



# DO-GOODERS & *DAREDEVILS*

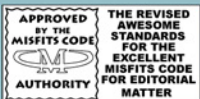
**#36**

**STEVEN  
TRUSTRUM**

# CRIME PREU

**INTERNATIONAL  
CRIMEPREU TECHNOLOGIES**

**MIS5043**



**Requires the Mutants & Mastermind's Hero's Handbook  
by Green Ronin Publishing for Use.**



**Author, Colors, Cover & Design:** Steven Trustrum

**Original Illustrators:** Scott Harshbarger, Steven Trustrum

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Note that this product contains some material that will appear in the upcoming third edition re-write of the popular **Misfit Studios** sourcebook, **Better Mousetrap**.



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# NEW RULES

## NEW ADVANTAGES

### Connected, Revised (Skill, Ranked)

This advantage works as described in the core rules but, optionally, a Gamemaster may want to refine its use to be more specific. Instead of generally applying to the character's connection in all aspects of life, you must choose a particular faction of society to have active connections with. Every rank allows you to choose a different faction of society.

By fractioning Connected in this manner, an element of realism is added, preventing characters from drawing on inappropriate help with the constant need for Gamemaster fiat. This revision also helps further define the character's concept.

The first rank you select for this advantage will indicate your primary connected faction with all others being secondary.

*You could have Connected 3 (P: Criminal; S: Military, Police.) These distinctions can be as broad or as narrow as the Gamemaster feels is appropriate to the character's concept.*

You gain a +5 circumstance bonus to Persuasion checks within your primary faction and 2 for secondary factions. This bonus cannot increase your total effective skill rank higher than the campaign's PL limit.

You may later switch which faction is your primary faction, but doing so requires purchasing a rank in Connected without acquiring a new faction for it.

### Invention Expertise (Skill, Ranked)

Select an effect you can duplicate or represent with a device. Reduce by 5 points per rank the total cost (not cost per rank) of powers using that effect as part of a device, with a minimum total cost of 1 point. Additional ranks allow you to apply this advantage to an additional effect or further reduce the point cost of a selected effect.

Although any combination of extras and flaws may be applied to this effect when building such a device, this advantage's benefits do not apply if the power is built as part of a multi-effect power, is linked to, or has an Alternate Effect that does not also benefit from this advantage. If Invention Expertise applies to all relevant effects, use the highest applicable advantage rank and ignore the rest.

*A character with Invention Expertise 3 (Affliction) and Invention Expertise (Weaken) builds a device with a power comprised of Ranged Affliction 8 and Ranged Weaken Strength 4. This would normally cost 24 points. Thanks to the Invention Expertise 3 Affliction, however, it costs 9 points; the Invention Expertise (Weaken) effect is not applied.*

Use the adjusted point cost instead of the normal point cost for the sake of determining device's design or invention check.

You may not have more ranks in this advantage than half the game's PL.

## NEW FLAWS

### Reduced Area

**Flat • -1 point per decreased rank of distance value**

Each rank of this flaw reduces the area's distance rank down by 1 rank upon the **Measurements Table**.

*A Burst Area power with Reduced Area 2 has a 6-foot radius (distance rank -2), a 3-foot radius at Reduced Area 3 (distance rank -3), and so forth.*

Only powers that already have the Area extra or a built in area of effect may have this flaw applied to them. What's more, the Area must be at its base value—you cannot increase the area's size from its default (via an extra or otherwise) and then apply this flaw.

# INTERNATIONAL CRIMEPREV TECHNOLOGIES

The world of super-powered metahumans is not a safe one to live in. Not only must people cope with the usual woes of everyday life, but they also have to deal with getting caught between criminals and heroes who are quite capable of destroying entire city blocks in their conflicts. If the sturdiest of structures cannot withstand the wrath of such beings, how can a community's police department be expected to arrest them, let alone confine them afterward?

The answer may be found in the products of a single company: International CrimePrev Technologies.

CrimePrev began as the unified goal of two separate brain trusts, one of which worked for the German government while the other was employed by Japan. Both had been directed to find ways of capturing, restraining, and containing metahumans, a goal of no small ambition considering some so-called "super" men and women could tear titanium I-beams in two with their hands or become intangible and walk through walls. It thus came as no surprise that both projects would be cancelled in the late 1980s due to controversy and changes to governmental budget policies.

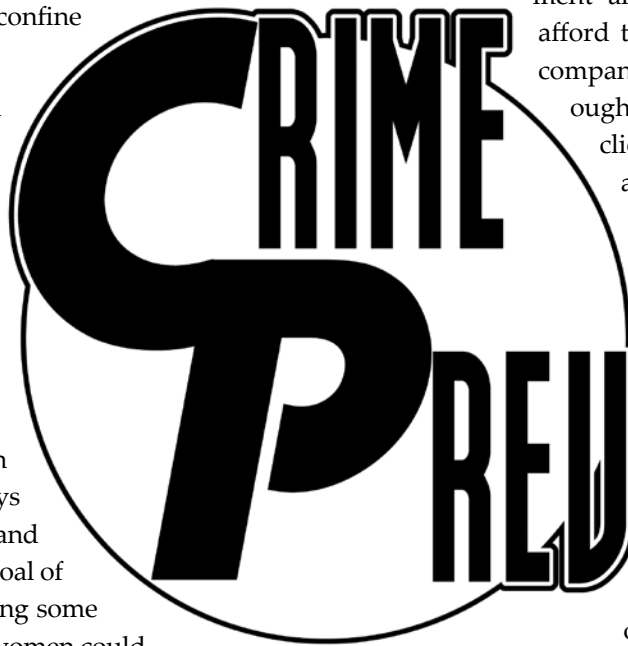
Jobless, the scientists involved took their findings and ideas into the private sector where they were initially received with skepticism and little appreciation.

Most of what the scientists proposed was still theory, and the costs involved found few people interested enough to back a bunch of untested concepts that could

very easily prove to lead nowhere. However, when their prospects were at their bleakest, an anonymous investor in the United States stepped in and hired both teams for profit-sharing contracts, and thus was International CrimePrev Technologies born.

Today, this company has offices all over the world from which it sells its wares to most any law enforcement and military power that can afford them. However, this diligent company also does careful, thorough background checks on all its clients to ensure all prospects are indeed duly authorized agents of the law or armed forces, and not just a front for criminals or dishonest merchants. Inevitably, some of CrimePrev's technology has found its way onto the black market through dishonest sources or thefts on the receiving end, which is why CrimePrev makes all of its deliveries through its own courier service and not a third party.

Most items available in International CrimePrev Technologies' catalogue are very expensive, making it highly unlikely that an average, small-town sheriff will possess such a device. The company's largest customers are the FBI, the US Marshals office (including agents of Operation: Marshal Law), and other government organizations created specifically to deal with metahumans. The company is also thinking of expanding into prison building and operation in order to get business from the Department of Corrections and its counterparts in other nations.



## International CrimePrev Technologies

This section uses rules for creating organizations found in **Better Mousetrap**, a sourcebook also produced by Misfit Studios.

**PL:** 3

**Leadership:** Dictatorship (secret financier)

**Intellect 3; Awareness 2; Presence 0**

**Will +3**

**Skills:** Expertise: Biology 6 (+9), Expertise: Business 6 (+9), Expertise: Chemistry 8 (+11), Expertise: Current Events 6 (+9), Expertise: Electronics 10 (+13), Expertise: Law 6 (+9), Expertise: Mechanics 10 (+13), Expertise: Metahumans 8 (+11), Expertise: Science 10 (+13), Expertise: Sociology 8 (+11), Perception 2 (+4), Persuasion 4 (+4), Technology 10 (+13)

**Advantages:** Connected 2 (P: Government; S: Law Enforcement), Invention Expertise 2 (Affliction, Nullify), Inventor

**Headquarters:** Various normal office buildings, warehousing and manufacturing facilities.

**Powers:** None

**Complications: Legally Bound:** CrimePrev must operate within the respective laws of the various countries within which it operates (or at least so far as anyone knows), especially if it wants to retain its government and law enforcement contracts.

**Totals** Abilities 10 + Advantages 5 + Skills 47 + Defenses 1 = 63

There are special interest groups, provinces, states, and countries that vocally oppose the use of some or all of CrimePrev's devices, some even going so far as to outlaw them altogether. Even in the few states in the US where some of the more "inhumane" devices have been made illegal, certain government agencies still employ them on the sly.

## CRIMEPREV'S PRODUCTS

International CrimePrev Technologies offers its clients a wide variety of products designed for use upon metahumans of all sorts for the purpose of subdual, restraint, and/or behavioral management. The following are examples of such devices.

### IC-CB11 Bionics Inhibitor

**40 (8) points**

When a cybernetically/bionically enhanced criminal is captured, its weapon systems and any other devices that may lend aid to its escape must be temporarily rendered inert until such time as they can be removed for the duration of the cyborg's incarceration.

The IC-CB11 is attached to the back of the cyborg's head where it painlessly inserts microfilament cyber probes into the machine-man's brain. These probes intercept any signals from the brain that do not conform to the normal functioning of a non-cybernetic human, such as moving one's limbs or talking. Any mental commands not conforming to this parameter, such as those used to activate a cybernetic weapon or access an internal computer, are instantly blocked.

**IC-CB11 Bionics Inhibitor (Removable -10 points):** Close Nullify Cybernetics/Bionics 10 (Resisted by Fortitude), Broad, Effortless, Reaction (Attempted Use), Simultaneous, Limited to Not Affecting "Normal" Body Functions • 40 points

### IC-Series Reinforced Cuffs and Restraints

**Various points**

CrimePrev provides a variety of handcuffs and similar restraints that have been designed with metahumans in mind.

Unless otherwise stated all IC-Series restraints require either a Technology (DC 25) or Sleight of Hand (DC 35) check to remove without the key. Each product is available in a variety of sizes, although anything smaller than Size -4 or bigger than Size -1 will require a special order and time to manufacture.

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### IC-S10 Handcuffs

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#### 11 (3) points

Basic handcuffs made of a new, proprietary alloy that is stronger than steel.

**IC-S10 (Removable -3 points):** Feature 1 (Limits Hand/Arm Movements); Toughness 13 • 11 points

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### IC-S20 Arm Restraints

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#### 12 (3) points

These restraints cover both forearms and fully enclose both hands, connecting by chains both arms to a restraint belt worn by the prisoner. Aside from the usual restrictions inflicted by handcuffs, the wearer cannot use their hands for fine manipulation or grasping while so restrained.

**IC-S20 (Removable -3 points):** Feature 2 (Limits Hand/Arm Movements; Prevent Fine Manipulation); Toughness 13 • 12 points

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### IC-S40 Leg Restraints

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#### 43 (9) points

Adding these leg shackles to any of the IC-series restraints limit leg (or alternative limb) movements, and negates any leg-based, metahuman Movement powers. The shackles are connected to any other restraints by a length of strong chain.

**IC-S40 (Removable -11 points):** Feature 1 (Reduce Foot Speed by Two-Thirds); Close Nullify Movement 10 (Resisted by Fortitude), Effortless, Reaction (Attempted Use), Simultaneous, Limited to Leg-Based Movement Powers; Toughness 13 • 43 points

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### IC-S Negator (Option)

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#### 48 (10) points, plus cost of restraint

Adding this option to any of the IC-Series restraints involves adding a power and kinetic suppressor that works to counter the prisoner's metahuman strength. It will not prevent the wearer from lifting a minimal amount of weight (e.g., cutlery, their clothing) or their own body weight, but will prevent any manner of exertion or aggressive use of Strength.

**IC-S Negator (Removable -12 points):** Close Nullify Strength 15 (Resisted by Fortitude), Effortless, Reaction (Attempted Use), Simultaneous, Limited to Exertion / Aggressive Strength Use • 48 points



### IC-12 Passivity Helmet

#### 81 (19) points

Comprised of an opaque steel helmet that fully covers the head and face, this device contains a bio-monitoring computer that constantly evaluates the wearer's metabolism. Its pressurized injection system feeds mind-numbing drugs into the bloodstream on its way to the brain, ensuring the wearer is too tranquilized to allow aggressive action or a level of concentration sufficient for the activation of psionics, magic, or metahuman abilities (i.e., super-powers.)

The helmet contains enough drugs to keep an average sized human sufficiently sedated for 36 hours before it must be refilled or attached to a more permanent reservoir. The helmet requires a Technology (DC 30) check to remove without the proper code.

**IC-12 (Removable -21 points):** Affliction 10 (Resisted by Fortitude; Dazed, Compelled, Controlled [Passive]), Continuous, Progressive; Feature 1 (Blocks Normal Vision); Affliction 10 (Resisted by Fortitude; Dazed, Stunned), Reaction (Attempted Power Use), Triggered (Command Remote), Limited Degree; Toughness 10 • 81 points

## IC-22 Twinned Restriction Device

### 43 (9) points

Sold in pairs, an “honor bracelet” is worn by one subject while its mate is worn by another. If one of the steel bracelets is taken beyond a specified distance from the other (this can vary, with a maximum setting of 120 ft.) both bracelets will inflict excruciating pain upon their respective wielders. Pairs are usually assigned so the powers of the one prisoner will hamper the other—having a speedster mated to a slow-moving brute, for example.

The bracelets are powered from a broadcasting center that is set up within the corrections facility, giving the devices an effectively unlimited life span, or they can last for 5 days before needing recharging if used beyond such a field, but this is reduced by six hours for every jolt administered.

**IC-22 (Removable –11 points):** Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Reaction (Moving Beyond Distance Setting), Triggered (Command Remote); Toughness 13 • 43 points

## IC-29 Negation Collars

### 48 (10) points

The steel collar sets up a neural inhibitor field around the wearer’s brain that stops it from sending signals to its body that would result in the activation of a metahuman ability. The only signals not negated are those that are innate or normal for a typical human, such as clenching one’s fist, blinking, walking, chewing, etc.

The collar has a battery life of two weeks before needing to be recharged (it can also be energized by a local broadcasting system for an indefinite lifespan), and requires a Technology (DC 30) check to remove without the proper code.

**IC-29 (Removable –12 points):** Close Nullify Metahuman Abilities 15 (Resisted by Fortitude), Broad, Effortless, Reaction (Attempted Use), Simultaneous, Limited to Not Affect Magic or Psionics, Limited to Not Affect Permanent Abilities • 48 points

## IC-44 Adhesion Contact Strips

### 36 (8) points

Designed for stopping speedsters, these bio-adhesive strips are strung across a road much the same as

are conventional tire spike strips used to stop speeding cars. Once activated, any living thing making contact with the strip is likely to become stuck to it and thus brought to a wrenching halt, possibly causing harm due to momentum.

**IC-44:** Line Area Affliction 10 (Resisted by Dodge; Vulnerable, Prone), Subtle, Limited Degree, Limited to Biological; Damage 10, Reaction (Made Prone by Affliction), Limited Damage Rank (Cannot be Higher than Subject’s Speed Rank) • 36 points

## IC-606 Electroshock Net and Projector

### 38 (8) points

The rifle-like projector fires a large capsule that breaks apart upon impact, causing a wire net to wrap around and ensnare the target. Struggling against the net’s confinement releases a harmful, electrical shock into the target.

**IC-606:** Cumulative Ranged Affliction 6 (Resisted by Dodge, Overcome by Strength/Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree; Damage 5 (Resisted by Fortitude), Reaction (Attempt to Break Free) • 38 points

## IC-999 Psi-Inhibitor

### 30 (6) points

A metal band that is placed around the psychic’s head, the inhibitor is designed to block a psychic from accessing his abilities. Most telepaths and the like do not easily adjust to being “mind blind” like this, feeling much like a normal person would were they blindfolded. Because the inhibitor is easily removed, the wearer must otherwise be restrained from doing so.

**IC-999 (Easily Removed –20 points):** Close Nullify Psionics 10 (Resisted by Fortitude), Effortless, Reaction (Attempted Use), Simultaneous • 30 points

## IC-2050 “Watchdog” Bio-Tracking Chip

### 3 (1) points

This small chip is surgically implanted within a criminal, broadcasting a traceable tracking and identification signal on a secret frequency known only to authorized law enforcement officials. Made entirely of plastic and porcelain, the chip will not register on metal detectors, and draws its energy from the crimi-

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nal's own nervous system so it won't run out of power so long as the criminal remains alive.

Range is 10 miles.

**IC-2050:** Feature 1 (Traceable Signal); Subtle 2 • 3 points

## IC-ST5 "Mega-Watt" Taser

21 (5) points

Appearing much like a futuristic rifle, the Mega-Watt fires thin, metal wires that allow a stunning force of electricity to be passed from the power unit and into the target, hopefully stunning them.

**IC-ST5:** Ranged Affliction 7 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Contagious • 21 points

## IC-XSG3 "Steel Gel" Ejector

30 (6) points

This device's wide-bore, rifle-style ejector is fed from a bullpup clip of cylindrical, plastic containers filled with "steel gel," a proprietary creation of CrimePrev. The cylinders break open on impact after being fired, splashing whatever was hit with the revolutionary composite that takes full advantage of nanite technology. Once the target is splashed, only a few milliseconds are required for the nanites to cause the steel gel to transform from its putty-like, fluid state into a solid, unbending snare that compresses the target's limbs against its body and holds them there.

Once the captured target is in custody and in a penal institution, the steel gel is subjected to an encrypted series of high-frequency radio transmissions that returns it to its fluid state. It can then be gathered for reuse.



**IC-XSG3:** Burst Area (6 ft.) Cumulative Ranged Affliction 8 (Resisted by Dodge, Overcome by Strength/Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree, Reduced Area 2 • 30 points

## ADDITIONAL CRIMEPREV SERVICES

Aside from its varied products, International CrimePrev Technologies has recently begun branching into related industries in order to discern their viability as new markets.

### DEPARTMENT OF CORRECTIONS SUB-CONTRACTING

It is quite common for federal or local law enforcement agencies to capture a metahuman they are not capable of safely detaining. Enter International CrimePrev Technologies; if CrimePrev does not currently have the technological know-how to create a cell to hold the criminal, it will put its R&D department on the task for a reasonable price.

Prison cells designed by CrimePrev can include anything from impact resonance walls (returns any kinetic damage directed at it against the attacker), metahuman ability suppression fields, psionic dampeners, insulated surfaces (against electricity, fire, cold, sonics, etc.), loose molecule bonding for all cell surfaces (prevents intangibility), and some more ... exotic ... restraint devices. Of course, the more exotic, the more expensive the item will be.

CrimePrev is also at the forefront of America's experiments with privately funded corrections facilities. Staffing its current prototype facility, Texas' Bramble Bush Super Penitentiary (known as "The Thorn" to its inmates), CrimePrev hopes to prove it can not only service the corrections system, but can also *be* that system.

Whether this experiment will work and convince the federal government to approve such metahuman prisons remains to be seen, although an escape or vio-

lent incident in The Thorn would certainly not help the company's position on the matter.

## CRIMEPREV INSURANCE

A subsidiary of International CrimePrev Technologies formed roughly two years ago following a battle between CORE (see **Better Mousetrap**) and a local super-hero team that ravaged a small city, CrimePrev Insurance has already reaped great profits for its parent company. CrimePrev Insurance offers financial support and "a secure state of mind" for anyone seeking financial protection against damages or ill-effects brought on by the actions of metahumans, something most other companies refuse to insure or pay out against.

This insurance can optionally include property damages caused by a battle or death, illness or bodily/mental harm brought on by the actions or plotting of super-beings, and covers claims due to both super-heroes and -villains. No other types of insurance are covered by this company, although they do offer coverage at reasonable rates to homeowners and businesses alike.

Increasingly more households (especially in urban areas) are taking out this insurance. Some cities on America's eastern seaboard have even gone so far as to take out this insurance on all municipal and civil/government buildings due to numerous instances of metahuman related destruction in their areas.



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