

DR NULL: BATTLE ON THE BAY BRIDGE

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a Lame Mage Production
www.lamemage.com

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Introduction

“This is Chip Chopper, high in the sky in the Channel Four Action News Copter!”

“We’re broadcasting live from above the Somerset Bay Bridge, and I’m telling you it’s a madhouse down there! Take it from me folks, it’s going to be more than the usual rush hour slow down today!”

“There’s a swarm of... what look like bugs, big metal bugs, crawling up out of the bay. Each one is as big as a car. They climbed right up the bridge tower, and now they’re spread out across the road, right in the middle of traffic. All lanes have screeched to a halt, and there are collisions and fender-benders everywhere!”

“I can see something else moving down there, something bigger than the bugs... (Get me a close-up Fred!) ... It’s striding among the smashed cars, now it’s stepping right over a jack-knifed truck. It’s big all right! It’s got long legs, and some kind of transparent dome at the top. I can see someone inside! Someone at the controls of that thing... Sorry folks >brzzz< we’re getting a lot of >brzzz< (Fred! Can’t you clean up that signal?) There’s some kind of interference... >brrzzzzzzzz<”

The news broadcast disappears in a wash of static, replaced by the blurry image of a man’s face.

“You think I don’t know? Do you think I haven’t heard, your mocking, your ridicule? As though even a single one of you were fit to judge to me, to fathom the depths of my brilliance. Oh how you’ve laughed, you petty insects.”

“Will you still laugh when my Bugbot horde sweeps over this city? I think not. And this city is only the beginning, only the beginning. You have mocked me for too long. Now the day has come when you will pay. You will pay dearly.”

“Let the world know, let all the world know, that the moment of their conquest is at hand! This day, Dr Null shall be your master!”

Dr Null: Battle on the Bay Bridge is a prequel to **Day of Dr Null**, an M&M Second Edition Superlink adventure from Lame Mage Productions. This short scenario is intended to introduce Dr Null to the heroes and set the stage for the later adventure, but it can be played as a stand-alone game even if you do not run **Day of Dr Null**.

If you are running **Zodiac Ring** you can insert this scenario in the middle as an unexpected break from hunting down Zodiac avatars.

Dr Null: Battle on the Bay Bridge is an excellent simple scenario for a night of gaming if you want to try out M&M Second Edition or introduce new players to the game. The scenario also provides details for running a battle on a suspension bridge, so you can use this information in other games set in a similar environment.

Who Is Dr Null?

In now famous Senate testimony, a respected prosecutor once branded Dr Null “the most dangerous man alive.” In a world that is home to superhumans capable of lifting mountains and melting tanks with beams from their eyes, it’s no small tribute, especially considering that Dr Null himself has no superhuman powers. His danger stems entirely from his scientific genius, a genius that has proven capable of devising inventions far in advance of modern science and schemes that threaten the very world.

Dr Null is also undeniably mad. His is a grand, all-encompassing madness, a madness that harbors deep bitterness towards the world and yearns for his genius to be recognized. While his madness may be the source of his criminal genius, there have been times when it has proven the salvation of humanity as well. If Dr Null had the patience to plan more methodically and bide his time, he might well have conquered the world already. Instead he often becomes obsessed with his latest scheme and unleashes it in a frenzy before it is truly ready.

If you need to explain why the heroes have not heard of such a major villain before, you can presume that Dr Null has been out of sight for the past few years, optimistically believed dead. Or you can limit Dr Null’s past schemes to other cities or parts of the world, which is why the heroes have not dealt with him directly before.

World Domination, Through Recycling!

Dr Null has created a mechanical army of Bugbots in his latest scheme to conquer the world. The genius of his plan is that his robotic soldiers are capable of constructing their own reinforcements from materials they gather. The more they conquer, the more Bugbots they create, until the entire world is under his control. It’s world domination through recycling!

The Bay Bridge is merely the beachhead for this attack. Dr Null considers it a useful starting point because of the abundance of raw materials (cars, bridge cables), convenient underwater access (discussed in **Day of Dr Null**), and not least of all because of its prominent visibility. Dr Null craves the eyes of the world, to see and appreciate the genius of his works.

Somerset Bay Bridge

The fictional Somerset Bay Bridge is provided as a ready-made setting for the scenario, but you can easily replace it with a similar bridge in the Fair City of your choice.

The Bay Bridge is a major two-tower suspension bridge. It is a busy commuter conduit, connecting the downtown area with the more suburban boroughs on the far side of the bay. Three traffic lanes run in each direction, separated by a yard high retaining wall to prevent head-on collisions. There are no pedestrian walks as foot traffic is normally not allowed on the bridge.

Battle on the Bay Bridge

Revelations

Key plot revelations are outlined here so you can highlight them during play. They are listed in the order they will probably occur.

An important revelation should be a critical point in the game, changing players' perceptions of the situation and possibly their response.

1) **Dr Null is behind it**—Knowing that a single man is the cause of the problem will change how the heroes react to the situation. They will be more likely to look for the source, the brains of the operation, instead of fighting minions. If you use the news introduction the heroes will know this right at the start. Otherwise they are likely to spot the tripod walker and gather that it is the source of the trouble.

2) **Bugbots make more Bugbots**—The current threat may be on the bridge, but the heroes will have to prevent the Bugbot menace from spreading to the city and eventually the world. Seeing Bugbots with welded car hoods for armor plates or watching them diligently disassembling a car should give the heroes an idea of what is going on.

3) **Only original Bugbots can manufacture Bugbot brains** (optional revelation)—This is only likely to become relevant if the scenario is extended and the Bugbots spread beyond the bridge.

4) **Bugbots can self-destruct**—The heroes will probably not find out about the self-destruct until Dr Null activates it, but a technical character looking at the smashed innards of a defeated Bugbot could realize it was possible.

Knowledge—Technology DC 35 at a glance (free action), DC 25 after examining it for a round, DC 20 if asking specifically about the power source or the possibility of a self-destruct. No retry without making a longer examination.

Enter the Heroes

Heroes could be alerted to the situation on the bridge by law enforcement, by watching the news (such as Chip Chopper's broadcast from the Introduction), or just by listening to the cacophony of horns as the traffic backs up farther and farther from the bridge.

More interesting options include having a hero commuting on the bridge in secret ID when the Bugbots attack. A hero stuck in the same car with his or her significant other might have a complicated time slipping off to fight the good fight.

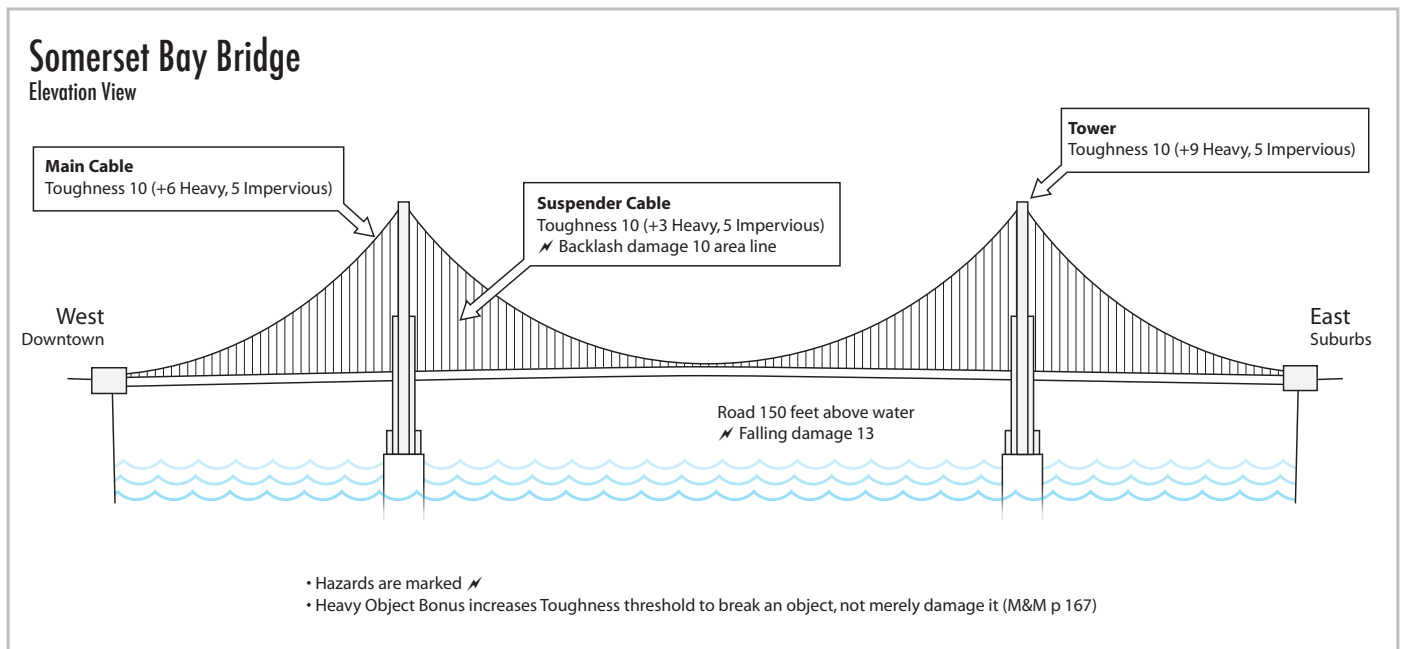
Action

The action in this scenario falls into three phases: 1) fighting the Bugbots and rescuing civilians, 2) confronting Dr Null, and 3) saving the civilians and hopefully the bridge from the self-destruct device. Heroes may opt to go straight for Dr Null but they should have a hard time ignoring the civilians in danger around them or ignoring the Bugbots coming at them to protect their creator.

The Bugbots crawled out of the bay up the eastern tower then spread out when they reached the main span of the bridge. Traffic screeched to a halt as soon as their snapping mandibles came into view of commuters. Lanes leading up to the Bugbot swarm are choked with cars, but the lanes leading away are clear, except for a few panicked collisions as drivers sped away from the trouble erupting behind them. Eastbound lanes are blocked traveling away from the city, westbound lanes blocked coming towards the city.

The position of cars and trucks on the road is more chaotic the closer you get to the center of the action. Traffic farther back came to a controlled stop, but drivers near the Bugbots swerved, veered, and panicked, leaving a tangle of crashed vehicles even before the Bugbots swarmed in and began taking them apart.

The Bugbots are mostly located between the eastern tower and the center of the bridge. Clusters of four or five Bugbots surround cars being taken apart or the skeletons of new Bugbots being



constructed. A few crawl up and down the tower and the suspender cables, cutting chunks of valuable metal out of the bridge.

The exact number of Bugbots is left vague, since it is unlikely the heroes will fight every last one, and more are constantly being created. Assume there are about 100 Bugbots to start with, or 30 per hero in your game, whichever is greater. The heroes should be able to smash quite a few Bugbots and still have plenty left over. Most Bugbots will be busy collecting material and making new Bugbots, but will stop and fight if nearby Bugbots are attacked or if Dr Null is threatened. In perfect conditions and without interruption, the Bugbots could double their numbers every hour. On the bridge this time would be closer to two hours.

Dr Null's tripod walker paces around at the center of the action, looming over the terrified commuters and broadcasting booming tirades over the loudspeakers on the control pod. The Bugbots are operating under preprogrammed instructions and do not need Dr Null's supervision at all, but he relishes watching his creations at work. If confronted by the heroes, Dr Null gloats while he pulverizes them with the bewildering array of weapons in his tripod walker.

Protecting the Innocent (GM Craft)

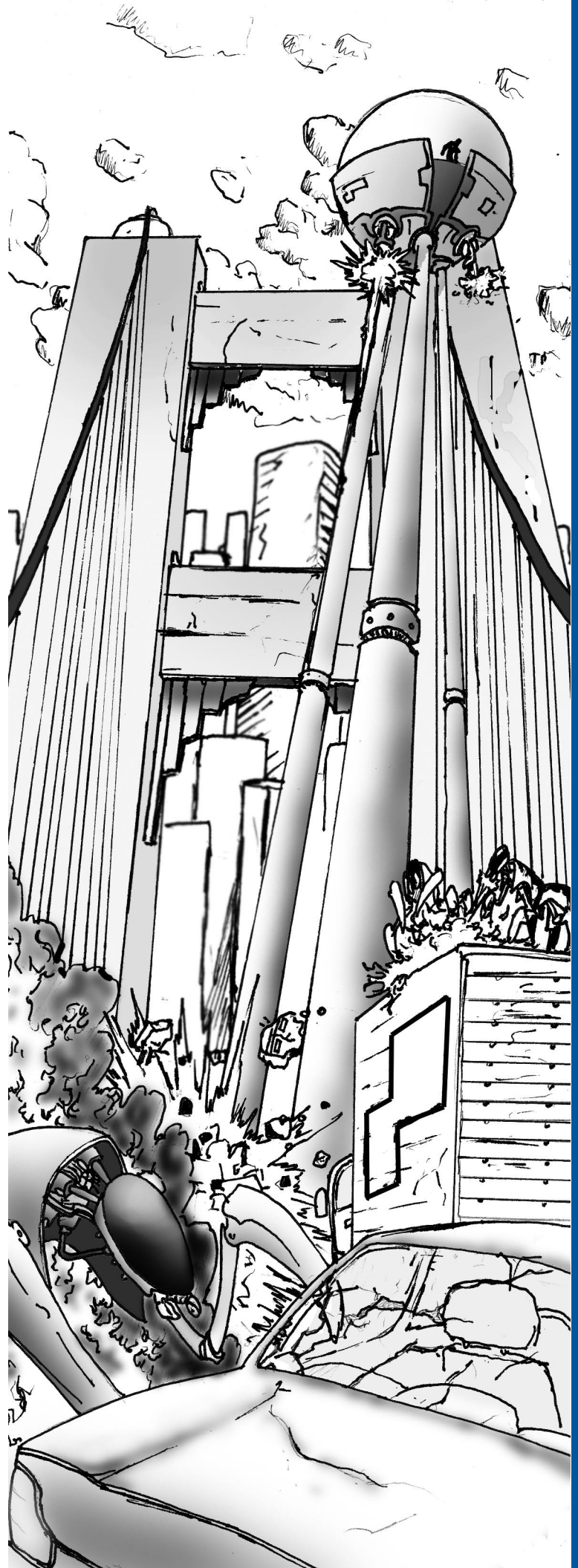
Some heroes will want to skip helping the commuters or fighting the Bugbots and head straight for Dr Null, intending to nip the problem in the bud. This may be tactically sound and could be appropriate role-playing for some hard-nosed heroes, but it does leave a lot of endangered civilians in the lurch.

The heroes may not be getting the same impression of the situation as you intend. They may think that going straight for Dr Null is the heroic thing to do and not realize that the civilians are in immediate danger. Put the situation in perspective by emphasizing specific threats to commuters instead of theoretical ones. Make it clear that some civilians need help now, before it is too late.

- Three children have their faces plastered to the windows of a minivan, staring in amazement at the Bugbots surrounding them. Their mother frantically locks the doors, unaware of the Bugbot about to cut through the roof with its arc welder.
- A police officer unloads her revolver at a Bugbot at point blank range. The bullets ricochet off the iron shell, barely making a scratch. Her partner cradles a broken arm and yells for backup into the car's radio as two more robots close in.
- A business man is slumped over his steering wheel, knocked unconscious in a crash. A steady stream of gasoline pours from beneath his car, spreading towards a burning wreck nearby.
- A trucker has stepped down from his rig and is fending off the encroaching robots with a tire iron. His dog barks fearfully from the cab.

If the heroes disagree what to do it could lead to a good role-playing moment. Encourage the heroes to play out the conflict and emphasize their ideological differences.

From a metagaming point of view, heroes rescuing civilians can earn Hero Points that will help them when they confront Dr Null. In the end if your heroes just aren't interested in being heroic, you can't force them.



Somerset Bay Bridge

Aerial View-Sample Traffic

East Suburbs

West Downtown

Tower
Toughness 10 (+9 Heavy, 5 Impervious)

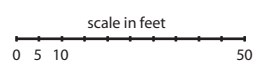
Bridge Surface
Toughness 8 (+7 Heavy)

Main Cable (not shown)
Toughness 10 (+6 Heavy, 5 Impervious)

Suspender Cable
Toughness 10 (+3 Heavy, 5 Impervious)
⚡ Backlash damage 10 area line

Truck / Bus
Toughness 11
Def 1 ranged/-3 melee (immobile)
Gargantuan, 12 tons (Str 50 heavy load)
⚡ Tanker truck-gas tank 12 area explosion
⚡ Cement mixer-Snare 8 area cloud

Car / Van / SUV
Toughness 8
Def 4 ranged/0 melee (immobile)
Large, 1.5 tons (Str 35 heavy load)
⚡ Gas tank 8 area explosion



- Hazards are marked ⚡
- Heavy Object Bonus increases Toughness threshold to break an object, not merely damage it (M&M p 167)

Action Shticks

Trapped Commuters

Cars litter the battleground. Many still shelter commuters who were overrun before they could even figure out what was going on. The civilians hope that hiding in their cars will provide them some protection, an unfortunate choice since the Bugbots are tearing apart vehicles for raw material. The Bugbots ignore humans unless they interfere but may unintentionally harm commuters while cutting their car apart around them. Cars being dissected are mobbed by four or five Bugbots at once, making it hard for a terrified motorist to escape without heroic assistance.

Heroes may unintentionally endanger people trapped in vehicles. There are many empty cars that heroes could use as weapons, but they would be wise to double-check before picking one up and throwing it. The same goes for area attacks—from a distance it may be impossible to tell which cars are occupied and which are not, forcing heroes to handle the Bugbots one at a time.

Danger: Flammable

Pools of fire from a flamethrower could spread until they reach the gas tank of a car, causing it to explode in a matter of rounds. The car could be empty and only pose a threat to those around it, or it could contain commuters who are either trapped, unconscious, or unaware of the danger.

For added excitement, include a gasoline tanker truck in the middle of the traffic on the bridge. The Bugbots are not smart enough to know that mixing arc welders and tankers is trouble.

Car Blast 8 area explosion, tanker Blast 12 area explosion

Quick Dry Cement

A cement mixer truck is part of the traffic stuck on the bridge. It was carrying a load of fresh cement to a construction site in the suburbs, but now it sits abandoned. The mixer truck can pose a hazard to heroes or a weapon for them to use against the Bugbots or Dr Null. An unlucky hero could get knocked back into the truck and have wet cement dumped on them. A cagey hero could spill the cement to foul the progress of the Bugbots or lure the tripod walker into a trap. A hurled cement mixer makes a powerful entangling bomb.

Snare 8 area cloud, if hit by fresh cement

Environmental Control 4 Hamper Movement (1/4 move, 25 foot radius), if cement already covering an area

On the Edge

A vehicle that tried to veer away from the Bugbot swarm broke through the guardrails and now sits teetering on the edge of the bridge. The occupants are unable to save themselves from the fall—they may be unconscious from the collision or trapped by bent guardrails that pin the doors.

If you want to make matters worse, Bugbots could be busily cutting away at the adjacent suspender cables to gather the raw steel. Once the cables break, the jolt in the bridge will undoubtedly disturb the precarious balance and send the car pitching into the Bay.

Increase the challenge for the heroes by making it a truck instead of a car (more mass to lift), or up the stakes by substituting a bus full of commuters.

Falling damage 13 (height 150 feet, -2 adjustment for hitting water)

Acrobatics DC 5 skill check to dive into the water and reduce falling damage (M&M p 41), double normal bonus for reducing damage (-1 damage for every 5 above DC)

Snapping Cables

Bridge cables are under massive tension. Each vertical suspender cable holds up a fraction of the weight of the bridge and everything on it. When a cable snaps, each end whips backwards as the tension is released, endangering anyone nearby. A recoiling suspender cable can easily slice through a car.

Toughness 10, +3 heavy object bonus, Impervious 5

Backlash damage 10 area line, normal Reflex save applies

Once a suspender cable is broken its neighbors take up the load and are put under more tension, making them easier to snap.

Toughness is -2 for each adjacent cable destroyed (if three successive cables are already snapped the Toughness is -6 for the next cable)

Bridge Collapse

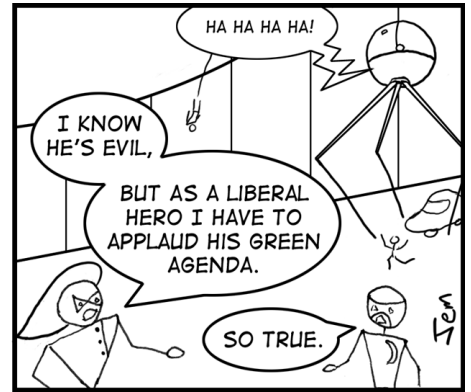
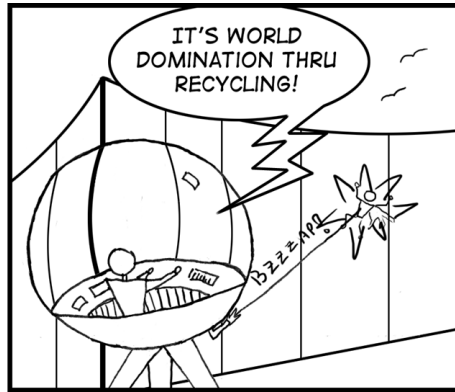
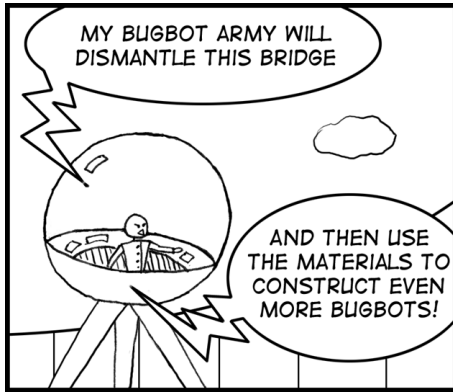
If enough suspender cables are broken in one area, the bridge surface will lose support and begin to sag. The Bugbots are not trying to destroy the bridge but they could endanger it unintentionally by cutting too many adjacent suspender cables. Heroes recognizing the danger will need to race to prevent Bugbots from cutting any more.

The suspender cables hold up the bridge surface and transfer the weight to the main cables, which in turn transfer the weight to the towers. Severing one of the massive main cables or destroying a tower disables all the suspender cables dependent on it, which could collapse a section of the bridge immediately. Ideally the bridge will remain intact during the battle with the Bugbots, leaving the destruction of the bridge as a threat for Dr Null's self-destruct mechanism.

Action Shticks are classic challenges or situations that go with a particular environment. They are dramatic moments or events that fit the setting regardless of the specific plot of the scene. Another way to look at a shtick is a mini-encounter within the main encounter, a smaller challenge for the heroes to overcome before they tackle the main challenge.

A good Action Shtick should reinforce the genre and let the heroes really act like heroes from a comic book. All shticks are optional and can be inserted in the scene as you see fit.

Because the Action Shticks listed here are intentionally typical, you can use them in other scenes set in a similar environment. Even if the heroes don't have to deal with a gas tank about to explode on the bridge, you can use the same Action Shtick to spice up some other encounter.



Finale-Meltdown

If Dr Null faces defeat or is just sufficiently frustrated by the heroes, he will broadcast a self-destruct code to all his Bugbots rather than surrender meekly.

"No! You've ruined everything!"

Dr Null regains his composure somewhat and a bitter smile crosses his face. "You think you've defeated me? Savor your little moment of triumph while you can." Before anyone can stop him he lunges for a button on the control panel.

"Now you will see the price of opposing me! That self-destruct signal will cause the power cores in my Bugbots to overload until they explode! In moments, this bridge will burn as a fiery monument to my genius, a pyre to light the very heavens! And there's nothing you can do to stop it! The world will remember the name Dr Null! Farewell 'heroes!'"

The self-destruct code will cause the Bugbots to freeze in place, start to smoke and eventually glow. The power cells in the Bugbots start overloading, building energy until they explode. Even Bugbots destroyed in combat may be intact enough to self-destruct (assume half of the "destroyed" Bugbots will still explode). It will take at least a few minutes for the power cells to explode, but you can extend or decrease this time to adjust the challenge. Once started, there is no way for Dr Null to halt the self-destruct. True to form, he has not included an abort command.

Blast 16 area burst covering all areas between Bugbots. There are really multiple overlapping explosions, but a single effect is simpler and permits heroes to make one save. Scale down the damage if the heroes substantially reduced the number of Bugbots.

After issuing the self-destruct, Dr Null will jettison his command pod from the main body of the tripod walker. The transparent sphere will rocket straight upward, clear of the bridge, before arcing and splashing down in the waters of the Bay where he will make his escape in the murky depths.

If the heroes defeat Dr Null before dealing with the Bugbots, he could still recover or momentarily escape later on and activate the self-destruct. If he cannot reach the control panels of his walker, Dr Null can trigger the self-destruct from a small device concealed on his wrist.

Even if he cannot use the escape pod, Dr Null will still activate the self-destruct and welcome his own destruction in the coming inferno.

If the heroes have been particularly effective at beating Dr Null but you want him to activate his self-destruct or launch his escape pod anyway, make sure to award Hero Points for using GM's Fiat. The players deserve that reward for getting the best of the villain even though they still have to face the next challenge.

It is up to the heroes to decide how to handle the situation. A few possibilities are given, but the heroes may come up with other ingenious solutions. Extra Effort, Hero Points and Invention rules are likely to come into play.

- Evacuate the civilians before the explosion. The bridge may be sacrificed, but no property damage can compare to the value of human life.
- Make the Bugbots go away. Chuck all the Bugbots into the Bay or waft them into a parallel mystical dimension. The fewer Bugbots remain on the bridge, the smaller the eventual explosion.
- Cancel the self-destruct. There is no cancel command, but a technical genius could come up with a sneaky work-around such as ordering energy from the overloading power cells to be sent to other systems, draining it away and averting an explosion. Or go backwards thirty seconds in time and stop Dr Null before he can ever give the command.
- Counter the explosion. An inventor could create an "energy dampener" device to dissipate the power building up in the Bugbots or convert the exploding energy into harmless (but dazzling) white light. A hero with energy control powers could try to absorb the explosion into himself, reducing the damage to the bridge and the civilians at the price of his own health.

Game at a Glance

ACTION

- 1) Fighting Bugbots and rescuing civilians
- 2) Confronting Dr Null
- 3) Self-destruct

REVELATIONS

- 1) Dr Null
- 2) Bugbots make Bugbots
- 3) (optional) only original Bugbots make more
- 4) Self-destruct

ACTION SHITCKS

- Trapped Commuters
- Danger: Flammable
- Quick Dry Cement
- On the Edge
- Snapping Cables
- Bridge Collapse

Aftermath

If Dr Null disappears into the waters of the Bay with his escape pod, the heroes will probably be distracted from immediate pursuit by the Bugbots melting down on the bridge. Altruistic heroes will recognize that saving the civilians still on the bridge is their first priority, though more vigilante heroes might rationalize that catching Dr Null now will prevent greater harm in the future. Either argument is fine, so long as the consequences lead to good role-playing.

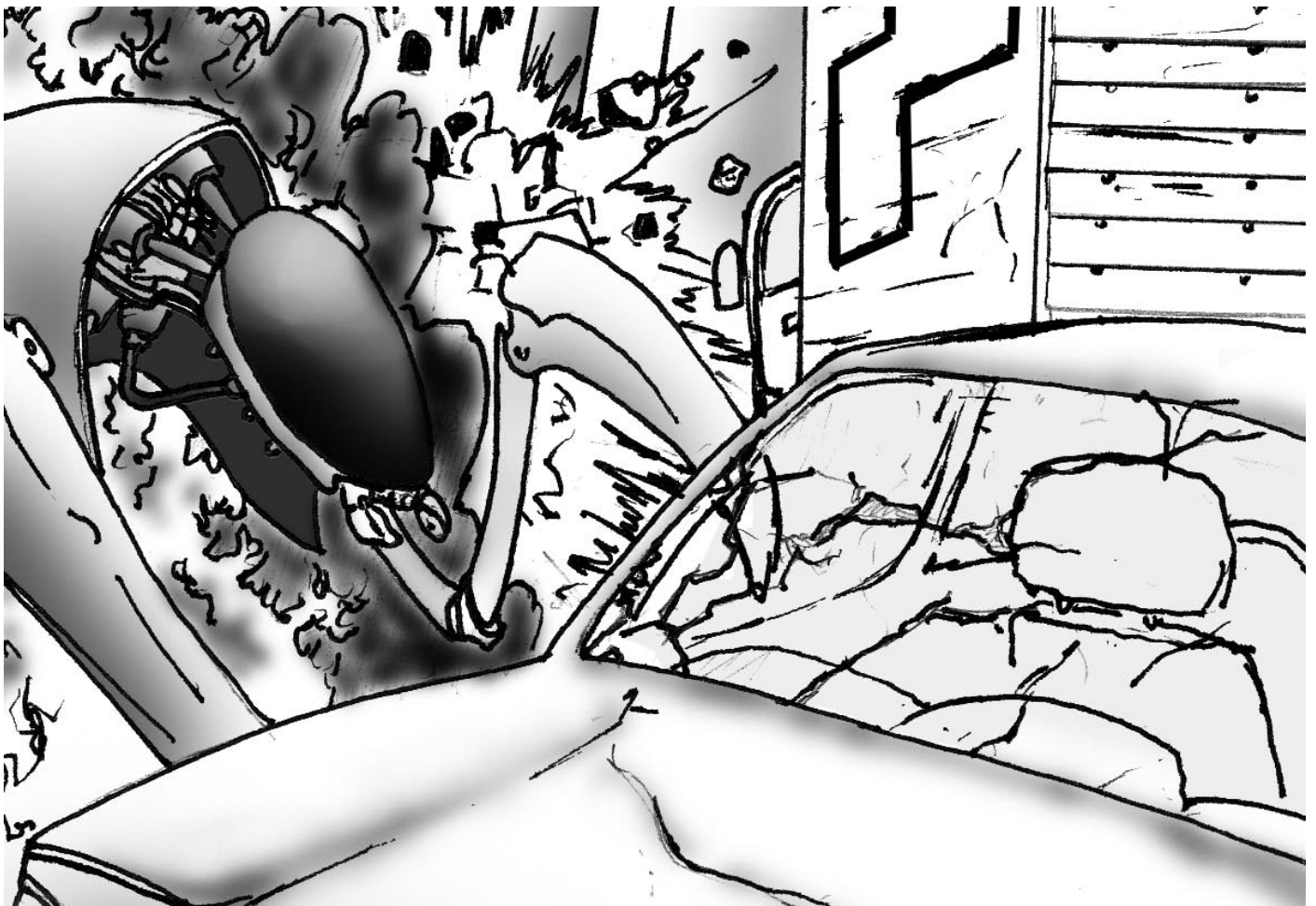
It is assumed that Dr Null will give the heroes the slip in the dark waters, but a persistent or creative hero might foil his escape, resulting in the capture or even death of Dr Null (he is unlikely to survive if his pod is suddenly ruptured deep underwater). **Day of Dr Null** includes contingencies for this, so you will still be able to continue with that scenario regardless of what happens on the bridge. It wouldn't be the first time the world has thought it saw the last of Dr Null.

Depending on how the heroes handled the self-destructing Bugbots, the Bay Bridge may be only lightly damaged or completely destroyed. It could take months of game time to rebuild it completely (or less if superheroes lend a hand). The smashed bridge on the skyline can provide a reminder of past events, and keep Dr Null in the heroes' minds before his eventual reappearance. If the heroes failed to save citizens it could also be a very visible and public reminder of their failure.

Expanding the Scenario

Dr Null: Battle on the Bay Bridge is designed as a single encounter, but it could easily be expanded into a larger game. If the Bugbots push out from the bridge, they could easily spread into the downtown area, threatening larger areas and building more reinforcements as they go. New Bugbot variants will arise armed with new and improved weaponry (see Bugbots description).

Even if the heroes think they have put an end to the Bugbot menace, a few could escape underground where they continue to follow their primary programming and slowly rebuild their forces. Investigating the disappearance of workers in the sewers could lead the heroes to discover the teeming Bugbot hordes preparing to rise up and threaten the city once again.



Bugbots

Dr Null's Bugbots are six-legged robotic beetles the size of small cars. Their limbs are tipped with talons that can pierce and rend, and their mandibles house powerful arc welders. Many Bugbots on the bridge are also equipped with flamethrowers built from car parts—gasoline is sprayed from a mouth nozzle and ignited by the electrical arc. Armor plates protect most vital areas, but there are numerous gaps to permit mobility (reflected in their moderate resistance to damage).

The real threat stems from their ability to reproduce. Bugbots are programmed to seek out raw materials and use them to construct additional Bugbots. Each one is a mobile factory, capable of cutting, welding, and wiring together more mechanical terrors in its own image. Raw materials like steel plates, machine parts, and electronic circuitry are salvaged and incorporated.

Newly created Bugbots are not perfect replicas—they incorporate minor changes depending on the materials available. This is part of Dr Null's design, to enable his creations to adapt to different circumstances. Most of these changes are cosmetic and do not affect the Bugbot stats. A Bugbot created on the bridge will have armor plates welded from car hoods and bumpers, mechanical legs reinforced with threads of steel cable, etc.

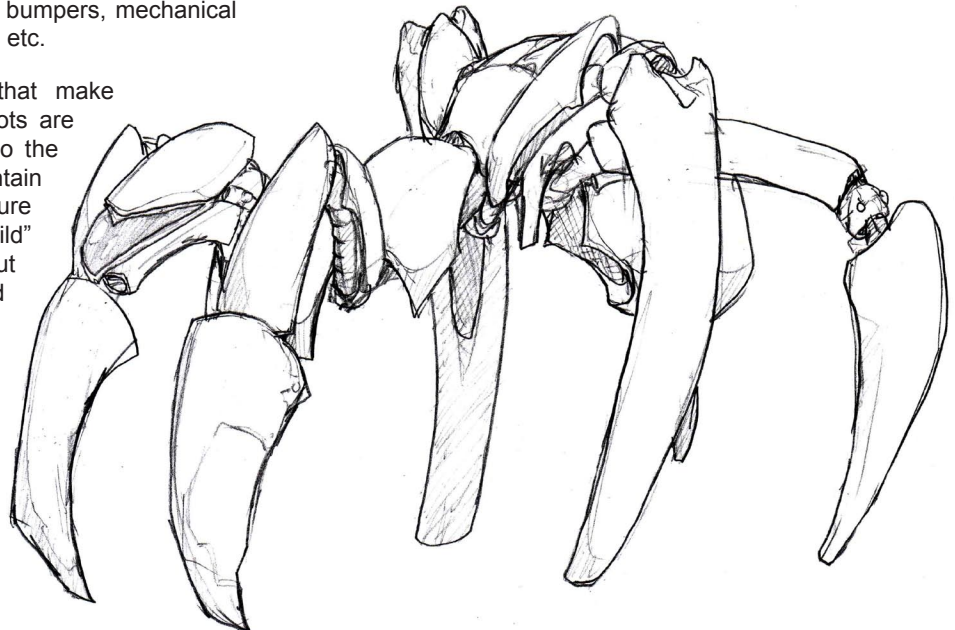
The complex cybernetic components that make the brains and power cells of the Bugbots are not easily replicated from spare parts, so the original Bugbots assembled by Dr Null contain advanced micro-factories to manufacture more. Bugbots constructed "in the wild" will not have these micro-factories, but extra components will be transferred to new Bugbots so they can assemble new Bugbots until they run out. This dependence on the original micro-factory Bugbots could prove to be the fatal flaw of Dr Null's plan. It is not likely to come up on the Bridge but could become an issue if the Bugbots spread.

Bugbots built on the bridge are armed with flamethrowers created from automobile fuel systems, but if

the Bugbots expand beyond they bridge they may incorporate different weapons based on the materials available:

- Captured machine guns or assault rifles integrated on either side of the head to provide a barrage of fire.
- Buzz saws mounted on short secondary arms.
- High voltage electrical system that can electrify the Bugbot's hull or project shorts arcs of lightning.
- Cones of freezing gas blown from Freon or fire extinguisher tanks.

Constructing new Bugbots is a plot device not an in-combat power, so it does not appear on the Bugbot character sheet. A single Bugbot can build a new Bugbot in one hour if all the necessary raw materials are present. Gangs of Bugbots will usually work together—up to six can cooperate to cut construction time down to 10 minutes. Threatened Bugbots will stop construction or resource gathering to fight back.



Bugbots

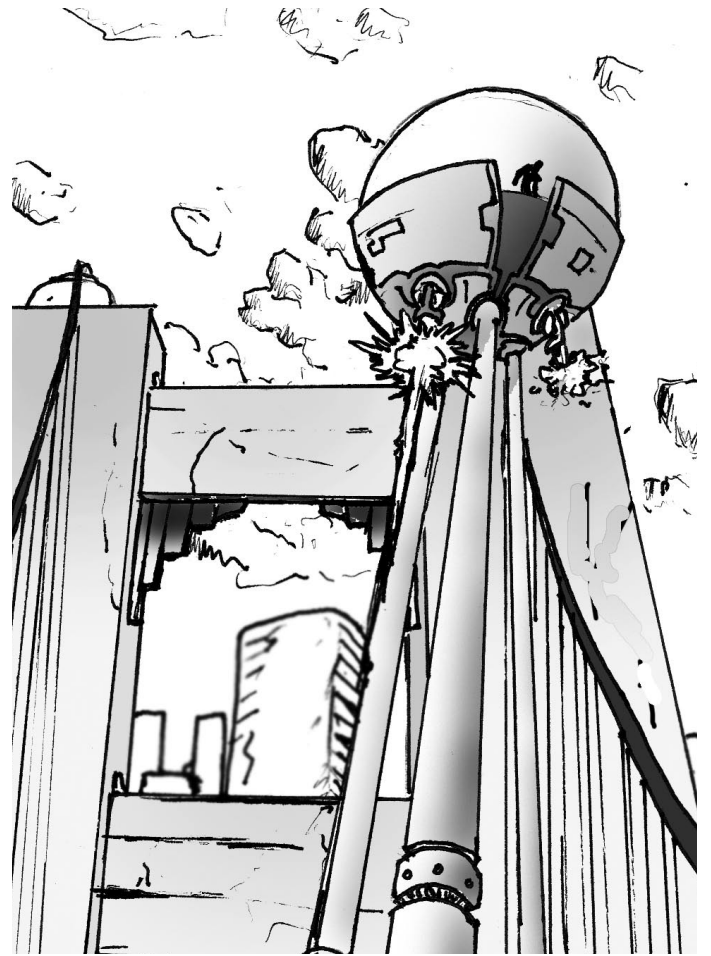
minion construct / PL 5

STR	DEX	CON	POWERS	FEATS
22/+6	14/+2	--	flamethrower (Blast 5, area line 50 ft w/progression, no range)	none
INT	WIS	CHA	mandible arc-welder (Corrosion 4, full round)	
--	6/-2	--	Growth 4 (permanent)	
ATTACK	+4 strike 6		Immunity 30 (fortitude saves)	
	+4 Corrosion 4		Toughness 6 (impervious 5)	
	area Blast 5		Super-Senses (blindsight radar, infravision, radio)	
DEF	12 (11 flat)		Super-Movement (wall-crawling 2)	
TOUGH	+8 (5 impervious)		Swimming 1 (2.5 mph)	
FORT	REF	WILL	ALTERNATE WEAPONS	SKILLS
--	+0	+0	machine guns (Blast 6 autofire)	none
INIT	GRAP	SIZE	electrified hull (Stun 5 aura)	
+0	+15	Large	buzz saws (Strike 6, autofire, flaw: single target only)	
			freezing gas (Paralyze 5, area cone, no range, alt save fort)	
			(pick one alternate weapon to replace flamethrower on later models)	

abilities -26 + skills 0 + feats 0 + powers 79 + combat 16 + saves 0 + drawbacks 0 = 69 pp

Dr Null's Tripod Walker

Dr Null fights from inside his mechanical tripod walker, cruising across the battlefield with graceful sweeps of its sixty foot long legs. A spherical command pod sits on the top, in which Dr Null can be seen feverishly working the controls. The underbelly of the command pod is metallic, bristling with unidentifiable weapons, antenna dishes, etc., while the top is a clear dome giving Dr Null a view of the world as he smashes it to bits with vibro-rays, laseguns and particle beams.



Silent Sound Effects are snippets of flavor text to describe the special effect of a power or weapon. You can read them verbatim or just incorporate the ideas into your own description.

Lasebeam Cannon—A fat pencil of light stabs out, melting the ground it touches and leaving a burnt scribble behind as it zigs and zags to focus on its target.

Sonic Immobilizer—Waves of visible sound ripple outward and a high-pitched whine fills your ears, drilling into your brain and making it impossible to concentrate.

Gravitic Condenser—Nearby cars crumple, their windshields shattering, as a crushing weight settles on you and inexorably presses you down to pavement that cracks beneath your feet.

Vibro-ray—The air hums as a tight line of oscillating force slices towards you. Everything in its path shudders as shearing vibrations try to tear it apart.

Gamma Emulsifier—A fluid spray of luminous green energy gushes out, drenching the area with radioactivity. The ground glows with an unhealthy light where it lands.

The command bubble can be launched from the top of the walker as an escape pod, leaving the weapons systems behind.

Tripod Walker

vehicle / PL 11

STR	SIZE	MOVE	POWERS	FEATURES
40/+15	Garg	25 mph	lasebeam cannon (Blast 10 autofire 2 (reduced interval), accurate, extended range) [42 pp array] (alt) sonic immobilizer (Paralyze 11 area cone, no range) (alt) vibro-ray (Stun 12 ranged) (alt) gravitic condenser (Gravity Control 11, increase only) (alt) gamma emulsifier (Blast 12 incurable, affects insubstantial) (alt) electrified hull (Stun 11 aura)	none
ATTACK	+12 Blast 10 autofire +10 Stun 12 area Paralyze 11			
DEF	8 (6 flat)			
TOUGH	+14 (8 impervious)		Impervious 8 Toughness Shield 2 (dodge bonus) Immunity 9 (life support) Super-Senses (blindsight radar, infravision, radio) Super-Movement (wall-crawling) Speed 2 (25 mph) Swimming 3 (10 mph)	

(combat stats and PL as piloted by Dr Null)

abilities 0 + features 0 + powers 79 + size 3 + saves 3 + drawbacks 0 = 85 pp / 17 eq

Walker Escape Pod

vehicle / PL 4

STR	SIZE	MOVE	POWERS	FEATURES
30/+10	Large	500 mph	Impervious 8 Toughness Immunity 9 (life support) Flight 6 (500 mph, flaw: fades) Swim 6 (75 mph) Super-Senses (blindsight sonar, radius, extended) Concealment 3 (sonar, radar, infrared)	none
ATTACK	none			
DEF	9			
TOUGH	+8 (8 impervious)			

abilities 2 + features 0 + powers 47 + size 1 + saves 1 + drawbacks 0 = 51 pp / 11 eq

Dr Null

Dr Null has no superpowers beyond his phenomenal brain and the feverish products of his genius. He is undoubtedly a madman, bent on showing the world that he is its master.

Null wears a white double-breasted lab smock buttoned up one side and dark pants. He wears a black skull cap with a widow's peak concealing his hair. His face is narrow and sunken, his eyes dark and menacing, and his nose twisted.

Dr Null does not typically carry personal weapons or devices to engage in direct combat, preferring to ride in some mechanized war-machine that serves as both personal defense and mobile command center. These vehicles are invariably armed with an array of his latest fiendish weapons, allowing him to smash any opposition he encounters, and a powerful public address system so his ranting can be heard far and wide. If his vehicle is breached, Dr Null's only recourse is to rant about his inevitable return before flipping the switch on his latest Doomsday Device. Dr Null doesn't go anywhere without a Doomsday Device.

More information about the origin and background of Dr Null is provided in **Day of Dr Null**.



Dr Null

villain / PL 15

STR	DEX	CON	POWERS	FEATS
6/-2	12/+1	12/+1	none	distract (intimidate) equipment 40 (vehicles & headquarters) fascinate (intimidate)
INT	WIS	CHA		improved init 3 inventor master plan minions 15 fanatical
48/+19	26/+8	16/+3		SKILLS
ATTACK	+10			bluff 6 (+9) computers 10 (+29) concentration 4 (+12) craft-chemical 10 (+29) craft-electronic 15 (+34) craft-mechanical 15 (+34) craft-structural 8 (+27) disable device 4 (+23) drive 4 (+5)
DEF	16 (13 flat)			intimidate 8 (+11) knowledge-earth sci 5 (+24) knowledge-life sci 10 (+29) knowledge-physical sci 15 (+34) knowledge-technology 20 (+39) medicine 4 (+12) notice 2 (+10) pilot 4 (+5) sense motive 4 (+12)
TOUGH	+1			
FORT	REF	WILL		
+4	+8	+16		
INIT	GRAP	SIZE		
+13	+10	Med		

abilities 61 + skills 37 + feats 77 + powers 0 + combat 32 + saves 18 + drawbacks 0 = 225 pp

GM's Fast Reference Sheet

Bugbots

minion construct / PL 5

STR	DEX	CON	POWERS	FEATS
22/+6	14/+2	--	flamethrower (Blast 5, area line 50 ft w/progression, no range) mandible arc-welder (Corrosion 4, full round) Growth 4 (permanent) Immunity 30 (fortitude saves) Toughness 6 (impervious 5) Super-Senses (blindsight radar, infravision, radio) Super-Movement (wall-crawling 2) Swimming 1 (2.5 mph)	none
INT	WIS	CHA		SKILLS
--	6/-2	--		none
ATTACK	+4 strike 6 +4 Corrosion 4 area Blast 5			
DEF	12 (11 flat)			
TOUGH	+8 (5 impervious)		ALTERNATE WEAPONS machine guns (Blast 6 autofire) electrified hull (Stun 5 aura) buzz saws (Strike 6, autofire, flaw: single target only) freezing gas (Paralyze 5, area cone, no range, alt save fort)	
FORT	REF	WILL		
--	+0	+0		
INIT	GRAP	SIZE		
+0	+15	Large		

abilities -26 + skills 0 + feats 0 + powers 79 + combat 16 + saves 0 + drawbacks 0 = 69 pp

Tripod Walker

vehicle / PL 11

STR	SIZE	MOVE	POWERS	FEATURES
40/+15	Garg	25 mph	lasebeam cannon (Blast 10 autofire 2 (reduced interval), accurate, extended range) [42 pp array] (alt) sonic immobilizer (Paralyze 11 area cone, no range) (alt) vibro-ray (Stun 12 ranged) (alt) gravitic condenser (Gravity Control 11, increase only) (alt) gamma emulsifier (Blast 12 incurable, affects insubstantial) (alt) electrified hull (Stun 11 aura) Impervious 8 Toughness Shield 2 (dodge bonus) Immunity 9 (life support) Super-Senses (blindsight radar, infravision, radio) Super-Movement (wall-crawling) Speed 2 (25 mph) Swimming 3 (10 mph)	none
ATTACK	+12 Blast 10 autofire +10 Stun 12 area Paralyze 11			
DEF	8 (6 flat)			
TOUGH	+14 (8 impervious)			

(combat stats and PL as piloted by Dr Null)

abilities 0 + features 0 + powers 79 + size 3 + saves 3 + drawbacks 0 = 85 pp / 17 eq

Game at a Glance

ACTION

- 1) Fighting Bugbots and rescuing civilians
- 2) Confronting Dr Null
- 3) Self-destruct

REVELATIONS

- 1) Dr Null
- 2) Bugbots make Bugbots
- 3) (optional) only original Bugbots make more
- 4) Self-destruct

ACTION SHTICKS

- Trapped Commuters
- Danger: Flammable
- Quick Dry Cement
- On the Edge
- Snapping Cables
- Bridge Collapse

Silent Sound Effects / Tripod Walker

Lasebeam Cannon—A fat pencil of light stabs out, melting the ground it touches and leaving a burnt scribble behind as it zigs and zags to focus on its target.

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Gamma Emulsifier—A fluid spray of luminous green energy gushes out, drenching the area with radioactivity. The ground glows with an unhealthy light where it lands.

Innocent Bystanders

- Three children have their faces plastered to the windows of a minivan, staring in amazement at the Bugbots surrounding them. Their mother frantically locks the doors, unaware of the Bugbot about to cut through the roof with its arc welder.
- A police officer unloads her revolver at a Bugbot at point blank range. The bullets ricochet off the iron shell, barely making a scratch. Her partner cradles a broken arm and yells for backup into the car's radio as two more robots close in.
- A business man is slumped over his steering wheel, knocked unconscious in a crash. A steady stream of gasoline pours from beneath his car, spreading towards a burning wreck nearby.
- A trucker has stepped down from his rig and is fending off the encroaching robots with a tire iron. His dog barks fearfully from the cab.

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