

DIGITAL HERO

#32

AUG 2005

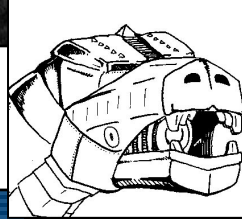


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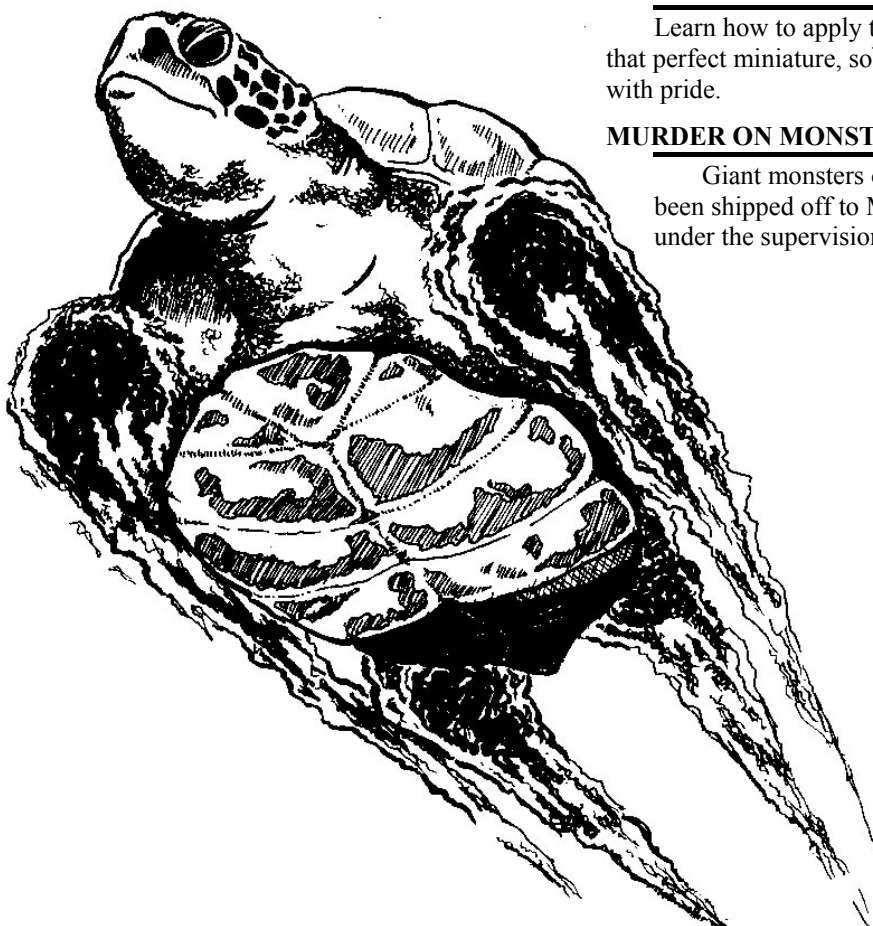
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Issue #32 (August 2005)



When Last We Left Our Heroes...

by Steven S. Long

August is looking like an excellent time for *HERO System* gamers! By month's end we should have a whole slew of books on the stands – assuming, of course, that printer problems, shipping problems, acts of God, or other events beyond our control don't conspire against us. ;)

USPD REVISED

First, there's the revised version of *The UNTIL Superpowers Database*. What's so revised about it? Glad you asked. We corrected the typos and errata, and then updated the powers for the 5th Edition, Revised rulebook – changing the page references to fit the new rulebook, altering powers which needed altering based on the revised rules, and so forth. Any power we changed, even if it was just to correct a typo, will also appear in the Appendix to *The UNTIL Superpowers Database II* (see below). Thus, if you want the “updated” powers but don't want to buy an all-new USPD, just pick up the USPD2.

PREDATORS

Next up on the Hero Hit Parade is *Predators*, our enemies book for the Dark Champions line. It contains nearly a hundred criminals, spies, killers, thieves, and other assorted scum for the GM to use, thus saving him hours of time he'd otherwise have to devote to concocting villains of his own. They range from powerful and influential captains of industry who seem like ordinary, upstanding citizens to most of the world, to drug lords, assassins, cat burglars, conspirators, and beyond. There are even a few “weird” criminals, with strange powers or abilities your PCs may never be able to understand or explain fully.

Chapter One of *Predators* focuses on master criminals: fiends like El Azteca, Michelangelo Strake, Caligula, Speargun, Charlemagne, and Rasputin who are behind the schemes and crimes the characters fight. The PCs may never see some of these people, but they'll definitely hear about them on the streets.

Chapter Two covers organizations: the Arsenal, a powerful team of well-armed mercenaries; the Consortium, a conspiracy that seeks to exploit human contact with aliens for its own benefit; UMBRA, a group of business and military leaders determined to take over the world; the Victory Party, an insidious far right-wing political organization with a dark secret at its heart; and While Earth Burns, an eco-terrorist group. Sometimes even a powerful crimelord isn't enough to oppose the PCs for long, and these organizations give the GM an opponent to set against the PCs that can't be destroyed with a few gunshots.

Chapter Three, *Solo Criminals*, features enemies who aren't affiliated with a particular group or who work for themselves as part of the underworld. It includes a wide assortment of twisted, evil, vicious, greedy people like the Black Tarantula, Cerberus, Dr. Grimm, Jackknife, the Kissing Bandit, Andres Panthanatos, Saltpeter Mary, Temptation, and the Varangian – any one of whom could give your PCs fits in the right situation.

Predators concludes with two appendices. The first contains over a dozen generic character sheets for routine adversaries your heroes might encounter: cops, gangstas, thugs, soldiers, terrorists, and more. The second is a master list of the villains appearing in this book and *Hudson City* for quick-reference purposes.

THE HERO SYSTEM COMBAT HANDBOOK

Hot on the heels of the success of *The HERO System Equipment Guide*, we've got another “compilation” volume, the *Combat Handbook*. It collects all the rules about personal combat from existing 5th Edition books so that you can quickly and easily reference them. It starts with Chapter Two of the 5th Edition, Revised core rulebook, then adds in all the additional information from books like *The Ultimate Martial Artist*, *Star Hero*, *Fantasy Hero*, *The Ultimate Brick*, and *Dark Champions*, and from other sources such as the online Rules FAQ file and *Hidden Lands*. In other words, most of the text of the *Combat Handbook* has been reprinted from other books, though some of the rules appear in it in print for the first time. Where appropriate, page references have been changed to refer to the 5ER rulebook. The chapters – *Entering Combat*, *Fighting*, *Combat And Martial Maneuvers*, *Damage And Its Effects*, *Other Combat Effects*, and *Environment And Genre* – present the material in the order it appears in Chapter Two of the core rulebook.

In short, it's a book of rules for personal/character combat, not a universal book of all ways to fight – but we're sure you'll enjoy it anyway. ;)

PULP HERO

And those books lead us up to our big summer release: *Pulp Hero*, due to debut at GenCon. The Pulp genre has been a particular favorite of gamers for decades, and it's great to be getting back into it – the *HERO System's* emphasis on dramatic action, and its ability to simulate any of the situations, settings, or foes encountered make it ideal for pulp gaming.

Chapter One, *The Pulp Genre*, reviews the Pulp genre as a whole. After providing a brief history of the pulps themselves, it discusses the essence of the Pulp genre and some of the elements, themes, and “bits” that permeate pulp writing as a whole. It then goes on to review the various “subgenres” of Pulp (such as Detective, Globetrotting Adventure, or Weird Menace) and how Pulp interacts with other genres and meta-genres such as Fantasy, Horror, and Sci-Fi.

Chapter Two, *Twenty Years Of Adventure*, reviews the history of the Pulp era, primarily in the form of a lengthy timeline divided into five categories: War and Politics; Science and Technology; Crime and Punishment; Arts and Entertainment; and Life and Times. Organized by year and month, the timeline tells you exactly which day various important events, discoveries, and premieres occurred.

Chapter Three, *Around The Globe*, describes the world of the Pulp era. Things back then were often very different than they are today; for example, many countries existed in the '30s that don't now. This chapter is your guide to what your characters will find when they travel the world, and what daily life was like back then.

Chapter Four, *Guys And Dolls: Pulp Character Creation*, provides the information, advice, and additional rules you need to create the perfect Pulp character or NPC. It opens with a lengthy list of Package Deals appropriate to *Pulp Hero* adventures. From Athlete to Wild Man, whatever type of Pulp character you want to play you can find a Package Deal with which to get started here. The next section of the chapter reviews the elements of the *HERO System* – Skills, Talents, Powers, Disadvantages, and so on – with suggestions how they should function in a Pulp Hero campaign and work in the Pulp era. Last but not least, Chapter Four provides a lengthy list of Heroic Talents – special abilities, skills, and “trick powers” Pulp characters often possess, such as Nerve Touch, Pearldiver's Lungs, or Can Take A Punch.

Chapter Five, *Gats, Duesies, And Autogyros: Pulp Equipment*, describes all the gear characters love to carry and use. It opens with a general discussion of the technological standards of the time, then segues into lists of weapons, vehicles, and other equipment characters may need. Then the chapter covers “Weird Science” – the death-rays, flying cars, and other strange and wondrous technologies used by so many Pulp characters. Last but not least, the chapter concludes with a lengthy price list for *Pulp Hero* campaigns.

Chapter Six, *A World Of Adventure*, is for the GM. It discusses how to run *Pulp Hero* games – things the GM needs to know about, plan for, and can use to best effect to create the Pulp “feel” in his campaigns. It covers how to

create and structure Pulp stories, villain and NPC archetypes, environmental threats and features common to Pulp adventures, and much more.

Chapter Seven provides some sample PCs and NPCs you can use, including a few generic NPC write-ups to save the GM time when needs stock characters like gangsters, cops, and cultists. The book concludes with an extensive bibliography and filmography for readers who want to learn more about the Pulp genre and era.

TEEN CHAMPIONS

If everything goes well, we may also have another big release at GenCon: *Teen Champions*, the long-awaited Champions sub-genre book about playing teenaged superheroes like the New Mutants, Teen Titans, New Warriors, early Spider-Man, and so on. While few gamers would like to go back and relive their teen years, it's a lot of fun to roleplay through that sort of experience again... with superpowers! It's also a great opportunity to laugh at, or triumph over, things that once caused frustration, dismay, or angst.

Teen Champions is about just that sort of adventuring. It focuses on teen heroes – characters who often fully haven't come into their powers, and may have difficulty using the powers they do possess – fighting their crosstown rivals, teen villains, and the occasional adult supervillain to boot. *Teen Champions* PCs may not be as powerful as regular *Champions* characters, but they're just as fun to roleplay, despite the extra burdens and restrictions they sometimes have to put up with.

Chapter One, *Young Heroes: Teen Champions Games*, describes the subgenre. It explains its elements, discusses how those elements work in game play, and provides guidelines for character creation.

The remainder of the book provides *Champions Universe* setting material and villains for *Teen Champions* games. Chapter Two describes *Ravenswood Academy*, a school specially designed to teach young superhumans how to use their powers and become superheroes. Run by a former superheroine, it's the perfect setting for your *Teen Champions* games. Chapter Three, *Gamemastering Teen Champions*, not only has plenty of GMing advice, it's got nearly two dozen villains and NPC heroes for use in your games.

So get ready for adventure: late summer and early fall are going to see a whole pile of Hero fun heading your way!

— Steven S. Long
HERO System Line Developer





HEROglyphs by Steven S. Long

Keeping Score

USING THE SCORECARD TO TRACK THE EFFECT OF CHARACTERS' ACTIONS

Back when I was running my *Hudson City: The Urban Abyss* Dark Champions campaign (many of the tidbits from which you can now read about in the book of the same name), I used a mechanism called *the Scorecard* to keep track of public attitudes towards vigilantes in general, and the PCs in particular. Later on I added a second tracker, *the Racial Scorecard*, to gauge the state of race relations in Hudson City.

In both cases, what the Scorecards were really measuring was *the impact of the media on public perception* – of vigilante activities or race-related incidents, as the case may be. In modern America, the media is a pervasive and powerful influence: it can make or break presidencies (or elections); influence the declaration or course of war; make people think the economy is good (or bad); and so forth. It doesn't matter whether what the media reports is true or false, biased or unbiased – the fact remains that the media can really sway public opinion and actions. Therefore it only seems reasonable that in the more "realistic" world of *Dark Champions* that there should be some way to measure those effects in game terms.

But first, we need to pay a visit to the Credit Where Credit Is Due Department. The Scorecard idea was originally conceived of and written about by Ed Carmien in his Dark Champions adventure, *Hudson City Clues* (pub. 1994). My Scorecard differs from Ed's in many ways, primarily in that it tracks *all* activity within the campaign setting (not just acts involving, or attributed to, the PCs), but by any measure it owes a lot to Ed's efforts. Thanks, Ed!

The Scorecard

Here's how the Scorecard works.

SCORECARD BASICS

Put simply, the Scorecard measures the impact of events reported in the media on the public's perceptions of vigilantes (in other words, the PCs – feel free to substitute "cops," "mercenaries," "superheroes," or the like as appropriate for your campaign). The higher the Scorecard goes, the worse the public feels about vigilantism, and the more it calls for the police and other authorities to "take back the streets." As the Scorecard rises, the PCs are much less likely to receive assistance from bystanders, to have sympathetic cops "ignore" their activities, and so forth.

When using the Scorecard, it's easiest on the GM to just track the overall perception of, and attitude toward, vigilantes. However, GMs who are willing to do more work might want to keep a separate Scorecard for each PC. That way a character who goes out of his way to keep his score low benefits directly from his actions, while one who's unnecessarily violent or open about his activities suffers correspondingly.

Similarly, the GM could, if he wished, keep a separate Scorecard for each major neighborhood, ethnic group, or the like in the campaign. That way characters tend to get different reactions from people in, say, Irishtown, Guilford, or Highlands as opposed to North Elmview, Freetown, or Forsyth.

Reported Events

Generally, the Scorecard *only takes into account reported events*. Dirty deeds done dirt cheap in seamy back alleys that never make the evening news usually don't count – if an event doesn't appear in the media in some meaningful way, it doesn't affect the Scorecard. However, a few factors, such as public perception of the crime rate, do add in regardless of what the media does (or doesn't) say about them.

At the GM's option, an event that becomes particularly notorious may add more to the Scorecard, while one that barely makes the news has a less than normal effect. Similarly, the GM may choose to add to the Scorecard, but at a lesser rate, when the PCs' conduct doesn't make the news, but does become informal "public knowledge" on the street.

The Starting Scorecard

The GM decides where the Scorecard stands at the start of the campaign. Typically it would start at 0, but it might be lower (for particularly crime-plagued settings) or higher (for settings where law and order is held in high regard). If you're using Hudson City, as depicted in the book of the same name, a good starting score is probably -2 to -5, to reflect the high rate of crime and the leeway that PC vigilantes can expect – at least at first – while fighting it.

Scorecard Timing

The GM determines how often he wants to recalculate/update the Scorecard. Once per week of game time is usually appropriate, but many GMs may find it easier to update the Scorecard once per game session. In other words, when preparing the scenario for a game session, the GM updates the Scorecard, then announces the latest figure to the players at the start of the game session.

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In crucial situations, the GM may want to stop in mid-game and update the Scorecard; it generally doesn't take that long. This is particularly appropriate for game sessions in which long periods of time pass, and/or when the PCs' actions early in the scenario may affect public opinion by the end of the game session.

EVENTS THAT INCREASE THE SCORECARD

When determining the Scorecard score, start by calculating up all the positive points that *increase* the Scorecard. The most important acts that figure into the Scorecard calculation are those of the PCs and other vigilantes. Things you should look at include: what the vigilante actually did (arrest someone, hurt someone, kill someone); and who he did it to (an innocent bystander, a criminal, a cop, a child). The accompanying table provides some guidelines for scoring.

It's up to the GM to determine how to evaluate the concept of "vigilante act." In some situations, the GM may want to track every single incidence of violence that a vigilante uses, every body he leaves behind. In other cases, it's easier to roll a whole series of actions, or the results of one big firefight, into one "action" and assign it a score accordingly (the "number of victims" modifier helps here).

INCREASING THE SCORECARD SCORE

<u>Vigilante Action</u>	<u>Scorecard Increase</u>
Arrests someone	+0 to +1
Hurt or injure someone	+1 to +4
Kill someone	+2 to +6
<u>Victim Type Modifiers</u>	
<u>Authority figure</u>	<u>Scorecard Increase</u>
Firefighter	+2 to +4
Law enforcement officer	+3 to +7
Politician	+0 to +6
Child	+2 to +10
Criminal	
Seems (relatively) harmless	+0 to +3
Juvenile	+0 to +4
Seems dangerous	-2 to +2
Seems very dangerous	-10 to +1
<u>Public Figure (non-authority)</u>	
Beloved	+2 to +8
Despised	-2 to +2
<u>Other Modifiers</u>	
<u>Action seemed accidental</u>	
Genuine accident or mishap	-1 to +1
Resulted from negligence	+1 to +4
Resulted from gross negligence	+2 to +6
<u>Number of Victims</u>	
1	+0
2-4	+1 to +2
5-8	+2 to +4
9-16	+3 to +8
...and so on	

All modifiers are cumulative.

EVENTS THAT DECREASE THE SCORECARD

Once the GM tallies all the factors from the Increasing The Scorecard Table, he should then calculate the effect of other factors that tend to *decrease* the Scorecard, as described in the accompanying table.

DECREASING THE SCORECARD SCORE

<u>Factor</u>	<u>Scorecard Decrease</u>
Public perception of crime rate	
Shockingly High	-9 or more
Very High	-4 to -8
High	-1 to -3
Average	-0
Low	+0 to +2
Very Low	+3 to +5
Remarkably Low	+6 or more
Criminal acts fought were...	
Especially heinous, atrocious, or cruel	-7 or more
Heinous, atrocious, or cruel	-2 to -6
“Victimless”/consensual	-0 to +2
Involved official corruption	-0 to -2
Involved organized crime	-0 to -4
Involved narcotics	-1 to -4
Exploited/affected children	-2 to -6
“Selfless” vigilante activities (e.g., rescuing cats stuck in trees, saving people trapped in a burning building, donating a vast sum of money to charity)	-0 to -8

All modifiers are cumulative.

IT’S NOT JUST THE PLAYER CHARACTERS

If you have NPC vigilantes in your campaign, be sure to take their actions into account when calculating the Scorecard. The PCs occupy center stage in the campaign, but if they’re not the only ones fighting crime, they may find themselves able to take advantage of the good conduct of their colleagues... or tarred with the same brush regardless of the quality of their own actions. The GM may also want to account for well-reported acts of police brutality and the like – conduct related to vigilantism, even if it’s not precisely what the characters do.

EFFECTS OF THE SCORECARD

Once the GM’s determined the possible increases and decreases to the Scorecard, he adds all the numbers together. The end result is a single number – positive, 0, or negative – that changes the current Scorecard.

The accompanying table describes the effects of the Scorecard. Once the Scorecard reaches a particular level, the GM should adjust the campaign to suit and inform the PCs of what’s happening.

THE SCORECARD: EFFECTS

<u>Score</u>	<u>Meaning</u>
0-25	A quiet week; praise for efficient police force. Vigilantes receive +1 on Interaction Skill Rolls to get help from civilians, if appropriate.
26-35	Normal week; crime “still a problem.”
36-45	“The vigilante problem” receives media coverage. Vigilantes may suffer a -1 on Interaction Skill Rolls to get help from civilians, if appropriate.
46-55	Public outcry against vigilantes mounts. The city forms a special anti-vigilante task force (or, if it has one already, gives it more funding and support). Vigilantes suffer at least a -1 (if not more) penalty on Interaction Skill Rolls to get help from civilians, if appropriate.
56-65	State officials become concerned about the problem. Vigilantes suffer at least a -2 (if not more) penalty on Interaction Skill Rolls to get help from civilians, if appropriate.
66-75	Special anti-vigilante task forces formed at the state and/or national level; the situation becomes national news. Vigilantes suffer at least a -3 (if not more) penalty on Interaction Skill Rolls to get help from civilians, if appropriate.
76+	National Guard called out; utmost efforts are taken to curb vigilante activity. Vigilantes suffer at least a -4 (if not more) penalty on Interaction Skill Rolls to get help from civilians, if appropriate.

The Racial Scorecard

The Racial Scorecard tracks the city's race relations. It uses the same basic structure and rules, except that the incidents and activities it tracks involve race. For example, an incident in which the police allegedly brutally beat a black suspect would affect the Racial Scorecard; so would things like Supreme Court decisions that "negatively" affect affirmative action, reports of people of one race going out of the way to help people of another, and so on.

Since the issue of race wasn't as important in my campaign as that of vigilante perception, I never developed the same advanced rules for it – I just sort of "winged it." I figured if the Racial Scorecard ever hit 56, there'd be a race riot. If you want race relations to play an important part in your game, you could easily use the Scorecard tables above to derive similar ones for monitoring the situation.

The Scorecard in Use

During my time running games in Hudson City, I found the Scorecard to be perhaps the single most effective tool I'd ever used to influence and affect PC actions. Every game session I handed out a "Hudson City Times" one-page newspaper that summarized news of interest (some of it plot seeds, some just for flavor or as red herrings). Included on the page was a box showing the Scorecard and Racial Scorecard. The players worried about the Scorecard *constantly*; more than once I heard one of them say during a game, "No, wait, don't do so-and-so – it'll make the Scorecard go up." They were particularly eager to keep it from going above 35.

The Scorecard actually motivated one of the best game sessions in the entire campaign. The players were frequently frustrated by the fact that even if they did their best to keep the Scorecard low, the actions of other vigilantes – primarily Siddhartha – would push it up into the danger zone. They finally decided that Siddhartha had to go: not only was a vicious, mis-motivated murderer, he was making their efforts to fight actual crime much harder. With one of them spearheading the effort, they called three other vigilantes (DarkAngel, Renegade, and Scarecrow – they couldn't get in touch with the Harbinger of Justice) to a meeting to discuss how they could find and deal with Siddhartha. Three or four solid hours of roleplaying followed, with me frantically switching hats as I took the part of the three NPC crimefighters. After they worked out a plan, they put it into action with an investigation. Since they'd made some very sound assumptions thanks to the intensive roleplaying and discussion, their investigation got on the right track almost immediately. They started accumulating clues and data... analyzed

the information I gave them... and by the end of the game session, Siddhartha lay dead on a Guilford street with enough lead in his body to build an entire army of miniatures. It was an absolutely amazing game session that was one of the highlights of the game, and it all came about because of the Scorecard. I hope it works as well for you!



AUTHOR'S NOTE

Project MKUltra is an integral part of the semi-factual folklore that comprises modern American conspiracy theory and, if that body of myth could be said to be a play, Sidney Gottlieb was one of its most important actors. We will never *really* know what he did during his twenty or so years working for the CIA; but the clues that remain are enough to curl your toes. One should not get too carried away, however. It is by no means certain that Sidney had anything to do with Project Phoenix; indeed, the whole tale of his involvement with that long running operation smacks of science fiction. Also, very little of the information we have about his life comes from sources that could be considered reputable. Conspiracy nuts both left and right have gone out of their way to vilify this man, and the CIA likes to leak disinformation about its more controversial activities. It should be noted for the sake of History's verdict, a judgment that we shall all one day be subjected to, that no matter what he did during his time working for The Agency, Dr. Gottlieb lived the life of a gentle, selfless, and very genuine



You Gotta Have Character

 by Jason Walters

"To know the truth of history is to realize its ultimate myth and its inevitable ambiguity." — Roy P. Basler

The young man stared up at the ceiling, mouthing soundless words from his confused lips. His eyes were open and incredibly wide, like those of a trapped and desperate animal. He was half dressed; his jacket, tie, and shirt discarded carelessly about the small hotel room. He still wore his pants, shoes, and undershirt. Its white cotton surface was stained with increasingly larger and larger rings of sweat as his panic visibly increased, and its breast was as wet as a buffalo's, yet pinned down by invisible bonds seemingly as real as those pressed through a butterfly's wings.

An attractive young woman sat beside him on the mattress, uttering the sort of soothing non-words one might use with a small child or a frightened dog. She was entirely naked. Presumably it was the damp coolness of the room that had caused her full nipples to rise. More likely it was some sort of perverse excitement, the kind that a black widow must feel right before she drives her poisonous fangs into the head of her lover and eats him. It was always hard to tell with CIA prostitutes.

From the safety of his observation booth behind the hotel room's mirror, The Agency's psychology expert John Gittinger chewed on the end of his pencil for a few moments before jotting down some quick notes on a large, brown clipboard. An expert on the human personality and one of the guiding minds behind the top secret MKUltra branch of the CIA, Gittinger had been a US Navy Lieutenant Commander during World War II. Now he was one his nation's leading authorities on the human personality: how it worked, how it was shaped, and perhaps most importantly how to control it.

"This one's had an unusual reaction," he commented to an unseen figure behind him, "I'm not certain that I have seen anything like it before."

"Why do you say that John?" inquired the figure.

"Well, from his initial behavior with Jolene I had him pegged as a classic Externalizer: he was nervous, distracted, and seemed to need her attention. Now he has made a psychological U-turn and become an Internalizer. He's totally caught up in his own world."

"Fascinating. Simply fascinating, John."

The figure stepped into view from the shadows of the booth. He was dressed in a fashionably cut pinstriped suit offset with a bizarre green silk ascot. His curly hair had been sort of piled up on one side of his head with Royal Crown gel like a follicular wave preparing to crash across the beach of his forehead. His long, slender hands clenched and unclenched beneath black leather gloves in a disturbing, involuntary manner. His wide grin was physically remarkable, like that of a newly released madman who had been medicated to the gills with soothing drugs.

"Maybe it wasn't a good idea to put six times the normal dosage of Lysergic Acid Diethylamide in his martini. What do you think, John?"

The gloved man spaced his words out slowly, taking great care with them as if they were each individual tiny pebbles tossed into a pool of still water. He almost seemed to be listening to his words after he said them, as if some echo only he could perceive was wandering about their soundproof lair.

"I don't think so, Dr. Gottlieb. He seems to have suffered some sort of sudden psychotic break. Normally the stuff acts as a kind of aphrodisiac, but I don't think that poor kid is going to be needing Jolene's services after all."

Dr. Gottlieb leaned over a small console and pushed a button.

"Jolene, dear, you can go now." He spoke into a small microphone. "I think we can let this poor fellow recover on his own for a while."

"No problem, Sidney." Jolene quickly slipped on a white cotton bathrobe, gave the two-way mirror a small mock salute, and departed. The scientists both chuckled and shook their heads."

“Naughty girl – I’ll have to spank her later. Now, John, what do you think we should do with him? Is he going to be alright?”

The psychologist shrugged his shoulders.

“Oh, I doubt the drug will cause any long lasting harm. In twenty-four hours or so he should be back to normal.”

“Right. Well, when he snaps out of it, feed him, interview him, pay him, and remind him that we will drag him off screaming into the night if he ever tells anybody about it. Ha ha! So, what’s the young fellow’s name?”

Gittinger flipped through a few pieces of paper on his clipboard.

“It’s something Polish... oh, here it is: Kaczynski. Theodore Kaczynski.”

From behind gold-rimmed spectacles Sidney Gottlieb, the CIA’s master of medicines, grinned madly at the thrashing, sweating man on the other side of the mirror.

“Well, he seems like a promising young fellow. Maybe we should run (giggle) just a few more tests....”

Sidney Gottlieb was the Bronx-born scientist that oversaw the CIA’s “black-ops” chemistry experiments during the Cold War, most notoriously those that involved administering large doses of LSD to unwitting subjects. The head of the Technical Services Staff (or TSS), he was also a founding member of the now notorious super-secret MKUltra organization within the American intelligence community as well as the inspiration for the character of “Dr. Strangelove” in the satirical Stanley Kubrick film with the same name. An inventive gadgeteer he developed a lethal handkerchief with which to kill an Iraqi Colonel, a poison cigar as a gift for Fidel Castro, and a dart filled with deadly bacteria with which to kill a leftist leader in the Congo. He also designed invisible inks, truth serums, and tiny bombs that could be hidden inside fountain pens.

Gottlieb oversaw a wide variety of experiments involving electroshock therapy, brainwashing, and psychological torture. He notoriously administered dozens of different experimental psychedelics to drug addicts, prostitutes, prisoners, and mental patients until his retirement in 1972. After destroying the vast majority of his research notes, he moved to India, where he ran a leper colony for several years. He later returned to his native Virginia where he ran a goat farm, practiced folk dancing, and received a Master’s degree in speech therapy. He died of undisclosed causes in 1999 several days before he was scheduled to testify about his former activities before a grand jury.

humanitarian for the rest of his existence. Is that indeed any less important than his more infamous misdeeds when weighed upon the scales of History?

OTHER MKULTRA MEMBERS

John Gittinger: A portly, goateed Oklahoman with the mannerisms of a kindly grandfather, Gittinger in no way resembled the calculating, cold-blooded theoretician he actually was. MKUltra's resident genius level psychologist, he created a unique system for assessing personality and predicting future behavior known as the Personality Assessment System, or PAS. Possessing an insatiable curiosity about human individuality, he spent most of his waking hours attempting to perfect his system.

Director William Colby: A mild mannered lawyer turned secret agent, Colby was known for his physical bravery while serving as an OSS operative behind enemy lines during WWII. He became head of the CIA's Far East Division where he masterminded Operation Phoenix, a controversial assassination project that ultimately killed 21,000 to 60,000 suspected communist agents in South Vietnam. He also oversaw the surrender of some 17,000 guerilla defectors, securing all but 3% of South Vietnam's

Sidney Gottlieb



DIGITAL HERO #32

Sidney Gottlieb

Val	Char	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2½d6 HTH [1]
15	DEX	15	14-	OCV: 5(8)/DCV: 5(8)
13	CON	6	12-	
13	BODY	6	12-	
21	INT	11	13-	PER Roll: 13-
17	EGO	14	12-	ECV: 6
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
				Total: 7 PD (0 rPD)
				Total: 6 ED (0 rED)
				Phases: 3, 6, 9, 12
				(2, 4, 6, 8, 10, 12)
7	PD	4		
6	ED	3		
4	SPD	15		
6	REC	0		
30	END	2		
42	STUN	15		

Total Characteristic Cost: 97

Movement: Running: 6"/12"
Leaping: 2½"/5"
Swimming: 2"/4"

Cost	Powers	END
16	<i>MKUltra Dart Gun:</i> Multipower, 40-point Reserve; OAF (-1), 8 Charges (-½)[8]	
2u	1) <i>Poison Dart:</i> RKA 2½d6; OAF (-1)	
2u	2) <i>Sodium Pentothal Dart:</i> Mind Control 8d6; OAF (-1)	
2u	3) <i>Sleeping Dart:</i> Energy Blast 4d6, No Normal Defense (+1); OAF (-1)	
2u	4) <i>Heroin Dart:</i> Drain END 4d6; OAF (-1)	
18	<i>MKUltra LSD-25 Spray:</i> Mental Illusions 15d6, Area Of Effect (One Hex, +½); No Conscious Control (-2), OAF (-1), Based on CON (-1), 4 Charges (-1), Limited Range (-¼) [4]	
18	<i>MKUltra Portable Electroshock Rod:</i> EB 5d6, No Normal Defense (+1); OAF (-1), No Range (-½), 12 Charges (-¼) [12]	
18	<i>MKUltra PCP Pills:</i> Physical Damage Reduction, 75%, Can Only Use One Charge at a Time (+0); Pill (-1¼) [4cc]	
4	<i>MKUltra PCP Pills:</i> +20 END; OIF (-½), Can Only Use One Charge at a Time (-¼), Pill (-1¼) [4cc]	
10	<i>MKUltra Amphetamine Pills:</i> +10 DEX; No Figured Characteristics (-½), Only One Can Be Taken at a Time (-¼), Pill (-1¼) [4cc]	
8	<i>MKUltra Amphetamine Pills:</i> +2 SPD; Can Only Use One Charge at a Time (-¼), Pill (-1¼) [4cc]	

- 5 *MKUltra Amphetamine Pills:* Running +6" (12" Total), Can Only Use One Charge at a Time (+0); Pill (-1¼) [4cc]
- 20 *Experienced Hallucinatory Experimenter:* Mental Defense (23 points Total) 0
- 23 *Chemical Gadget Pool:* Variable Power Pool, 20-point Reserve; All Slots Independent (-2), IAF (-½) 0

Perks

- 30 Contact: The Agency 13- (Institutions, Contacts, Extremely Useful, Good Relationship, Organization)

Skills

- 9 +3 with MKUltra Gadgets
- 3 Bureaucratics 12-
- 5 Cramming
- 5 Forensic Medicine 14-
- 5 Interrogation 13-
- 3 Inventor 13-
- 3 KS: The CIA 13-
- 3 KS: Drugs and Hallucinogens 13-
- 3 KS: Poisons 13-
- 3 KS: The World of Spies 13-
- 3 Paramedics 13-
- 3 Persuasion 12-
- 3 PS: Farming 13-
- 3 Scientist
- 2 1) SS: Chemistry 13-
- 2 2) SS: Biology 13-
- 2 3) SS: Neuroscience 13-
- 2 4) SS: Mechanical Engineering 13-
- 3 Shadowing 13-
- 3 Stealth 14-
- 3 Streetwise 12-
- 4 Weaponsmith (Biological, Chemical, Incendiary) 13-

Total Powers & Skills Cost: 253

Total Cost: 350

villages by 1971. Returning to the United States, he was made agency chief by President Nixon just in time for the CIA to come under attack from congress. Much like his friend Sidney, he died under mysterious circumstances in 1996 before he could testify before a grand jury.

Dr Ewen

Cameron: An arguably mad Scotsman whose burning desire was to become a scientific legend, this native of Glasgow briefly became one of the most renowned psychiatrists in the world. From his isolated hospital in Canada he conducted numerous MKUltra funded experiments centering around his theories surrounding "psychic driving." These included dosing patients with LSD before giving them electroshock treatments, then sequestering them in sensory deprivation tanks. He would also keep patients unconscious for up to two months at a time while broadcasting taped deceptions of their own worst nightmares. He died during a 1967 climbing expedition, leaving many hundreds of his human "guinea pigs" with their memories almost completely wiped clean.

Pill: OIF (-½), Extra Time (Delayed Phase/Must Use ½ Action to Take Pill, -¼), Gestures (Must Take Pill, -¼), 4 Continuing Charges Lasting 1 Minute (-¼)

SIDNEY GOTTLEIB PLOT SEEDS

Assassinations!:

Across America popular politicians are being killed by numerous bizarre devices like exploding cigarettes, poisonous campaign pins, and donuts infected with biotoxins. Several have been driven mad after consuming gin-and-tonics spiked with mysterious hallucinogenic drugs. There are few clues and no leads. Out of desperation, a renegade CIA agent contacts the PCs to ask their help investigating his own theory: namely, that someone with an agenda has restarted a mutated version of Sidney Gottlieb's MKUltra for their own purposes. Can they unravel the mysteries of a conspiracy stretching back over 50 years of our nation's history?

It's a Strange Kind of Love,

Doctor: Several of the PCs' loved ones have been infected by a bizarre, biologically engineered virus that has not only given them super abilities but also driven them completely insane. Their own scientific inquiries have led them to a chilling discovery: the virus was created by MKUltra some forty years ago! Unfortunately, the

200+ Disadvantages

- 15 Dependence: LSD-25 (-20 Active Points from INT, Uncommon, 6 Hours)
- 15 Distinctive Features: Completely Mad Scientist (Not Concealable)
- 20 DNPC: Wife and Family 8- (Incompetent; Group DNPC)
- 20 Enraged: When Methods are Questioned (Go 11-, Recover 8-, Uncommon)
- 10 Hunted: Chinese Intelligence 8- (Mo Pow, NCI, Watching)
- 20 Hunted: The KGB 8- (Mo Pow, NCI)
- 10 Physical Limitation: Club Foot (Frequently, Slightly Impairing)
- 10 Physical Limitation: Stutters (Frequently, Slightly Impairing)
- 20 Psychological Limitation: Patriotic (Common, Total)
- 10 Psychological Limitation: Unbalanced (Common, Moderate)

Total Disadvantage Points: 350

CHEMICAL GADGET POOL EXAMPLES

- 4 *Exploding Cigar*: HKA 1d6+1 (1½d6 with STR), Explosion (+½); Independent (-2), 1 Charge (-2), Cigar Must Be Placed in Victim's Mouth and Lit, -1½), IAF (-½)
- 5 *Hair Tonic Pepper Spray*: Sight Group Flash 6d6; Independent (-2), 1 Charge (-2), IAF (-½), Limited Range (-¼)
- 5 *Pick-Me-Up Pill*: Aid STUN 3d6; Independent (-2), 1 Charge (-2), IAF (-½)
- 5 *Cyanide Tipped Pen*: HKA 1d6, No Normal Defense (+1), Does BODY (+1); Independent (-2), 1 Charge (-2), No STR Bonus (-½), IAF (-½)
- 5 *Fountain Pen Gun*: RKA 2d6; Independent (-2), 1 Charge (-2), IAF (-½), Inaccurate ½ OCV (-¼)

Sidney Gottlieb

Background/History: Sidney Gottlieb was born in the Bronx on August 3rd, 1918. The son of Orthodox Jewish immigrants from Hungary, he graduated *magna cum laude* with a degree in chemistry from the University of Wisconsin in 1940. Afflicted from birth with a stutter and a clubfoot he was unable to serve in the army during the Second World War. Instead he attended the California Institute of Technology where he received a PhD in biochemistry in 1943. He also met and married his wife Margaret Moore while studying there. She would go on to bear him four children.

Although very little is known for certain about Sidney's life between his graduation in 1943 and his joining the newly formed CIA in 1951, a great deal of speculation abounds. The most likely explanation is that The Agency's precursor, the OSS (Office of Strategic Services), recruited him straight out of college, as was often their custom, and sequestered him away in a laboratory somewhere. However, the OSS was a colorful, secretive agency with a "cowboy" reputation that caused considerable friction with other branches of the government. Led by William "Wild Bill" Donovan, its ranks included such celebrities as Chef Julia Child (a chemist by training), patriotic Actor Sterling Hayden (who was actually in the film *Dr. Strangelove*), multilingual baseball player Moe Berg, and entertainer Marlene Dietrich. It has been suggested that Sidney had role in handpicking the Nazi scientists who were smuggled into America during Project Paperclip. It has also been hinted that he was dispatched to Europe immediately after the war to gather information on secret Nazi mind control experiments conducted in Heidelberg and Berlin toward the close of the conflict.

Whatever the case, he was appointed head of the Chemical Division of the CIA's Technical Support Staff (or TSS) by Richard Helms in 1953. When Allen Dulles became director shortly thereafter he quickly ordered the creation of MKUltra, a top-secret program designed to duplicate mind control techniques that had reputedly been developed by Soviet, Chinese, and North Korean intelligence agencies for use against prisoners of war. The CIA was interested in being able to manipulate or control foreign leaders with such techniques, going so far as to invent several schemes to drug Cuban dictator Fidel Castro. Although MKUltra at first explored the use of radiation for mind control purposes, Sidney quickly turned research toward the use of Lysergic Acid Diethylamide (or LSD-25) as the best possible agent for mind control. Discovered by Swiss chemist Albert Hofmann in 1943, the drug could produce overwhelming sensations

ranging from kaleidoscopic acuity to temporary insanity and was considered by many at the time to be a "truth serum."

Some of the research conducted by Sidney was perfectly legitimate. He funneled hundreds of thousands of dollars to academics at prestigious institutions around the country, enabling professors to experiment upon themselves and their students so that they could document the effects and send their findings back to him. Known participants include the famed Dr. Timothy Leary, author Ken Kesey, poet Allen Ginsberg, spiritual leader Baba Ram Dass (formerly known as Richard Alpert), and the infamous Unabomber Theodore Kaczynski. While the results of these experiments are certainly questionable – Teddy K. began mailing bombs to scientists, Ginsberg joined NAMBLA – they were at least voluntary. Other experiments took a decisively sadistic turn. Gottlieb was known to lock unwilling victims into sensory deprivation chambers while dosed on LSD. He would also make recordings of psychiatric patients' therapy sessions, then play a tape loop of the patient's most self-degrading statement over and over through headphones after the patient had been restrained in a straitjacket and dosed with LSD. Gottlieb himself took the drug quite frequently, locking himself in his office and taking copious notes for days at a time. Or simply slowly going mad; nobody is quite sure.

To this day no one is certain of the scope of MKUltra's operations, although they may have been widespread enough to account for the inexplicable behaviour and beliefs of much of the Baby Boomer generation to the present time. Its known experiments included dosing CIA employees, military personnel, other government agents, prostitutes, mental patients, and members of the general public with LSD to study their reactions, usually without the subject's knowledge. MKUltra members often laced one another's others morning coffee or lunch martinis with LSD without warning so that they could observe the drug's effects upon one another. It was kind of like a Grateful Dead concert, except that there wasn't any music or sex and everyone had a crewcut. The effects of the drug on some MKUltra members, such as Dr. Frank Olson, were so debilitating that the later committed suicide after sinking into depression and paranoia.

Still Sidney pushed forward with his experiments. In Operation Midnight Climax, the CIA set up several brothels in San Francisco to obtain a selection of men who would be too embarrassed to talk about their drug experiences. The brothels were equipped with two-way mirrors and the "sessions" were taped, filmed, and photographed for later interpretation by special agents. In a considerably more scientific

only man who knows the secrets that might cure them has been dead for six year now... or has he?

By Their Fruits You Shall Know

Them: After discovering a cache of secrets notes, drugs, and weaponry hidden away by his father, Dr. Gottlieb's son has assembled a team comprised of the children of former MKUltra members. Their name: MKUltraPlus. Their members: Black Sorcerer, The Spook, the Externalizer, and Emphysuit. Their methods: drugs, retroviruses, and nanotechnology. Their goal: Total World Domination.

1954 experiment codenamed MKPILOT, Gottlieb worked with the National Institute of Health to conduct a wide ranging series of studies on black, heroin-addicted prisoners being held at the Addiction Research Centre of the Lexington Narcotics Hospital in Kentucky. Some 800 different drugs including heroin, LSD, MDMA, EA-1475 (better known as Ecstasy), mescaline, psilocybin, scopolamine, marijuana, alcohol, and sodium pentothal were tried out upon the subjects, who were rewarded with an unlimited supply of the drug of their choice for participating. One of the most noteworthy experiments included dosing a prisoner with LSD for 77 straight days (the report said that it had “little deleterious effect”). Another technique involved connecting a barbiturate intravenously to one arm and an amphetamine to the other. The barbiturates were released into the subject first and, as soon as the subject began to fall asleep, the amphetamines were released. Predictably enough the subject would begin babbling incoherently at this point and it was sometimes possible to ask questions and get useful answers. In the end this treatment was discarded, however, as it often resulted in the death of the patient from physical side effects of the drug combination, making further interrogation impossible.

Of course drugs weren’t the only avenue of mind control that Sidney explored. With the help of Dr. Ewen Cameron, MKUltra conducted a variety of Rockefeller Foundation funded experiments upon the inhabitants of a psychiatric facility in Montreal, Canada. Using drugs, electroshock therapy, hypnosis, and selective lobotomy they devised a crude but functional form of “psychic driving” or “depatterning” in which a man’s entire personality could be “wiped clean” and replaced with a new one. Subjects were bombarded day and night by tapes that told them, over and over, what their “new” personalities were supposed to be. Cameron referred to his process in his notes as “breaking down of ongoing patterns of the patient’s behaviour by means of particularly intensive electroshocks (depatterning).” While many of the detailed notes of these experiments have been destroyed or hidden, it has been suggested that both Bobby Kennedy’s assassin Sirhan B. Sirhan and would-be Regan assassin John Hinckley Jr. have shown signs of having been subjected to “psychic driving” treatments.

Another interesting MKUltra experiment was conducted by Gottlieb under the auspices of the CIA’s Operation Phoenix, a massive “hit” operation conducted against Viet Cong leaders in a joint exercise between US Military intelligence and the South Vietnamese government. Sidney flew to South Vietnam where he experimented on captured Viet Cong prisoners by attaching

electrodes directly to certain sections their brains. By using selective electroshock he found that he could make these “meat marionettes” fight one another to the death in specially constructed pits. Ultimately, however, these experiments were judged to be failures; its subjects were executed and their remains burned to avoid suspicion.

Yet dosing unsuspecting johns with top notch LSD-25, giving 1950s junkies giant doses of E, and torturing Canadian mental patients and Asian communist wasn’t all that Sidney did for the CIA. He also did pioneering work in the fields of chemical, biological, and radiological warfare. He invented a variety of fiendishly creative poison delivery systems for use in the field. Most famously these included concocting literally dozens of ways to kill Cuban dictator Fidel Castro. Some examples included a poison cigar, a poisoned wetsuit, an exploding conch shell, and a poisonous fountain pen. Gottlieb also concocted some less-than-lethal schemes such as spraying Fidel Castro’s television studio with LSD and dousing his shoes with thallium so that his beard would fall out (a lot of Sidney’s ideas came back around to LSD).

In 1961 he personally travelled to the former Belgian Congo to assassinate the African Nationalist Prince Lumumba using a poison dart; but the Marxist leader was arrested and executed by rival leader Joseph Mobutu before Sidney could get to him. He also sent a poisoned monogrammed handkerchief to Iraqi General Abd al-Karim Qasim, who had restored friendly relations with the Soviet Union after seizing power in that country. Unfortunately for perhaps all concerned, up-and-coming Baath freedom fighter Saddam Hussein shoved General Qasim in front of a firing squad before his poisoned present could reach him.

After what can only be considered a long, strange trip, Sidney dismissed LSD as too unpredictable and counterproductive in its effects. Although he sometimes obtained useful information through questioning subjects on LSD, not uncommonly the most marked effect would be the subject’s absolute and utter certainty that they were able to withstand any form of interrogation attempt, even physical torture. In 1972 Gottlieb called a halt to his psychedelic experiments, concluding in a memo that LSD and its close cousins were “too unpredictable in their effects on individual human beings.... to be operationally useful.” He then destroyed the vast majority of his documentation and retired.

Sidney and Margaret moved to India where the spent several years running a leper colony. Returning to his native Virginia, he purchased a goat farm that he was to run for the rest of his long life. He also commercially raised Christmas

trees. Although born with a clubfoot, he became more actively involved in his lifelong passion of folk dancing. He also received a Master's degree in speech therapy in spite of his permanent problem with stuttering.

In his final years Sidney tended to terminally ill patients at a hospice in the Blue Ridge Mountains. He died of undisclosed causes on March 7th, 1999 at the age of 80. Yet his story doesn't completely end there. Gottlieb's passing came at a convenient time for the CIA, just as several new trials involving victims of its experiments were being brought to court. Those who had spoken to Sidney in his final years say that the infamous biochemist believed that The Agency was trying to make him the fall guy for the entire MKUltra program. Some speculate that the obviously repentant man may have been ready to spill the goods on a wide range of CIA programs.

Now he never will.

Personality/Motivation: Ian Fleming's fictional character James Bond had "Q," a scientific wizard who supplied the secret agent with a variety of disguised gadgets for use against enemies in the field. One way of looking at things is that the CIA has Sidney Gottlieb, an espionage biochemist capable of concocting disappearing inks, poison darts, and toxic handkerchiefs. The other way of looking at him is that the Nazis had Dr. Joseph Mengele, and we have Sidney.

Is the real life Dr. Strangelove a malevolent, real-life Q or an oddball whiz kid whose intentions were honorable even if his methods were not? Sidney has led the Agency in 149 separate mind control experiments, of which about 25 involved unwitting subjects. Many believe that way these experiments were conducted is nothing short of despicable. Yet less black and white in his assessment of Sidney's character is John Marks, author of the authoritative book *The Search for the Manchurian Candidate*. "Gottlieb is an unabashed patriot," he remarked, "who nonetheless crossed the same ethical lines we hanged German doctors in WWII for." Former CIA psychologist John Gittinger has stated that his friend is a gentle man whose actions have been widely misunderstood. "During the time of the Cold War," he recently commented, "the attitude we had and The Agency had was we were still fighting a war. And when you are fighting a war, you do things you might not ordinarily do."

One thing is for certain: Sidney Gottlieb is not entirely sane. A genuine scientific prodigy whose personality has been warped by years of recreational drug use combined with a heavy dose of Cold War paranoia and lightly sprinkled

with actual patriotism, Sidney probably *means* well even as he launches experiments that violate every conceivable rule of human decency or works at assassinating disagreeable foreign leaders. He honestly thinks that he is doing what he has to do for the good of America, even if others fail to agree with him. Nevertheless the harm he has done others, the reputation of the CIA at home, and the reputation of the United States abroad is very real.

Still, Sidney isn't a villain in any normal sense of the word. He is faithful to his wife (his home life is oddly very normal), very loyal to his friends (when he isn't dosing them with LSD), and will seek to assist those whom he perceives as heroic under most circumstances. He is never intentionally cruel outside of his government-sponsored experiments. Sidney doesn't even use profanity.

Quote: "Our goal gentlemen (ahem, tehehehe) is really very simple: for the good of the nation we must develop techniques that will crush the human psyche to the point that it would admit anything (ahem, tehehehe)."

Powers/Tactics: Sidney Gottlieb is first and foremost a genius-level scientist with a knack for espionage work. A majority of his time is spent creating, conducting, and observing experiments both inside and outside of the laboratory. He has little desire to enter into a combat situation with anyone. Indeed, his *Chemical Gadget Pool* is specifically designed to help him create unique, single charge items that the PCs can take with them during an adventure (the limitation *Independent* represents not only the ability of anyone to use the gadgets, but also Sidney's psychological inability to create more until he finds out how well the existing ones have worked).

As has been noted above Sidney has a, shall we say, *more than healthy* preoccupation with drugs, explosives, poisons, and mind control techniques. Correspondingly, he carries a variety of specialized, MKUltra-manufactured weapons and drugs to assist him in any combat situations he might find himself in. If he finds himself in danger, Sidney will pop a double dose of *MKUltra PCP* and *MKUltra Amphetamine* on Phase 12, increasing his SPD, END, movement, and giving him the ability to withstand enormous amounts of physical damage. On Phases 2 and 4, he will Half Move 6" and use his *MKUltra LSD-25 Spray* on two separate opponents to disable them. Then he will Full Move away from them on Phase 6 before attacking them from a safe distance with his *MKUltra Dart Gun* on Phases 6 and 10. On Phase 12 he will repeat the process.

Campaign Use: Sidney Gottlieb is a true old-school CIA/NSA spook, the sort of guy who shows up at the end of a story with ten “men in black” to have the crashed alien saucer taken to Area 51 or to take custody of the ancient evil Aztec crystal skull of power. He’s just a bit more... unhinged than, say, The Smoking Man character from the *X-Files*, with a wild look in his eye and a disturbing manner to his gestures. He could be used to inject a bit of menace into government “assistance,” especially when it is not wanted. In a *Dark Champions* game in which the PCs are government or quasi-government operatives Sidney could help to provide specialized, chemical-based equipment for use on secret missions abroad. With his black bag of goodies and his secret stashes of MKUltra equipment, he’s also powerful enough to stand toe-to-toe with most standard superheroic characters in a *Champions* campaign.

Another interesting twist would be to create a silver age, 1960s *Champions* campaign in which Sidney could be one of the many manifestations of The Man; scheming, twisted, and predatory. Period heroes like Millennium City’s Scarlet Shield would have absolutely *loathed* Sidney, regardless of what his intentions might be, and would undoubtedly have attempted to expose the nature of his activities to the public. The campaign could revolve around an ever-increasing cycle of unnerving revelations and discoveries about what Gottlieb and his ilk are *really* up to, culminating in a showdown between patriotic, pro-government heroes and urban, counterculture heroes. A dash of MKUltra created druggie superhumans as detailed in chapter three of Scott Bennie’s *Villainy Amok* would probably work nicely with this scenario as well.

Appearance: Sidney Gottlieb is a slim, tall man with intense blue eyes that radiate a certain indefinable kind of madness from behind gold-rimmed spectacles. He has a wavy pompadour of hair that seems to pile up into a psychedelic wave atop his brow. His favorite items of clothing are those varieties of “old school” lab coats that button up the right side and have a high collar that covers the neck, white lab trousers, and wingtip shoes. When outside of his laboratory, he wears a dapper blue and white pinstripe suit with a cravat. He always wears black leather gloves and carries a black doctor’s bag filled with medications.

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Deathtraps

by Michael Wallwork

Building the Classic Deathtrap

One of the things that has disappeared from both comics and roleplaying games in recent years is the classic deathtrap. A staple in comic books, movies, and television series for years, it has become a casualty of the movement toward more “realistic” storytelling – as if there was anything realistic about mutants with powers to change the world, aliens who fly around with no apparent source of propulsion, or people gaining fantastic powers from lab accidents.

In roleplaying games, one of the biggest problems has been the large groups. Deathtraps are more commonly built for one or two heroes, and gaming groups are normally 4 to 6 players. However, a little ingenuity and expanding the size of the deathtrap can allow you to re-introduce this fun and classic bit into your Champions campaign. In building the deathtrap, we have to consider four aspects of the trap – the mechanism, the special effect (aka the signature), the damage, and the method of escape.

The Mechanism

The classic deathtrap can employ almost any mechanism. Indeed, one of the things that made the deathtrap such an attraction was the bizarre nature of the devices employed by the villain. Often (but not always) involving a super scientific gizmo, most deathtraps still fit into one of a handful of archetype categories.

First up is “the conveyor.” In this deathtrap, the hero is secured to a conveyor belt or some other moving apparatus which slowly moves the character towards a looming instrument of death which could be a buzz saw, a furnace, or even a printing press. Anything capable of causing a quick and messy death will work.

The opposite of the conveyor is “the chains.” In this case, the hero is chained to a wall, floor, or some other solid and stationary object and the instrument of death slowly moves closer, often one “notch” at a time. In this case, a saw may slowly lower down toward a character strapped to a table or a laser may slowly move toward the character. This also works for more dramatic deathtraps. For example, the character might be chained up underneath a rocket that is counting down to blast off.

Next up is “the box” which is occasionally combined with the chains. In this situation, the character is imprisoned – possibly in a room but any sort of impenetrable container works well. Some slow working mechanism is then triggered which is designed to kill the character such as poisoned gas, a drastic temperature increase or decrease, or a drowning agent.

The fourth and fifth forms are very much related. They are “the pit” and “the vat.” In each case, the hero is normally suspended over something destined to cause certain death – be it a vat of boiling oil or acid, or a bit with a laser grid guaranteed to cut the character to ribbons. Live animals, such as a tank full of sharks or a pit filled with lions or tiger are also quite popular in street level Champions or heroic level games.

The final mechanism is the puzzle. Mazes laden with deadly devices or occupied by monstrous creatures fit into this category. But the puzzle often borrows other mechanisms as well, especially the box. Trapping the characters in a room or a part of a room where the release button for the trap is inaccessible is a staple form of the puzzle. For instance, the release button might be located on the opposite end of the room, protected by a laser grid, a nightingale floor, or even simply bulletproof glass. Power levels will dictate the exact defenses.

Special Effect

Just as essential as the deathtrap’s basic mechanism is the special effect that is applied to it. The special effect comes from the villain’s motif and is what makes the trap unique. So the Master of Time might imprison our heroes in the bottom of an hourglass then drop sand from the top to suffocate our heroes. On the other hand, Dr. Ice might trap the heroes in a giant freezer. You have to put some thought into the special effect because this, more than anything else, is what will make the trap seem unique. Remember, there are only a handful of mechanisms; it is the special effect which differentiates one villain’s “chains” trap from another’s.

Determining Damage

The deathtrap is usually meant to be lethal, so the damage should generally be enough to kill the character quickly (one or two damage rolls) if the heroes are unable to escape. Most often, this will take the form of large Killing Attacks and NNDs. Again, the special effect is key. Weapons, be they saws, giant lasers, or printing presses are normally built as killing attacks. Environmental effects such as excessive temperatures, drowning, or suffocation should be built with NNDs. If the trap is not meant to be lethal, it still needs to be able to accomplish its purpose in only a few rolls. Gradual effects (built with the Continuous Advantage) which take one turn or so to accomplish are good for this. You may also need to use Trigger or Extra Time (or both) to determine when the trap activates and the damage is applied.

Escaping the Deathtrap

Once the trap has been built, there must be a way to escape. According to the genre, this usually was not very hard (or at least did not seem particularly hard). After all, despite all of the deathtrap situations heroes were placed in over the years, it is hard to think of many such traps that succeeded. If you want to make it easy to escape, simply have the player explain their plan and, if it sounds plausible, have them succeed at a straightforward Skill or Characteristic Roll to escape. (This is a great place to make use of the *Power* Skill.) You can make it a bit more challenging by requiring the player to figure out which specific skill will defeat the trap. If the player attempts any other method of escape, simply tell them it won't work (unless you find it particularly creative and wish to make an exception). To make the trap particularly deadly, you can make it an opposed skill roll against the villain's ability to build the trap. Keep in mind that this will make the trap much more lethal (a -2 penalty will generally reduce the odds by 15% to 25%). So this option should only be employed in a particularly gritty campaign. Regardless of which degree of difficulty you use, the player should have at least two to three chances to escape, and there should be no penalty for failing a roll, even critically failing. After all, the deathtrap is supposed to add flavor to a campaign, not end it with one bad roll.

Putting It All Together

As an example of how the pieces fit together, let's put a deathtrap together for a gadgeteer street level villain, Gizmo. For the mechanism, we'll select "the chains." Our hero will be strapped to a steel bed that has about the same DEF and BODY as an I-beam (DEF 8 BODY 8), strong enough that it would require a superhuman to actually break the chains. For a weapon, an industrial laser will lower into position from the ceiling. If the laser successfully strikes the hero, it will do enough damage to kill a street level hero in about two hits. And the first hit will almost certainly render the hero unconscious. For an escape method, we'll allow two possibilities, both of which will require a successful unmodified roll. The first one will be Contortionist or PS: Escape Artist to simply twist out of the steel bands. The second roll would be specific to the trapped character. For instance, a "brick" type character might be allowed a strength roll to break the bonds. An energy projector could try to damage the laser by firing an energy blast from his palm and so on. The final mechanics of the trap would look something like this: *Giant Laser*: RKA 6d6, Reduced Endurance (0 END, +½), Continuous (+1); Extra Time (1 Turn, - 1¼). Total Cost: 100 points.

On the other hand, a "chains" type trap put together by The Human Magnet might look completely different. In this scenario, the victim wakes to find themselves encased in a light, metallic suit and "bound" to the metal walls of a room by a strong magnetic field (Telekinesis). Similarly bound to their chest is a metal-cased bomb. The bomb is on a timer (Extra Time) and will do enough damage when it goes off to kill the character outright (*Bomb*: RKA 8d6, No Range (-½)). The character has several possible methods of escape. The first is to overcome the magnetic field enough to try to defuse the bomb. Alternatively, they may succeed in a series of rolls to overcome the magnetic field and flee the room, thus leaving the field which causes the bomb to drop to the floor. Alternatively, if the character has an appropriate power, a successful *Power* skill roll could neutralize the field (or the bomb). The final mechanics for this trap are much different and require two powers:

Magnetic Field: Telekinesis (40 STR), Reduced Endurance (0 END, +½), Continuous (+1), Only versus Ferrous Metals (-½), Total Cost: 100 points.

Bomb: RKA 9d6, No Range (-½), Extra Time (1 Turn, -1¼), 1 Charge (-2), Total Cost: 28 points.

Adapting the Deathtrap to the Team Situation

The most difficult thing about using the deathtrap in many roleplaying games is the simple fact that the deathtrap normally is built for one or two characters, but roleplaying groups are normally two to three times this size. The easiest way to handle this is to simply expand the size of the trap. Make the room bigger or add extra "beds" to hold heroes as the giant weapons of doom begin to descend. Getting the entire team into such a situation might require you to exercise a little "GM's privilege" and deliberately set up the players for a fall. If your players are not likely to accept such a scenario, then you can substitute a different victim for the trap and leave the heroes to defuse it from the outside. DNPCs are good for this. The hero can try to capture the bad guy or save his girlfriend who is about to be dropped into a pool filled with the villain's pet sharks. As another alternative, important NPCs such as politicians, wealthy businessmen, or even the team's butler can be placed in the deathtrap. All in all, a little ingenuity and a step by step approach can be used bring this classic villain bit back into your game.



Mind Over Matter

by Charles Braden

Mentalists and Their Impact

An age ago, before the oceans drank Atlantis and the rise of the sons of Arius, there was an era of adventure. It was during this time that the great mystic T'Sarr was born. T'Sarr was born under the sign of the Great Eclipse, when the sun was dark for a day and the moon hidden for a night. Great signs and portents to herald the coming of the greatest oracle of the age.

Far away, in a galaxy spinward from our own, there dwelt a race of beings known as the Katarie. Although their planet was a cold, desolate place the Katarie grew and thrived by virtue of their powerful minds. The weakest of them could accelerate the growth of food in their underground farms while the strongest could melt stone with a thought.

In the news last night: Another missing child found alive thanks to the mentalist known as Fortune. Fortune, a relative newcomer to our city, has been aiding police in finding the children who are apparently being kidnapped and then released by person or persons unknown. Police have stated that they are closing in on the kidnapper and expect an arrest in a matter of days. When asked about his powers Fortune replied "I've been blessed with a few minimal mental abilities and a great desire to help others. I'm just glad that my ability to see the future, as meager as it may be, has enabled me to help the police find these poor children alive and unharmed."

How many times, as a player, have you heard the GM flatly state "No mentalists...they mess up my plots too easily."

How many times, as a GM, have you cringed as the group mentalist proclaims "Since we have a warrant to search his home, his property and his person I'm going to use Telepathy on him to discover where he hid the bomb."

Mentalists, characters who possess one or more Mental Powers, cause more extreme reactions than virtually any other character archetype. As enemies players normally fear them. As characters they are often loathed by the GM. There seems to be little in the way of middle ground. The following article hopes to find some of that elusive middle ground and give players and GMs alike a few ideas on how to make Mentalists fun and effective but not overpowering.

Ego Attack

Possibly the most common Mental Power there is, an Ego Attack is similar to an NND Energy Blast with a few important differences. First, Ego Attack can only be blocked by Mental Defense under normal circumstances. In addition, it is invisible to the unaided eye and uses ECV to hit. Also, like other Mental Powers, it has No Range Modifier.

Indeed, one might ask 'Why is Ego Attack so much cheaper than an NND Energy Blast to achieve the same effect?' There are several reasons. The main one is that, unlike NND Energy Blast where the user defines the defense, Ego Attack always uses Mental Defense. Ego Attacks also do not do Knockback.

Ego Attack is not often considered an abusive power and therefore most GMs have no problems with it. It does damage, plain and simple, and therefore its effects are predictable. Unusual Advantages may make an Ego Attack more effective (like Continuous) but they add proportionally to the cost and so balance out.

Mind Link

This is another Mental Power that is difficult to abuse and thus causes little concern. Mind Link enables the Mentalist to connect with one or more minds in a sort of mental party-line telephone call. The effect is similar to a shallow two-way Telepathic communication, just affecting more people at a time. Since the same thing can be accomplished with a good High Range Radio and a scrambler, Mind Link is not likely to be seen as abusive.

Telekinesis

While not technically a 'Mental Power' (it isn't based on ECV), Telekinesis is often seen as a power fitting into the Mentalist mold. However, like the powers discussed above Telekinesis is not often seen as an abusive power. Yes, it can easily be used to frustrate certain types of characters (Martial Artists really hate TK) but no more so than say an Entangle. It does less damage point for point than an Energy Blast (3 character points for 2 points of TK Strength) and its effects are both visible and suffer from range modifiers.

One of the advantages of TK is that it can affect targets indirectly. This means that the user can hold items behind a target to hide them or even tap someone on the shoulder to distract them. Both of these feats would require Invisible Power Effects but you get the idea. Again, all of these neat and nifty abilities cost points and thus balance out with the effectiveness of other powers of the same cost.

Mind Scan

As another staple Mental Power, Mind Scan is a favorite of players. However, the GM must be aware that the power can be built to be overly effective. This can be done easily (and cheaply) by simply buying an inordinate number of Skill Levels with Mind Scan. Such a character can easily upset a criminal investigation that the GM had hoped would last a session or two.

Example: Seeker buys Mind Scan: 8d6 for 40 points. He also buys an additional 10 Levels with the power (at 2 points each) for 20 points. The total Active Points in the power is 60, typical for many Superhero games. But with this power Seeker can scan 100,000 minds at a time with no ECV minus thanks to his extra Levels. In a city of a million people that means that Seeker can find the suspect in ten phases if he has the Endurance.

Pretty easy huh? Kind of makes the cops obsolete if you have enough Mentalists in the city. Just Scan for a minute or so, locate the suspect (who likely has an EGO of under 15), get 25 or more on the 8d6 (about average) and suddenly you have his direction and distance. The Mentalist then moves that way and narrows his scan until he has his quarry.

But not so fast. Minds that the character is not familiar with are at a -1 to -5 to Scan. According to the Mind Scan chart (Fifth Edition pg 134) the character can Scan 1,000 people at a -6. Assuming that the Mentalist has never met the suspect before and the GM assigns him a -4 to the Scan he can still look...but now he'll have to Scan the city 1,000 times to try and hit the target. He can try for more people...at a significant minus to his ECV roll to hit that is. This means that the GM still gets his investigation because the player will have to narrow his search area down to a reasonable number of people in order to have a chance. This represents the best of both worlds; The GM gets his plots more or less the way he planned them and at the same time the player gets to use the powers he spent all those points for.

The key is to limit the number of bonus Levels the character can have to the point where he can't just Scan the whole city at one time. The GM should also be aware of how many dice of Mind Scan the character has. Up to 5d6 can generally be considered a 'tracking level' since a typical roll will only enable the character to determine the direction to the target. At 6d6 an average roll against a normal target will not only determine direction and distance but also enable the Mentalist to use any other Mental Powers he has. This means that he might smite down the suspect with an Ego Attack, command him to freeze with Mind Control or even render him helpless with a Mental Illusion. This is one of the

great fears that many GMs face: A character that can reach out and strike down an enemy without regard to distance or line of sight. Pretty scary stuff...

One way around this is to limit the number of dice used through the Mind Scan based on the range to the target. A penalty of -1d6 per mile is not unreasonable and will result in the character being able to attack the target but not simply crush him. Another way to restrict the abuse of Mental powers used through a Mind Scan is to link the two together. The number rolled for the Mind Scan effect is the maximum that can be done with any other Mental Power.

Example: Seeker has managed to narrow his search for his quarry to a single neighborhood, about 1,000 people. He rolls to hit and succeeds. Next he rolls his 8d6 for effect and gets a total of 23. Since his other Mental Powers are limited to what he gets for Mind Scan effect, any powers he uses through the Scan are limited to 23 points. This means 23 Stun from his Ego Attack, 23 points from Mind Control and so on.

Mental Powers tied to Mind Scan in this way may take a -¼ Limitation: Effect limited to Mind Scan Effect.

Mental Illusions

Mental Illusion is one of the more troublesome Mental Powers for GM, the other one being Mind Control but we'll get to that later. One of the reasons that Mental Illusion is sometimes difficult to deal with is the fact that a clever player can use it in an almost endless number of different ways. Assuming that the target has an EGO of 15 and no Mental Defense, a Mentalist with 10d6 of Illusions can slow or stop an enemy by making the street seem like glue. He can also make a new enemy appear where one does not exist and strike the target or fire an Energy Blast at him. More subtle Illusions, like a closed door being open as the target attempts to rush through it, can be just as effective and even easier to create.

Even though the amount of actual damage that an Illusion can cause is limited by the amount rolled on the Illusion dice, the sheer flexibility of this power can cause headaches for the GM. Imagine the result on a Stunned foe if an Illusion is cast on him (while he flies) that up is down. Naturally, the target will try to level out or fly 'up' which might result in an extremely painful crash. This is just one of the ways that Mental Illusions can be made much more effective than the cost of the power might imply.

One way to limit the effectiveness of this power is by strictly adhering to the level of change desired by the character and making less likely events more difficult. This makes it less

likely that the character will be able to do complex Illusions without more than the average number of dice.

Example: Seeker, having finally cornered his foe Dr Menace, is locked in combat with the villain. Dr Menace is attempting to escape in his Menace Mobile down a crowded street. Seeker attempts to create an Illusion that the small car in front of Dr Menace is actually a large truck in the hope of slowing him down. The GM rules that this is a Major change so Seeker needs EGO +10 to get the desired effect. If Dr Menace collides with the 'truck' instead of swerving, he will take Stun damage equal to the Illusion roll if that roll is 20+ Menace's EGO (+10 for the Major Effect, +10 more for Stun damage). However, if Seeker wanted to hurt Menace directly and create an Illusion of a small plane crashing on him the GM might rule that such an unlikely event in the middle of the city requires EGO +20 to completely alter the setting. Thus Seeker would need EGO +30 in order to do Stun damage to Dr Menace.

This does not mean that characters can't cause damage with their Illusions, only that they have to try and work with their surroundings better to achieve the desired effect. Another possibility is to give the target a bonus on their roll to break out of the Illusion if they successfully make an Intelligence roll. This means that intelligent enemies are more likely to be able to disbelieve that the Illusion is real.

Example: Dr Menace, with his INT of 20 and his EGO of 15, has a chance to 'break out' of an Illusion that has been used on him. On the first phase after the Illusion is established Dr Menace attempts his breakout roll. He normally has $(9+EGO/5)$ or a 12 or less to start with. However, because Seeker rolled 15 points over what he needed to get his effect Dr Menace now needs $12 - 3 = 9$ or less to break out. Not good. But the GM, knowing how smart Dr Menace is, allows him to make a complimentary skill roll based on his Intelligence. He makes his INT roll by 2 giving him +1 on his breakout roll.

The GM should feel free to substitute an INT-based Skill roll for the INT roll if he feels it's appropriate. For instance, a pilot with KS: Piloting on 13 or less may use this skill roll instead of his normal INT roll if he's trying to break out of an Illusion based on piloting.

Mind Control

The ultimate headache power for most GMs and one of the main reasons that Mentalists are often barred from many games. A good Mind Control can make an opponent more likely to surrender, force him to give up a hostage or even something as simple as attacking a target he might otherwise avoid. As with Mental Illusions, a clever player can often get more bang for his

buck with this Power and seriously disrupt an otherwise well-devised plan of the GM.

One example of a good Mind Control trick is to get the enemy Martial Artist (whom the character knows has few defenses) to attack the group Brick who is just holding his Phase in preparation for the event. The enemy attacks, doing little damage, and then the Brick rips up a hunk of street covering roughly a hex and pastes said Martial Artist. The Mind Control chart (Fifth Edition Pg 131) shows that if the target's Ego+10 can be reached then he will "perform actions he normally wouldn't mind doing." The target will also "believe any statement which does not contradict reality under direct observation." Since holding an action is not normally a visible event the Martial Artist could not know he was being set up. If the character knows his foe has it in for the Brick then the command can be even easier.

Mind Control can, at the request of the GM, be limited in it's effect so that it cannot do Stun for instance. The GM should also remember to pay attention to the wording of the command. If it's at all vague or misunderstood then the target may behave in an unexpected manner or get a bonus to break the control. The Controller must also convey the command to the target somehow. If the power is not bought as Telepathic or carried along a Mind Scan then the command must be verbal. Shouts over a long distance on a battlefield can be misunderstood or not heard at all. A target affected by a Sound Flash will not be hearing anything for a while and may be immune. Remember also that if the target can hear a shouted command, then his friends may hear it as well and act accordingly.

Telepathy

Another Power guaranteed to make the GM shiver, Telepathy is probably the Mental Power that is most easily abused in game play. A brief peek with Telepathy will reveal the target's current thoughts...like 'Boy I hope they don't ask about that stolen weapon in my basement!' A moderately deep probe will reach into the target's memories and possibly implicate him or her in a crime committed in the past. A deep probe might reveal an otherwise calm person's homicidal tendencies.

One thing that often holds a Telepath in check is the law. In some game worlds Telepathy can be construed as an illegal search. As such, any information gained from such a search will be inadmissible in court. A Telepath that conducts such a search may be the victim of a lawsuit himself or worse, criminal charges.

Another thing that may make Telepathy a less than easy road is the nature of the information being sought. Complex information may require multiple phases to extract.

Information of a nature not familiar to the Telepath may be confusing or difficult to understand. If a Telepath wishes to switch from a surface scan to a deep scan then the target's Psych Limitations make into play and give him a bonus to break out.

One way to make the Telepath's job a little harder is to insist on a Concentration or Extra Time Limit on the power. This means that the Telepath can still use his power but it will require time and/or make him more vulnerable to attack. Another way is to state that the target must be unconscious or not resisting in order to get more than a surface scan. Such a Limitation would be worth $-\frac{1}{2}$ in most games.

In the instance of the Telepath that decides to disregard the law and read the suspect's mind anyway, grave repercussions should result in many cases. Even if the hostage is recovered, the bomb disarmed or the crime solved the perpetrators will likely go free. This will upset the local authorities no end as they now have to try and catch the criminal again in a different crime. Not an easy thing when the suspect is now aware that he's being observed. The restrictions on legal searches will mean that the Telepath will either need a law enforcement representative and a search warrant or very strong probable cause. Regardless, once the suspect calls for legal council any Telepathic scans will likely be delayed too long to be useful.

Mental Powers are often seen as being outside the normal power realm because they often interact with their target differently. You can't make someone see an illusion with an Energy Blast after all. However, Mental Powers have long been a staple of historical myth as well as comic book lore and cannot simply be ignored. Granted, the GM should give Mentalists a close scrutiny to make sure that their powers won't unduly disrupt his game, but they can be balanced if allowed with caution.



The Psychic Mosquito by W. Jason Allen

The Psychic Mosquito

Ecology: Psychic mosquitoes are termed such because they mirror the behavior of real mosquitoes. They feed on psychic energy, preferring targets with strong magical or psychic abilities, but will happily feed on anyone. Residing on the Astral plane, they spend their entire lives eating and breeding, much like real mosquitoes. Some sages believe they are the primary cause of migraine headaches.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Psychic mosquitoes have only one attack. They feed by draining psychic energy from their victims (INT & EGO). This has the side effect of causing pain (STUN). They prefer targets with magical or psychic abilities, but such targets can usually defend against their feeding ability. Their Detect Minds sense allows them to distinguish regular minds from minds that harbor such powers.

If a victim is aware of the existence of the psychic mosquito, then the victim can “swat” the psychic mosquito using EGO (and ECV) as if it were STR. If the victim has psychic or magical abilities, those can also be used, though the psychic mosquito is very difficult to perceive, much less target with anything but mental powers and area attacks.

Campaign Use: Aside from the occasional annoyance, psychic mosquitoes pose little actual threat. Of course, if a villain figures out how to make the heroes attract psychic mosquitoes like magnets, or otherwise gathers and controls a swarm of them, that could prove quite troublesome.

Appearance: Speculation says a psychic mosquito somewhat resembles an unusually large mosquito, but as they are not physical creatures and can only be perceived with unusual (often magical) senses, this is not known to be fact. To those who have the senses to perceive it, the psychic mosquito is apparently tiny, barely 3 cm long.

The Psychic Mosquito

Val	Char	Cost	Roll	Notes
-30	STR	-40	3-	Lift .4 kg; 0d6 [0]
20	DEX	30	13-	OCV: 7/DCV: 19
10	CON	0	11-	
5	BODY	-10	10-	
8	INT	-2	11-	PER Roll: 11-
20	EGO	20	13-	ECV: 7
5	PRE	-5	10-	PRE Attack: 1d6
6	COM	-2	10-	
1	PD	1		Total: 1 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
4	SPD	10		Phases: 3, 6, 9, 12
2	REC	0		
20	END	0		
10	STUN	0		

Total Characteristic Cost: 2

Movement:

Running:	1''/2''
Leaping:	0''/0''
Swimming:	0''/0''
Flight:	10''/20''

Cost Powers **END**

65	<i>Consume Psychic Energy:</i> Drain INT, EGO, STUN 1d6, Affects Physical World (+2), Affects All Powers (+2), BOECV (Mental Defense applies, +1), Reduced Endurance (0 END, +1/2)	0
60	<i>Astral Body:</i> Desolidification (Affected by Magic), Reduced Endurance (0 END, +1/2), Persistent (+1/2), Inherent (+1/4); Always On (-1/2)	0
67	<i>Astral Body:</i> Invisibility to Sight, Hearing, and Smell/Taste Groups and Spatial Awareness, No Fringe, Reduced Endurance (0 END, +1/2), Persistent (+1/2), Inherent (+1/4), Always On (-1/2)	0
17	<i>Astral Wings:</i> Flight 10'', Reduced Endurance (1/2 END, +1/4); Restrainable (-1/2)	1
-10	<i>Insect Legs:</i> Running -5'' (1'' Total)	1
-2	<i>Can't Swim:</i> Swimming -2'' (0'' Total)	0
6	<i>Six Legs:</i> Extra Limbs, Inherent (+1/4)	0
8	<i>Insect Legs:</i> Clinging; Cannot Resist Knockback (-1/4)	0
32	<i>Sense Food:</i> Detect Minds (Mental Group), Discriminatory, Analyze, Range, Sense, Targeting	0

Skills

60	<i>Hard To Hit:</i> +12 DCV
18	Concealment 23-; Self Only (-1/2)
27	Stealth 25-

Total Powers & Skills Cost: 348

Total Cost: 350

75+ Disadvantages

- 10 Distinctive Feature: Mystic Aura (Not Concealable, Unusual Senses)
- 20 Physical Limitation: Instinctive Intelligence (All the Time, Greatly Impairing)
- 15 Physical Limitation: Damaged By EGO as if It Were STR (Infrequently, Fully Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 20 Physical Limitation: Insectile, ¹/₆₄ human size (.032m, or .016''; +18'' KB) (All the Time, Greatly Impairing)
- 195 Experience Points

Total Disadvantage Points: 350



Miniature Hero

by Bill Keyes

Something to Stand On – Making Bases for Your Figures

“Check out my latest fig, guys!”
 “Wow, Dr. Lightning looks great.”
 “Yeah, he’s a real masterpiece. He must’ve taken you forever to paint.”
 “Look at all the detail... too bad he’s standing on a featureless black disk. He’d be a true master-class miniature if not for that.”

Where do you go once you’ve mastered the intricacies of painting your figures? What do you do once you’ve reached the top of the painting game? I’ve discovered the best way to take your miniatures to the “next” level is to create a base – that thin circle of plastic on which your figure stands – that is worthy of your art. You wouldn’t hang the Mona Lisa with a cheap frame from K-Mart; why have your beautiful figure standing on a bare, black plastic disk?

A fully-realized base will give your figure a more dynamic and realistic look. Many painters feel an unpainted base just looks wrong – if you spend hours painting a miniature that looks like it could walk off the gaming table, you want the base to act as a compliment, not as a distraction. A model with a finished base looks much better than one with an unfinished base.

Ideally, you should begin planning what you want to do with the base before your paintbrush ever caresses your mini – but even if you’re already finished with the paintjob, you can still add a few touches that will make your figure really stand out from the crowd.

Materials

What materials do you need to get started? For your most basic needs, you’ll need **Grit**. Grit is sand, or a mixture of various types and textures of sand, which is used as basic ground cover. You can buy a small bag of colored sand from just about any craft or art store for just a few bucks.

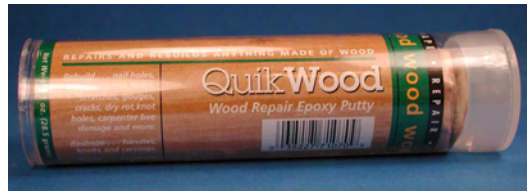
Another option is to check shops that sell model trains for a product called **ballast**. It comes in a variety of textures, from very fine (like sand) to very coarse (large chunks, sometimes called **tallus**). I use a mixture of about 50% sand, 35% medium ballast, and 15% tallus because I like the variety.

Next, you need glue. I regularly use three types. The first is basic white glue (like **Elmer’s**). I also use two types of **cyanoacrylates** (more commonly known as **Super Glue**) – a medium, gap-filling type and a super thin, fast-

drying type. Both are available at most hobby shops that cater to modelers.

Static grass can also be found at any shop that sells modeling supplies. Static grass is made of tiny fibers that look just like grass or weeds. It’s available in a variety of colors, from harvest gold to dark green. I use a mixture of different colors to simulate real grass, but most people can get by with a nice medium green. Another product, known as **flock**, is available, but it doesn’t look as good as static grass, in my opinion.

You’ll want some **epoxy putty**, commonly known as **Kneadatite** or “Green Stuff.” This is a two-part material used for sculpting miniatures. However, it can be very pricey, so when I’m doing base work, I use a less expensive substitute – **carpenter’s epoxy putty**, which is available at any hardware store for just a few dollars a tube. Carpenter’s putty isn’t suitable as a sculpting medium (it’s a little bit too soft and doesn’t hold its shape well while curing), but I find it’s perfect for building up the ground for my figures. More on this later.



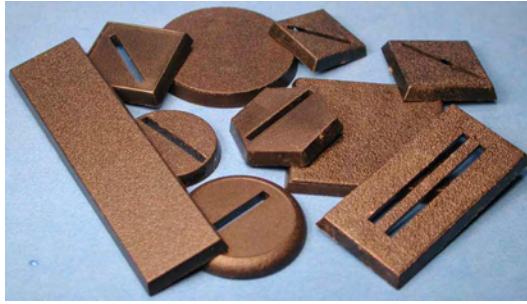
Carpenter's epoxy putty



Kneadatite epoxy putty (“Green Stuff”)

Finally, you’ll need some **plastic bases** (sometimes known as **slotta bases**). These are made by companies like Games Workshop and Dark Age Games. They come in a variety of

sizes (anywhere from 60 mm down to 30 mm) and shapes (squares, rectangles, circles, and hexes are common). You can find large bags of them at your local game store.



You can find a wide variety of plastic bases.

HeroClix figures (a staple of Champions mini-modders) come attached to a base, but I personally don't care for those types of bases. They are too large (they don't fit on a standard 1-inch hex) and too oddly-shaped. Plus, since I'm using these figures for my Champions games and not for Clix games, I don't need all the information on the Combat Dial. If you're going to go through the effort of designing a really nice base, you should start with the best material you have available.

HeroClix bases are easy to remove. Simply take a sharp modeling knife (an X-acto knife works perfectly), and very carefully run it along the seam between the model's feet and the base. Do this a couple of times, gradually increasing the pressure and going a little bit deeper each time. The base should pop right off! Remember to always keep the knife pointing away from your hands – those things are sharp!

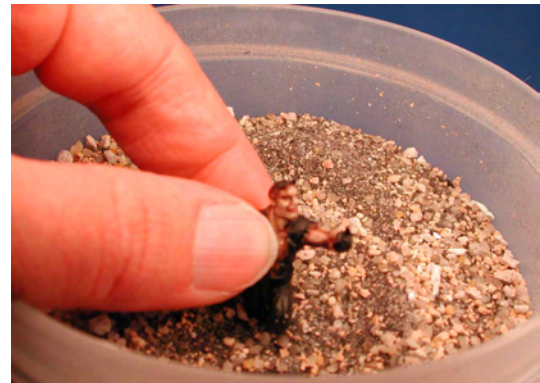


Removing a HeroClix base. Notice how I'm pointing the knife away from my fingers. You might consider wearing leather gloves or using a clamp to hold the base while cutting.

Basic Ground Work

The most basic thing you can do for your base is to just add some sand/talus, static grass, or a combination of the two. This is a pretty simple process, but it yields very nice results. Use these techniques with your figure already attached to the base. You can even add some basic ground work when the figure is already painted, as long as you're careful.

Using an old brush, cover the base with some watered-down white glue (I find a 60-40 mixture of glue and water works great). You can use cyanoacrylate if you prefer; it'll dry quickly and make the ground cover much more robust, but it's also less forgiving of mistakes because it dries so much faster. Be careful not to get any glue on the figure's feet or legs. Next, dunk the figure in your sand or sand/talus mixture. Make sure the sand completely covers the base – I always dunk my figures up to their knees. Swirl it around a bit, take it out, and gently shake off any excess sand. Now take the mini and blow on the base with a quick, sharp blast of air. Don't blow too hard or you'll send sand flying everywhere.



Applying grit to the base. You can do this at any stage in the painting process – before, during, or after.

At this point, take a toothpick and use it to brush off any sand that has stuck to your figure. Pay careful attention to the feet and legs. Wait for the glue to dry (white glue can take up to a day while cyanoacrylate only takes a few minutes at most), then paint the base to taste. Depending on the effect you want, you might use neutral earth tones (brown and tan) or dark city colors (black and gray). The idea is to start with the darkest shade and then drybrush a lighter tone on top of that. You can take this up as far as you like; two layers of drybrushing are usually enough, but I've done up to five or six layers for my show pieces.

Applying static grass is much the same. Static grass is much finer than sand and it can go everywhere, so I recommend using a painter's mask and goggles when working with it (this

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stuff stings when it gets in your eyes!). Lay down some glue (either white glue or cyanoacrylate) in the pattern you like. I rarely coat the entire base with it, since grass naturally grows in patches, but if you want your figure to look like it's standing on a well-manicured lawn, go ahead and cover the whole base.

Next, vigorously shake the plastic container the static grass came in (with the lid firmly on, of course!). This builds up a small static charge in the grass, and helps it stand up better. Now dunk the figure into the grass and move it around a little bit so the entire base is covered in grass. Shake off the excess and dunk it again; you never get enough grass the first time. Don't mash the grass down on the base in the hopes of getting more to stick, or else it won't stand up properly.



Applying static grass. Don't do this until after your figure is complete.

Shake off the extra grass, and then blow on the base to get rid of all the excess. Now take a toothpick and lightly brush it over the top of the grass. This reacts with the static charge in the grass and helps it to stand up. If you like, you can drybrush the tips of the grass to give it a little more character. Use a light touch, since static grass isn't very sturdy.



Using a toothpick to help the static grass to stand up straight.

For a really nice looking base, try a combination of these two techniques. Put down and paint the sand/talus mixture first. Once that's dry, apply static grass in patches.

You can use either (or both!) of these techniques with miniatures that you've already painted; just be careful not to get any glue on the figure. You'll immediately notice how much better your miniature looks when it's got a fully-painted base. But what if you want more? What if you want to go all out and create a diorama-style base that highlights your character's best assets?

Advanced Ground Work

For those figures that you want to be something special – whether for a display piece or just to show off as the centerpiece of any battlefield – adding a little extra to it can make a plain miniature into something truly outstanding.

These techniques should only be used for miniatures you haven't started painting yet. Trust me, trying to do them around a figure that's already attached to the base and painted is an exercise in futility.

First, take a look at your figure and the base. You need to decide where the miniature is going to stand, and what the theme of the entire piece is going to be. Do you want a brick character standing on a pile of rubble? A fiery energy projector in a blackened field of twisted, melted metal? A huntress stalking through the mysterious forests of the night? Whatever you choose, make sure it fits the character – but don't make it too complex. Most bases are only 30 mm (one inch) in diameter, so you don't have a lot of room to work with.

The simplest thing to do is to alter the ground your figure is standing on. Think for a moment: unless you're standing on a city street or a manicured lawn, you'll notice that the ground is never perfectly level. There are hills, dips, depressions, and rises everywhere you look. For this to look right, you'll want the miniature to be standing a little bit higher than the base itself.

If your figure comes with a **molded base** (like Reaper and Superfigs miniatures), use superglue to attach the figure onto its new plastic slotta base. You may need to file the bottom of the molded base flat so that it sits properly. Now take a small bit of two-part epoxy putty (generally speaking, a ball the size of a pea should work) and mold it up around the base, smoothing it with your fingers. A drop of water on your fingertips helps keep the putty from sticking to your hands. It doesn't need to be perfectly even or flat, but do make sure you get all your fingerprints off. Keep the putty away from your figure's feet, or you might accidentally obscure some of the detail. To make

the putty match the lumpy pattern that most molded bases have, poke the bristles of an old toothbrush into the still-soft putty from a variety of angles.



Attaching a molded base to a plastic base. Blend the putty around the figure's base, then use a toothbrush to duplicate the irregular pattern on the base.

If your figure already comes with a **tab base** (like GW, Warlord, and Warmachine figures), you may need to remove the tab before you start. A small saw will help with this. Alternately, you can glue the tab directly to the top of the base (not inside the slot). This will make your figure look particularly tall. Now mold putty over the base just as before. If you've removed the tab (or if your figure doesn't come with one, like HeroClix miniatures), mold the putty to the base, wait for it to harden slightly, then superglue the figure directly to the putty.

Now you can apply sand and/or ballast to the base (as described in "**Basic Ground Work**"), and voila! a figure worthy of a great paint job.

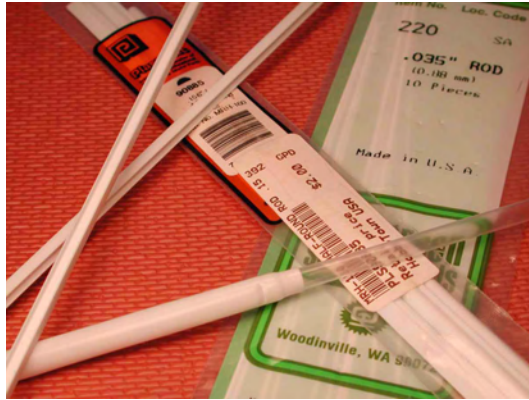
If you're still not satisfied, you can add more details to really bring out the best of your painting skills. For instance, you might want to make your figure look like it's standing on a rubble-filled battlefield.



Attaching a tab base to a plastic base. I've glued the tab directly to the top of the base, and I'm using putty to build up the ground beneath the figure's feet.

You can use small straws for broken pipes. I don't use regular-sized ones like you'd find at a fast food restaurant; they look too big. Instead, I take the straws from juice boxes (after I've finished the juice, of course!). Use a sharp modeling knife or a pair of scissors to cut them to the length and angle you like, and push them into the putty before it's had a chance to completely harden. Just a couple of straws can go a long way, since you usually only need a few millimeters at a time.

How do you add things like I-beams, H-beams, corrugated iron, and bricks to your base? I do it the easy way – I use prefabricated polystyrene terrain that I pick up at my local train/modeler's shop. It's made by a variety of companies (such as Evergreen Scale Models (www.evergreenscalemodels.com) and Plastruct (www.plastruct.com/Pages/Hobby.html)), and comes in various sizes and shapes. It's easy to cut with a sharp knife, and if you'd like to make it look melted or distorted, just apply a lighter or a match for a few seconds to soften it, then bend it in the shape you want (but be careful, because the plastic can get very hot!).



Use plastic straws, I-beams, H-beams, various sizes of plastic rods, and polystyrene “bricks” to bring your urban miniature to life.

If you want to have your figure standing on the city streets rather than on a natural surface, you can make good looking concrete by using sheets of polystyrene (available from the companies listed above). They come in patterned and plain varieties, and it’s not hard to find “sidewalk,” “city street,” or a number of other styles. Cut them into the proper size and shape using either a sharp hobby knife or a circle cutter (available at Michael’s or Hobby Lobby).

Make the terrain look weather-beaten and rusted by applying real rust! Triangle Crafts makes a two-part paint called **Sophisticated Finishes**, which consists of a metallic paint and a patina antiquing solution. Paint the metallic base coat over the “metal” parts of your figure. Once it’s dry, give it a generous coating of the patina solution, then wait about 15 minutes. In that time, the patina solution will actually cause the base coat to rust/oxidize! You may have to do this more than once to get the look just right. Sophisticated Finishes is available from Michael’s or Hobby Lobby, and comes in tarnished iron, silver, bronze, copper, and gold.



Sophisticated Finishes metallic paint and patina antiquing solution.

For a desolate urban look that works great for any *Dark Champions* character, add some bullet casings littering the ground around your figure’s feet. Take some polystyrene rods (from Evergreen or Plastruct) of about .035” diameter (.88 mm). Cut them into roughly .75 mm pieces and scatter them around your figure’s feet. If you’re having trouble positioning the bullets properly, use a pair of tweezers instead of your fingers. Add a drop of fast-drying superglue. Paint the pieces brass-colored, and you’ve got a nice bit of floor covering for your gun-toting vigilante.

To make it look even more desolate and urban, add some trash to the base. You can make empty soda (or beer) cans with .05” (1.25 mm) diameter polystyrene rods. Cut them to lengths of about 1.5 mm, position them where you want, and glue down. Paint them like your favorite flavor of soda. You can also make old newspapers caught in the wind or stuck in the gutter. Cut a piece of paper into ¼” squares (roughly 6.5 mm), fold them in half, and glue them where you like. For extra realism, “weather” them by painting them with a dun brown or a light gray wash.



A *Dark Champions* model complete with spent bullet casings, old newspapers, and empty soda cans.

If you really want to get gothic, get some jewelry chains from your local craft store. They come in gold and silver, and are just about the perfect scale for 25-28 mm miniatures. You can paint them to make them look rusty (see the instructions above), or keep them as they are.

Moving out of the mean city streets, what can you do to put your pastoral hero in his or her element?

Set her on a rock overlooking her prey. Strangely enough, natural rocks don't quite look like rocks when placed next to a miniature, but there are ways around this. Use a small chunk of redwood bark (available at any gardening center, but you can probably just take a small piece from your garden and no one will be the wiser) and shape it to fit your needs. If you live near the seashore, find some small sea rocks (bits of rock or concrete weathered by the ocean). These come in lots of interesting shapes, but you'll need to use small ones. Once you've got the "rocks" positioned the way you like them, paint them up in shades of gray, dun, or red (take a look at what boulders look like around your neighborhood, and try to imitate those colors. They'll look more realistic if you copy them from nature).

You can cover the ground with forest litter (leaves and such) by using a mix of herbs and spices from your kitchen. Chopped and dried tarragon, oregano, mint, and basil look great as fallen leaves. Scatter them on the base (glue them down using the same method that you'd use to attach static grass), and then paint in autumnal colors. The only drawback to this is that people may ask why your miniature smells so minty-fresh.



Rocks and forest litter: use chunks of redwood bark, sea rocks, and dried herbs.

If you're playing The Winterizer or Doctor Ice, you can cover the base with snow. Textured paint and textured glue are both easy to find at any hobby store, and both make pretty good snowdrifts. If you use the textured glue, I recommend mixing a little white acrylic paint in with it, since it will yellow over time. Another option is Woodland Scenics' Snow (www.woodlandscenics.com), which comes in a large shaker bottle. Add a thin layer of superglue to your base, and then shake the snow gently

over the top. Do this a couple of times to get a nice, thick layer (like static grass, enough snow never sticks the first time). I've heard some people use baking soda to make snow, but I've never gotten good results – it ends up looking too slushy.



A winter wonderland using Woodland Scenics brand Snow.

"Take a look at Dr. Lightning, guys."

"Amazing! It seems like he's ready to fly right off the table!"

"And the way you did the base; the blasted ground, the melted I-beams... he looks like he's just fought the battle of his life and is still ready for more!"

"Yeah, I figured since he was my favorite character, I needed to make him look truly special."

In many people's minds, a miniature is never completely finished until its base is done. Spending some time on the base really helps bring a figure to life and makes it seem like it could walk right off the table, and can help define the character. If you've got a team of heroes or villains, designing their bases in the same pattern can really make them look like a unified team, not just a collection of individuals.

Creating a beautiful base can be a lot of work, but the end results are well worth the time and effort. I've never seen an award-winning miniature with a plain, unadorned base. Your art is worth more than just a bare plastic or metal base, so take the time and reap the rewards!



Murder on Monster Island

 by John Ivicsek Jr.

A Murder on Monster Island is a two-part article. It is a standard adventure, but it also serves as a mini-sourcebook on the Bureau 17 facility located on that famous isle.

Note: Occasionally the term *Kaiju* is used in this article. For those not familiar, it is a generic term for a Really Big Monster.

Adventure Background

In 1965, the Qularr hit upon what they thought was a sure fire way to takeover that annoyingly resilient Earth. If they couldn't outman the forces defending the planet, they'd simply overpower them. And moreover, they'd do it with creatures from our planet so that they would be at minimal risk. It was a good plan, just not a foolproof one. Earth's superheroes (and in some cases, supervillains) sprung to the defense. It was a long and hard fought battle, but in the end, the Earth forces were able to drive the rampaging monsters back to the Qularr base and drive the Qularr themselves, back into space.

Utilizing the sophisticated technology that the invaders had abandoned, Earth scientists were able to erect an almost invincible force shield over the island. With the monsters still confined inside of it, Earth was again safe.

Over time, the care of the island and maintenance of its machinery passed to the Japanese after a suitably long period of international wrangling in the United Nations. The threat was premiere in the minds of the Japanese as "Monster Island" as it had been dubbed, was only about a hundred miles away and the inhabitants had a predilection for smashing cities. In the end it came down to money. Japan was willing to finance the existing Qularr structure as well as expanding it into a fully functional science center. They also were willing to become the first line of defense against the monsters, a task few relished.

While there have been break-outs from time to time, the general functioning of Monster island can only be considered an unparalleled success. But all of that is now in jeopardy.

Two weeks before the start of the adventure, the regular Security Chief, Kenji Takumaru, was in Tokyo on leave. During that time he was replaced by Masquerade. Assuming his identity, Masquerade has returned to Monster Island and begun to fulfill its current contract. This is nothing less than getting copies of all the data files currently stored on the island, as well as obtaining a suitable bio-sample from one of the Monsters themselves.

Upon entering the base, Masquerade feigned a slight illness; just enough to explain some odd behavior, but not enough to warrant being sent

back home. As the days carried on, Masquerade began a slow but systematic back-up of every data file in the computer network. It was done quietly and in bits and pieces over several nights and it looked like routine architecture checking at a casual glance.

The next part of the plan was far more audacious. Masquerade had been contracted to get a genetic sample. But not from just any Giant Monster, no he had been contracted to get a sample from "Sergeant Nuke." The Sergeant had been transformed when the Qularr first moved their monsters across the planet. In the deep reaches of the Bikini Atolls, he along with a few others with the bad luck of being in the wrong place at the wrong time got to see the Monster Gonjiras destroyed by a Hydrogen Bomb just seconds before they too were flash fried. But instead of dying, something peculiar happened and Sergeant Nuke grew to massive proportions (60m) while losing any semblance of restraint. In his confused mind he felt that he had been setup, that the people dropping the bomb KNEW he had been there and dropped anyway! As the last of his mind slipped away to rage, the Sergeant started swimming to Pearl Harbor. Barely stopped by the US Fleet, one thing was noticed; Sergeant Nuke had incredible regenerative capabilities. He wasn't as hard to hurt, but he was just as hard to knock down as the other monsters. And this is why his sample was the one requested.

Four days before the adventure begins, Masquerade leads a perimeter check of the island. On the way, he manages to fake engine failure on his helicopter and gets his men to one of the safety hideouts dotting the island while he "goes for help." Acting quickly, Masquerade located Sergeant Nuke and launched a bazooka sized probe at him. The only problem was one of over-estimation. Since it had never been tried, no one realized that Sergeant Nuke was hideously vulnerable to poison...specifically the poison that was supposed to render him immobile so that Masquerade could retrieve the probe.

Not knowing anything was really wrong; Masquerade retrieved the probe, hid it on the island for later pick-up, and returned to his men after signaling for help. They were retrieved along with the helicopter, and all was going according to plan.

Two days before adventure start, the technicians monitoring the monsters noticed that Sergeant Nuke hadn't been seen in any of his usual haunts. Repositioning the cameras gained

AUTHOR'S NOTE

The author would like to thank Bob Dorf for his help in constructing a default Kaiju template. Feel free to also blame him when your PC gets stomped.

Additionally, I'd like to thank DOJ for letting me have fun with Monster Island and Steve Long and Darren Watts for including it in *Champions Universe*.

MASQUERADE AND OTHER VILLAINS

The main villain that the PCs will interact with in this adventure is Masquerade from *Conquerors, Killers and Crooks*, page 172. If you wish to substitute your own villain, it should be someone capable of impersonation on a level that is nigh-undetected. Since Monster Island works so closely with Supers on a regular basis, Masquerade purchased a small device in order to hide the one potential weakness in his/her impersonation, Telepathy.

Masquerade has purchased a small mechanical mental shield from Utility (CKC, page 211) expressly for this mission. It has the following statistics:

Mental Defense: 10 points Mental Defense. IIF (Small Patch at Base of



Neck, -1/4), No Bonus from Ego (-1/2); 6 points.

It should be noted that this in and of itself may set off suspicion. A casual scan will reveal strong mental defenses, something that might trigger further investigation.

Additionally, Masquerade has several accomplices who are waiting to help out if needed. They are Utility (CKC, page 211), Vibron (CKC, page 214), Riptide (CKC, page 191) Morningstar (CKC, page 183) and Menagerie (CKC, page 177). Utility is the team leader, with Vibron, Morningstar and Riptide hired on with the promise of a massive payday for getting the genetic material. Menagerie has been hired to help out with the “Really big animals”, though she probably would have done it for free if she thought it would free these “Poor misunderstood victims of science”.

INVOLVING THE HEROES

Obviously the easiest way is if the heroes are associated with or are on good terms with one of the following groups: UNTIL, PRIMUS, The United Nations, The Japanese Government, The United States Government. These



them a long distance view of the Sergeant, lying dead in a small copse that was en route to his cave. At the range they are operating at, the cameras can't get good enough detail to determine what killed him. However, his location is far enough off the beaten path that the other monsters still haven't realized that a massive source of food is lying about.

One day before adventure start, things start getting weird(er). The Monsters are displaying more aggressiveness than usual and any trips outside of the research center have been curtailed in hopes that things will settle down. Bureau 17 has full faith that their defenses can hold off even two of the Monsters at once, but all of the specialists are saying that any move at this point could trigger all of the Monsters at once...

Obviously something else is needed to balance out the equation.

Scene One: Arrival on Monster Island

The Heroes should arrive at Point Alpha (See below) and then be conveyed to Monster island by one of the mini-submersibles used for weekly supply runs.

Upon arrival, they will be met by Masquerade in the guise of Security Chief, Kenji Takumaru. Theoretically, nothing at this point should tip the heroes off to the impersonation. They will be briefed on the events of the last week and told that the main problem now is twofold: Finding out what happened to Sergeant Nuke and also discovering what has the other monsters so agitated. The entire delivery of these events should be terse and Masquerade is strongly working towards the “Harried security chief just trying to do his job” vibe.

There are some potential giveaways at even this point however.

1) Masquerade's Japanese is serviceable as the gruff commands of a chief, but any long term conversation with someone truly fluent in the language has a chance of detecting some irregularities.

2) Masquerade is still very confident that he/she can pull the wool over the eyes of a bunch of morons in tights. This has the potential to lead to small slips like revealing information Takumaru should not know, or conversely, omitting things he should. Again, at this stage, it should be a clue, not a warning claxon.

3) Masquerade planned for the potential inclusion of telepaths somewhere along the line, after all, one of the research programs centers on subtle mind control over the monsters. He/she has a small Mental defense device (See Sidebar) purchased from Utility for just this event. However, any Telepath checking out

Masquerade should probably wonder why the security chief seems to have such an indomitable will. This can be followed up by checking the Psi-valence rating of the chief in his medical records. They indicate nothing out of the ordinary about his mental abilities.

The heroes' first priority is to determine what is riling up the monsters, then they should check on the Sarge. After all, the investigation will be that much easier if they don't have a bunch of angry 60 meter tall monsters literally breathing down their necks.

Pacifying the Savage Beast: This one should become evident relatively quickly. Masquerade has managed to hack the computers so that a low level and continuous broadcast is emanating from the Volcano. He/She has managed to hide the emissions so far, but a detailed check of the array will reveal it instantly. Reconfiguring the array is another matter entirely. There is a three stage process involved utilizing the Computer Programming skill. If you're using the more detailed Computer programming skill, the required skills are Computer Networks (local networks), Mainframes and Supercomputers, and Hacking and Computer Security (Both sub skills).

1) The programmer must beat the encrypted subroutines that Masquerade has installed before they can even get access to the full array controls. This is a skill vs. skill contest that must be performed in the array control room (Observation Level, room 7 – See Below) with Masquerade having a rolled result of 27.

2) Next the programmer must defeat the subroutines that are actually parsing off a small amount of the signal and return control back to the main array. Another skill vs. skill contest with Masquerade having a score of 30.

3) Lastly, the array must be shut off. Now that control has been parsed back, the AI can aid in this, granting up to a +2 to all attempts. One more skill vs. skill attempt, this one vs. Masquerade's score of 28.

After the array is shut off, it will take approximately 30 minutes for the monsters to go back to just wandering around, fighting each other and eating. A last Computer Programming check vs. skill 27 will also uncover who programmed this subroutine in the first place, the Security Chief/Masquerade.

Cheese It, It's The Law!: Masquerade will start thinking about getting out of Dodge City the second the PCs head to the array. A concocted alarm (Preset trigger, PCs might notice Masquerade pushing a button on his pager right before it goes off, but Masquerade will wait until

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their attention is focused elsewhere) will call for the Chief at the docks. Masquerade will take off to answer the call and begin his/her escape.

Scene Two: We Have You Now!

Masquerade should be running like mad by now, with the heroes in hot pursuit. However, the listed “emergency” is yet another dodge. Masquerade actually went out the corridor on the Security Level and is running all out to get to the coast where he/she can meet up with his accomplices. Alone, Masquerade is probably not much of a threat to most hero groups, but he/she does have support...

The Ambush: Waiting by the northern shore of the island is Masquerade’s back-up. Sneaking in through the holes in the force dome’s roof, they have waited patiently (Well, as patiently as they can) to extract Masquerade or to lend support where needed.

The following villains are already ensconced and planning to cover Masquerade.

Menagerie (CKC, page 177)

Morningstar (CKC, page 183)

Riptide (CKC, page 191)

Vibron (CKC, page 214)

Utility (CKC, page 211) using his VPP for the following:

- *Vision Screen:* Invisibility to Sight Group, Usable By Other (+¼), Reduced Endurance (0 END; +½), Area Of Effect (4” Radius; +1) (55 Active Points); OIF (-½) 37 Real Points
- *Mini Flare Gun:* Sight Group Flash 12d6 (36 Active Points); 2 Charges (-1½), OAF (-1), 10 Real Points
- *Escape Booster:* Flight 10”, x8 Noncombat (30 Active Points); 1 Continuing Charge lasting 1 Minute (-1), OIF (-½), 12 Real Points (This is used only to get away with Masquerade, see below)

The villains will try and attack from surprise if at all possible, with Utility flashing any bricks and setting Morningstar up for a knockout attack. Vibron and Riptide will go after Martial artists and Energy Blasters respectively and preferably at range. Menagerie is the wild card here; she’s more likely to run than actually fight. If confronted though, she’ll switch to her Bengal Tiger form until she can get to the ocean where she’ll switch to a Great White shark.

Round Three – FIGHT!: By Round three of combat, the heroes and villains will have attracted some very unwelcome attention. Vakulon has stumbled upon the battle and wants to join in...

Utility knows his team has very little chance against the monsters here, and immediately proposes a cease fire to the heroes so they can

pool their resources to either escape or defeat the incoming monster. As an added enticement, Utility will offer to give the heroes the antidote for Sergeant Nuke’s poisoning. The heroes have 2 rounds to decide before Vakulon joins the fray.

OUTCOME: Assuming the heroes survive the encounter with Vakulon, Utility honors his word and gives them the antidote. It should be noted that he does this right after it looks like the heroes are winning and he and his team can run away. The only person he is really worried about getting off the island is Masquerade and Utility will yell to “Cut your losses!”, the pre-arranged signal for him to grab Masquerade and head for a hole in the force dome’s top, and for everyone else to get away as best they are able. If Utility makes it out before the heroes can catch him, he heads to Alpha Point and steals a helicopter to get him and Masquerade clear.

Aftermath

The last thing the heroes need to do is administer the antidote to Sergeant Nuke. This is easily accomplished, though you might want to give the PCs a few close calls by having them almost seen by the other monsters while en route. The antidote is administered with a syringe specially designed to pierce the Sergeant’s side and it only takes 5 minutes for him to be back and rampaging about the island again.

Bureau 17 and Monster Island

Monster Island is approximately 6 miles across at its widest point. The terrain is surprisingly varied for such a small land mass and includes Mountains, Forests, Beaches and an extinct Volcano that dominates the surrounding features.

Located approximately a half mile offshore and just outside the scope of the Force Bubble is a small island that was enlarged by man made construction. It is designated as “Point Alpha” by Bureau 17 and serves as the main re-supply facility for the Monster Island Science Base. Point Alpha is an amazingly compact yet full featured installation, boasting a 3 mile long main runway and full facilities for a small airport. A barracks, control tower, radar tower, hanger and fuel depot complete the main buildings on Point Alpha. Additionally, there is a small underwater dock that allows supplies brought in by air to be transferred underneath the force dome into the Science Base.

The main feature of Monster Island itself is at once, right in plan view, and completely hidden. The dominant natural feature is of course, the extinct Volcano. When the Qularr were using the base, they established a control center in the edges of the Volcano. It was a one

organizations are the ones primarily utilizing the facility at Monster Island or funding its research. A simple phone call can go out asking for some assistance in a delicate situation.

If this doesn’t work for your group, the “accidental landing” is always an option. Team aircraft malfunctions are a tried and true method for getting PCs into all sorts of weird places by fortuitous accident. While the force dome can’t be lowered at the moment, it’s easy enough to use the exterior landing strip and then transit in by submarine.

If neither of those options works, there’s nothing wrong with designing some PC’s for a “one-off” adventure. They could be from UNTIL, Japan, The United States, etc. “A Murder on Monster Island” can just be an interesting diversion. For the ultimate in “The players MUST think,” have them write up a bunch of heroic UNTIL agents sent to help out...

level base that included seven observation/control bays all linked to a central processor. They had just started further excavation for four additional deep subsurface levels when they were driven from Earth. These large open “galleries” were outfitted to cover the needs of Bureau 17 when they took possession of the Island.

Each of the five levels is named for its main usage. In order from highest to lowest they are: The Observation Level, Science Level, Security Level, Control Level and the Dock level.

The Force Shield

Surrounding the Island at a distance of approximately 100 meters is the much vaunted Qularr Force Shield. At the time, it proved a nigh invulnerable barrier to the conventional forces of Earth in their attempts to remove the alien invaders from the planet. The Shield extends up to a height of a half mile above the top most peak of the volcano and gradually tapers down in an irregular dome-like shape to the base of the generators on the floor of the ocean. All regular air traffic is routinely diverted by at least 10 miles away from any edge of the Shield.

It had been circulated that the Shield ended at the water, but this is no longer correct. Several of the monsters have tested the Shield and its borders and in 1983 they discovered that there was indeed open space below the water. Tokyo was just barely saved from destruction by the heroic efforts of UNTIL, Bureau 17 and an assemblage of Japanese Superheroes.

Herculean efforts were taken to determine how to extend the shield even further into the sea. The scientists of Monster Island were able to redefine the limits of the force shield, though it weakened the overall integrity. Something new had to be done and this was underscored in 1986 when a concerted attack by all of the monsters brought the Force Shield down.

Fortunately, the scientists had not been idle and they discovered that the Qularr had a series of transmitters that were completely proof against common terrestrial forces and that in addition to extending the Shield; they would bolster it back up to its previous strength. In a frenzy of work, the new units were installed along the seabed around the island. As the Japanese Self Defense Force and Bureau 17 herded the Monsters back to the Island, the scientists turned on the new transmitters and the Field was back up.

Several advantages accompanied this new Shield. One is that there are several “tunnels” in the field. One of them is a tight undersea corridor that is used by the resupply submarines. The channel is unforgiving and all navigation is handled by direct computer control from the Island. The Mini-submersibles that frequently

transit from Monster Island and Point Alpha have a much wider margin of error due to their much smaller size and are usually piloted by hand.

To aid in atmospheric/weather forces on the Island, small pinholes of varying size from 1 foot to 10 feet in diameter dot the top of the Force Shield. The increasing knowledge of Force field technology has allowed this advance and soon the scientists hope to be able to make precise force bubbles anywhere on the island at the flick of a switch. The work is long and arduous, but it has already borne fruit.

BASE DEFENSE/TRANSPORT FROM POINT ALPHA

- 4 Bell AH-1W Supercobras (*HERO System Vehicle Sourcebook*, page 93)
- 4 Bell UH-1N Iroquis (*HERO System Vehicle Sourcebook*, page 95)
- 2 Lockheed C-130H Hercules (*The Ultimate Vehicle*, page 78)

Swooping Crane Attack Craft

The Swooping Crane is one of the recent advances made possible by the continual work done at Monster Island. It is a V/TOL fully capable of underwater operations, armored comparably to the latest tanks; it is a revolution in aircraft design. In addition to its formidable defenses, the Swooping Crane possesses some of the most advanced weaponry on planet Earth. The Anti-Kaiju weaponry is not very accurate when compared to cutting edge military weaponry, but that is on purpose. They target 60+ meter tall monsters after all, not dodging missiles and vehicles. There is still some unease at the powerful weaponry suite in the world community, but since it is dedicated to Alpha Point and the Kaiju mission, they have just continued to keep a watchful eye.

DIGITAL HERO #32

Swooping Crane

Val	Char	Cost	Notes
10	Size	50	10"x5", 100 tons, KB -10"
60	STR	0	Lift 100 tons; 12d6 HTH
18	DEX	24	OCV: 6/DCV: 0
22	BODY	2	
20	DEF	54	
3	SPD	2	Phases: 4, 8, 12

Total Characteristic Cost: 120

Movement: Swimming: 32"/64"
Flight: 30"/240"

Cost Powers END

101	<i>Anti-Kaiju Weaponry:</i> Multipower, 202-point Reserve, all Slots 4 clips of 12 Charges (+0); all Slots OIF Bulky (-1)	-
10u	1) <i>Weapons Array I:</i> EB 18d6, Variable Special Effects (+¼), Variable Advantage (+½ Advantages, +1); OIF (Bulky, -1)	[12]
10u	2) <i>Weapons Array II:</i> RKA 6d6, Variable Special Effects (+¼), Variable Advantage (+½ Advantages, +1); OIF (Bulky, -1)	[12]
15	<i>Cera-plast Plating:</i> Hardened (+¼) on 20 DEF	0
20	<i>EMP Shielded:</i> Power Defense (20 Points)	0

19	<i>Sealed Environment:</i> Life Support (Self-Contained Breathing; Safe in Cold, Heat, Pressure, Radiation, Vacuum)	0
122	<i>Hover Systems:</i> Flight 30", 8x Noncombat Multiplier, No Turn Mode (+¼), Sideways Maneuverability at Half Velocity (+¼), Usable Underwater (+¼)	0
13	<i>Radar Array:</i> Radar (Radio Group), Discriminatory, 360°, Telescopic (+14 versus Range Modifier); OIF (Bulky, -1), Affected as Sight, Hearing, and Radio Groups (-½)	0
5	<i>Radio:</i> High Range Radio Perception (Radio Group); OIF (Bulky, -1), Affected as Sight, Hearing, and Radio Groups (-½)	0
6	<i>Highly Maneuverable:</i> +3 with Flight	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction

Total Powers & Skill Cost: 330

Total Cost: 450

Total Disadvantage Points: 450

Monster Island Base

Val	Char	Cost	Notes
24	Size	48	1000"x500"
34	BODY	32	
15	DEF	39	

Total Characteristic Cost: 119

Cost	Powers	END
121	<i>Qularr Force Shield:</i> Force Wall (50 PD/50 ED; 32" Wide x 1" Tall), MegaScale (1" = 1 km, +1/4), Reduced Endurance (0 END, +1/2); Crew-Served (2 People, -1/4), Extra Time (5 Minutes to Activate, -1), No Range (-1/2), OIF (Immobile, -1/2), Restricted Shape (Follows the Contours of the Island at 100 Meters from Shore, -1/4)	0
5	<i>Communications System:</i> High Range Radio Perception (Radio Group); OIF (Immobile, -1/2)	0
29	<i>Sensor Suite:</i> Clairsentience (Hearing and Sight Groups), 32x Range (7200"), Reduced Endurance (0 END, +1/2); OAF (Immobile, -2) plus Infrared Perception (Sight Group); OAF (Immobile, -2), Linked (-1/2) plus Ultraviolet Perception (Sight Group); OAF (Immobile, -2), Linked (-1/2)	0
10	<i>Airborne Radar:</i> Radar (Radio Group), 360°, Telescopic (+10 versus Range Modifier); OIF (Immobile, -1/2)	0
18	<i>Life Support:</i> Life Support (Self-Contained Breathing, Safe in High Radiation, Vacuum, Intense Heat and Cold)	
30	<i>Location:</i> Distant, Underground	

Skills

- 5 *Reference Library:* KS: General Knowledge 14-
- 7 *Science Lab:* SS: AI Technology 11-
- 7 *Science Lab:* SS: Biochemistry 11-
- 7 *Science Lab:* SS: Biology 11-
- 7 *Science Lab:* SS: Cryogenics 11-
- 7 *Science Lab:* SS: Energy Conversion 11-
- 7 *Science Lab:* SS: Entomology 11-
- 9 *Science Lab:* SS: Exobiology 12-
- 7 *Science Lab:* SS: Gravitics 11-
- 7 *Science Lab:* SS: Marine Biology 11-
- 7 *Science Lab:* SS: Microelectronics 11-
- 7 *Science Lab:* SS: Mutagenics 11-
- 7 *Science Lab:* SS: Neural Interface Technology 11-
- 7 *Science Lab:* SS: Nuclear Physics 11-
- 7 *Science Lab:* SS: Ornithology 11-
- 7 *Science Lab:* SS: Physics 11-
- 7 *Science Lab:* SS: Robotics 11-
- 7 *Science Lab:* SS: Subatomic Physics 11-
- 11 *Science Lab:* SS: Xenobiology 13-

- 9 *Weapons Lab:* Weaponsmith (Biological Weapons, Chemical Weapons, Energy Weapons, Firearms) 11-

Total Powers & Skill Cost: 359

Total Cost: 478

200+ Disadvantages

- 45 *DNPC:* Base Staff 8- (Useful, Group x256)
- 15 *Hunted:* Bureau 17 8- (Mo Pow, NCI, Public ID, Watching)
- 15 *Social Limitation:* Publicly Known (Frequently, Major)
- 203 *Experience Points*

Total Disadvantage Points: 478

DIGITAL HERO #32

Hidoshi (Artificial Intelligence)

Val	Char	Cost	Roll	Notes
26	INT	16	14-	PER Roll: 14-
18	EGO	16	13-	ECV: 6
15	DEX	15	12-	OCV: 5/DCV: 5
4	SPD	15		Phases: 3, 6, 9, 12

Total Characteristic Cost: 62

Cost	Powers	END
10	<i>Shielded Circuitry</i> : Mental Defense (14 points total)	0
20	<i>Shielded Circuitry</i> : Power Defense (20 points)	0
20	<i>Shielded Circuitry</i> : Radio Group Flash Defense (20 points)	0
17	<i>Communications</i> : High Range Radio Perception (Radio Group), Discriminatory	0
5	<i>Visual Sensors</i> : Infrared Perception (Sight Group)	0
5	<i>Visual Sensors</i> : Ultraviolet Perception (Sight Group)	0
5	<i>Visual Sensors</i> : Nightvision	0
3	<i>Audio Sensors</i> : Ultrasonic Perception (Hearing Group)	0
37	<i>Sensor Link</i> : Clairsentience (Hearing And Sight Groups), x2 Range (670"), 8 Perception Points, Reduced Endurance (0 END, +1/2); Fixed Perception Point (the Cameras of Monster Island, -1)	0
Programs		
1	Diagnose Malfunctions	0
1	Engage/Operate Computer Security	0
1	Monitor Base Security, Report Anomalies	0
1	Operate Sensors, Report Anomalies	0
1	Scan and Enter Data	0
1	Search Reference Material for Information on a Topic	0
1	Scramble/Unscramble Transmissions	0
1	Send/Receive Data	0
8	Other programs as needed	0

Talents

3	Absolute Time Sense
5	Eidetic Memory
3	Lightning Calculator
8	Speed Reading (x1000)
20	Universal Translator 14-

Skills

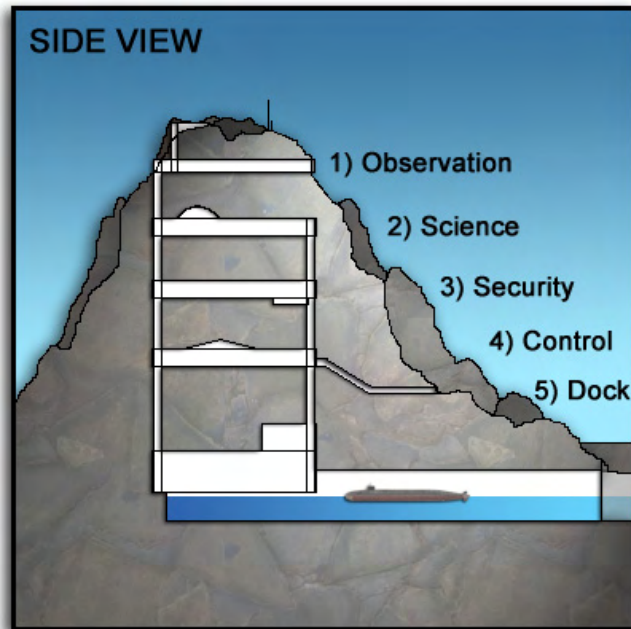
10	AK: Earth 21-
14	CK: Monster Island 25-
13	Computer Programming (Artificial Intelligence, Computer Networks, Defense, Mainframes and Supercomputers, Personal Computers) 16-
7	Cryptography 16-
7	Electronics 16-
3	KS: Archived Recent News 14-
3	KS: Computer Networking 14-
7	KS: Qularr Monsters 18-
5	Language: Japanese (idiomatic; literate)
3	Mechanics 14-
3	Security Systems 14-
3	SS: Biochemistry 14-
3	SS: Biology 14-
3	SS: Chemistry 14-
3	SS: Computer Control Systems 14-
3	SS: Cryogenics 14-
3	SS: Entomolgy 14-
3	SS: Exobiology 14-
3	SS: Gravitics 14-
3	SS: Magnetics 14-
3	SS: Mathematics 14-
3	SS: Microelectronics 14-
3	SS: Mutagenics 14-
3	SS: Ornithology 14-
3	SS: Petrochemistry 14-
3	SS: Robotics 14-
3	SS: Thermodynamics 14-
6	SS: Xenobiology 17-
14	Systems Operation (Air/Space Traffic Control Systems, Communications Systems, Environmental Systems, Medical Sensors, Medical Systems, Metal Detectors, Radar) 16-
120	Other skills as needed

Total Powers & Skill Cost: 440

Total Cost: 502

Total Disadvantage Points: 502

MONSTER ISLAND



OBSERVATION LEVEL

1) This is the first of several Control Room/Observation ports originally built into the volcano by the Qularr. The machinery in this room, as well as the other six similar rooms, is divided into three uses.

First, each room is designed to function as a control room for the Monsters on the Island. They fulfill this function by acting as an extended “antenna” that grants 360 degree coverage to the broadcast transmitter installed by the Qularr. Unfortunately, this machinery has continued to be one of the Byzantine marvels that guards its secrets from the mind of humanity. Even after some 40 years of research by the best minds of humanity, the scientists on the island are still just scratching the surface. They have recently made a significant breakthrough and now can generate a tonal sound that captures the attention of the Monsters. Unfortunately, it is not a sustainable command and apparently requires a lot of adjustment while in use. An improper tuning can turn the monsters insane with rage so the use so far has been in very limited testing.

Each of these rooms also functions as an Observation Room for the Island in general. In addition to the thick clear observation port, a battery of cameras grants a panoramic view of the environs. There are multiple repeater monitors installed in each Observation room as well as in several other locations of the base that allow someone to bring up a full view of the island or of one specific area. Due to redundant planning, there are seven cameras covering each arc, and up to six of them may be controlled from one of the repeater stations for a closer view of something specific.

Lastly, each room has its own special use in relation to the original base. Most of these functions have been taken over by the extensive sub-levels added by Bureau 17, and now these areas and their technology are studied extensively.

Room One used to function as the main Power Plant for the base, a task now handled by the onsite Reactor deep in the Volcano.

2) This room’s function in the original base was as the Defensive array for the island. The controls for the Force Shield are located here, but are largely inactive. New controls have been installed on the security and control levels. One of the ongoing projects related to the shield is the Qularr ability to make “sub-shields” or secondary fields inside the main one to isolate creatures or make a pseudo airlock to allow passage into and out of the Force shield without having to drop it entirely. The most recent success in this area has resulted in the Submersible conduit.

3) This room served as the original Mess hall for the base and several scientists delight in seeing what they can get the food processors to create on any given day. Due to the personalities involved, a given scientist will squeal with delight over making perfect banana ice cream while another is blissfully overjoyed to make a mass of paste that tastes like shoe leather. Visitors should generally be wary of any food offered on this level.

4) This room used to function as the sensor control room for the base. An extensive examination of the controls and the routing of the original cameras has allowed the personnel of the base to install the multiple cameras and repeater monitors.

5) This room originally served as the Computer Nexus for the base. The Qularr use a different machine code than we use on Earth and the base 4 programming language has caused continuing headaches and delights for researchers.

6) Originally serving as the armory for the Qularr base, this room is now mostly empty racks and rechargers. Most of the potentially explosive technology has been moved to the isolated secure labs on the Science Level.

7) Command and control for the entire base was located in this room. It still serves as the secondary control room for the entire base, but the Control Level has assumed main control over the entire facility. Many of the researchers are still fascinated that what requires an entire level of our technology to operate, was originally all covered by this one small room. Additionally, this room allowed the Qularr to control the monsters, a technology only dimly understood at this time. It seems to be based on a basic telepathic control, but results so far have been limited.

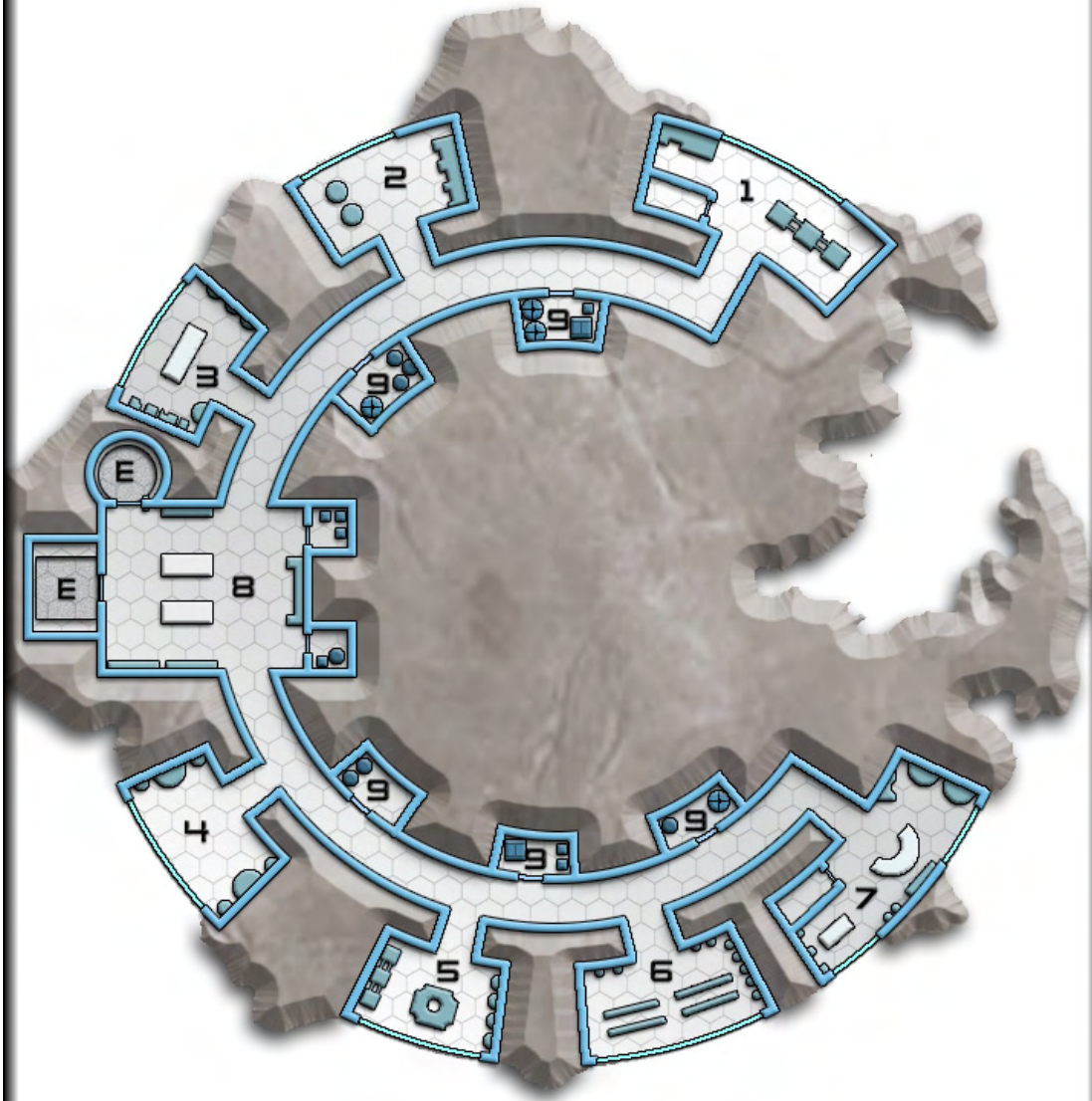
8) This semi-centrally located room served as the barracks for the base. It now serves a similar function as a rest area for any researchers who aren’t willing to leave the level due to ongoing research. Additionally, two storage closets and the main elevator are located off of this room. The final room is a semi-circular lift that goes to a concealed helipad on the surface of the Volcano.

9) These rooms were originally used for storage and this use continues to this day albeit with different contents.

BASE FEATURES

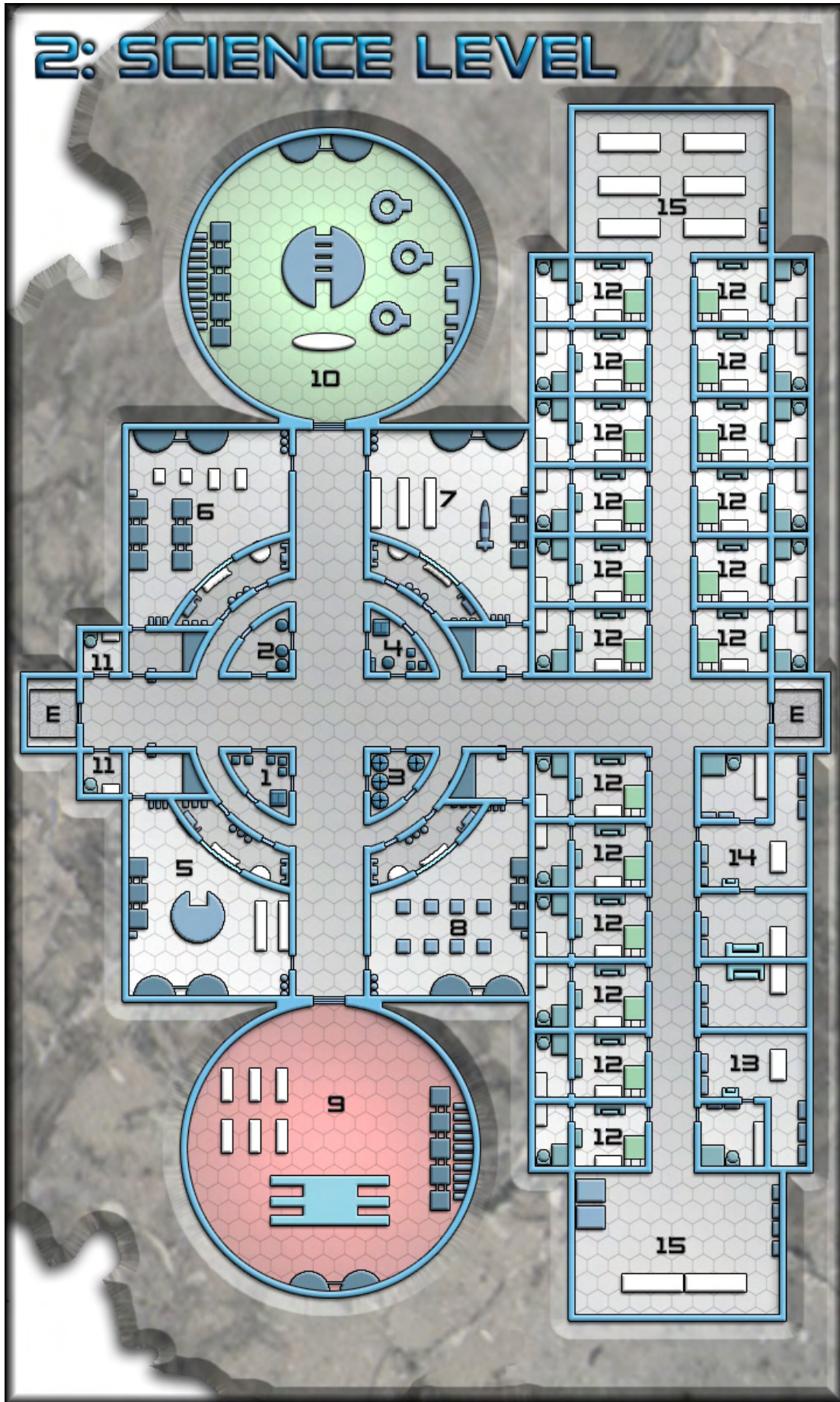
Elevators are located in the Northeast and Southwest along a central corridor. The Northeast elevator connects all five levels of the base and tends to run past the “working” areas of the base, while the elevator to the Southwest connects the four levels below the surface and generally runs near the living quarters of each level.

1: OBSERVATION LEVEL



E = ELEVATOR

2: SCIENCE LEVEL



SCIENCE LEVEL

1-4) Each of these quarter circular rooms serves as a storage area for supplies used in the labs. They tend to be subdivided by specialty, so 1 holds materials related to biological research, 2 holds chemical supplies, 3 holds mechanical supplies and 4 holds electronics.

5-8) These oddly shaped rooms function as the main research labs for the various sciences on the Island. They are subdivided into 3 rooms. One is the airlock and decontamination chamber. No one can access a sealed lab by any other means when an experiment is progress. Next is the main lab area and this contains the work area and projects of a given division. Lastly there is the observation bay for the lab. The entire lab can be controlled from this location, as can any secure labs that might be in use. The clear material that separates the Observation Bay from the lab is almost as hard as Questionite and the entire bay operates on positive air pressure to keep anything from getting in if somehow there is a breach. 5 is the main Biology/Xenobiology lab though their work often spills over into the secure labs (See below). 6 is the chemical lab, research concentrating on the areas of metallurgy, new chemical compounds and deciphering the bizarre materials used by the Qularr. 7 is the Mechanical/Robotics lab and various machines from something as simple as a robotic painting arm to the latest idea of the MI scientists for an automated protector (Tiger Rocket) can be seen here. 8 is the main computer lab. There is some crossover work with the robotics lab, especially regarding the work on the Tiger Rocket project.

9-10) These are the sealed and secure labs. Three plates of Questionite can be slid out of pocket doors to protect the rest of the base from potentially dangerous experiments in this area. Each lab features a full suite of materials appropriate for the given experiment. This changes based on the nature of the experiment. Each of the secure labs can be monitored and controlled from any of the Main labs in the center of this level. When an experiment is in progress, repeater screens and controls in the observation bay of the main lab in question takes control of all aspects of the secure lab.

11) These are standard bathrooms for the level.

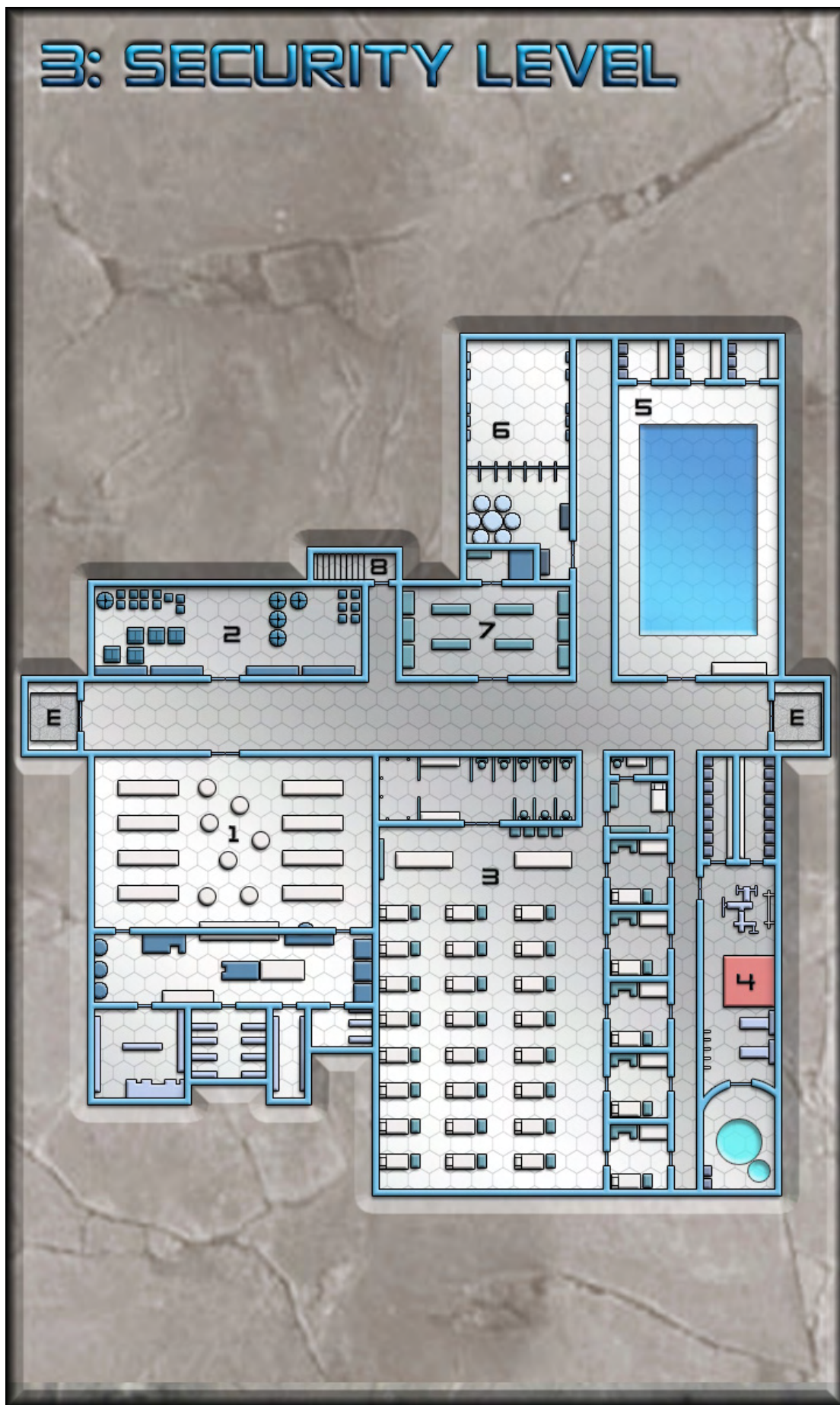
12) Each of these rooms is a small suite style double bedroom with an attached full bath. They are used by the scientists and research assistants on this level.

13) This is the Office/Suite used by the head of scientific operations, Doctor Hans Zimmerick. It consists of a small office and larger suite style bedroom with a full bathroom.

14) When he officially retired from Bureau 17, Doctor Takashi Toru was given the position of Director Emeritus for the Monster Island facility as well as permanent quarters. Laid out similarly to Zimmerick's, it is a utilitarian setting with little in the way of personal decoration. Doctor Toru spends most of his time in the lab.

15) Each of these large rooms serves as a Recreation Area and Dining Hall for the Science Level. Meals are brought up from the Security Level 4 times a day, to try and cover all of the shifts. Only the Morning meal at 0900 local time and the Evening Meal at 1900 are full meals (Breakfast and Dinner respectively). The meals delivered at 0300 and 1300 are called "Mid-rations" and consist of wrapped sandwiches, snacks and drinks.

3: SECURITY LEVEL



SECURITY LEVEL

1) This is the Mess Hall for the entire base. It covers 6 rooms and includes the main dining area, capable of holding 50 people at any time; a full featured kitchen that runs full shifts of meals, 24 hours a day. There is a full walk-in freezer and separate walk-in refrigerator and two butler's pantries for dry goods. At any given time, the Mess Hall has enough supplies to feed the entire base for two weeks.

The main meals are: 0600-0900 and is basically breakfast, 1100-1300 which is lunch and 1700-1900 which is Dinner. There is one additional full meal served at 0100 for any of the late shifts. At any other time, it is possible to get wrapped sandwiches, snacks or drinks as "Mid-rations."

2) This is the main storage facility for the Security Level. Extra blankets, cots, chairs, and consumables (Paper, tissue, etc) are stored here.

3) The security staff for the base has its main barracks here. 24 Guards are normally housed here in individual bunks, but in an emergency, they can be switched to 48 double bunks. The showers/bathroom facilities are located through double doors to the west and to the south, the officers and Non-commissioned officers have their quarters. Normally there are 3 Sergeants, 2 Lieutenants and the Security Chief, though the possibility of double bunking always exists if needed. The Security Chief is the only one to have an attached bathroom. It should be noted that while there are not separate facilities for men and women, it has caused surprisingly little friction so far. The guards on Monster Island see themselves as the elite of the elite and they maintain an almost impossibly high level of discipline. This explains in part why a tour on MI is rarely more than 6 months, and also why several guards have gotten married after mustering out.

The Guards work shifts break down as 8 hours on duty, 2 hours of training, 2 hours of personal time, 4 hours of base maintenance and 8 hours of sleep. The 3 shifts of 8 guards, an NCO and an officer covers a full 24 hours.

4) This is part of the vast training complex on this level. This subset includes mats and weight training machines as well as a Boxing ring. There are two attached locker rooms, strangely, these are in fact subdivided by sex. A combination Jacuzzi/Whirlpool is located at the far end of the room.

5) This is the location of the Swimming Pool and three Steam Rooms.

6) This is the Shooting Range and VR simulator. The range is fairly typical with targets that can move either side to side or towards the shooter as various speeds and distances. The VR assembly is based off some of the Qularr technology that translates mental impulses into actions in VR while blocking the Physical action in reality. There is a set codeword to abort a given mission and the machine will automatically shut down if it is given by anyone using the simulator.

7) The Armory. All of the Guards equipment from their sidearm to their body armor power supply is stored and serviced at this location.

8) This is a small winding staircase that leads to the base of Volcano. The passage emerges from a man-sized cave opening and allows foot patrols to sortie directly form this level.

4: CONTROL LEVEL



CONTROL LEVEL

1) This is main Control Center for the entire Base. It rivals anything in use on Earth and looks more like the control center for a space launch than the nerve center for a science facility. There are multiple flat panel screens at each location, and the simple touch of figure can turn it into a repeater screen, showing what is going on at any other computer or camera location. A full staff of 8 technicians is at work here 24 hours a day in 3 shifts.

2-5) The Base requires massive computing power, and each of these rooms serves as a series of server rooms. The networked computers of the base link in through state of the art high speed wireless connections to the Artificial Intelligence, Hidoshi (See Above), that resides in the 16 heavily modified Cray Super computers. 4 are in each room along with several high speed servers and routers that manage the flow of data in the base.

6) Bathroom facilities are located here.

7) These are storage rooms for the Control Level.

8) Each of these rooms serves as dormitory style suite for the technicians and workers of the Base. Six technicians share each room and its attached full bathroom. Generally, the work schedule is set so that no more than two technicians in any given room are off duty at the same time.

9) This is the Recreation Room for the Control Level. Games, Pinball Machines and a Widescreen TV dominate this off duty facility. There is an attached reading room/library for those who are looking for quieter diversion

10) This is the living quarters for the 6 shift commanders of the Base. They share a Living Room and an oversized Full bathroom.

11) The Base commander (Doctor Keiko Yashida) has her office and personal quarters located here. The office is Spartan, only a few pictures of former duty stations or commendations are on the walls. The Living quarters are similarly laid out, though some small hints of a personal touch have managed to creep in, including a gag gift of a stuffed Kaiju on one corner of the bed.

DOCK LEVEL

1) Dominating the space on this level is the Submarine Dock. It is capacious enough to easily accommodate a Submarine of the Japanese Self Defense Force with room left over for up to three of the Base's mini-sub. A series of cranes and pulleys hang from the roof to facilitate loading and unloading.

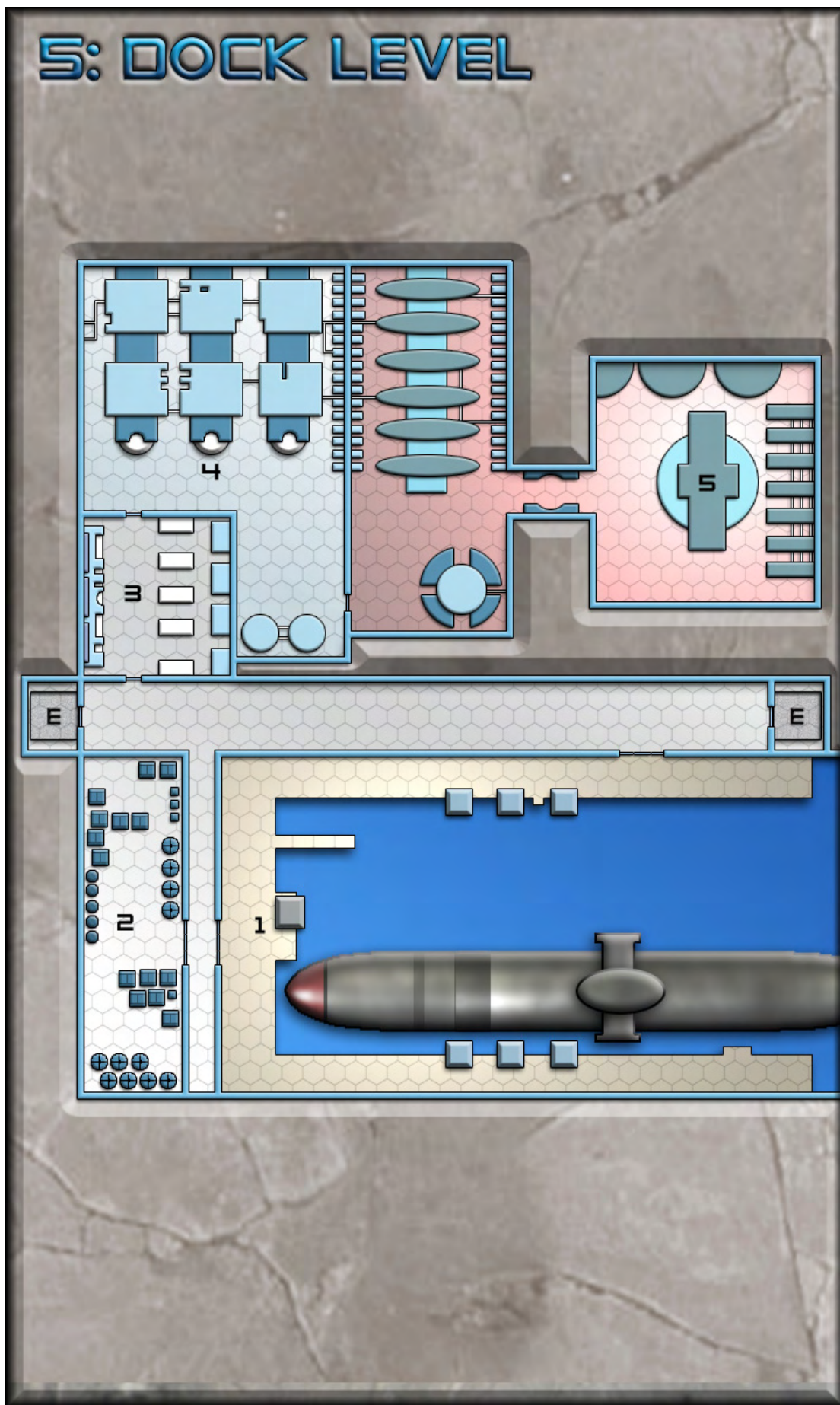
2) This is a storage area for incoming supplies or parts for the Dock machinery.

3) This is the Main control room for the power station. All of the displays here are replicated in the Master Control room. A small staff of three can handle both the generator and the reactor during normal operations.

4) This is the Dynamo/Generator array that powers the Base itself. Nuclear power is converted and stored here for use above. In the event that the Reactor has to be taken off-line for some reason, the Base can function at full capacity for 2 days. It can function at reduced capacity (Most power going to the Force Shield) for a full week. This room also houses the environmental machinery and water supply for the base. It is a sealed system that can function without any outside atmosphere for 6 months, but the food supplies would run out well before the atmosphere.

5) This is the reactor room. An advanced Fusion reactor powers the base and provides fresh water and oxygen for the facility above. It is mostly automated with more redundancy systems than almost any other reactor on the planet.

5: DOCK LEVEL



Staff of Monster Island

Chief of Operations: Doctor Keiko Yashida

Head of Scientific Operations: Doctor Hans Zimmerick

Director Emeritus: Doctor Takashi Toru

Chief of Security: Kenji Takumaru

Dr. Keiko Yashida

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75kg, 1½d6 HTH [1]
10	DEX	0	11-	OCV: 3/DCV: 3
10	CON	0	11-	
9	BODY	-2	11-	
23	INT	13	14-	PER Roll: 14-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		
18	STUN	0		

Total Characteristic Cost: 26

Movement: Running: 6"/12"
Leaping: 1½"/3"
Swimming: 2"/4"

Cost Perks

- 2 International Driver's License
- 1 Passport
- 8 Security Clearance (Bureau 17)
- 4 Top Man
- 33 Contact: Bureau 17 (Institutions, Extremely Useful, Contacts, Good Relationship, Organization) 14-

Skills

- 8 +1 with All Non-Combat Skills
- 10 +2 with All Sciences
- 5 Bureaucraties 14-
- 3 KS: Business Management 14-
- 3 KS: Operational Planning 14-
- 3 KS: Qularr Monsters 14-
- 3 KS: Scrounging 14-
- 3 Oratory 13-
- 3 Paramedics 14-
- 3 PS: Doctor 14-
- 3 PS: Office Manager 14-
- 3 PS: Scientist 14-
- 2 PS: Soldier 11-
- 4 Systems Operation (Communications Systems, Medical Systems) 14-
- 8 TF: Common Motorized Ground Vehicles, Helicopters, Large Planes, Small Planes, Tracked Military Vehicles, Two-Wheeled Motorized Ground Vehicles, Wheeled Military Vehicles

- 4 WF: Common Melee Weapons, Small Arms
- 3 Linguist
- 1 Language: Cantonese (Conversation)
- 3 Language: English (Fluent)
- 0 Language: Japanese (Idiomatic)
- 3 Language: Korean (Fluent)
- 3 Language: Lithuanian (Fluent)
- 3 Language: Mandarin (Fluent)
- 3 Scientist
- 2 SS: Biology 14-
- 2 SS: Combat Medicine 14-
- 2 SS: Exobiology 14-
- 2 SS: Marine Biology 14-
- 2 SS: Medicine 14-
- 3 SS: Xenobiology 15-

Total Powers & Skill Cost: 147

Total Cost: 173

75+ Disadvantages

- 15 Hunted: Bureau 17 8- (Mo Pow, NCI, Easy to Find, Watching)
- 10 Hunted: Monsters of the Island 8- (Mo Pow, Limited Area)
- 10 Psychological Limitation: Bound by Logic (Common, Moderate)
- 15 Psychological Limitation: Determined to Keep Others from Being Kaiju Victims (Common, Strong)
- 5 Physical Limitation: Nearsighted [Needs Corrective Lenses] (Infrequently, Slightly Impairing)
- 20 Social Limitation: Subject to Orders (Very Frequently, Major)
- 23 Experience Points

Total Disadvantage Points: 173

Background/History: Doctor Keiko Yashida was born in Osaka, Japan in 1958. She was only 7 years old when the Qularr sent the mighty monsters to crush the Earth. Watching the live Television broadcasts in delight at first, and then with growing horror as she began to hear the echo of the monster's cries from outside and not just from the small speakers, Keiko knew once and for all that all of those stories that frighten children were true. As her family ran from Osaka before the onslaught of the Kaiju, she vowed with the intensity that only a child can muster, that someday she would stop the monsters.

For many this would have been an unfortunate incident in childhood after the Kaiju were herded on to Monster Island, and in fact, it might have ended as just that, but fate had other plans.

In 1983, Keiko had just completed Medical School and was busy celebrating with friends in Tokyo when the Kaiju re-entered her life. Zorgatha had figured out that the Qularr Force

DIGITAL HERO #32

Shield had a bottom... Tokyo suffered for that discovery. Keiko lost two childhood friends that day and renewed her vow to bring the Kaiju to heel one way or another.

In the face of all conventional wisdom, Keiko enlisted in the Japanese Self-Defense forces as a combat medic initially, but she continued trying doggedly to get reassigned to the nebulous and powerful Bureau 17. Her superiors were worried about her obsession, but they decided that her raw ability merited her inclusion. After all, if she were placed as an assistant, they reasoned, how much harm could she cause?

This decision changed her life as Doctor Yashida attracted the attention of the then science lead, Doctor Takashi Toru. Taking the young and angry woman under his wing, Doctor Toru channeled her anger into protecting others, not revenging her memories. She blossomed under his tutelage and grew into a focused and strong administrator as well. Soon, she was practically running the entire base. When Doctor Toru announced his retirement, Bureau 17 the position official and Doctor Yashida was formally placed in charge of the Monster Island facility in 1998.

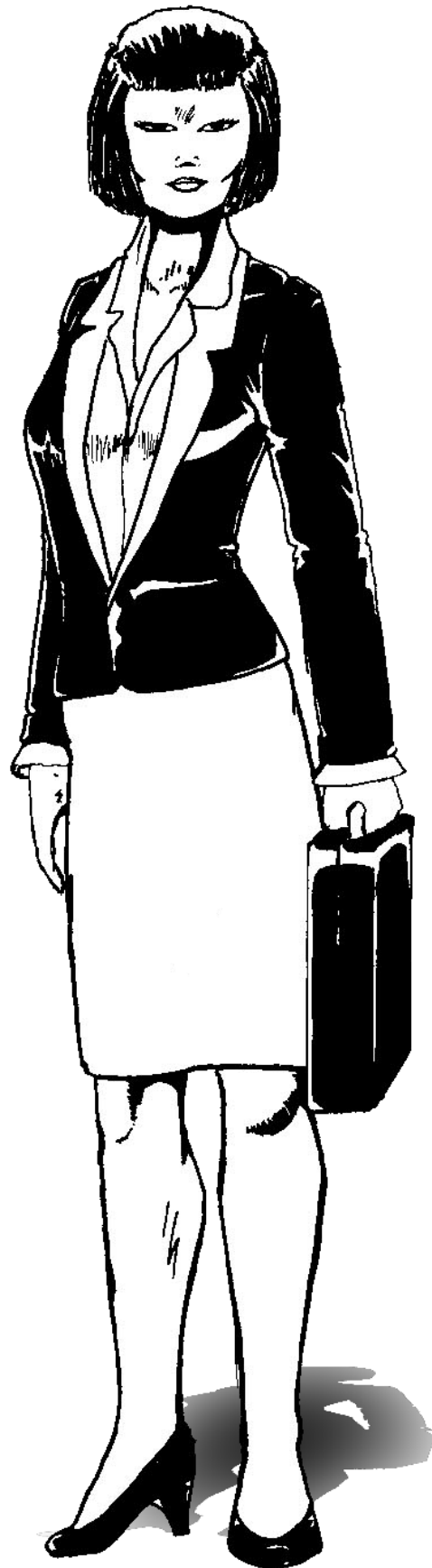
Personality/Motivation: From an intense and angry young girl to a focused and bitter young woman and finally to a determined leader, Doctor Yashida has always had a backbone of steel. She is friendly, but it is the reserved friendliness of one who has lost too many that were once close to her. Her style of management is quiet, competent and does not suffer fools...at all. She understands mistakes; they are part of being human. But stupidity or blind ego is likely to drop her voice to an intense whisper. More than the growling shrieks of Zorgatha, the staff of Monster Island fears that whisper.

Quote: "We can do it better. This isn't just blind research, people's lives hinge on what we can do here."

Powers/Tactics: Doctor Keiko Yashida is brilliant, a scientist and doctor who is versed in several disciplines. Already a Medical Doctor, she is also a noted Biologist who seems equally conversant in every recognized sub field. She is an excellent leader and, much to her chagrin, bureaucrat. Her agile mind also has a knack for languages and at last count, she spoke five others fluently. On top of all of that, she is still a competent, if somewhat rusty, soldier.

Appearance: Doctor Yashida is an attractive slightly built woman of 46, standing 5'1" tall. Her hair is black and cropped close in a pageboy style cut. In keeping with her role as the director of Monster Island, she is usually can be found in

a severe business suit, but if her business or research has her on the science levels, she is even more at home in a lab coat.



Dr. Hans Zimmerick

Val	Char	Cost	Roll	Notes
7	STR	-3	10-	Lift 66 kg, 1d6 HTH [1]
8	DEX	-6	11-	OCV: 3/DCV: 3
8	CON	-4	11-	
8	BODY	-4	11-	
21	INT	11	13-	PER Roll: 13-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
1	PD	0		Total: 1 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	2		Phases: 6, 12
3	REC	0		
16	END	0		
16	STUN	0		

Total Characteristic Cost: 5

Movement: Running: 6"/12"
 Leaping: 1"/2"
 Swimming: 2"/4"

Cost Perks

- 1 Passport
- 6 Security Clearance (Bureau 17)

Talents

- 3 Lightning Calculator
- 3 Absolute Time Sense

Skills

- 8 +1 with All Non-Combat Skills
- 3 Bureaucratics 12-
- 20 Computer Programming (Computer Networks, Hacking and Computer Security, Personal Computers, Artificial Intelligence, Mainframes and Supercomputers, Military Computers) 17-
- 8 Electronics (Communications Systems, Environmental Systems, Radar, Sensor Jamming Equipment) 14-
- 7 Mechanics 15-
- 13 Systems Operation (Communications Systems, Environmental Systems, Air/Space Traffic Control Systems, Metal Detectors, Radar, Sensor Jamming Equipment, Sonar) 15-
- 3 Linguist
- 3 Language: Ada (Fluent)
- 3 Language: Assembler (Fluent)
- 3 Language: Basic (Fluent)
- 3 Language: C (Fluent)
- 3 Language: COBOL (Fluent)
- 3 Language: English (Idiomatic, Dutch is Native)
- 3 8) Language: Japanese (Fluent)
- 3 9) Language: LISP (Fluent)

- 3 Scholar
- 3 KS: Computer Databases 14-
- 4 KS: Computer Hacking 15-
- 3 KS: Computer Interfaces 14-
- 4 KS: Computer Networks 15-
- 4 KS: Computer Networking 15-
- 4 KS: Computer Security 15-
- 3 KS: Computer Viruses 14-
- 3 Scientist
- 6 SS: AI Technology 17-
- 4 SS: Computer Control Systems 15-
- 3 SS: Mathematics 14-
- 2 SS: Microelectronics 13-
- 4 SS: Neural Interface Technology 15-
- 4 SS: Robotics 15-
- 5 SS: Software Engineering 16-

Total Powers & Skill Cost: 158

Total Cost: 163

75+ Disadvantages

- 15 Hunted: Bureau 17 8- (Mo Pow, NCI, Easy to Find, Watching)
- 15 Psychological Limitation: Doesn't Hurry (Very Common, Moderate)
- 10 Psychological Limitation: Overconfidence (Common, Moderate)
- 10 Rivalry: Dr. Yashida (Professional, Mo Pow, Seek to Outdo, Rival Aware)
- 20 Social Limitation: Subject to Orders (Very Frequently, Major)
- 5 Unluck: 1d6
- 13 Experience Points

Total Disadvantage Points: 163

Background/History: Hans Zimmerick was born in Amsterdam in 1954. He was a precocious and smart boy who gravitated heavily to math and the sciences. But he wasn't just a science enthusiast, he also was a dreamer. The films of the late 50's and early 60's infused his mind with the desire to build a robot. It would be a thinking robot that would serve and protect man in the best ideals of Science Fiction.

As he advanced through school, he kept his dream to himself. Somewhere in his late teens he realized that he had no way to control his robot. He had the mechanical and electronic problems sorted in his mind, but it had no brain. Hans turned to the still young science of computers to solve his problem.

As he began his post graduate work, Hans became almost obsessed with the idea of a computer consciousness and in short order, he was one of the world's foremost authorities on the subject. Years passed, but Doctor Zimmerick continued to adapt and add new knowledge to his repertoire. From the commonly available commercial languages to esoteric ideas on system architecture, he absorbed it all.

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By 1996, he was one of the foremost scientists in the world. Hoping to make his dream of an enhanced computer sentience a reality, he petitioned to join UNTIL to work on their Munin/Hugin system and was instrumental in the final work.

Doctor Zimmerick was not satisfied however. He felt that there was little chance to study the continuing development of the AI. When the opportunity came to enhance and then study Hidoshi, the Monster Island AI, he jumped at the chance. The fit has been a good one, though Doctor Zimmerick still firmly regards Hidoshi as "his". Recently however, he has been allowed to indulge his childhood fantasy and the first tests for his "Rocket Tiger" defense robot are only days away.

Personality/Motivation: Doctor Zimmerick is justifiably proud of his accomplishments, but at the same time, dogged by the occasional bad luck that has kept him from getting to a given discovery first. This has made him a little defensive and bitter about his specialty, Computer Science, and it has engendered a mild disdain for the other sciences under his control. He comes off as old school thorough, but overconfident in his own abilities. Terse with other scientists, he can be down right rude to those he thinks might be his intellectual inferiors. (Which could be anyone really). He finds himself at loggerheads a lot with Doctor Yashida due to his own pride.

Quote: "No, no, no. The only way this will work is if you let me do it. As usual..."

Powers/Tactics: Doctor Zimmerick has one of the most capable minds in all of humanity. He absorbs languages, both computer and human, like a sponge, and his depth of knowledge and scientific acumen is astounding. He has a seemingly innate internal clock that is every bit as precise as the atomic clocks used on Monster Island, which has caused some urban legends that the good Doctor replaced part of his own gray matter with a small computer.

Appearance: Doctor Zimmerick is a slightly built man of average height (about 5'9") and unpreposing demeanor. A long hook nose is framed by deep set brown eyes that glitter with intellect. His thin white hair is more of a ruff at this point and a slight stoop pulls at his shoulders. He is most commonly found in business casual style clothing with a lab coat added when needed.



Dr. Takashi Toru

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg, 2d6 HTH [1]
9	DEX	-3	11-	OCV: 3/DCV: 3
9	CON	-2	11-	
9	BODY	-2	11-	
25	INT	15	14-	PER Roll: 14-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	1		Phases: 6, 12
4	REC	0		
18	END	0		
19	STUN	0		

Total Characteristic Cost: 18

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

Cost Perks

- 15 Contact: Bureau 17 (Institutions, Contacts, Very Good Relationship, Organization) 8-
- 1 International Driver's License
- 1 License to Practice a Profession
- 5 Money: Well Off
- 1 Passport
- 3 Reputation: World's Expert on Giant Monsters (Small Group) 14-, +3/+3d6
- 8 Security Clearance Note: High Ranking Member of Bureau 17

Skills

- 16 +2 with All Non-Combat Skills
- 8 Animal Handler (Aquatic Animals, Birds, Canines, Equines, Felines, Raptors, Reptiles & Amphibians) 12-
- 3 Climbing 11-
- 3 Forensic Medicine 14-
- 3 KS: Archaeology 14-
- 7 KS: Qularr Monsters 18-
- 3 KS: Teaching 14-
- 3 Paramedics 14-
- 4 PS: Scientist 15-
- 6 Survival (Temperate/Subtropical, Tropical, Mountain) 14-
- 3 Systems Operation (Medical Systems, Medical Sensors) 14-
- 3 Scientist
- 3 SS: Biochemistry 15-
- 4 SS: Biology 16-
- 2 SS: Entomology 14-
- 3 SS: Exobiology 15-
- 2 SS: Marine Biology 14-
- 2 SS: Mutagenics 14-
- 2 SS: Ornithology 14-

- 7 SS: Xenobiology 19-
- 3 Linguist
- 3 Language: English (Idiomatic, Japanese is Native)
- 2 Language: Indonesian (Fluent)
- 2 Language: Javanese (Fluent)
- 2 Language: Russian (Fluent)

Total Powers & Skill Cost: 133

Total Cost: 151

75+ Disadvantages

- 15 Hunted: Bureau 17 8- (Mo Pow, NCI, Easy to Find, Watching)
- 10 Psychological Limitation: Curious (Common, Moderate)
- 10 Psychological Limitation: Peaceful (Common, Moderate)
- 10 Psychological Limitation: Perfectionist (Common, Moderate)
- 10 Social Limitation: Famous (Frequently, Minor)
- 20 Social Limitation: Subject to Orders (Very Frequently, Major)
- 1 Experience Point

Total Disadvantage Points: 151

Background/History: Born in 1934 in Yokohama, Japan, Takashi Toru was a bright and curious child. In a culture that rewarded hard work and devotion to perfection, Takashi shined above his peers. Surviving the aftermath of a disastrous war wasn't easy for a child just getting ready to enter his teens, but it did engender in Takashi a strong sense of peace instead of conflict. It was always better in his mind, to look for a logical way to solve a problem instead of giving in to baser impulses.

His initial work concentrated on discovering the lost cultures of the Asian isles. The small cultures that had been exterminated or died out long before empires and nations began to flex their muscles. It was during this time that he began to find strange glyphs and pictograms that seemed to indicate that soon man would be tested from beyond. He took most of this in stride as similar ideas permeate most cultures, but it nagged at him none the less.

In 1965, his worst fears came to light as the Qularr attacked Earth. Stunned that some of the pictograms matched the description of the Monsters, or Kaiju, Doctor Toru decided he had to find out more about these magnificent and terrible creatures. He was one of the first scientists on Monster Island after the establishment of the science facility and he quickly added whatever sciences he needed to understand the Monsters.

By 1983, it was decided that there was no one more capable of running the facility than its

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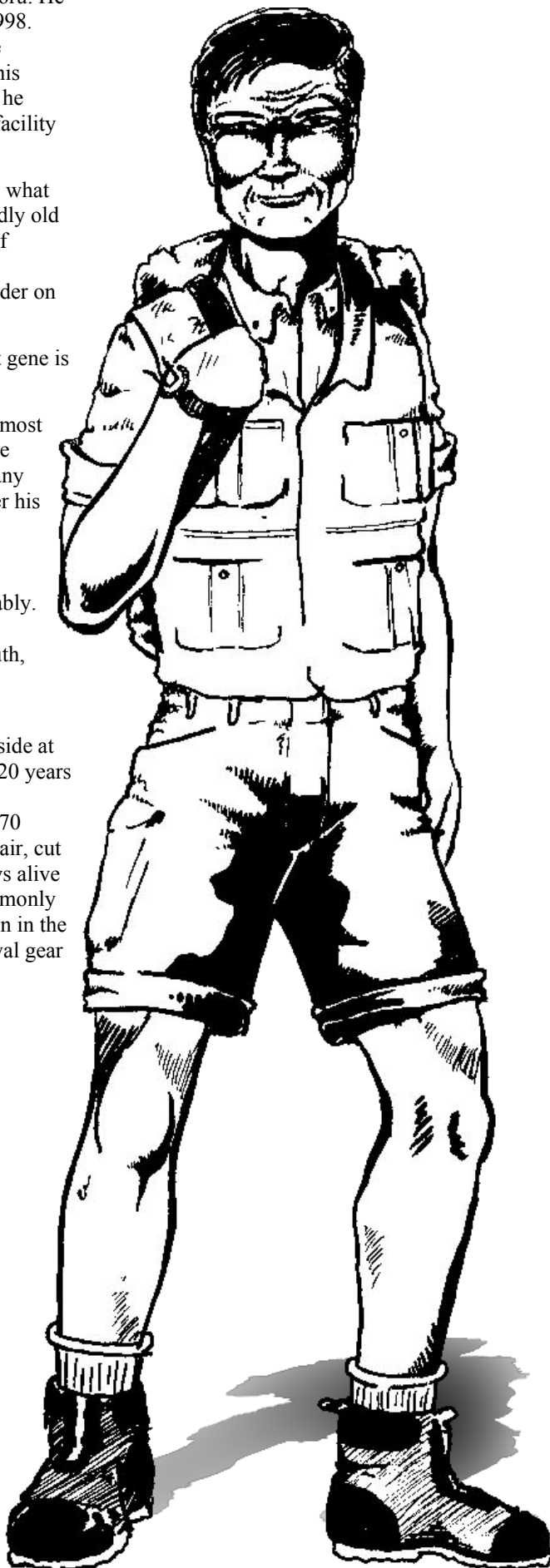
most devoted member, Doctor Takashi Toru. He retained the post until his retirement in 1998. This was more of an administrative move though, as Doctor Toru will never cease his investigations of the Kaiju, and honestly, he enjoys it more than running the massive facility anyway.

Personality/Motivation: Doctor Toru is what most people think of when the term “Kindly old scientist” is bandied about. He is a man of passion, but it is a quiet intensity. He is a perfectionist in his work, but he is far harder on himself than on anyone else.

Quote: “Ah! See here? The recombinant gene is common to ALL the Kaiju!”

Powers/Tactics: Doctor Toru is the foremost expert on Kaiju and Giant monsters on the planet. He is also very accomplished on any complimentary sciences that might further his knowledge. His previous work as an archeologist has made him an expert on survival in several differing climates and increased his linguistic abilities considerably. He is no longer the young dashing archeologist/adventurer he was in his youth, but he is an almost unending font of knowledge.

Appearance: Doctor Toru is on the tall side at 5’10” and still retains the build of a man 20 years younger. He is vital and often gives the impression of being far younger than his 70 years. He still has a shock of full, black hair, cut conservatively. His brown eyes are always alive with energy and thought. He is most commonly found in an old and battered lab coat when in the facility, or in banana republic style survival gear when in the field.



Base Personnel

The following generic templates can be used if you need statistics for any of the other base personnel. The Troopers of Bureau 17 are highly trained, but really, they know any action they take against the Kaiju is probably just a delaying action.

GENERIC SCIENTIST

8 STR	8 DEX	8 CON	8 BODY
15 INT	8 EGO	8 PRE	8 COM
2 PD	2 ED	2 SPD	
4 REC	16 END	16 STUN	

Skills: PS: Scientist 11-, Science Skills (9 points' Worth), 15 points Worth of the Following: Bureaucratics, Computer Programming, Electronics, Cryptography, Demolitions, Mechanics, Paramedics, Security Systems, Systems Operation, Any Background Skills

0+ Disadvantages: Social Limitation: Subject to Orders (Very Frequently, Major)

GENERIC TROOPER

15 STR	15 DEX	14 CON	10 BODY
13 INT	10 EGO	13 PRE	10 COM
5/19 PD	4/18 ED	3 SPD	
6 REC	28 END	25 STUN	

Equipment: *Bureau 17 Combat Armor:* Armor (8 PD/8 ED); Activation Roll 14- (-1/2), OIF (-1/2); *Bureau 17 Brain Bucket:* Armor (6 PD/6 ED); Activation Roll 8- (-2), OIF (-1/2); *Comm Uplink:* High Range Radio Perception (Radio Group); OIF (-1/2), Sense Affected as Sight, Hearing, and Radio Groups (-1/2); *Bureau 17 Kaiju Killer:* EB 6d6, 4 clips of 32 Charges (+1/2), Attack Versus Limited Defense (Power Defense, +1 1/2); OAF (-1), Real Weapon (-1/4), Beam (-1/4) [32]; **Bureau 17 Chronometer**
Helmet Readout: Absolute Time Sense; OIF (-1/2) plus Bump Of Direction; OIF (-1/2)

Perks: Weapon Permit, Member of Bureau 17

Skills: +2 with Bureau 17 Weapons, AK: Monster Island 12-, KS: Anti-Kaiju Tactics 12-, Language: English (Fluent), Martial Arts: 11 points of Maneuvers, Paramedics 12-, PS: Soldier 12-, Stealth 12-, Survival (Tropical) 12-, Tactics 12-, Teamwork 12-, WF: Beam Weapons, Small Arms, Blades, Grenade Launchers, Shoulder-Fired Weapons, Vehicle Weapons

50+ Disadvantages: Social Limitation: Subject to Orders (Very Frequently, Major), 89 Disads and/or Experience Points

The Residents of Monster Island

Vakulon

Val	Char	Cost	Roll	Notes
80	STR	70	25-	Lift 1600 tons, 16d6 [8]
10	DEX	0	11-	OCV: 3/DCV: 3
35	CON	50	16-	
40	BODY	60	17-	
8	INT	-2	11-	PER Roll: 11-/12-
5	EGO	-10	10-	ECV: 2
60	PRE	50	21-	PRE Attack: 12d6
6	COM	-2	10-	
40	PD	24		Total: 40 PD (40 rPD)
35	ED	28		Total: 35 ED (35 rED)
2	SPD	0		Phases: 6, 12
30	REC	14		
70	END	0		
110	STUN	12		

Total Characteristic Cost: 294

Movement: Running: 36"/72"
Leaping: 16"/32"
Swimming: 2"/4"

Cost	Powers	END
225	<i>Variable Weapons Platform:</i> EB 20d6, Variable Special Effects (Limited Group of SFX, +1/4), +1/2 Variable Advantage (+1)	22
46	<i>Armored for Pure Defense:</i> Damage Resistance (40 PD/35 ED), Hardened (+1/4)	0
40	<i>There's a Lot of Me to Hurt:</i> Physical Damage Reduction, Resistant, 75%; BODY Only (-1/2)	0
40	<i>There's a Lot of Me to Hurt:</i> Energy Damage Reduction, Resistant, 75%; BODY Only (-1/2)	0
60	<i>My Wiring Controls Me, Not You!:</i> Mental Damage Reduction, Resistant, 75%	0
6	<i>Dig the Tail, It's Metal:</i> Extra Limb, Inherent (+1/4)	0
21	<i>Sensory Targeting Mode:</i> Radar (Radio Group), +1 PER, 360°	0
60	<i>Big Metal Legs:</i> Running +30" (36" Total)	6
60	<i>Big Metal Fists!:</i> Area Of Effect (2" Radius, +3/4) on STR	10
28	<i>Heavy:</i> Knockback Resistance -14"	0
64	<i>Long Metal Limbs:</i> Stretching 15", Reduced Endurance (0 END; +1/2); No Noncombat Stretching (-1/4), No Velocity Damage (-1/4), Always Direct (-1/4)	0
36	<i>I'm a Big Giant Robot:</i> Life Support (Does Not Eat, Does Not Sleep, Immune to All Diseases, Biowarfare, Poisons, and Chemical Warfare Agents, Safe in Zero Gravity, High	

	Pressure, High Radiation, Intense Cold, Intense Heat, Vacuum)	0
25	<i>No Brain, Just Circuits:</i> Mental Defense (21 points Total), Hardened (+1/4)	0
25	<i>EMP Shielded:</i> Power Defense (20 points), Hardened (+1/4)	0
25	<i>Nanotech Repair:</i> Healing 1 BODY, Can Heal Limbs, Resurrection, Reduced Endurance (0 END, +1/2), Persistent (+1/2); Extra Time (Post-Segment 12, -1/4), Self Only (-1/2)	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction

Total Powers & Skill Cost: 770

Total Cost: 1064

200+ Disadvantages

35	Enraged: Berserk Combat (Very Common, Go 11-, Recover 11-)
15	Physical Limitation: Animal Level Intellect (Frequently, Greatly Impairing)
15	Physical Limitation: Gargantuan, 32x Human Size (64m, -10 DCV) (Frequently, Greatly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
10	Vulnerability: 2x Effect From Drains (Uncommon)
20	Vulnerability: 2x STUN From Electricity (Common)
10	Vulnerability: 2x STUN From Gravitational Powers (Uncommon)
10	Vulnerability: 2x STUN From Magnetics (Uncommon)
734	Experience Points

Total Disadvantage Points: 1064

Vakulon is a robotic construct that was designed by the Qularr to counter the other monsters should they somehow break free. His weapons are multitudinous, and include mason blasters, ice rays, missiles, laser eyes...in part, Vaulon's great ability comes from being able to adapt to any situation with his weapons. His limit is that he is no longer under intelligent control and now continues on with just a raw animal intellect guiding his moves.

Vakulon is some 64 meters in height, a massive armor plated construct in the form of a gigantic tyrannosaur type lizard (Complete with tail) with large weapon packs on each shoulder.

Vakulon



DIGITAL HERO #32

Ganika

Val	Char	Cost	Roll	Notes
75	STR	65	24-	Lift 800 tons, 15d6 [13]
10	DEX	0	11-	OCV: 3/DCV: 3
40	CON	60	17-	
40	BODY	60	17-	
8	INT	-2	11-	PER Roll: 11-
5	EGO	-10	10-	ECV: 2
60	PRE	50	21-	PRE Attack: 12d6
6	COM	-2	10-	
39	PD	24		Total: 54 PD (54 rPD)
36	ED	28		Total: 51 ED (50 rED)
3	SPD	10		Phases: 4, 8, 12
30	REC	14		
80	END	0		
110	STUN	12		

Total Characteristic Cost: 309

Movement:

Running:	36"/72"
Leaping:	15"/30"
Swimming:	17"/34"
Flight:	20"/160"

Cost	Powers	END
154	<i>Fiery Turtle Breath!</i> : RKA 8d6, Area Of Effect (49" Cone, +1¼); No Range (-½), Concentration (½ DCV, -¼)	27
56	<i>My Shell is Hard!</i> : Armor (15 PD/15 ED), Hardened (+¼)	0
46	<i>Big Turtle Shell</i> : Damage Resistance (39 PD/35 ED), Hardened (+¼)	0
40	<i>There's a Lot of Me to Hurt</i> : Physical Damage Reduction, Resistant, 75%; BODY Only (-½)	0
40	<i>There's a Lot of Me to Hurt</i> : Energy Damage Reduction, Resistant, 75%; BODY Only (-½)	0
60	<i>Turtles are Strong of Will</i> : Mental Damage Reduction, Resistant, 75%	0
60	<i>Big Legs</i> : Running +30" (36" Total)	6
33	<i>Spinning Flying Cosmic Turtle</i> : Flight 20", 8x Noncombat; Concentration Throughout (½ DCV, -½)	5
75	<i>Shell Bellyflop</i> : Area Of Effect (15" Radius, +1) on STR	13
28	<i>Heavy</i> : Knockback Resistance -14"	0
64	<i>Long Limbs</i> : Stretching 15", Reduced Endurance (0 END; +½); No Noncombat Stretching (-¼), No Velocity Damage (-¼), Always Direct (-¼)	0
36	<i>Space Turtles Forever</i> : Life Support (Does Not Eat, Does Not Sleep, Immune to All Diseases, Biowarfare, Poisons, and Chemical Warfare Agents, Safe in Zero Gravity, High Pressure, High Radiation, Intense Cold, Intense Heat, Vacuum)	0
25	<i>Turtles are Focused</i> : Mental Defense (21 points Total), Hardened (+¼)	0

25	<i>My Power is My Own</i> : Power Defense (20 points), Hardened (+¼)	0
25	<i>Big Monsters Never Die</i> : Healing 1 BODY, Can Heal Limbs, Resurrection, Reduced Endurance (0 END, +½), Persistent (+½); Extra Time (Post-Segment 12, -1¼), Self Only (-½)	0
22	<i>That's Right, I Swim</i> : Swimming, +15", Reduced Endurance (0 END, +½)	0

Total Powers & Skill Cost: 789

Total Cost: 1098

200+ Disadvantages

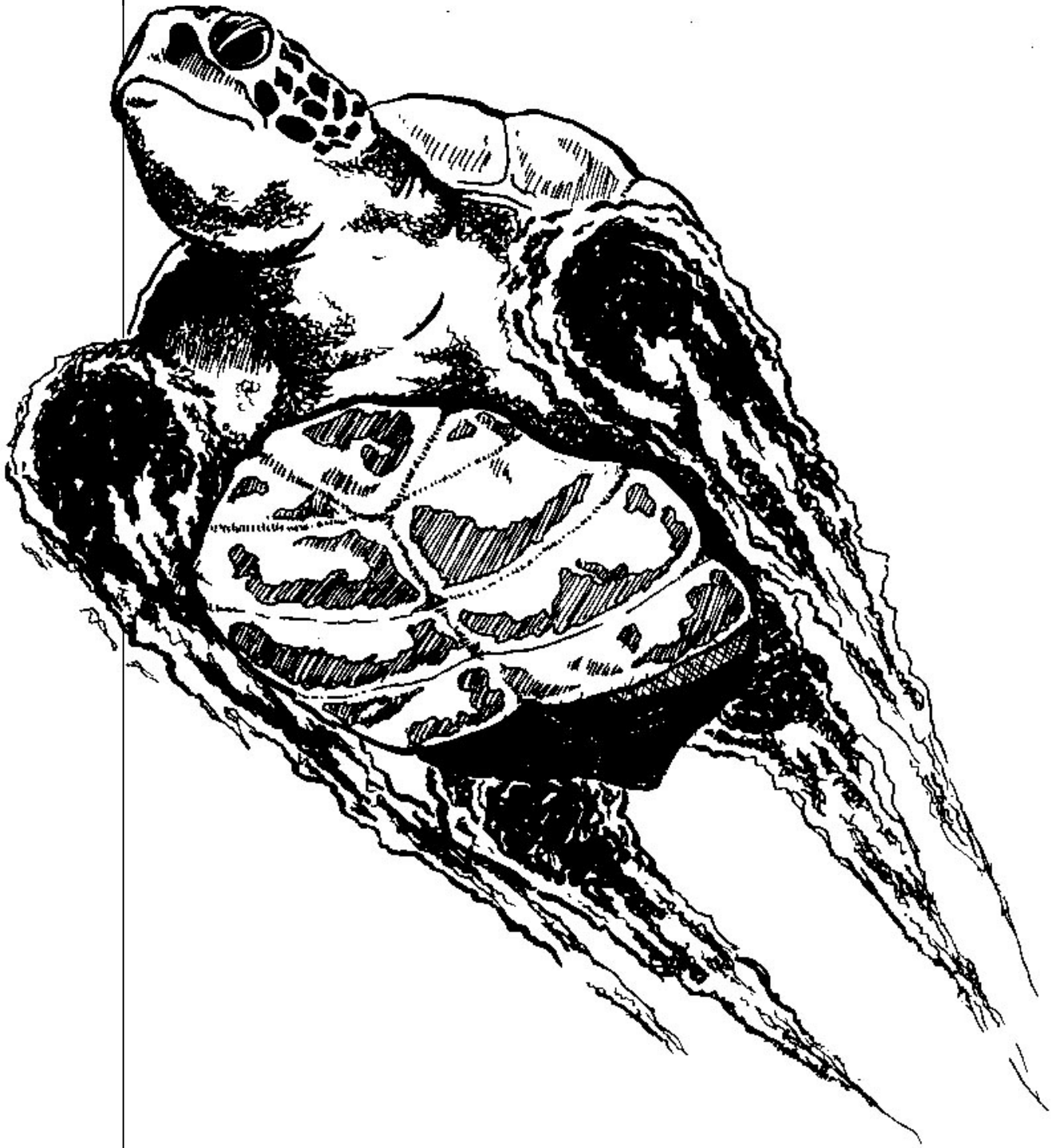
35	Enraged: Berserk Combat (Very Common, Go 11-, Recover 11-)
15	Physical Limitation: Animal Level Intellect (Frequently, Greatly Impairing)
15	Physical Limitation: Gargantuan, 32x Human Size (64m, -10 DCV) (Frequently, Greatly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
10	Vulnerability: 1½x Effect From Air Manipulating Powers (Common)
10	Vulnerability: 1½x STUN From Magic (Common)
10	Vulnerability: 1½x STUN From Radiation (Common)
20	Vulnerability: 2x Effect From Water (Common)
768	Experience Points

Total Disadvantage Points: 1098

What more can you say about a flying radioactive turtle? Ganika is shrouded in a heavy protective shell, mottled in black and green. His flight mode is by projecting flames from his shell at the limb openings, and it requires a lot of Ganika's concentration to use this method of transport. He is also a strong swimmer. Ganika's great strength is exceeded in combat only by the fiery breath he projects from his mouth. Like the flight, this also requires intense concentration as some of the breath also blocks his view of the target and he has to aim very carefully.

Ganika is approximately 60 meters in height, his shell some 50 meters in diameter. He has a stub tail, stands upright on his rear legs and is very very heavily armored even on the areas not covered by his shell.

Ganika



DIGITAL HERO #32

Mega-Terak

Val	Char	Cost	Roll	Notes
65	STR	55	22-	Lift 200 tons, 13d6 [13]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
40	BODY	60	17-	
8	INT	-2	11-	PER Roll: 11-
5	EGO	-10	10-	ECV: 2
55	PRE	45	20-	PRE Attack: 11d6
6	COM	-2	10-	
37	PD	24		Total: 37 PD (37 rPD)
34	ED	28		Total: 34 ED (34 rED)
4	SPD	10		Phases: 3, 6, 9, 12
26	REC	14		
60	END	0		
100	STUN	12		

Total Characteristic Cost: 304

Movement:

Running:	16"/32"
Leaping:	13"/26"
Swimming:	2"/4"
Flight:	40"/320"

Cost	Powers	END
44	<i>Leathery Skin, Tough as Steel:</i> Damage Resistance (37 PD/34 ED), Hardened (+1/4)	0
40	<i>There's a Lot of Me to Hurt:</i> Physical Damage Reduction, Resistant, 75%; BODY Only (-1/2)	0
40	<i>There's a Lot of Me to Hurt:</i> Energy Damage Reduction, Resistant, 75%; BODY Only (-1/2)	0
60	<i>Monsters are Strong of Will:</i> Mental Damage Reduction, Resistant, 75%	0
20	<i>Big Legs:</i> Running +10" (16" Total)	2
135	<i>Master of All Flying Monsters:</i> Flight 40", 8x Noncombat, Reduced Endurance (0 END, +1/2)	0
65	<i>Wingsmack:</i> Area Of Effect (4" Radius, +1) on STR	13
26	<i>Heavy:</i> Knockback Resistance -13"	0
64	<i>Long Limbs:</i> Stretching 15", Reduced Endurance (0 END, +1/2); No Noncombat Stretching (-1/4), No Velocity Damage (-1/4), Always Direct (-1/4)	0
36	<i>Monsters Forever:</i> Life Support (Does Not Eat, Does Not Sleep, Immune to All Diseases, Biowarfare, Poisons, and Chemical Warfare Agents, Safe in Zero Gravity, High Pressure, High Radiation, Intense Cold, Intense Heat, Vacuum)	0
25	<i>Monsters are focused:</i> Mental Defense (21 points Total), Hardened (+1/4)	0
25	<i>My power is my own:</i> Power Defense (20 points), Hardened (+1/4)	0
25	<i>Big Monsters Never Die:</i> Healing 1 BODY, Can Heal Limbs,	

Resurrection, Reduced Endurance (0 END, +1/2), Persistent (+1/2); Extra Time (Post-Segment 12, -1/4), Self Only (-1/2)

0

Total Powers & Skill Cost: 605

Total Cost: 909

200+ Disadvantages

35	Enraged: Berserk Combat (Very Common, Go 11-, Recover 11-)
15	Physical Limitation: Animal Level Intellect (Frequently, Greatly Impairing)
15	Physical Limitation: Gargantuan, 32x Human Size (64m, -10 DCV) (Frequently, Greatly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
10	Vulnerability: 1 1/2x Effect From Air Manipulating Powers (Common)
10	Vulnerability: 1 1/2x Effect From Fire (Common)
10	Vulnerability: 1 1/2x STUN From Magic (Common)
10	Vulnerability: 1 1/2x STUN From Radiation (Common)
589	Experience Points

Total Disadvantage Points: 909

Mega-Terak looks like a gigantic featherless condor. He is a strong flyer, and has been clocked at over 700 km/h flat out. His main attacks are with his wings, buffeting his enemies with shockingly strong blows. His skin is an almost uniform reddish-brown, with a light brown beak and black beady eyes.

Mega-Terak stands some 60 meters in height; his wingspan however is almost 100 meters. He has residual fingers located about 30 meters down the length of either wing. His legs are short and his wings fare into his body just barely above them. His body really only exists as an anchor for his wings, and it is thin, though his breastbone is strong and broad to support the stresses of flight.

Mega-Terak



DIGITAL HERO #32

Zorgatha

Val	Char	Cost	Roll	Notes
85	STR	75	26-	Lift 3200 tons, 17d6 [8]
15	DEX	15	12-	OCV: 5/DCV: 5
40	CON	60	17-	
40	BODY	60	17-	
8	INT	-2	11-	PER Roll: 11-
5	EGO	-10	10-	ECV: 2
65	PRE	55	22-	PRE Attack: 13d6
6	COM	-2	10-	
46	PD	29		Total: 46 PD (45 rPD)
40	ED	32		Total: 40 ED (40 rED)
3	SPD	5		Phases: 4, 8, 12
32	REC	14		
80	END	0		
115	STUN	12		

Total Characteristic Cost: 343

Movement: Running: 36"/72"
Leaping: 17"/34"
Swimming: 17"/34"

Cost	Powers	END
192	<i>Atomic Breath of Death!</i> : RKA 9d6, Reduced Endurance (½ END, +¼), Area Of Effect (69" Cone, +¼); Concentration (½ DCV, -¼), No Range (-½)	15
52	<i>Leathery Skin, Tough as Steel</i> : Damage Resistance (45 PD/40 ED), Hardened (+¼)	0
40	<i>There's a Lot of Me to Hurt</i> : Physical Damage Reduction, Resistant, 75%; BODY Only (-½)	0
40	<i>There's a Lot of Me to Hurt</i> : Energy Damage Reduction, Resistant, 75%; BODY Only (-½)	0
60	<i>Monsters are Strong of Will</i> : Mental Damage Reduction, Resistant, 75%	0
60	<i>Big Legs</i> : Running +30" (36" Total)	6
6	<i>Tail</i> : Extra Limb, Inherent (+¼)	0
85	<i>Big Limbs</i> : Reduced Endurance (½ END, +¼) and Area Of Effect (2" Radius, +¾) on STR	8
32	<i>Heavy</i> : Knockback Resistance -16"	0
64	<i>Long Limbs</i> : Stretching 15", Reduced Endurance (0 END, +½); No Noncombat Stretching (-¼), No Velocity Damage (-¼), Always Direct (-¼)	0
36	<i>Monsters Forever</i> : Life Support (Does Not Eat, Does Not Sleep, Immune to All Diseases, Biowarfare, Poisons, and Chemical Warfare Agents, Safe in Zero Gravity, High Pressure, High Radiation, Intense Cold, Intense Heat, Vacuum)	0
25	<i>Monsters are Focused</i> : Mental Defense (21 points Total), Hardened (+¼)	0
25	<i>My Power is My Own</i> : Power Defense (20 points), Hardened (+¼)	0

- 25 *Big Monsters Never Die*: Healing 1 BODY, Can Heal Limbs, Resurrection, Reduced Endurance (0 END, +½), Persistent (+½); Extra Time (Post-Segment 12, -¼), Self Only (-½) 0
- 22 *That's Right, I Swim*: Swimming, +15", Reduced Endurance (0 END, +½) 0

Total Powers & Skill Cost: 764

Total Cost: 1107

200+ Disadvantages

- 35 Enraged: Berserk Combat (Very Common, Go 11-, Recover 11-)
- 15 Physical Limitation: Animal Level Intellect (Frequently, Greatly Impairing)
- 15 Physical Limitation: Gargantuan, 32x Human Size (64m, -10 DCV) (Frequently, Greatly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 10 Vulnerability: ½x Effect From Cold (Common)
- 10 Vulnerability: ½x STUN From Light Attacks (Common)
- 10 Vulnerability: ½x STUN From Magic (Common)
- 10 Vulnerability: ½x STUN From Sonic Attacks (Common)
- 787 Experience Points

Total Disadvantage Points: 1107

Zorgatha... King of Monsters, Lord of the Kaiju. There is no monster stronger on the Island than this powerhouse. He is the physically strongest of all the Kaiju, and only Ganika might be harder to injure. His radioactive breath has rained destruction on cities and armies alike. His weaknesses are few, but heavily studied by all of the world's armies.

Zorgatha stands some 66 meters in height, built like a Giant Tyrannosaurus Rex. His body is 100 meters from the tip of his tail to the end of his snout. Unlike his possible prehistoric ancestor, Zorgatha has arms that are fully capable of grabbing and crushing whatever has the misfortune to get near him. His tail is also a formidable weapon as well. While his pace seems slow and measured, his long stride covers amazing amounts of ground with each step. His skin is a dark Green with a serrated spinal ridge that is light blue except when his is using his breath weapon. Then it glows brightly.

Zorgatha



DIGITAL HERO #32

Sergeant Nuke

Val	Char	Cost	Roll	Notes
70	STR	60	23-	Lift 400 tons, 14d6 [7]
15	DEX	15	12-	OCV: 5/DCV: 5
35	CON	50	16-	
35	BODY	50	16-	
8	INT	-2	11-	PER Roll: 11-
8	EGO	-4	11-	ECV: 3
55	PRE	45	20-	PRE Attack: 11d6
8	COM	-1	11-	
35	PD	21		Total: 35 PD (30 rPD)
35	ED	28		Total: 35 ED (30 rED)
4	SPD	15		Phases: 3, 6, 9, 12
28	REC	14		
70	END	0		
100	STUN	12		

Total Characteristic Cost: 303

Movement: Running: 36"/72"
Leaping: 14"/28"
Swimming: 2"/4"

Cost	Powers	END
37	<i>Leathery Skin, Tough as Steel:</i> Damage Resistance (30 PD/30 ED), Hardened (+1/4)	0
40	<i>There's a Lot of Me to Hurt:</i> Physical Damage Reduction, Resistant, 75%; BODY Only (-1/2)	0
40	<i>There's a Lot of Me to Hurt:</i> Energy Damage Reduction, Resistant, 75%; BODY Only (-1/2)	0
60	<i>Monsters are Strong of Will:</i> Mental Damage Reduction, Resistant, 75%	0
60	<i>Big Legs:</i> Running +30" (36" Total)	6
70	<i>Big Limbs:</i> Reduced Endurance (1/2 END, +1/4), Area Of Effect (2" Radius, +3/4) on STR	3
20	<i>I Still Remember Fightin'!:</i> HA +4d6 (18d6 with STR), Reduced Endurance (0 END, +1/2); HA Lim (-1/2)	0
28	<i>Heavy:</i> Knockback Resistance -14"	0
64	<i>Long Limbs:</i> Stretching 15", Reduced Endurance (0 END; +1/2); No Noncombat Stretching (-1/4), No Velocity Damage (-1/4), Always Direct (-1/4)	0
26	<i>Monsters Forever:</i> Life Support (Does Not Eat, Does Not Sleep, Immune to All Diseases and Biowarfare Agents, Safe in Zero Gravity, High Pressure, High Radiation, Intense Cold, Intense Heat, Vacuum)	0
25	<i>Monsters are Focused:</i> Mental Defense (22 points Total), Hardened (+1/4)	0
25	<i>My Power is My Own:</i> Power Defense (20 points), Hardened (+1/4)	0
50	<i>Big Monsters Never Die:</i> Healing 5 BODY, Can Heal Limbs,	0

Resurrection, Reduced Endurance (0 END, +1/2), Persistent (+1/2); Extra Time (Post-Segment 12, -1/4), Self Only (-1/2), Does Not Work On Some Damage One Type of Damage (Poison, -1/4)

0

Total Powers & Skill Cost: 545

Total Cost: 848

200+ Disadvantages

35	Enraged: Berserk Combat (Very Common, Go 11-, Recover 11-)
15	Physical Limitation: Animal Level Intellect (Frequently, Greatly Impairing)
15	Physical Limitation: Gargantuan, 32x Human Size (64m, -10 DCV) (Frequently, Greatly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
10	Vulnerability: 1 1/2x STUN From Magic (Common)
10	Vulnerability: 1 1/2x STUN From Sonic Attacks (Common)
10	Vulnerability: 2xBODY From Poison Attacks (Uncommon)
10	Vulnerability: 2xSTUN From Poison Attacks (Uncommon)
528	Experience Points

Total Disadvantage Points: 848

Sergeant Nuke was originally a simple soldier in the Australian Army assigned to monitoring the progress of the Kaiju Gonjiras, as it advanced across the Pacific. What happened next has already been recounted above, but when the Hydrogen Bomb killed Gonjiras, the energy from his death somehow infused the now nameless soldier and caused an unforeseen effect. Crackling with new energy, his mind disintegrated until he knew only one thing. He must destroy all of humanity as it had tried to destroy him. The Sergeant still remembers some of his soldiering skills in combat dimly, and is a very good brawler. But his prime ability is his regeneration. All Kaiju seem to possess this ability, but in Sergeant Nuke, it is accelerated to an unbelievable degree.

Sergeant Nuke stands some 64 meters in height. Overall, he is the most "normal" looking of all the Kaiju, but that is a relative term. The process that infused him with Gonjiras' energy altered him. While he still looks human, he now also looks like he is encased in a head to toe form covering suit of metallic copper. A small ridge, almost like a shark's fin, rises from his head, as do two more from either forearm.

Sergeant Nuke

