



HEADQUARTERS

CONSTRUCTION GUIDE

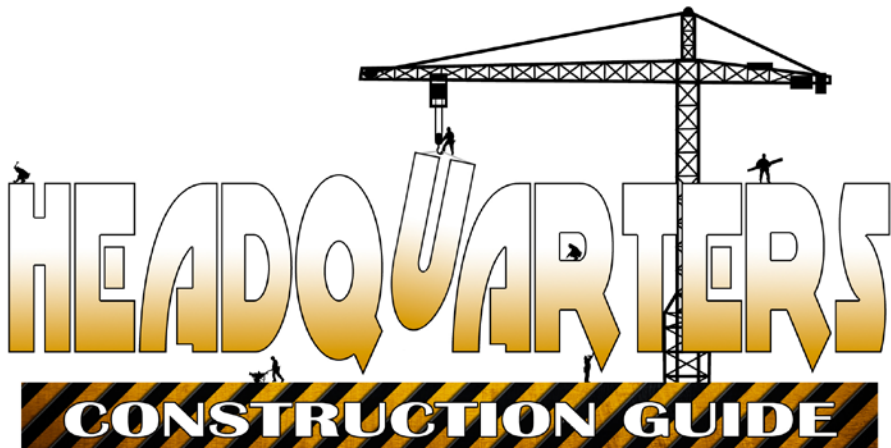


Steven Trustrum



MIS7048

**Uses the Super Powers Companion
(Second Edition)**



HEADQUARTERS

CONSTRUCTION GUIDE

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The following new rooms may be added to a headquarters.

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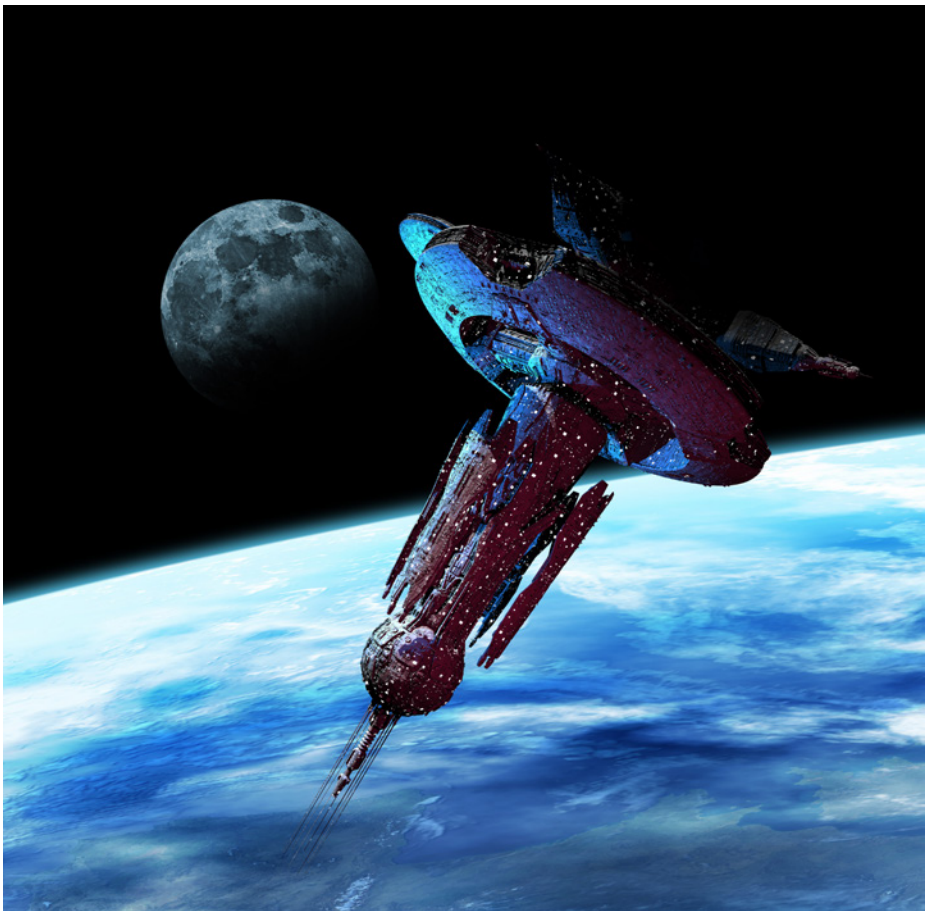
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INTRODUCTION

This work expands on the headquarters rules provided in the **Savage Worlds Super Powers Companion (Second Edition)** by providing additional Rooms and Extras. Furthermore, the ability to apply Hindrances to a headquarters is also introduced.

Much of the content has previously been published in smaller, multiple releases. Some changes have been made in this version and typos fixed, however, so consider the content in this collected work to be the final version.



NEW HQ ROOMS

The following new Rooms may be added to a headquarters.

Animal Lair (+1)

Super-heroes with an animal companion, other pets, or even merely mundane guard animals will need a place to house them. The animal lair is a pen, den, stable, roost, kennel, or the like that serves as the animal's habitat and provides for their comfort and food needs. Typically, the lair does not have access to the headquarters' interior or is otherwise contained. However, this need not be so if one wishes its inhabitants to have the full run of the place.

Animals gain a +1 bonus to Stealth rolls in their lair. Also, if the head-

quarters has a Medical Center, the latter can treat beasts appropriate to the lair without penalty.

Arcane Sanctuary (+2)

The headquarters is equipped with a place where magic practitioners may enchant items, work on developing new spells, practice rituals, and so on. All Spellcasting rolls within the Room while accessing its resources are modified by the headquarters' Facility Modifier.

Armory (+1/Level)

Each level of this Room type allows the HQ to store a supply of one type of gear (e.g., weapons, spy gear, battlesuits) that must be selected when the level is purchased. The HQ's con-

dition determines the sophis-

tication and quality of the gear. There

is enough gear to outfit four people if the gear type is weapons, surveillance equipment, and the like. Battlesuits and

other large items only supply one person per level applied to each type of gear.





Modifiers

- **Adaptable (+1):** If the HQ also has a workshop and someone with the appropriate skills, a type of gear stored in the armor may be changed without having to spend any points on doing so. A number of days equal to the HQ's maximum amount of Rooms are required to do so considering one person working diligently on the task; adjust appropriately if more people, less time, etc. is spent on the process.
- **Additional Gear (+1):** Applied separately to each type of equipment you wish more people to be able to draw from the armory, an additional level doubles the previous amount of people to be supplied (or by one if a large gear type.)

- **Armored (+1):** The armory is located within an armored vault with a base Toughness of 15, modified by the HQ's Facility Modifier.

Command Center, Expanded

The following modifiers may be purchased to alter the basic command center HQ Room.

Modifiers

- **Encrypted Communications (+1/Level):** Every level imposes a -2 (maximum -8) to any unauthorized party seeking to interfere with or listen into the headquarters' communications.
- **Encrypted Data (+1/Level):** Every level imposes a -2 (maximum -8) to any unauthorized party seeking to hack into the headquarters' computers, and data networks and transmissions.
- **Encrypted Security (+1/Level):** Every level imposes a -2 (maximum -8) to any unauthorized party seeking to hack into the headquarters' security systems.

Dock (+2)

The headquarters is equipped with a dock and repair shop. Each time this facility is purchased, the characters gain a new boat house attached to the dock that is capable of housing one of their water vehicles (their choice)

away from prying eyes, as well as any tools needed to keep it running. (If using vehicles from the *Science Fiction Companion*, each boat house handles up to Size 8 watercraft.)

Repair rolls to the water vehicle are modified by the headquarters' Facility Modifier. For the sake of simplicity, tools from one garage may not be used in another, even if the vehicle is the same type.

Repair rolls to the water vehicle are modified by the headquarters' facility modifier. For the sake of simplicity, tools from one garage may not be used in another, even if the vehicle is the same type.



Game Room (+1)

A game room is filled with entertainment and recreational devices, be they televisions, video games, pool tables, pinball or the like. If large enough, it can even include a theater. This can be varied to suit individual tastes.

Generator, Expanded

Consider purchasing at least one additional generator as a backup. A separate type of generator may also be purchased in case something negates the primary generator. For instance, one generator could be powered by magic and the second could be a mundane gas-powered plant.

Gym (+1)

A gym consists of weight training and other exercise machines, space for working out, stretching, and similar exercises, and all the necessary amenities (lockers, showers, etc.) Some HQs may incorporate the gym into the training room for a multi-purpose facility.

This Room can be helpful if the Gamemaster requires characters "earn" their advances between adventures, such as going to the gym to increase Strength.

Habitat (+1)

A habitat is a Room filled with an artificially sustained environment capable of supporting a type of life that would not do well, or survive at all, within the headquarters' standard environmental conditions. The habitat could be a special greenhouse, aquarium, zoo, or the like. Its purpose could be to sustain rare creatures, to serve as a place of peace and meditation for the headquarters' occupants, etc. There

may be additional, more practical benefits, as well—a greenhouse providing oxygen or food, for example.

Modifiers

- **Adaptable (+1):** The habitat's environmental conditions can be altered. The more radical the change, the more time is needed (i.e., a few hours to a few days.)

Hazard Room (+4)

This sealable, reinforced Room is for handling explosives and other volatile substances. It has incredibly strong walls and other surfaces, but no windows. It is environmentally sealed with an armored airlock and is equipped with emergency venting and fire suppression. This can empty the Room of all air (and airborne chemicals) within two rounds or flood the area with fire-fighting foam in the same amount of time, respectively. All surfaces have a Toughness of 15, modified by the Facility Modifier.

Modifiers

- **Toughened (+1/Level):** Increase the room's Toughness by +2 per level.

Inventor Lab (+4)

This Room is equipped with all manner of technological components, allowing residents with the Invent power to use its resources to enhance their inventions. Doing so provides a bonus equal to the headquarters' Facility Modifier to Knowledge (Engineer-

ing) and Repair rolls involving inventions made with the Room's assistance.

Devices made with the Invent power with this Room's aid require half as much time to create. Also, the Facility Modifier plus 2 is added to the character's Invent levels for the sake of determining available Power Points for device creation. These additional Power Points cannot be used for other inventions (including those made by other characters) until any existing devices already utilizing those points are returned and deconstructed within the lab. If this is not possible, new resources must be found to replace them but this cannot be done if the original devices remain within friendly hands—they must have been irrevocably lost or destroyed.

If the device is lost, stolen, or destroyed in such a fashion that the



resources allotted them are deemed unreturnable, the Gamemaster may force the player characters to purchase the points for this Room again, in whole or in part.

Pool (+1)

The headquarters has a temperature-controlled Pool. At the owner's discretion, a Pool can provide access to an outside body of water (connected to a lake, river, or even to the ocean), to the base's dock, or both at no additional cost.

Trophy Room (+1/Trophy Type)

An area has been set aside to store trophies of a particular type (e.g., hunting, ancient weapons, armor, metahuman.) For example, hunting trophies would contain animal heads and mounted hunting weapons. An ancient weapons trophy room would contain mounted swords, spears, and the like. A metahuman trophy room would contain costumes, weapons, and devices taken from vanquished metahumans (perhaps friend and foe.)

When in a trophy room, a character may reach for a convenient item to use in combat appropriately—a crossbow in an ancient weapons room, for example, or a shield from an armor trophy room. Doing so requires making an Agility (if wildly reaching for something) or Notice (if taking the time to look around) roll. Success means an item of the appropriate type

is at hand while failure means one is not. The Gamemaster determines what the item is, exactly. The character can say they want to grab a nearby weapon, for instance, but the Gamemaster will indicate the sort of item obtained.

Multiple trophy rooms may be purchased separately or combined into one.

Vault (+2)

It is not uncommon for heroes to have a need to lock something away within their headquarters. The vault is a chamber with durable, reinforced surfaces, and a heavy door that is sealed with an encrypted lock.

Bypassing the lock requires a Lockpicking test adjusted by the Facility Modifier in reverse; +1 for Starter, -1 for Good, -2 for Advanced, and -4 for State of the Art. (Alternative skills may be required if the vault is opened by means other than an encrypted lock, such as a genetic scan or voice print.) The vault's surfaces and door have a Toughness of 15, modified by the headquarters' Facility Modifier.

Modifiers

- **Child's Play (-1/Level):** Impose an additional modifier of +1 per level to Lockpicking rolls to open the vault. A vault cannot have both the Puzzling and Child's Play modifiers.
- **Inner Vault (+1/Level):** Each level of this modifier results in a sepa-

rate inner vault within the primary vault. Each inner vault is its own locked safe, wall drawer, etc. that requires an additional Lockpicking roll to open (with the same modifier as the main vault.) Toughness is half that of the primary vault. Purchase modifiers for inner vaults collectively, but separately from

those applied to the primary vault.

- **Puzzling (+1/Level):** Impose an additional modifier of -1 per level to Lockpicking rolls to open the vault. A vault cannot have both the Puzzling and Child's Play modifiers.
- **Toughened (+1/Level):** Increase the vault's Toughness by $+2$ per level.



NEW HQ EXTRAS

The following new Extras may be added to a headquarters.

Animal Security Force (+1)

An army of small animals inhabits the headquarters and its surroundings. They act as a living surveillance system. Any intruders make Stealth rolls to avoid being detected at -2.



Automated System (+1/Level)

Some manner of automation will activate and begin functioning when a trigger occurs—this trigger must be specified when this Extra is purchased, and can be an event or simple codeword. This automation takes the place of one person per level, and can only be set for activities occurring in the HQ's immediate vicinity (its interior, grounds, and the area directly surrounding it.) Automated systems could be magical or mechanical in nature, as is appropriate, or something else entirely.

If the automated activity's operations require a skill roll of any sort, it does so with a d4 and is modified by the HQ's Facility Modifier. The specific skill must be indicated when the automated system is purchased. (This makes automated systems in a starter facility rather impotent unless the skill's die type is modified.)

Automated systems must be purchased separately. Here are some example automated systems:

- **Auto-Doc:** The medical center has an automated surgeon that will seek to patch up anyone placed upon an examination table within the Room. The system has the

Healing skill, although adding related Knowledge skills could be helpful. Knowledge (Xenobiology), for example, would enable the auto-doc to operate more easily on alien patients. Each auto-doc may work on one patient at a time.

- **Auto-Gunner:** A defense system that normally requires an operator is instead automated, and prepared to repel intruders or attackers. The system has the appropriate skill for its function, such as Shooting for blast cannons. Each auto-gunner may operate one defense system at a time.
- **Auto-Mechanic:** The garage or hanger has an automated mechanic that will seek to patch up any appropriate vehicle located in the Room. The system has the Repair skill. Each auto-mechanic may work on one vehicle at a time.

Each automated system may only be activated once per round.

Modifiers

- **Adept (+1):** Increasing the associated skill requires 1 level per die type, to a maximum of d12 (there is no attribute associated with the skill, as normal.)
- **Skill (+1):** This modifier adds an additional skill to the automated system, starting at d4 for 1 level. Adept may then be used to improve its potency.

Barrier (+1)

There is something physically defending the headquarters and/or preventing intruders from entering the headquarters' interior (or grounds, if appropriate.) This could be a thorny maze of brambles, a moat, incredibly high wall, surrounding cliffs, or anything of a similar nature. Such a barrier may be too daunting from the casually curious and may slow down intruders, but it is not impregnable. The barrier may be swum across, climbed over, etc. through the use of an appropriate Trait test by those who are determined to surmount it.

The Gamemaster may rule that something is too complex or potent to be considered a barrier, and must instead be purchased as the Defenses HQ Extra.

Benny Pool (+5/Level)

Every level in this HQ Extra provides one Bennie that may be drawn upon by any character considered to be one of the headquarters' owners, or who contributed to purchasing the headquarters. Unlike a character's normal Bennies, all of the headquarters' contributors/owners must agree to allow one of the HQ's Bennies to be spent in a given situation.

The headquarters' Bennie Pool replenishes with each new game session.

Modifiers

- **Restricted Access (-1 or -3):** For -1 point, only half (rounded

down) the used Bennies return at the next game session, requiring two game sessions for the spent Bennies to fully return. If only one Bennie was spent from the pool, two game sessions are required for its return. For -3 points, the characters must undergo some exceptional task, such as a quest, to replenish the Bennie Pool. Just what this task is must be worked out with the Gamemaster.

Draw Power (+1)

So long as an adequate energy source is near enough to be tapped into, the headquarters doesn't need a power source of its own. Such an external power source must be large enough to feed the headquarters to be of any use, but if it isn't also big enough to continue powering whatever it was intended to, the power source's owners will notice the energy is being diverted.

If the external power source is turned off or if the headquarters is otherwise cut off from the energy the former provides, the facility will find itself without power.

Draw Power: Non-Electrical

Not all headquarters use electricity as a power source. In such instances, Gamemasters should allow this Extra to be applied to any power that is an appropriate replacement to electricity.

Drones (+1)

The headquarters is occupied by some small robots or living creatures—"drones"—that go about maintaining and conducting repairs on the facility. Regardless of their nature, a drone's game statistics are all the same, and they are incapable of engaging in combat. If attacked, they will attempt to flee, but will not lift so much as a finger to defend themselves. They cannot leave the headquarters.

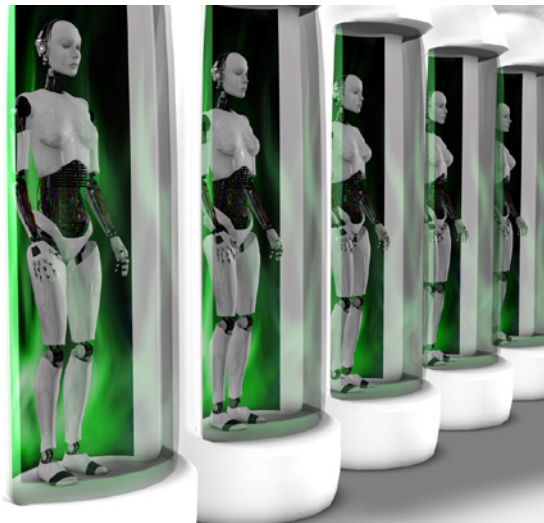
If the headquarters is located in an unusual environment (e.g., space, underwater), the drones will have the appropriate ability to move about and function within it at a Pace of 6".

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d4, Vigor d4

Skills: Climbing d4, Repair d6

Pace: 6"; **Parry:** 2; **Toughness:** 3

Hindrances: Pacifist (Major), Small



Emergency Arresting System (+1)

This HQ Extra is only used in headquarters built as flight-capable vehicles or that otherwise fly. The facility is equipped with an emergency system that will respond to the headquarters falling from its proper location by attempting to arrest such movement.

When falling, a parachute, retro engine, or the like (as appropriate to the headquarters' technology level and environment) deploys and slows its descent to Pace 2. Even at such a slower rate, damage may still be suffered because of the environment or other conditions.

Emergency Floatation System (+1)

The headquarters is equipped with a means of floatation (typically inflatable devices) or is inherently buoyant, even if it is not intended to be waterborne. It will easily float if placed in water or a similar liquid, and will rise to the surface at Pace 2 if forcibly submerged. Only damaging the floatation system will cause the headquarters to sink.

Headquarters built specifically to operate on or under water do not require this feature to be seaworthy. However, they may run into problems without it if their usual means of floatation or swimming is denied.

Environmental Control (+1/Level or +5)

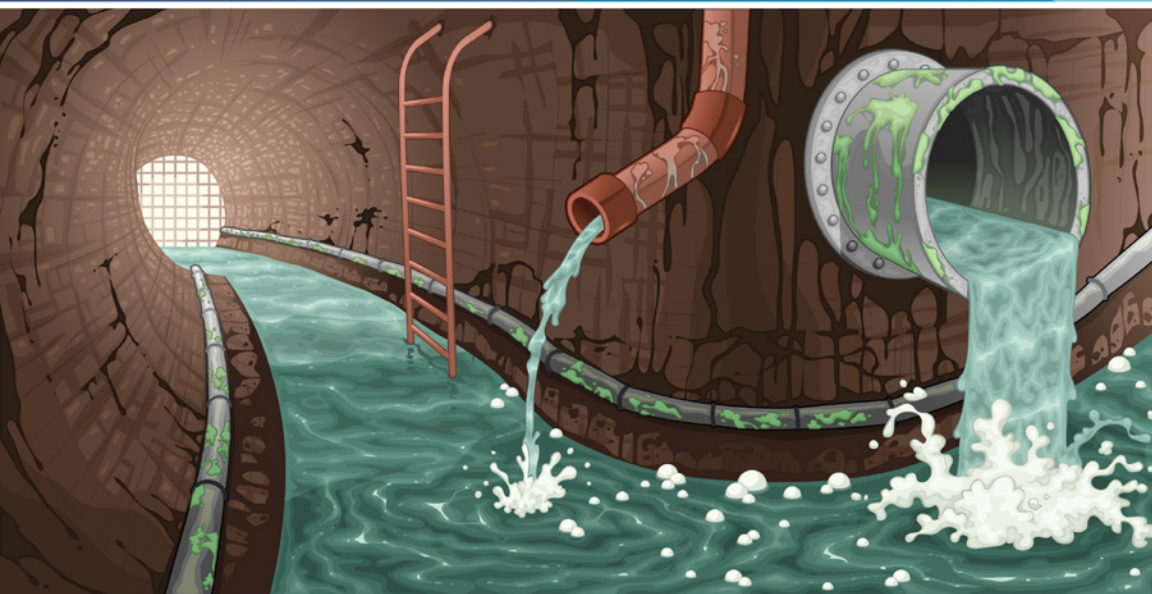
Each Room may be sealed off into a separate section so its conditions may be adapted to that of a different environment. For instance, Personal Quarters could be filled with water and adapted to house a visiting aquatic alien.

Generally, changing a Room's environment takes a minute and can be performed from the Room in question, any major computer terminal within the headquarters, or from the command center. Every level allows for the Rooms to be independently altered to a different environment type. A flat rate of 5 levels allows the Rooms to adapt to any reasonable environment, although the Gamemaster may disallow unusual environments such as those involving magic or the like.

If an environmental condition may be considered hazardous (such as if using the previous example to drown someone), regard the condition as an attack with damage represented on the accompanying table.

Environmental Damage

Facility Modifier	Damage
-1	d4
+0	d8
+1	2d6
+2	2d8
+4	4d6



Escape Tunnel (+1)

The headquarters has one escape tunnel (or like means of static, covert egress) into the surrounding area. The tunnels (or whatever) may lead up to a mile away from the facility. Notice rolls to spot the escape tunnel's hidden exit suffer a -4 modifier. The tunnel is wide enough for five average-sized people to travel down at a time within a close group.

Grounds (+1 to +3)

The headquarters has a considerable area of land surrounding it that belongs to the same property. For 1 point, this area is roughly the size of the HQ itself—a front yard, for example. For 2 points, the grounds are an impressive tract of land—many acres, or the equivalent of a city block or two. At 3 points, the amount of prop-

erty is immense—the equivalent of a large city park or small island.

Hardened (+1/Level)

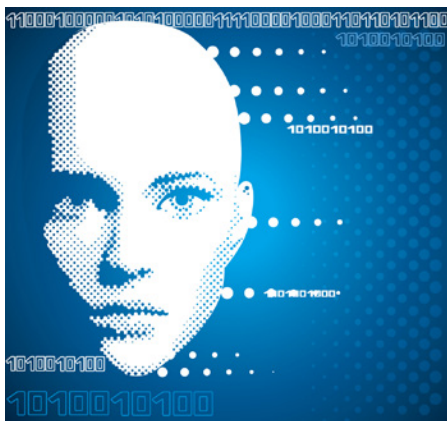
The headquarters has been reinforced and bastioned so that it is sturdier than a typical building of its sort. Each level provides +2 Toughness.

Modifiers

- **Heavy Armor (+4):** The structure is considered to have Heavy Armor, meaning it can only be damaged by Heavy Weapons.

Intelligent (+3/Level)

The headquarters includes an intelligence of some sort, such as an artificial intelligence computer program, or a possessing spirit. Build the intelligence as a construct that is confined to the headquarters and thus does not



have physical characteristics. It is housed or focused (as appropriate to its nature) in an existing Room (indicate) or its own Room at no additional cost.

The facility's intelligence is built as a character with the Construct power, beginning as a Novice for one level plus one rank per additional level, but its attributes are limited to Smarts and Spirit. For its housing (whatever it may be), the intelligence purchases Toughness by starting with a base Toughness of 5, +5 per Attribute point. It is stationary and without limbs, and thus has no Pace or Parry. It obtains skills, Edges, and Hindrances normally. The Game-master may also allow the intelligence to purchase appropriate powers, such as Intangibility if it is a spirit. If this is so, the intelligence does not gain the Arcane Background (Super Powers) Edge free; it must purchase it.

If desired, the intelligence can be given control of any number of the facility's Rooms and Extras, such as its security systems and medical center. How it communicates with occupants

must be determined (e.g., loudspeakers in each Room, hologram, through the team's communicators.)

Modifiers

- **Emergency Download (+1):** This allows that artificial mind to download its personality and data to another location. This is only possible so long as the targeted location may be reached and has the capacity to store all the information.

Intangibility Protection (+1/Level)

The headquarters' walls and surfaces are proof against intangible entities. A Vigor roll is always required to attempt passing through from the exterior, and a -2 modifier (-8 maximum) is applied per additional level beyond the first.

Modifiers

- **Interior (+1):** The protection versus Intangibility also applies to the HQ's interior. Moving through barriers such as walls from one location within it to another or from inside to the outside also requires the Vigor roll.
- **Modulating (+2):** For +2 points, this HQ Extra may be turned off. If the Interior feature is also purchased, both the primary and interior protection may be turned on and off independently.

Interior Force Fields (+1)

Interior walls, doors, hatches, and the like may benefit from turning on force fields. This includes those doors used to detain prisoners. Toughness is equal to the headquarters' Facility Modifier + 8.

At the Gamemaster's discretion, something other than a force field can be used with this HQ Extra. For example, a living headquarters may excrete a barrier whereas an arcane sanctuary may use magic energies.

Modifiers

- **Plug (+1):** Holes in walls, destroyed doors, and so on will almost immediately be sealed by a force field so long as this HQ Extra is active.

Maze (+2)

Anyone entering the headquarters without proper authorization must make a Spirit roll opposed by a d6, as modified by the headquarters' Facility Modifier. This roll must be made each round they move about within the facility or until they obtain at least two



raises. Failure results in becoming confused and moving in a random direction other than the one intended.

Mobile (Variable)

Purchasing a power that allows movement (e.g., Flight, Speed) permits the headquarters to move about. Purchase all desired types of movement at the power's normal cost. Depending upon how mobility is obtained, the Gamemaster may also decide that one or more Room is required for the engine and other related mechanisms.

Mobile and its cost replace the usual headquarters location entry because the facility is not rooted in one place.

Landmark (+1/Level)

The headquarters is well known and carries a definite meaning and significance to those who live in the vicinity or interact with it in other ways (such as it being a tourist stop.)

To see how people will react to and interact with the landmark, the headquarters makes a Persuasion d4 roll (+1 die type per additional level.) A tyrant's base would likely consider the people around it to have a Hostile attitude because they see the place as a symbol of their slavery. On the other hand, the headquarters of heroes who regularly save the world and perform charity work would likely consider their neighbors Friendly or even Helpful. As such, people may rush to help the heroes if the facility came under attack.

Gamemasters should use their best judgment and consider ongoing circumstances and recent events, as well as the people involved when deciding what any given third-party's attitude towards the headquarters will be.

Every level of this HQ Extra purchased provides 5 Power Points with which to build the Place of Power, plus 5 bonus Power Points at the first level. These points are then spent as desired according to the following.

Place of Power (+1/Level)

Adding this extra means the headquarters (or, optionally, just one Room or general area within it) is considered a place of power (see *Powers & Grimoire: Places of Power*, also by **Misfit Studios**). It is built on a location of mystic power and significance, granting extra arcane powers to anyone attuned to such energies.

Personnel (+1)

The headquarters has a staff of personnel commensurate with its size and facilities. The staff is comprised of characters created and controlled by the Gamemaster and are tasked with servicing the headquarters. As such, they shouldn't be considered all-purpose servants to the occupant(s). Just how many personnel are provided depends on the situation and facility size.

Place of Power Base Cost

Power Level	Base Power Point Cost
Novice	10
Seasoned	20
Veteran	40
Heroic	80
Legendary	160

Place of Power Cost Modifiers

Modifier	Place of Power Size	Base Cost Multiplier
HQ Size ...		
... Tiny	Small	x 0.75
... Small	Small	x 0.75
... Average	Large	x 1
... Large	Large	x 1
... Huge	Huge	x 1.5
... Gargantuan	Huge	x 1.5
Limited to One Room/Area	Varies	Halve *

* After base cost is determined based on size, rounded down

A facility's personnel may help defend it if attacked and backed into a corner, but they're not going to go out on missions or otherwise assist outside of their duties. This HQ Extra simply ensures there's someone taking care of the place while the owner isn't at home.

- Personnel should always be considered Extras. Non-Extra staff should be regular non-player characters rather than personnel.
- Personnel should not be useful outside of the context of the headquarters for the most part. Underlings who accompany characters away from the headquarters should be acquired via the Sidekick power or similar means.
- Personnel are all Novices.
- Personnel often create problems for the headquarters' owners, ranging from the need to protect them from potential harm (or rescue them from danger) to interpersonal conflicts or even betrayals.



Note that a headquarters' personnel do not have to be ordinary humans. They could be service robots, magical golems, animated skeletons, enslaved aliens, trained apes, or just about anything else the Gamemaster chooses to fit with the theme of the base and its owner(s.)

Power Amplifier (+1/Level)

This is a device that amplifies a selected power by as many levels as this HQ Extra possesses, affecting anyone within the headquarters. More than one amplifier may be purchased for a single HQ, applying them to separate powers. Combined, an HQ cannot have more levels in amplifiers than its size allows for Rooms. For example, an average-sized HQ could have no more than 6 levels applied to amplifiers, no matter how those levels are assigned.

Normally, an amplifier requires one round to activate by someone in contact with it (assumably working its controls, chanting the correct incantation, and so on.)

Modifiers

- **Always On (+1):** The amplifier does not require activation, and is always operational.
- **Beyond the Walls (+1):** The amplifier's effects extend across the HQ's entire property rather than just its interior.
- **Selective (+1):** The amplifier's operator decides who is affected

by the amplifier. Reprogramming this determination requires contact with the amplifier and one round.

Remote Room (+0)

One of the headquarters' Rooms is separated and physically disconnected from the main structure. For example, this could be a laboratory in an isolated area (for safety and security) or a hangar high in the mountains overlooking a facility in a valley far below. Doing so provides benefits (e.g., most things affecting the main facility will not affect it), but also has its disadvantages (e.g., no direct access to the main facility's other Rooms). The remote room is still affected by all of the headquarters Extras and Hindrances, unless noted otherwise to suit the desired concept.

Scanner (+1/Level)

A means of detection will examine all personnel and items brought onto the headquarters' grounds for an indicated substance, object, energy type, etc. that must be specified when the scanner is added. Sample subjects for detection include chemical explosives (dynamite, C4, etc.), magic, narcotics, metal (including weapons), super-powers, or mutated genes. Separate scanners must be used for separate subjects to scan for.

The detection system scans eligible subjects with Notice d4, plus the Facility Modifier, at the first opportunity. The scan will sound a silent or



audible signal (you decide) if the subject scans as positive for the subject.

Modifiers

- **Adept (+1/Level):** Increasing the Notice skill requires 1 level per die type, to a maximum of d12 (there is no attribute associated with the skill, as normal.)
- **Restricted Access (-1 or -2):** The scan is limited to particular areas. For -1 point, the limited area is large and general but does not account for similarly large portions of the headquarters. For example, a mansion on expansive grounds could be equipped with a scanner that does not examine this surrounding area. For -2 points, the scanner is even more limited and can apply to either only the entrances or a single Room.

Self-Destruct (+1)

The headquarters is equipped with explosives, a devastating power overload function, or something similar that will destroy the facility. The self-destruct requires a password, key, or similar precaution be activated to begin the countdown or immediate destruction.

It is up to the characters and the headquarters' concept whether the countdown will be audible throughout the facility.

Upon self-destruct, the base is destroyed, and everyone within suffers from an explosive attack of 2d6 plus a d6 per Facility Modifier (e.g., 1d6 total for a starter facility and 6d6 for a state of the art headquarters.) Anyone within (2 plus Facility Modifier) yards of the headquarters is attacked by an explosion of half this amount (anything less than 1d6 means no risk of harm.)

Spatial Warping (Variable)

The headquarters' interior is larger than its exterior by the amount indicated in the accompanying table,

Spatial Warping Cost

HQ Size	Total Rooms by Additional Points									
	1	2	3	4	5	6	7	8	9	10
Tiny	3	6	8	10	15	20	23	27	30	35
Small	6	8	10	15	20	23	27	30	35	40
Average	8	10	15	20	23	27	30	35	40	45
Large	15	20	23	27	30	35	40	45	50	55
Huge	23	27	30	35	40	45	50	55	60	65
Gargantuan	35	40	45	50	55	60	65	70	80	90

depending on the number of points spent. Because this HQ Extra twists the boundaries of reality, the Game-master may require the builder possess a similar type of ability, the HQ be built on a special location, or so on.

Sealed (+1)

The headquarters is entirely sealed off from the outside world by normal means. It may be a structure with no doors, windows, or other outside access. Only the facility's owner(s) and designated guests may enter, although the Gamemaster should determine means by which trespassers might do so, including effects like Intangibility and Teleport. Also, consider how this HQ Extra interacts with some HQ Hindrances it may seem to conflict with.

Self-Repairing (+2/+4)

For +2 points, the headquarters' structure "heals" over time any damage done to it. Essentially, it recovers as a character does. For +4 points, the

structure will even rebuild itself in a week if it is destroyed! If it cannot rebuild in its original location, it reappears in the nearest suitable place.

Sovereign (+2)

The headquarters is recognized as a sovereign nation or as belonging to a nation other than that of the soil upon which it rests. This feature may be used to construct embassies or the like, as well as small, independent nations.

Local law enforcement has no jurisdiction within the headquarters. However, thwarting local authorities may have long-term disadvantages. This can manifest as a lack of cooperation and trouble from higher levels of government, for instance.

Characters living in the headquarters require diplomatic immunity or the like to gain the same standing when not on the facility's grounds.

Teleport Lock (+1)

The headquarters emits a “beacon” or “lock” for the Teleport power. Anyone who has previously seen the desired destination at the headquarters



may teleport there without the usual -2 penalty. Also, failure to teleport there does not result in suffering damage if a 1 is rolled on the Smarts die.

Teleport Protection (+1/Level)

The headquarters' walls and surfaces are somehow capable of deterring teleportation into the facility. A Smarts roll is always required to attempt such a Teleport, and a -2 modifier (-8 maximum) is applied per additional level beyond the first. This modifier compounds with any other modifiers to teleport.

Modifiers

- **Interior (+1):** The protection versus teleporting also applies to the HQ's interior—teleporting from one location within it to another or from inside to the outside.
- **Modulating (+2):** For +2 points, this HQ Extra may be turned off. If the Interior feature is also purchased, both the primary and interior protection may be turned on and off independently.

Temporal Warp (+4/Level)

Time within the headquarters moves at a different rate than that of the world outside! It is either slowed or sped up compared to the normal passage of time, occurring at half or twice the normal rate (choose when selected.) Each additional rank doubles the ratio of time passage: one-quarter or four times, one-eighth or eight times, and so forth.

This time warping allows a character within an accelerated Temporal Warp headquarters to spend additional time planning, building, or recovering while little or no time passes outside, for example. Conversely, it allows characters in a slowed Temporal Warp to pass great amounts of time outside without aging, perhaps allowing for long periods of self-imposed exile or contemplation.

Translocation (+2/Level)

Headquarters with this feature are spatial abnormalities that exist in multiple locations at once. The headquarters may exist simultaneously at one additional location per level.

The headquarters may be interacted with normally at each location, and normally has the same appearance regardless of where it is, but this can be changed if desired (although the size remains unchanged.) Harm or effects done to it from one location will appear on it at the other locations, seemingly without cause. Characters interacting with the outside world, including leaving the headquarters, may mentally specify which location they seek to interact with, or they may be required to exit in different ways to appear at the intended location.

Untraceable (+1/Level)

Attempts to perceive or track anyone coming to or directly leaving the headquarters suffers a -2 (maximum -8) per level to do so. This modifier

applies until the subject leaves the headquarters' immediate area, is noticed by someone, or they do something sufficiently obvious to draw attention to themselves.

Weakened Reality (+1)

The fabric of reality around the headquarters is especially weak, allowing certain powers to operate more effectively than normal. Reality warping or dimension-related powers receive a modifier to any rolls required to operate them (not including attack rolls.) This modifier is equal to the headquarters' Facility Modifier (meaning this feature is detrimental for HQs in starter or average condition) and only applies to powers used inside the headquarters.

This feature attracts a wide variety of other-dimensional visitors and creatures to the headquarters, however. The characters may regularly have unexpected visitors appearing on their doorstep as a result.

Weather System (+1/+2)

The headquarters may constantly maintain a localized weather system over itself and the immediately surrounding area. This HQ Extra is worth one point if only one specified weather system may be created, or two points if it can be varied. Changing the weather pattern settings takes one round, but will likely take longer for the change to complete and build to a head.

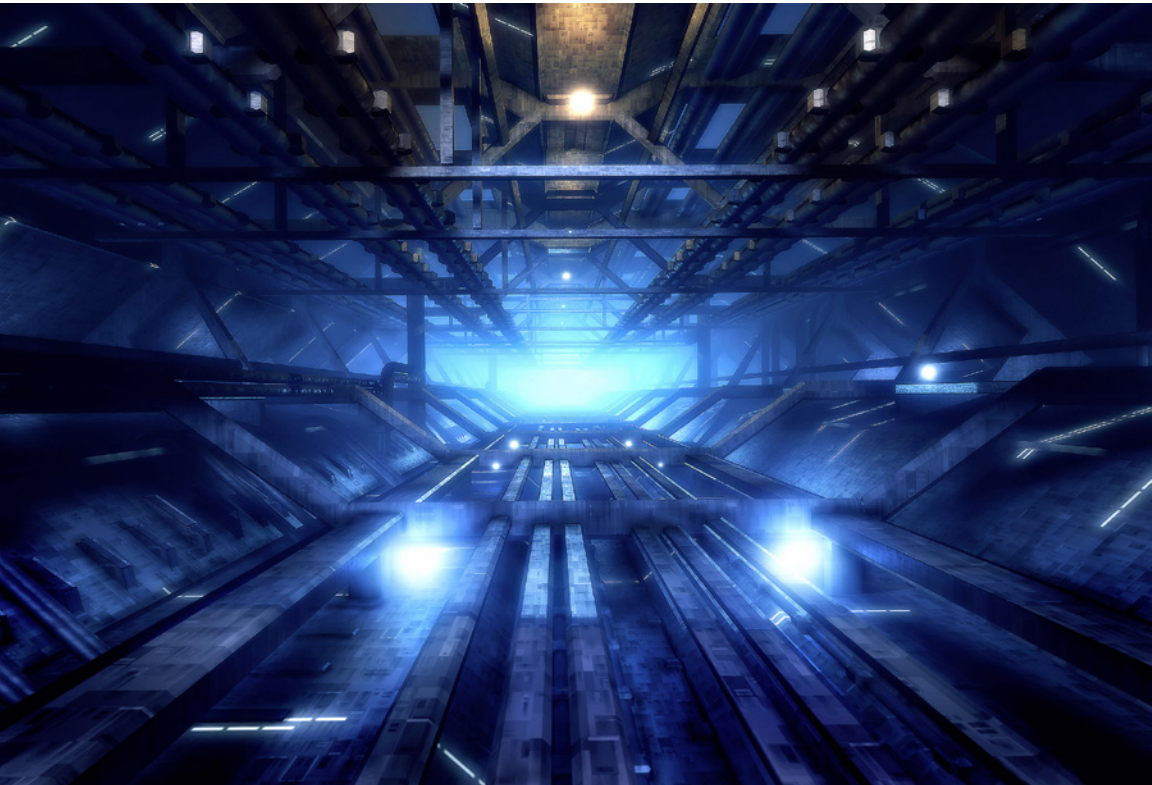
HEADQUARTERS HINDRANCES

This section introduces the ability to apply Hindrances to a headquarters. Minor HQ Hindrances are worth 1 point against reducing the headquarters' cost, and Major HQ Hindrances are worth 2 points.

Accessible Bowels (Minor or Major)

The ductwork, plumbing, and other similar passageways in your

headquarters are large enough for a man-sized creature to crawl through without difficulty. These passageways connect the Rooms of your headquarters, allowing infiltrators to move around without being seen. As a Minor HQ Hindrance, roughly half the HQ is accessible by this means, but all of it is if a Major HQ Hindrance is selected.



Appropriated (Minor or Major)

The headquarters originally belonged to someone other than the current owners. Whether it was taken by force, guile, purchased, or abandoned to its current occupants, the original owners or someone else believes they still have a claim to the headquarters. And they want to take it back.

As a Minor HQ Hindrance, the dispute over ownership manifests in an annoying way that is unlikely to get dangerous—taking the current owners to court, anonymous harassment, minor break-ins, and so on. As a Major HQ Hindrance, however, the situation is more severe. The current tenants will be at serious risk of losing the headquarters, and must engage in ongoing battle (actual combat or legal in nature) to retain possession of the facility.

Dangerous Location (Minor or Major)

Something about where the headquarters is located is inherently dangerous, putting the facility and its occupants at risk if they are not sufficiently cautious. Leaving the headquarters without proper protection puts one at risk of being harmed by this environment, although the headquarters itself is somehow proofed against it (barring exceptional circumstances.)

As a Minor HQ Hindrance, the dangerous environment is mostly an annoyance that can be circumvented

with a little care. If located in a volcano, for example, there are walkways and the like one can use to travel above the lava, so long as one can withstand the heat. There is little risk of much more than this, other than the possible results of carelessness. However, the Gamemaster may use the environment to introduce the occasional crisis, such as a lava leak into someone's bedroom.

As a Major HQ Hindrance, great care must be taken while coming and going, and possibly exceptional means are required to do so. The headquarters may be submerged in the volcano's fiery heart, for instance, requiring special gear to leave on foot, but otherwise restricting arrivals and departures to those who can fly. Also, there are serious repercussions if even minor damage is sustained by the headquarters; lava could flow in, the facility could decompress, etc.

Exposed (Minor or Major)

It is normally assumed that a headquarters is a sealed environment, keeping out all reasonable exterior environmental conditions and hazards. An exposed headquarters, however, offers no such protection. The weather (entirely as a Major HQ Hindrance or only partially as a Minor HQ Hindrance), humidity, gases, airborne pathogens, etc. are able to enter unhindered. However, individual Rooms within (e.g., a vault) may be sealed by their very nature.

Famous (Minor or Major)

The headquarters is well known and must contend with a steady stream of people who come to see it and want inside. This HQ Hindrance is especially appropriate to headquarters that also have the Landmark HQ Extra. Tourists regularly surround the base and guided tours may also occur at regular intervals throughout the day, creating a constant security risk as well as putting the tours at risk should the location come under attack. As a Minor HQ Hindrance, this occasionally occurs (often at the most inconvenient moment), but frequently happens if a Major H Hindrance.

Applying this HQ Hindrance is almost certainly not appropriate if the headquarters is extremely difficult (or even dangerous) to get to.

Fuel Dependent (Major)

Your headquarters depends on an unusual fuel to sustain itself, such as a space station kept in orbit by psychic energy or an extra-dimensional space that requires large infusions of mystic energy to keep the pocket dimension stable. It is something that cannot merely be assumed to be easily accessed, supplied, and maintained without due care.

The required energy must be continually gathered by equipment in the headquarters, but it needs (2 hours, plus the facility's Facility Modifier) hours a week of dedicated, hands-on

attention to keep the headquarters functional. If this process is missed for one week, the headquarters suffers from an additional Minor HQ Hindrance the Gamemaster feels is appropriate until the process is performed. If another week passes without performing the process, a Major HQ Hindrance is suffered, plus another Major HQ Hindrance per week following. If this goes on too long, the Gamemaster should declare the headquarters inoperable (or even destroyed!)

The calibration requires advanced knowledge of the headquarters and cannot be done by servants or the like without the Gamemaster approval.

Haunted (Minor or Major)

An unfriendly spirit of some sort dwells within the headquarters. It could be a specific ghost, many spirits, or a generally malevolent entity that possesses the entire facility. As a Minor HQ Hindrance, the haunting manifests in annoying ways—things get moved, distracting sounds and half-seen images occur—but nothing dangerous. If a Major HQ Hindrance, however, there is the risk of being harmed as events start small and begin to escalate with time; the Gamemaster may even wish for one or more ghosts to appear and attack at some point.

Getting rid of the spirits is no simple matter of paying off the points acquired by applying this HQ Hin-

drance. Some greater act must be performed to exorcise the entities from the headquarters.

See the Intelligent HQ Extra or consider a Sidekick if you wish to build a benevolent spirit for the headquarters.



Occupied (Minor or Major)

Someone (or more than one being) occupies the headquarters along with the player characters. Unlike minions, servants, or the like, these occupants have no interest in the heroes' activities and just want to go about their own lives unhindered by trouble or the player characters. This could be a colony of faeries living in the walls, the heroes' extended family, or a small village on the grounds (if the headquarters is large enough.)

If applied as a Minor HQ Hindrance, the occupant(s) occasionally get in the way and likely resent the heroes' presence in their lives. The

latter is not necessarily so, however. The occupants can represent an occasional weakness in the facility's ability to always remain secure (e.g., they forget to lock the main gate from time to time.) As a Major HQ Hindrance, the occupants and heroes are often at odds over who gets to use what in the headquarters, and defining anything as off limits is extremely problematic. Everyone is always tripping over everyone else at the worst possible times, and the third party may go out of their way to interfere.

Security Gap (Minor or Major)

There is a particular point in the headquarters' secure perimeter where the Secure Access systems don't operate at their best. As a Minor Hindrance, attempts to hack or bypass a Secure Access system grant an intruder a +4 bonus to their roll. A Major Hindrance means there are no active Secure Access systems at this particular location.

A chronically malfunctioning motion sensor, a blind spot in a security camera's field of vision, or an unprotected air vent that is supposed to be concealed are examples of this HQ Hindrance. The nature of the security gap must be indicated when this HQ Hindrance is applied. This HQ Hindrance may be taken more than once, each time applying it to a different security gap.

Obviously, a headquarters must have the Secure Access HQ Extra to select this HQ Hindrance.

Spartan (Minor)

The headquarters is not equipped with some or all of the basic amenities (doors, windows, power outlets, utilities, furniture, etc.) normally gained for free when selecting Rooms.

Staff Dependent (Major)

Facilities with this HQ Hindrance require crew or staff working around the clock just to keep it up and running. This HQ Hindrance is most often used to represent a headquarters that is incredibly fragile or volatile for reasons such as shoddy workmanship, age, complexity, or the unavoidable hazards of its nature and/or location.

The repercussions for being understaffed depend on what fraction of the staff is missing.

- **Minor Problems:** Rooms and Extras will begin suffering minor problems, such as adjusting related modifiers against the operator's or headquarters' favor by 1, powers having their power points reduced by 1d2 *, and so on. This condition

won't worsen if the available staff remains at its current amount.

- **Major Problems:** Rooms and Extras will begin suffering major problems, such as adjusting related modifiers against the operator's or headquarters' favor by 50%, powers having their power points reduced by one-quarter *, and so on. This condition won't worsen if the available staff remains at its current amount.
- **Severe Problems:** Rooms and Extras will begin suffering severe problems, such as any modifier provided to the operator being negated (or the modifier is doubled if it normally works against the operator's or headquarters' favor), powers having their power points halved *, and so on. Some Rooms and Extras will also begin to randomly become inoperable, on and off, for the duration. Depending on their nature, some may even rebel against their masters in the case of Defenses and the like. Gamemasters should assign a chance of this happening to each Room and Extra to suit the circumstances. This

Missing Staff Problems

Understaffed By ...	Problem Status
None	Everything is running smoothly
25% or less	Minor problems
26% to 50%	Major problems
51% to 75%	Severe problems
76% to 99%	Catastrophic problems
100%	Total disaster!

condition will worsen into a catastrophic problem if the available staff doesn't increase from its current amount within a day.

- **Catastrophic Problems:** Rooms and Extras will begin suffering catastrophic problems, such as any modifier provided to the operator actually imposing the opposite result (or the modifier is tripled if it normally works against the operator's or headquarters' favor), powers having their power points * reduced by three-quarters *, and so on. Some Rooms and Extras will entirely shut down for the duration or even rebel against their masters in the case of Defenses and the like. Gamemasters should assign a chance of this happening to each Room or Extra to suit the circumstances.

This condition will worsen into a total disaster if the available staff doesn't increase from its current amount within a few hours (if not sooner.)

- **Total Disaster!:** All Rooms and Extras will become inoperable, and the headquarters will essentially be nothing more than a hazardous danger zone to its occupants. If the situation is not rectified, the headquarters will begin to fall apart. If left in this state too long, the facility will be destroyed and must be purchased again as though it were an entirely new headquarters.

- * Subtract from the power's modifiers first. If the power point loss reduces the power's available points below the minimum amount required to possess the power, it is rendered inoperable.

Terrifying (Major)

Headquarters with this HQ Hindrance are regarded with fear and repulsion by those who live in the vicinity. They will not willingly go near it and have no love for the structure. If given the chance, such as the owner of the headquarters being away or a rabble-rouser whipping up an angry mob, the locals will attempt to destroy the facility. They will take no steps to defend the headquarters and will aid those who come to destroy it.

Heroes with good reputations who have such headquarters are likely to suffer if anyone knows where they live and may possibly be forced by the locals to seek better accommodations.

Headquarters with the Landmark HQ Extra and this HQ Hindrance cannot inspire attitudes more favorable than "Uncooperative."

Unpopular (Minor)

While Terrifying headquarters spur on those nearby to attempt to destroy it, headquarters with this HQ Hindrance instead simply inspire derision and mockery. These facilities are the subject of public ridicule due to the ugliness of its architecture, bad smells, or because it is the home of a

particularly repugnant character.

Unpopular headquarters will be avoided by most people. Heroes known to be based out of them are likely to be heavily mocked for their poor choice of real estate.

Headquarters with the Landmark feature and this HQ Hindrance cannot inspire attitudes more favorable than "Neutral."

Weak Defenses (Minor or Major)

There is a particular point in the headquarters' secure perimeter where the Defenses don't operate at their best or are somehow obscured. As a Minor Hindrance, Defenses suffer a

-4 to Notice and/or attack intruders. A Major Hindrance means there are no active Defenses at this particular location.

A hole in a field of fire is a common example of Weak Defenses, as are environmental conditions that offer concealment or diffuse the defenses' effects. The weakness' nature must be indicated when this HQ Hindrance is applied. This HQ Hindrance may be taken more than once, each time applying it to a different weakness in the defenses.

Obviously, a headquarters must have the Defenses HQ Extra to select this HQ Hindrance.

