail armor.

Appearance: Grog is 5'5" tall—large by Psychophant standards—and relatively muscular. He always wears his silver forearm stunner on his left arm, and usually has 2 or 3 slave attendants with him at all times.



Grog (Psychophant First Sergeant)

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	1600 kg; 6d6 [3]
26	DEX	48	14-	OCV: 9/DCV: 9
25	CON	30	14-	
15	BODY	10	12-	
16	INT	6	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack 5d6
4	COM	-3	10-	
25	PD	19		
25	ED	20		
6	SPD	24		Phases 2, 4, 6, 8, 10, 12
11	REC	0		
50	END	0		
50	STUN	7		

Total Characteristics Cost: 212

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills

Combat Training:

Combat Levels: +3 Levels w/ all Combat (24)

Martial Arts (16)

Maneuver OCV DCV Damage

Martial Grab -1 -1 50 STR Grab

Offensive Strike -2 +1 12d6

Martial Throw 0 +1 8d6 +v/5

Martial Escape 0 0 55 STR Escape

+2 DC w/Martial Arts (Already added in)

Abilities, Skills, & Equipment of all Psychophants:

Armor +10 PD, +10 ED (30)

Claws: HKA 2x1d6 (2x2d6 w/ STR), Reduced Penetration (24) [3+]

Psi Drain: Drain 7d6 Return 5 Points/5 Hours), Affects one mental powers at a time, Continuous, Penetrating, Concentration: 0 DCV throughout, Extra Time: +1 Phase, 4 Charges, Act 14-, Side Effect (Drain 3d6 Stun, 4d6 END, 1d6 STR, and 1d6 PRE from user, returns at a rate of 5 points/5 hours) (58) [4c]

Mental Awareness (3)

Ultrasonic Hearing (3)

Computer Programming 12- (3)

Concealment, 13- (5)

Contortionist 14- (3), Double Jointed (3)

Electronics 13- (7)

KS: Beduuns, 11- (2)

KS: Psychophant Culture and History, 11- (2)

Mechanics 12- (5)

Simulate Death (3)

Trans FAM w/ Space Vehicles (1)

Stealth, 15- (5)

Tactics, 13- (5)

Tracking 14- (7)

Weaponsmith, 13- (7)

Fence Key (See Equipment Description) (8)

First Sergeant Equipment & Abilities:

resistant ED or some form of insulation), OAF, 8

Charges, Does not work in water, Beam attack only (no spread/bounce, full force only),

Reduced by Range (30) [8c]

Mental Defense: 14 (10)

Psidar (Hand-Held) (See Equipment Description) (21)

Combat Pilot 15- (5)

Interrogation 14- (3)

Total Powers & Skills Cost: 299

Total Character Cost: 511

Disadvantages: 150+

Berserk:

when deprived of Draining Mental Powers, 14-/8- (25)

Dependence on:

Draining Mental Powers (Uncommon, 3d6 every week, 3d6 every year when in Simulate Death) (0)

Distinctive Features

Transparent Skulls, Trisectional Brains, Pincers, Natural Exoskeleton etc.

Hunted by:

Beduuns, 8- (5)

U.S. Government Scientists, 11- (15)

Physical Limitation:

Completely unfamiliar with Earth culture (20)

Deaf except for Ultrasonic Hearing (10)

Psychological Limitation:

Hunts Beduuns (15)

Hatred for Beduuns (15)

Overconfidence (15)

Vengeful (10)

Watched by:

the Captain, 14- (15)

Villain Bonus (198)

Total Disadvantage Points: 511



Kzak (Psychophant First Officer)

Val	CHA	Cost	Roll	Notes
28	STR	18	15-	1200 kg; 5½d6 [3]
24	DEX	42	14-	OCV: 8/DCV: 8
24	CON	26	14-	
14	BODY	8	12-	
18	INT	8	13-	PER Roll 13-
21	EGO	22	13-	ECV: 7
27	PRE	17	14-	PRE Attack 5d6
4	COM	-3	10-	
23	PD	17		
23	ED	18		
6	SPD	26		Phases 2, 4, 6, 8, 10, 12
12	REC	2		
48	END	0		
50	STUN	10		

Total Characteristics Cost: 213

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills

Combat Training:

Combat Levels: +3 Levels w/ all Combat (24)

Martial Arts (16)

Maneuver OCV DCV Damage

Martial Grab -1 -1 48 STR Grab

Offensive Strike -2 +1 12d6

Choke Hold -2 0 3d6 NND

Martial Disarm -1 +1 +48 STR Disarm

+2 DC w/Martial Arts (Already added in)

Abilities, Skills, & Equipment of all Psychophants:

Armor +9 PD, +9 ED (27)

Claws: HKA 2x1d6 (2x2d6 w/ STR), Reduced

Penetration (24) [3+]

Psi Drain: Drain 7d6 Return 5 Points/5 Hours),

Affects one mental powers at a time, Continuous,

Penetrating, Concentration: 0 DCV throughout,

Extra Time: +1 Phase, 4 Charges, Act 14-, Side

Effect (Drain 3d6 Stun, 4d6 END, 1d6 STR, and

1d6 PRE from user, returns at a rate of 5 points/5

hours) (58) [4c]

Mental Awareness (3)

Ultrasonic Hearing (3)

Computer Programming 15- (7)

Concealment, 13- (3)

Contortionist 14- (3)

Double Jointed (3)

Electronics 13- (7)

KS: Beduuns, 11- (2)

KS: Psychophant Culture and History, 11- (2)

Mechanics 11- (3)

Simulate Death (3)

Trans FAM w/ Space Vehicles (1)

Stealth, 15- (5)

Tactics, 14- (5)

Tracking 14- (5)

Weaponsmith, 13- (7)

Fence Key (See Equipment Description) (8)

First Officer Skills & Equipment

Whip: (OAF)

Entangle 4d6, DEF 5, Entangle and character

both take damage, 2" Range (22) [5]

EB 5d6, 2" Range, No KB (10) [5]

Energy Bracer: (OAF)

Missile Deflection vs. all Ranged Attacks, +3

OCV), Will not work in water (12) [3]

Mental Defense: 9 (5)

Power Defense: 5 (5)

Combat Pilot 16- (7)

Deduction 14- (3)

Interrogation 14- (3)

KS: Earth Culture 8- (1)

Persuasion 14- (3)

Trading 14- (3)

Total Powers & Skills Cost: 305

Total Character Cost: 518

Disadvantages: 150+

Dependence on:

Draining Mental Powers (Uncommon, 3d6 every day, 3d6 every week when in Simulate Death) (5)

Distinctive Features

Transparent Skulls, Trisectional Brains, Pincers, Natural Exoskeleton etc.

Enraged:

when deprived of Draining Mental Powers, 11-/ 8- (10)

Hunted by:

Beduuns, 8- (5)

U.S. Government Scientists, 11- (15)

Physical Limitation:

Completely unfamiliar with Earth culture (20)

Deaf except for Ultrasonic Hearing (10)

Psychological Limitation:

Hunts Beduuns (15)

Hatred for Beduuns (15)

Honorable (20)

Overconfidence (15)

Reputation:

among Slaves as honorable, 11- (10)

Watched by:

the Captain, 14- (15)

Villain Bonus (198)

Total Disadvantage Points: 518





Kzak (Psychophant First Officer)

Personality/Motivation: Kzak is not only the assistant to the Captain of the mother ship, but she is the ambassador to the humans as well. She is the final word on disputes between Psychophants when the Captain is busy, and it is she who has worked so closely with Ra to help set up his operation over the last few years. She has taught herself English, but still requires a computer to change the frequency back and forth to where she can hear humans and humans can hear her.

While she has no concern for the feelings of the slaves aboard ship, she does have a head for how valuable they are, and often keeps Grog from injuring or killing them. She is a little less interested in humans, however, and just tries to keep them alive most of the time.

She is also in charge of Psychophant discipline, and is just as likely to use her whip on a Psychophant as a slave. Relatively speaking, however, she is fairly well liked among the Psychophants, and respected (and hated) among the slaves. She takes her job aboard ship very seriously, and to avoid trouble she has developed a remarkably honorable attitude. Her word is her bond (even when dealing with humans like Ra),

and she tries never to take advantage of a situation. Over the years she has become more addicted to mental energy than most, and she must have it every night or she will take damage.

Powers/Tactics: Kzak keeps a 12 foot long metallic whip with her at all times, and a large metal bracer on her left forearm. The whip is designed almost exclusively for causing pain, and does not make a very good combat weapon. She has gotten very proficient at using it to lasso or grab opponents over the years, however. The bracer on her arm can generate small fields of energy for short periods of time whenever she flexes her arm. This energy shield can act to deflect incoming attacks ranging from lasers to arrows as long as she sees them coming and is quick enough to activate the shield.

Appearance: Kzak is 5' 8" tall, but rather lanky for a Psychophant. She keeps her metallic whip around her waist as a belt when not in use, and she is always wearing her energy bracer. When active, the energy shield appears as a shimmering translucent circle about 2' wide coming from the bracer.

Lam-Par (Psychophant Captain)

Personality/Motivation: Lam-Par has been the leader of this mother ship as long as anyone can remember. He has had twelve First Sergeants, five First Officers, and literally hundreds of attempts on his life. He is by far the oldest Psychophant anyone has ever heard of, and his command is unquestioned within the ship. He has become gradually senile and remarkably paranoid over the decades, and he has also become as addicted as Kzak to mental energy.

He believes he has survived this long because of his incredible caution, and whenever he isn't planning long range goals for his mother ship, he is constantly searching for Beduun assassins or rebellion, and checking to see if the ship is still in working condition.

Lam-Par usually lets Kzak handle the affairs of the ship, although he is constantly checking up on her without her knowing. He is much more friendly with Grog, and he is oblivious to the fact that Kzak is actually a much more loyal and competent worker. Sometimes his paranoia extends to members of his own race, and he will have a Psychophant killed on trumped up charges of treason.

He has also devoted a significant amount of his life to having the scientists aboard the ship alter and improve his body. He is sure the Beduuns are constantly finding new ways to attack him, and wants to be ready for whatever they throw at him. He has had transplants, genetic alterations, and bionic replacements done to himself, and he will probably continue doing so until he dies.



He has never left the mother ship, although he has studied all Kzak's notes on Earth and the English language. He spends many an hour talking to the mother ship's computer (much to its dismay) about possible future conquests, about ways to further genetically enhance his own body, and about affairs within the ship.

Lam-Par keeps himself surrounded with a circle of bodyguards, and demands complete perfection from them. These eight Commandos are fanatically loyal to him, and he has been known to kill them with his bear hands whenever an assassination attempt actually comes close to hitting him.

Lam-Par has developed such a hatred and paranoia of Beduuns over the years, that he would kill them all instantly if he could figure out how to keep their mental energy. If it ever looks like a successful rebellion could turn his ship over to the Beduuns (or worse yet, genetically underdeveloped humans), than he will go straight to the ship's engines or computer to set the self-destruct mechanism. He would rather see all the Beduuns die than admit defeat to them.

Powers/Tactics: There are several reasons Lam-Par has survived all the Beduun assassination attempts throughout time. When he was young it was his wit

and skill that evaded them, but over time he has had improvements surgically or chemically added to his body, making him much harder to kill. His armor has been reinforced considerably, although it is much more brittle and prone to cracking than it used to be. Glands that secrete foul acids were added below his pincers, and he has been genetically altered to regrow an extra set of arms that most Psychophants lose in infancy. His body has always had remarkable healing abilities which have been enhanced over the years, and he is now even capable of hearing into the Radar frequency thanks to a few cybernetic adjustments. After years of research, his scientists were also able to construct a crown for him that jams Mind Scans, Radar, and Spatial Awareness. This crown took several decades and enormous amounts of resources to construct, however, and will very probably remain one of a kind (It is Unbreakable by anything but the extreme heat of say a nuclear reactor).

In combat, Lam-Par prefers to grapple with his four enormous arms and then mangle opponents with his pincers while covering them in acid. He carries no weaponry, and prefers to let his minions fight for him. If faced with a severe combat disadvantage, he will burrow through the walls of the ship, caving them in behind him and counting on his

Invisibility to Radar, Spatial Awareness, and Mind Scan to hide him from attackers. He also can hear the Radar emissions constantly given off by Beduuns, and uses this to detect their approach.

Not that with his Damage Reduction, Regeneration, and incredible defenses, Lam-Par will be virtually impossible to kill quickly. He is aware how long he can last in combat, and will take advantage of this if it looks like staying around a few more seconds could really change the course of a battle.

Appearance: Lam-Par is over 6' tall, and fat enough to look like a giant armored beetle. His extra set of arms are as massive as the originals, and he wears a glowing crown of electronics and energy upon his head.



Lam-Par (Psychophant Captain)

Val	CHA	Cost	Roll	Notes
35	STR	25	13-	3200 kg; 7d6 [4]
25	DEX	45	14-	OCV: 8/DCV: 8
28	CON	36	13-	
20	BODY	20	11-	
23	INT	23	11-	PER Roll 14-
22	EGO	24	12-	ECV: 7
35	PRE	25	12-	PRE Attack 7d6
4	COM	-3	10-	
25	PD	18		
25	ED	19		
7	SPD	35		PHA 2, 4, 6, 7, 9, 11, 12
13	REC	0		
56	END	0		
60	STUN	8		

Total Characteristics Cost: 265

Movement: Running: 8"/16" Swimming: 2"/4"

Powers & Skills

Combat Training:

Combat Levels: +3 Levels w/ all Combat (24)
 Martial Arts (16)
Maneuver OCV DCV Damage
 Martial Grab -1 -1 +5S STR Grab
 Offensive Strike -2 +1 14d6
 +2 DC w/Martial Arts (Already added in)

Abilities, Skills, & Equipment of all Psychophants:

Psi Drain: Drain 7d6 Return 5 Points/5 Hours),
 Affects one mental powers at a time, Continuous,
 Penetrating, Concentration: 0 DCV throughout,
 Extra Time: +1 Phase, 4 Charges, Act 14-, Side
 Effect (Drain 3d6 Stun, 4d6 END, 1d6 STR, and
 1d6 PRE from user, returns at a rate of 5 points/5
 hours) (58) [4c]
 Mental Awareness (3)
 Ultrasonic Hearing (3)
 Computer Programming 15- (5)
 Concealment, 14- (3)
 Contortionist 14- (3)
 Double Jointed (3)
 Electronics 12- (5)
 KS: Beduuns, 12- (3)
 KS: Psychophant Culture and History, 12- (3)
 Mechanics 11- (3)
 Simulate Death (3)
 Trans FAM w/ Space Vehicles (1)
 Stealth, 14- (3)
 Tactics, 17- (9)
 Tracking 14- (3)
 Weaponsmith, 11- (3)
 Fence Key (See Equipment Description) (8)

Captain's Skills & Abilities:

Armor +18 PD, +18 ED, Ablative (27)
 Claws: HKA 2d6 (4d6 w/ STR) (30) [3+]
 Acid: EB 4d6 AP, No Range, Linked to HKA (15) [3]
 Mental Defense: 12 (8)
 Power Defense: 8 (8)
 Regeneration: 1 BODY per Turn (10)
 Damage Reduction 25% Non-Resistant Physical &
 Energy (20)
 Extra Limbs: 4 Arms (5)
 Clinging (10)
 Tunneling 4" though DEF 11, Close tunnel behind,
 x3 END (30) [3/5"]
 Running +2" (4) [1/5"]
 Knockback Resistance: -3 (6)
 High Range Radio Hearing, Only vs. Radar (10)
 Crown of Hiding: (OAF)
 Invisibility to Mind Scan, Spatial Awareness,
 and Radar, 0 END, Persistent, Won't work in
 water (18) [0]
 KS: Earth Culture 8- (10 English,
 Basic Conversation) (1)
 Navigation 17- (9)
 Oratory 16- (3)
 Persuasion 17- (5)

Total Powers & Skills Cost: 391

Total Character Cost: 656

Disadvantages: 150+

Dependence on:

Draining Mental Powers (Uncommon, 3d6 every
 day, 3d6 every week when in Simulate Death) (5)

Distinctive Features

Transparent Skulls, Trisectional Brains, Pincers,
 Natural Exoskeleton etc.

Enraged:

when deprived of Draining Mental Powers, 11-/ 8-
 (10)

Hunted by:

Beduuns, 11- (10)
 U.S. Government Scientists, 11- (15)

Physical Limitation:

Mostly unfamiliar with Earth culture (15)
 Deaf except for Ultrasonic Hearing (10)

Psychological Limitation:

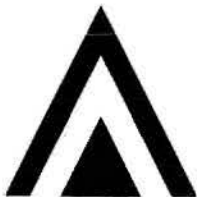
Hunts Beduuns (15)
 Hatred for Beduuns (15)
 Overconfidence (15)
 Paranoid (20)

Vulnerability:

2x STUN from Electricity (10)
 2x STUN from Poison/Chemical Attacks (20)

Villain Bonus (220)

Total Disadvantage Points: 656





Vehicle Descriptions

Psychophant Shuttle

Val	CHA	Cost	Roll	Notes
60	STR	0	21-	100 tons
20	BODY	0	13-	
14	DEF	36-		
21	DEX	33	13-	OCV: 7/DCV: 7
5	SPD	19		Phases 3, 5, 8, 10, 12

Total Characteristics Cost: 88

Movement: Flight: 25"/800" FTL: 4 LY/Year

Powers & Skills

Disrupter Cannon: (OIF)
RKA 3d6, Penetrating, AE 1 Hex, Bulky, Only fires in frontal 60° Arc (-1/2) (36) [9]

Flaming Fences: x2, AE 35", any shape, see Equipment Description (69)

Small Snowbird Generator, 30" Radius, see Equipment Description (90)

Invisibility to Radar & Sonar, IIF, Bulky, Full phase to activate (11) [3]

Vehicular Psidar, see Equipment Description (31)

No Ground Movement (-12)

Size Increase 10"x5", DCV -6, -10" KB, Mass 100 tons (50)

Flight 25", x32 NonCbt Multiple; 1500 MPH (70)

FTL Travel 4 LY/Year (14)

Radar Sense, OIF, Bulky (7)

High Range Radio & TV Hearing and Transmission
OIF, Bulky (5)

IR Vision, OIF, Bulky (2)

UV Vision, OIF, Bulky (2)

+26 Telescopic Sense for Sight & Radio Sense Group
OIF, Bulky, Counters Range Mods to 32,000" or 37 Miles (38)

Life Support: Sealed Systems, Immune to Radiation, Heat, Cold, Vacuum (19)

Batteries: Two 60 END Batteries with 20 REC, OIF, Bulky (18)

Computer System:

Val	CHA	Cost
25	INT	15
21	DEX	33
5	SPD	19

Powers & Skills:

Combat Pilot 13- (3)

Computer Programming 14- (3)

Cryptography 14- (3)

Electronics 12- (5)

KS: (All on 12-), Galaxy, Solar System, Psychophant Ships, Beduuns, Earth (15)

Mechanics 12- (5)

Navigation 14- (9)

Paramedic 14- (3)

Security Systems 14- (3)

Sensors Operation 14- (3)

SS: (All on 12-), Math, Physics, Nuclear Physics (9)

Trans FAM w/Starships (1)

Universal Translator 14- (20)

Programs

Pilot Ship From A to B (Navigation) (1)

Diagnose Malfunction (Sciences, Electronics, Mechanics) (1)

Translate Language (Universal Translator) (1)

Monitor Systems (Security Systems) (1)

Diagnose Injury (Paramedic) (1)

Decode/Encode Message (Cryptography) (1)

Search Reference Material (KS & SC) (1)

Disadvantages: 150+

Watched by:

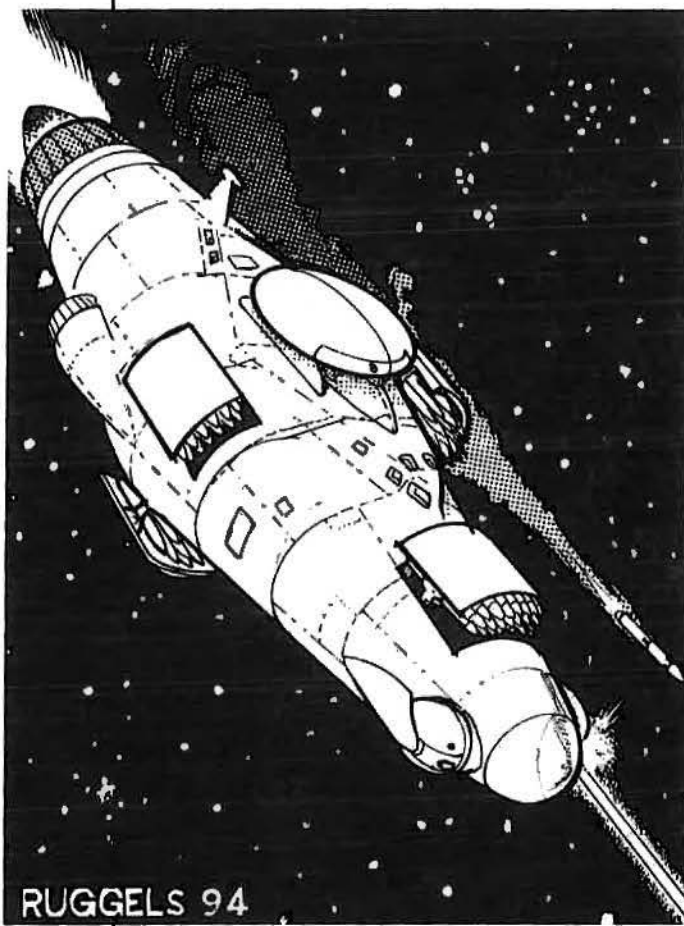
Mother Ship, 8- (10)

Hunted by

U.S. Government Scientists, 11- (15)

Bonus: 520





RUGGELS 94

The Eliminator

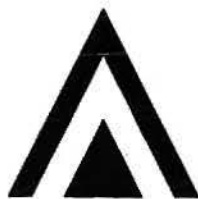
The Eliminator is the primary warship against the Beduuns. It is designed primarily to cause death and destruction rather than take prisoners. It comes equipped with five racks of eight Psi-Seeker missiles and 2 heavy disrupter cannons that fire in the right front and left front 60° arc of the ship. In addition to the standard Radar/Sonar jammers, these ships have been equipped with an EW/X-Ray emitter that destroys film and sends false signals to video cameras. The primary attack tactic used with these ships is to detect the Beduuns (or human Psychics) from as far away as possible, zoom in and saturate the whole area with Anti-Psi mines, and then close with Psi-Seeker missiles and the disrupter cannons. The Snowbird generators cover a 120" radius sphere, and the flaming fences are primarily used to either create holding cells or as a type of damage shield around the surface of the ship. This ship is by far the fastest and most maneuverable in an atmosphere, and also the biggest of the 3 types of Psychophant small craft.

Psychophant Shuttle

Psychophant Shuttles were originally designed as troop transports, but have since been modified to carry mindless human psychics to the mother ship and minerals, technology, and weapons back to Earth. When transporting psychics, both the Snowbird Generator and one of the Flaming Fences are kept on at all times. The Flaming Fence is shaped to form individual cells inside the shuttle, separating the prisoners. Note that while the Snowbird Generator dampens mental powers, the Mental Defense generated by it will also provide some small defense against some of the Flaming Fence's effects. The shuttle is armed with a single small disrupter cannon that can fire only in a 60° arc directly in front of the ship. The shuttle comes with the standard jammers that make it invisible to Radar and Sonar, and is the fastest of the 3 types of Psychophant small craft when traveling in the vacuum of space.



RUGGELS 94



120

SCENARIO THREE

Psychophant Eliminator

Val	CHA	Cost	Roll	Notes
70	STR	0	23-	400 tons
22	BODY	0	13-	
20	DEF	54		
21	DEX	33	13-	OCV: 7/DCV: 7
7	SPD	39		PHA 2, 4, 6, 7, 9, 11, 12

Total Characteristics Cost: 88

Movement: Flight: 70"/1120" FTL: 1 LY/Year

Powers & Skills

Disrupter Cannon: (OIF)

Two RKA 4½d6, Penetrating, AE 1 Hex, ½ END
Cost, Bulky, Only fires in frontal 60° Arc (68) [8]

Psi-Seeker Missiles: (OAF)

5 Racks of 8 Psi-Seeker Missiles: RKA 4d6,
Explosion, Penetrating, AF 5, No Range Penalty,
Extra Time: +1 Phase, Additional Phase between
each Autofire shot (-½ on autofire), Autofire can
only hit once (-1 ¼ on autofire), May only be
fired at detected psychics (-1), 8 Racks of 5
Missiles, Bulky, Act 14- (36) [8x5c]

Flaming Fences: x2, AE 35", any shape, see Equipment
Description (69)

Large Snowbird Generator with Anti- Photograph, see
Equipment Description, 120"r (105)

Vehicular Psidar, see Equipment Description (31)

No Ground Movement (-12)

Size Increase 16"x8", DCV -8, -12" KB, Mass 400 tons
(60)

Flight 70", x16 NonCbt Multiple; 3000 MPH (155)

FTL Travel 1 LY/Year (10)

Invisibility to Radar & Sonar, IIF, Bulky, Extra Time: +1
Phase to Activate (11)

Radar Sense, OIF, Bulky (7)

High Range Radio & TV Hearing and Transmission
OIF, Bulky (5)

IR Vision, OIF, Bulky (2)

UV Vision, OIF, Bulky (2)

+26 Telescopic Sense for Sight & Radio Sense Group
OIF, Bulky, Counters Range Mods to 32,000" or 37
Miles (38)

Life Support: Sealed Systems, Immune to Radiation,
Heat, Cold, Vacuum (19)

Batteries:

Two 140 END Batteries with 20 REC, OIF, Bulky,
REC is only 10 when Flaming Fence is on (19)

Computer System:

Val	CHA	Cost
25	INT	15
21	DEX	33
7	SPD	39

Powers & Skills;

Combat Pilot 13- (3)

Computer Programming 14- (3)

Cryptography 14- (3)

Electronics 12- (5)

KS: (All on 12-), Galaxy, Solar System, Psychophant
Ships, Beduuns, Earth (15)

Mechanics 12- (5)

Navigation 14- (9)

Paramedic 14- (3)

Security Systems 14- (3)

Sensors Operation 14- (3)

SS: (All on 12-), Math, Physics, Nuclear Physics (9)

Trans FAM w/Starships (1)

Universal Translator 14- (20)

Programs

Pilot Ship From A to B (Navigation) (1)

Diagnose Malfunction (Sciences, Electronics,
Mechanics) (1)

Translate Language (Universal Translator) (1)

Monitor Systems (Security Systems) (1)

Diagnose Injury (Paramedic) (1)

Decode/Encode Message (Cryptography) (1)

Search Reference Material (KS & SC) (1)

Hunt Target (Tracking & Sensors Operation) (1)

Seek & Destroy Target (Combat Pilot, Ships
Weapons) (1)

Disadvantages: 150+

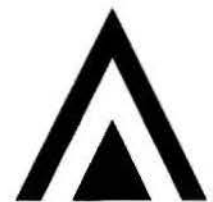
Watched by:

Mother Ship, 8- (10)

Hunted by

U.S. Government Scientists, 11- (15)

Bonus: 820



U.S.S. Prometheus

Val	CHA	Cost	Roll	Notes
55	STR	0	20-	50 tons
19	BODY	0	13-	
10	DEF	24		
13	DEX	9	12-	OCV: 4/DCV: 4
4	SPD	12		Phases 3, 6, 9, 12

Total Characteristics Cost: 45

Movement: Flight: 25"/200" Ground: 6"/12"
FTL: 1 LY/Year

Powers & Skills

Size Increase 8"x4", DCV -6, -9" KB, Mass 50 tons (45)

Flight 25", x8 NonCbt Multiple; 300 MPH (60)

Flight: +20", x16 NonCbt Multiple (+475 MPH), 2 Continuing Charges, each last for 5 minutes, OAF (External Fuel Tanks), Bulky (22)

FTL Travel 1 LY/Year, Jam 15>; Must Reactivate every hour, +1 Phase to Activate (3)

Radar Sense, OIF, Bulky (7)

High Range Radio & TV Hearing and Transmission OIF, Bulky (5)

+24 Telescopic Sense for Sight & Radio Sense Group OIF, Bulky, Counters Range Mods to 16,000" or 18.5 Miles (38)

Life Support: Sealed Systems, Immune to Radiation, Heat, Cold, Vacuum (19)

Flash Defense: 5 (5)

Rail Gun: (OAF)

RKA 5d6, AP, Jam 15>, Fires on same horizontal level only, 30 Charges, Bulky (35) [30c]

Computer System:

Val	CHA	Cost
18	INT	8
13	DEX	9
4	SPD	17

Powers & Skills;

KS: Solar System 12- (3)

KS: Music 11- (2)

KS: Movies 8- (1)

KS: Video Games 8- (1)

SS: Math 11- (2)

Navigation 11- (3)

Electronics 11- (3)

Mechanics 11- (3)

Sensors Operation 13- (3)

Trans FAM w/ Starships (1)

Programs

Pilot Ship From A to B in Normal Space (Navigation) (1)

Activate FTL Drive (Math, Solar System, Navigation) (1)

Diagnose Malfunction (Electronics, Mechanics) (1)

Search Reference Material (KS & SC) (1)

Show Entertainment (KS) (1)

Disadvantages: 150+

Distinctive Features:

One of a kind (15)

Public ID (10)

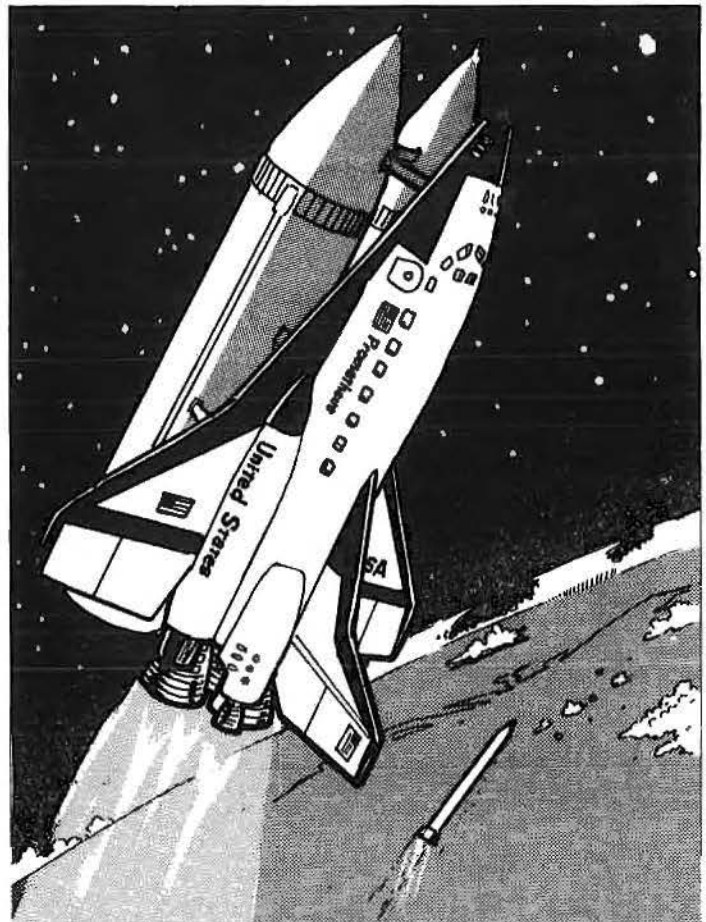
Watched by:

U.S. Government, 14- (15)

Bonus: 146

U.S.S. Prometheus

The U.S.S. Prometheus is an experimental shuttle rapidly altered to fit the new technology found in the crashed Psychophant Shuttle. It uses the 2 external fuel tanks for the extra thrust needed to escape the Earth's gravity, and then drops them off above the atmosphere. The FTL travel is not installed perfectly, and the computer software that accompanies it is questionable. After every hour the FTL travel is active, the ship must stop and recalculate its course. The 14-Activation roll must be made every hour, and a failure indicates 1d10 wasted minutes to recalculate data and correct course errors. This time can be halved if heroes wish to override the computer and (successfully) use their own Math, Navigation, and Solar



System knowledge. Failing to make the skill rolls necessary to override the computer will double these times. The ship is armed with a large Rail Gun for defense, and has back-up life support system in case the first is damaged. For the comfort of the passengers, an entertainment center is also provided, as well as tinted windows for comfortably observing the cosmos.

Equipment Description

There are several pieces of special equipment associated with the Psychophants. They are covered in this section.

Snowbird Generator (Mother Ship)

Suppress 20d6, Affects all Mental Powers (+2), Area Effect 120" (+1 ½), 0 END, OAF, Bulky, 5 Minutes to activate (111)

Snowbird Generator (Standard/Large)

Suppress 20d6 Suppress, Affects all Mental Powers (+2), Area Effect 120" (+1 ½), OAF, Bulky, 1 Continuous Charge lasts for 5 hours, 5 Minutes to activate, Act 14- (90)

Mental Defense: 20, Area Effect 64" (+2), OAF, Bulky, 1 Continuous Charges lasts for 5 hours, 5 Minutes to activate, Linked (12)

Invisibility (Normal Sight), OAF, Bulky, 1 Continuous Charge lasts for 5 hours, five minutes to activate, Linked, Only works vs. cameras (3)

Snowbird Generator (Small)

Suppress 20d6, Affects all Mental Powers (+2), Area Effect 30", OAF, Bulky, 1 Continuous Charge lasts for 1 day, 5 Minutes to activate, Act 14- (84)

Mental Defense (10), Area Effect 16" (+2), OAF, Bulky, 1 Continuous Charge lasts for 1 day, 5 Minutes to activate, Linked (6)

Invisibility (Normal Sight), OAF, Bulky, 1 Continuous Charge lasts for 1 day, five minutes to activate, Linked, Only works vs. cameras (-2) (3)

Snowbird Generators are designed to reduce the psychic powers of the Psychophants' enemies. They are called Snowbirds because they almost always cancel Mind Links and Telepathy, and the Beduuns literally receive images of pure white when these powers are canceled. The generators also produce a smaller field of mental protection that help shield against mental attacks. This field is smaller because the Psychophants don't want it protecting the Beduuns as well. The mother ship does not utilize the mental protective field at all for this very reason.

The EW/X-Ray Emitter has been recently added as part of the Anti-Photograph package to Psychophant Hunters and Eliminators. It successfully interferes with film and video cameras, causing Psychophant

ships to appear as dark splotches or static interference. While humans can still see the ships normally, the ships cannot be captured on regular film or video while this jammer is operating. Note that video and film cameras will still pick up sound regularly, and any camera loaded with IR or UV sensitive film or sensors will work regularly as well.

Flaming Fence (Mother Ship)

Mental Illusions 20d6, AE either 2,240" Line or 560" Any Shape (+2), Continuous, 0 END, OIF, Bulky, No Range, 5 Minutes to warm up, Always the same (Invisible Radiation/Fusion Wall)(-1), Max Damage before defenses = INT+EGO+PRE of target (-1) (75)

Flaming Fence (Standard Vehicular)

Mental Illusions 20d6, AE either 140" Line or 35" Any Shape (+1), Continuous, 0 END, OIF, Bulky, No Range, 5 Minutes to warm up, Always the same (Invisible Radiation/Fusion Wall)(-1), Max Damage before defenses = INT+EGO+PRE of target (-1) (64)

Flaming Fences are fields of energy set up between two generators that are on the same frequency as most intelligent species' brainwaves. In effect, it creates an imaginary pain and fear in the minds of those who try to pass through it. Because it was designed for intelligent brain patterns, the more developed the mind of the victim, the more damage they take.

As someone reaches the very edge of the area effect, the mental illusion will place the sensation of heat and noise coming from the invisible 'wall'. If they fully enter one of the hexes of the area effect, they will feel the extreme heat/radiation/sonic blast of a wall of enormous energy. The average amount of effect of this Mental Illusion will be about 14d6N Damage and excruciating pain. This is usually enough to Stun or Incapacitate most who would try to pass through the fence. The maximum amount of damage a victim can take, however, is equal to the sum of its INT, PRE, and EGO for STUN damage, and 1/3 of that for BODY damage. For the average Beduun this is 48 STUN and 16 BODY. This means that no matter what damage is rolled, the most damage an average Beduun could take would be 48 STUN and 16 BODY on a single attack. Heroes who tend more towards the "dumb brick" stereotype might be able to easily pass through one of these fences, as could a pet or animal follower perhaps. The generators are heavily armored for obvious reasons, and are DEF 25.

Note that these fences were originally designed to keep Beduuns out. The mindless psychics Ra keeps sending up, however, take virtually no damage wandering aimlessly through them. While the Illusion of heat, radiation, or sonic blast is usually enough to deter a mindless psychic without the damage or actual pain, the Psychophants are having to reevaluate their techniques of imprisonment for their new human captives.



Fence Key

Mental Defense: 70, OAF (Computer board), Only works vs. the Mental Illusions of a Flaming Fence (-2), 1 hour to warm up, Fragile, Ablative, will not work in water or magnetic fields (generators, engines) (8)

Fence Keys are carried by virtually every Psychophant in order to be able to travel through Flaming Fences. They look like clear plastic boards covered with electronic circuitry. They are usually worn on the belt or around the wrist by some simple tie. They have a built in activation time delay to prevent Beduuns from stealing them and using them immediately. They are regularly inventoried every eight hours, and they are considered one of the highest security items on the mother ship. When one comes up missing, Beduun food rations stop until it is found (unless, of course, Groghas some other sick punishment in mind)

Fence Keys work by setting up a field of constantly changing frequencies to keep out the transmissions from the Flaming Fences. Unfortunately, the power differences are such that a Fence Key will burn itself out in a hurry with extended contact with a Flaming Fence (ergo the Ablative). Fence Keys also tend to short out in water and around generators, engines, and other sources of strong magnetic fields. Psychophants are well aware of the limitations of the Fence Keys, and generally just try to avoid Flaming Fences wherever possible. They also will always check to see if the power source for the Key is reaching the danger level after each use (i.e., they will check the activation roll that accompanies Ablative defenses) before trusting it again, and have been known to call for assistance rather than risk the Key shorting out when the activation rolls reach 12- or lower.

Psidar (Hand-Held)

Detect Psychics, Discriminatory, 360°, Range, Sense, +4 to Perception Rolls, Telescopic (+6 vs. Range Penalties, 32"), OAF (Scanner) (21)

Psidar (Vehicular)

Detect Psychics, Discriminatory, 360°, Range, Sense +5 to Perception Rolls, Telescopic (+28 vs. Range Penalties, 65,500", 74.5 miles), Act 14-, OIF, Bulky (31)

Psidar (Mother Ship)

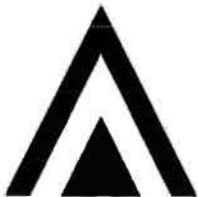
Detect Psychics, Discriminatory, 360°, Range, Sense +10 to Perception Rolls, Telescopic (+116 vs. Range Penalties, 1.1 million trillion", 1300 Light Years), OIF, Bulky (109)

Within the first three generations of conflict between the Beduuns and Psychophants, the Beduuns had figured out how to mask their mental powers from the Psychophants natural ability to see them (Invisibility to Mental Sense). After years of research, Psidar was developed as a way to detect psychic potential, rather than the actual power use.

There are three different sizes of Psidar shown above: the hand-held variety weighs just around 3 kg, the vehicular variety being the same on all Psychophant small craft and being about 1" long and weighing about 800 kg, and the mother ship Psidar being enormous. All three sizes have their own self-contained power source good for about 50 years before needing replacement. Hand-held Psidars are DEF 8, vehicular Psidars are DEF 15, and the mother ship Psidar is DEF 30.

Psidars are programmed with the readings to discriminate between all of the basic types of Beduuns (Stick, Tel, Ladder Walker, etc.), and can be tuned to detect only those, or on a wider frequency to detect all creatures with any type of psychic potential. More often than not the Psidars are kept on the wider band, because each Ops appears differently on it.

As of yet the Beduuns have discovered no way to hide themselves from this scanning, nor have they learned how to detect when they are being scanned. Note that even when the Beduun Doormen teleport entire colonies 1100 Light Years away, that is still within range of the mother ship Psidar.



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