



TOTAL RECALL

A CINEMATIC ADVENTURE



COMPATIBLE WITH THE **EVERYDAY HEROES™** SYSTEM

CA 1-07



CREDITS

Publisher: D. Todd Scott

Producer: Rich Redman

Project Managers: Jennifer Barnette, Paul Timm

Game Designer: Chris "Goober" Ramsley

Adventure Designers: Michael Bramnik, Ivis K. Flanagan

Developers: Sigfried Trent, Rich Redman

Art Director: Bora Haxhirai

Editor: Matt Click

Layout Artist: Charlotte Irrgang

Proofreader: Awen Rowan-Nelson

Cover Artist: David Chen

Interior Artists: Ines Munoz Diaz, Aron Hommer, Leonardo Guinard, Jensen Sujaya, Jozsef Valko, Sergio Villa, Bhavesh Visram

Map Artists: Nickolas Brand, Tom Cartos, Dominique Cornfield

Accessibility Consultant: Parham Doustdar

Special Thanks: Kenneth Ramsley



ALL GREAT ACTION ADVENTURES NEED A GREAT SCORE

Syrinscape's soundsets add immersive sound and a movie-like soundtrack to all your adventures.

Scan this QR Code to
download the soundtrack



TABLE OF CONTENTS

CREDITS	II	FOREWORD	IV
PART 1: INTRODUCTION		1	
THE MOVIE	2	THE WORLD OF TOTAL RECALL	2
PART 2: HERO OPTIONS		7	
ORIGIN	7	MUTANT PSYCHIC (WISE HERO)	20
NEW BACKGROUNDS	8	MUTANT SHIFTER (TOUGH HERO)	22
NEW PROFESSIONS	8	SPY (CHARMING HERO)	24
NEW CLASSES	10	NEW FEATS	26
MARTIAN GADGETEER (SMART HERO)	10	MUTATIONS	29
MIND DOCTOR (CHARMING HERO)	15	NEW EQUIPMENT AND VEHICLES	38
MUTANT GIANT (STRONG HERO)	18		
PART 3: NEW RULES		41	
ATMOSPHERE	41	HUMAN SHIELDS	45
GRAVITY	43	MEMORY MODIFICATION	45
PART 4: GAME MASTER ADVICE		47	
EXISTING FALSE MEMORIES	47	USING MARTIAN TECH	48
FALSE EVENTS DURING PLAY	48	ADVENTURE IDEAS	49
INCLUDING MUTANTS	48		
PART 5: THE ADVENTURE: THE ENEMY IS US		50	
FOREWORD	50	ACT II: THREE IS TWO	67
INTRODUCTION	51	ACT III: FACE TO FACE	78
ACT I: TIP OF THE SPEAR	55		
PART 6: THE CAST		90	
SUPPORTING CAST	90	PRE-GENERATED HEROES	98
KEY CHARACTERS	96		

FOREWORD

Total Recall used to come on TV a lot when I was younger. Arnold's eyes bulging out of his head scared me too much to keep watching. But once I was perhaps a more appropriate age to watch, I enjoyed the movie, though it wasn't until revisiting it more recently that I *really* fell in love with it. I'm a huge fan of grungy future aesthetics full of junky old robots and grimy streets, and *Total Recall* delivers that and more with its incredible visuals.

I also love stories that play with reality and memory, and *Total Recall* is, as the name implies, a story that is at its core about memory and questioning what's real. I think there's a perception that any action movie starring Arnold Schwarzenegger is more of a mindless explosion-fest, but there's some really great science fiction here. There's plenty of environmental storytelling that lets you pick up on cool details without bogging down the story with unnecessary exposition, and the lingering question of "*Is any of this real?*" always leaves me feeling haunted, even with an ostensibly happy ending.

But there's also so much more that could be done in this setting, and that's where this book comes in. With elements like mutations, alien technology, and memory alteration, there are all kinds of adventures to be had. So whether you're most excited about playing cool mutants, telling stories set in space, or messing with the heroes' minds, I think *Total Recall* has something for you. Now, get your ass to Mars!

CHRIS "GOOBER" RAMSLEY

Lead Designer
Evil Genius Games

A vibrant, futuristic illustration of a sci-fi scene. In the foreground, a woman with dark, curly hair and a headband sits in a large, blue, mechanical chair, looking down at a device in her hands. To her left, a man with a beard and glasses sits in a similar chair, looking towards the center. In the background, another man in a white lab coat stands near a large, glowing orange circular opening in a metallic wall. The scene is lit with cool blue and green tones, with warm orange light coming from the background openings.

PART I: INTRODUCTION

By the year 2084, humanity has expanded across the solar system, with colonies on most planets—or their moons for the more gaseous worlds. Cruise ships sail between worlds, carrying the wealthy to exotic vacation spots. For the rest of us, there's *Rekall*—a company that implants memories of incredible vacations without all the hassle and expense of the real thing!

COMFORT AND SAFETY

For the comfort and safety of you as the Game Master and of your players, we want to outline themes in *Total Recall* that may be uncomfortable for some. We recommend discussing these themes with your group before you begin play, tackling any concerns about how these topics are presented.

- ✓ Ableism
- ✓ Asphyxiation
- ✓ Body horror
- ✓ Discrimination and oppression
- ✓ Memory loss/alteration, including forced alteration
- ✓ Radiation poisoning
- ✓ Unreality and questioning what's real

If any players express concern about these themes, we recommend you take efforts to minimize the focus on the concerning theme.

THE FADE-TO-BLACK TOOL

As a group, determine a way for anyone in the game to signal when they would like an uncomfortable scene to resolve “off-screen” with no further description. You can then narrate a “fade-to-black.” The consequences of actions still happen, and the world still moves on, but the details of that scene are now left to the imagination.

Ideally, the signal is a gesture that is easy to observe for everyone in the game. In-person games often use a card any player can point to. The X-card (a card or paper with an X drawn on it) is a common standard. Saying “let’s fade-to-black” should be an option as well.

THE MOVIE

Loosely based on Philip K. Dick's 1966 short story "We Can Remember it For You Wholesale," *Total Recall* is a 1990 science fiction action film starring Arnold Schwarzenegger as Douglas Quaid, a construction worker in the year 2084 who experiences vivid dreams of Mars. Without the means to travel to Mars himself, he visits Rekall, a company that implants fake memories of amazing vacations in its clients' minds, allowing them to experience a great, relaxing trip for a fraction of the price. But something goes wrong, and Quaid instead unlocks memories of another life. He discovers that his life is a lie, implanted in his mind by this same Rekall technology.

Quaid spends the movie unraveling a conspiracy on Mars, joining up with the mutant resistance and defeating the evil Coahaagen, who oppresses the Mars colonists by restricting their air supply. Even after discovering that his past self devised the plot to infiltrate and destroy the resistance, Quaid decides to be a hero and bring air to Mars by activating an ancient Martian terraforming machine. The film ends with a kiss; everything has worked out for the best. Unless, of course, Quaid's been in the chair at Rekall this entire time, experiencing a delusional spy fantasy vacation.

Total Recall grossed \$119.4 million at the box office in the United States and Canada, breaking the record for the highest-grossing opening for an R-rated film, and becoming one of the ten highest-grossing three-day opening weekends to date. It has had a lasting cultural impact, and has been included in several "top 100 science fiction films ever made" lists. Its themes of oppression and inequality have remained relevant to this day.

SIDEBAR: DID IT REALLY HAPPEN?

Since *Total Recall* ends ambiguously, there's no real way to know if anything after Quaid goes in the chair really happened. The mutant resistance, the existence of psychic powers, and the secret alien terraforming machine could all be products of Rekall-created memories, and Mars might never have gained a breathable atmosphere.

Content in this book includes everything from the film and assumes it was real—but you can use as much or as little of it as you like. Even if Quaid is trapped forever in a false world, any of the elements from his vacation could still be true. In your game, perhaps the resistance exists, but psychic mutants are merely a rumor, or all of the components from the film might be real, but Quaid's mission never happened and the terraforming machine remains dormant. It's all up to the GM.

THE WORLD OF TOTAL RECALL

In *Total Recall*, players can participate in all manner of liberation efforts, corporate espionage, or space exploration. They might be exploited mutants on Mars seeking freedom or looking for a new home, spies caught up in complex webs of lies, or researchers learning about alien technology. And there's always the chance that their memories have been altered. You can never truly know who you are in the world of *Total Recall*.

The setting of *Total Recall* is a dismal future filled with oppressive governments and unregulated corporations taking advantage of the poor. The people of Earth live in a world of intense inequality, though they are still protected by some basic freedoms. The colonies throughout the solar system take this inequality to the extreme. Most colonies are either police states like Mars, under the complete control of the government, or are corporate-owned and devoid of regulation. Wealthy tourists experience the beauty of space while colonists toil out of their sight, keeping the machine turning and lining the pockets of those in charge.

The events of the *Total Recall* film take place in the year 2084, though your game can be set any time before, during, or after these events.

RETRO TECHNOLOGY

Besides space travel, colonization of the solar system, and the incredible memory technology pioneered by Rekall, most technology in the world of *Total Recall* evokes that of the late 1980s and early '90s. Hologram technology allows for more intuitive interfaces and immersive video-calling, though computer and television screens still feature cathode ray tubes. Smartphones don't exist, nor does the Internet as we know it, though simple cellular phones are common. Computers can do powerful things, but long-distance networks are only available to the military and larger corporations like Rekall.

EARTH

The mid-twenty-first century was a time of upheaval and strife for humanity. Even as advances in space travel allowed humans to begin colonizing the solar system, wealthy governments on Earth funded increasing numbers of proxy wars to protect their interests. However, the sowing of chaos and violence became too much for even those in seats of power. In 2041, with their economies in ruin, a dozen of the most powerful countries in the northern hemisphere joined to form a new government called the Confederation of Northern Nations, intending to unite the entire world under their control. However, while not united into a single government, many nations of the

southern hemisphere responded by forming an alliance against them. These two forces became more commonly known as the Northern Bloc and the Southern Bloc, respectively.

When the Southern Bloc proved more resilient than expected, the Northern Bloc turned to their spacefaring technology for an advantage in the ongoing war. Colonies across the solar system provide valuable turbinium ore, a rarity on Earth essential to rapid space travel. Tight control of these colonies remains essential for the Northern Bloc.

For most people living in the Northern Bloc, Earth exists much like it always has. News reports talk of omnipresent war, yet life goes on for most. The rich take vacations across the solar system, while others pay to have memories of these exotic trips implanted in their minds.

MARS

Mars is traditionally considered a backwater with little value outside of a single turbinium mine and a few novelty tourist attractions. The mine is dangerous to operate and produces a yield lower than those found on other worlds. In addition, Mars' sights are not the most popular, but they remained just profitable enough to cover the cost of studying the ancient Martian technology unearthed in the mine.

MARS FEDERAL COLONY / PYRAMID COLONY

As of 2084, there is only one colony on Mars, built around the mining of turbinium in the Pyramid Mine of the Cydonia region. This colony, officially known only as "Mars Federal Colony," is the size of a small city, with a population of about 10,000 people. It is separated into 26 sectors, A through Z, each a self-contained dome the size of a neighborhood, with each dome connected to the others by a network by a network of tunnels, skywalks, and enclosed roads.

The Mars Federal Colony, like all of Earth's official colonies, is operated by an organization called Federal Colonies, a branch of Earth's Northern Bloc government that oversees colonization and the export of turbinium. The colony is policed by the brutal soldiers of the Mars Colony Security Force (MCSF), operating under the authority of Federal Colonies.

Following the events of the film, the colony becomes colloquially known as the Pyramid Colony, though its official designation remains Mars Federal Colony 1.

SECTOR A – FEDERAL ADMINISTRATION

The center of power in the colony, this spacious sector consists primarily of government offices, research facilities, and MCSF barracks. It also functions as the colony's transit hub, and features a handful of hotels for those not staying at the resorts.

SECTOR B – HILLTOP

Boasting beautiful architecture and plentiful open space, Sector B is home to some of the wealthiest residents of the colony. Though Federal Colonies officers have official quarters in Sector B, most also have private residences in Caloris Heights for use during their off time.

SECTOR G – VENUSVILLE

The home of the lower class; miners, their families, and the businesses supporting them. Most mutants in the colony live here, though the non-mutant poor still outnumber them by a fair margin. Before the events of the film, the people of Sector G were forced to pay for their air. If they stopped working, they stopped breathing. With blue skies on Mars, Sector G's bargaining power has greatly increased.

SECTOR M – METROPOLIS

A bustling, packed cityscape, Sector M is the heart of average civilian life within the colony. It is filled to the brim with storefronts, restaurants, entertainment venues, offices, and apartment complexes, providing everything the middle class workers of the colony need to go about their daily lives.

SECTOR Y – MINER'S PARADISE

The center of mining operations, at least outside of the mine itself. Here mining equipment is stored and repaired and turbinium ore is processed into a safer form for travel. The sector also features its own small spaceport for cargo ships delivering supplies or hauling ore back to Earth.

SECTOR Z – CALORIS HEIGHTS

Though it is commonly known as Sector Z, Caloris Heights is not an official colony sector. Found in the depths of the colony's ventilation shafts and access tunnels, it is a home that mutants have literally carved out for themselves in the stone of Mars. Though it is a safe haven from the MCSF, those living in Caloris Heights rely on theft, scavenging, or charity to survive.

SKŁODOWSKA SPACEPORT

Though not officially a sector of the colony, this spaceport hosts most ships not bound for one of the resorts. From here, trains run to several popular destinations, and taxis are available to take visitors anywhere in the colony.

THE PYRAMID MINE

Dug within a pyramid-like formation containing a large deposit of turbinium, the Pyramid Mine includes miles of winding tunnels, dig sites, and staging areas. Most of the active mine is kept sealed and pressurized, but many older tunnels have been left to disrepair. Some portions of the mine are accessible from outside, but the main entrances run all the way to the colony.

The Northern Bloc actively studies the massive alien structure beneath the mine. Once activated, the technology starts producing a breathable atmosphere for Mars. That said, unless other alien devices can create a magnetic field to contain the atmosphere, it constantly dissipates into space.

VACATION DESTINATIONS

In addition to the colony, Mars is home to a few resorts that cater to tourists. The company Sinai Planum Excursions operates the resorts of Mars as of 2084. These resorts feature private tours on luxury yachts, in addition to five-star hotel experiences, and each features its own small spaceport.

OLYMPUS MONS RESORT

The tallest mountain in the solar system is the most popular tourist destination on Mars. In addition to the five-star hotel experience, guests can rent equipment to hike a portion of the mountain, book flyover tours of Olympus or the nearby Tharsis Montes, or take advantage of the low Mars gravity at the famous Zeus's Thunder golf course.

PERROTIN CRATER RESORT

This resort—nearest to the colony—can be found inside the iconic Perrotin Crater, providing a unique view as well as a more private resort experience. Even the spaceport is located outside of the crater, making this small resort a favorite of guests who want to get away from everything. Dune buggies can be rented for general use or to take on a variety of Perrotin racecourses.

GRAND CANAL RESORT

Dwarfing the Grand Canyon of Earth, the Valles Marineris is a beautiful canyon system, and the Grand Canal Resort can be found right on its edge! Guests can experience the view from the resort's three excellent restaurants, or enjoy a shuttle tour that takes them both high above and deep inside the canyon.

OTHER COLONIES AND MINES

Following the film, more colonies sprung up across Mars, most of which serve at least one of two possible functions: mining turbinium or unearthing Martian technology. However, other colonies are making attempts at building

independent communities, separate from the authority of any external government or corporation. Control of these colonies varies, to the chagrin of the Northern Bloc, which previously enjoyed a monopoly on Mars.

MUTANTS

Due to poorly shielded domes, lack of air filtration, and lack of regulation in the turbinium mines, the people of Mars are exposed to large amounts of radiation. This usually results in health issues, but it has also given rise to a large population of mutants, whose DNA has been altered by this radiation exposure. While mutation isn't unique to Mars, the mutations there are dramatic, with mutation more common than radiation poisoning. Some believe that there is something unique to the radiation on Mars. Others think that radiation isn't the source, and it's all part of a government experiment. Still others believe that hidden Martian technology is the cause.

Making up about 5 percent of the population, the mutants of Mars are found most often among the poor and the downtrodden, and their mutations make them targets for discrimination and exploitation. With air on Mars, the poor can no longer be threatened with losing their right to breathe, but anti-mutant sentiment is still rampant, putting all mutants at risk.

STRANGER MUTATIONS

The vast majority of mutants in *Total Recall* have simple, cosmetic mutations. But some rare mutants develop special abilities, including psychic powers. These special mutants are, of course, likely to become heroes. But remember that most people, even on Mars, have not encountered these more remarkable mutations. This includes most of the beneficial mutations available to mutants, as well as the mutant-specific classes—Mutant Giant, Mutant Psychic, and Mutant Shifter.

ANCIENT MARTIANS

Mars is home to a buried alien machine that, when activated, creates a breathable atmosphere in moments for the entire planet. This miraculous technology is most likely the real reason why the Mars colony exists, and the Northern Bloc uses the Pyramid Mine as an excuse to excavate the technology. It may also be the reason for the large deposit of turbinium in the area, which the government is glad to mine either way.

Though this machine's function is terraforming, the basic technology it uses has provided insights and technological advancements in other areas altogether, and smaller devices and subsystems have been retrofitted or reverse engineered for use by the Northern Bloc. Holograms, advanced starship engines, and the technology used to create Rekall Memory Embedding

Machines (RMEMs) are all the result of studying Martian technology.

Little is known about the ancient Martians themselves, though they seem to have been roughly human-sized, based on the scale of their structures. The impression of a four-fingered hand can be found on the main controls of the terraforming engine, but otherwise their biology is unknown. Did they live on Mars before some calamity devastated the environment, and they meant for this machine to fix the problem? Perhaps they were already adapted to the current environment, but left this machine for us for some reason. Or maybe they came from elsewhere, and intended to terraform Mars for themselves before something caused them to abandon their plans. And are they really gone, or are they still here, watching us? Only the GM can say for certain.

OTHER PLANETS

Small colonies and resorts can be found on just about every solid planet and major moon in the solar system, each based around mining, tourism, or scientific research. The most noteworthy locations are described below.

VENUS

Tourists visiting Venus rarely travel to the surface, and even then, they remain in well-protected cruise ships. The turbinium mines, despite being some of the most dangerous in the solar system, export the highest yields of turbinium, making Venus an important military asset.

THE MOON

Earth's moon is home to a number of the Northern Bloc's refineries and construction facilities deemed too vulnerable—or too dangerous—for orbital placement. It also features several resorts for those who want to stay a little closer to home, and watching the Earth rise over the horizon is a popular draw for some.

SATURN

The moons of Saturn have little in the way of turbinium, but the planet's beautiful rings are a favorite destination for cruise ships. Titan, Saturn's largest moon, is also home to the Titan Research Center. Supported by a large colony and a handful of on-site universities, the Titan Research Center functions as the hub of scientific progress and education in the solar system.

NEPTUNE

Neptune is the most popular vacation destination in space, and its moons are home to a wide variety of exquisite resorts and touring companies. Cruise ships constantly orbit the planet, and some even enter the upper atmosphere of the gas giant.

SPACE TRAVEL

With the use of turbinium as fuel, humans have developed spacecraft capable of traveling great distances in a relatively short time. While travel to other star systems remains an endeavor that could take centuries, travel between planets in our own solar system is now possible to achieve in a matter of days, or even hours!

Times can vary somewhat based on the orbit of planets, but below are listed the average distances between popular destination planets as well as the average travel times by price. A commercial flight (Price 2 for coach or Price 3 for first class) is the standard. More expensive options (Price 4 or Price 5 for a luxury cruise) can make these trips even faster, and advanced military starships (Price 6) can make them in record time. Note that the longer the trip, the greater the speed a ship can accelerate to before needing to decelerate, allowing longer trips to take proportionally less time.

TABLE: SPACE TRAVEL

TRIP	AVERAGE DISTANCE	PRICE 2-3	PRICE 4-5	PRICE 6
EARTH TO THE MOON	384,399 km	20 minutes	15 minutes	10 minutes
EARTH TO VENUS	0.28 AU	8 hours	5 hours	2 hours
EARTH TO MARS	0.52 AU	12 hours	6 hours	90 minutes
EARTH TO SATURN	8.52 AU	6 days	3 days	1 day
EARTH TO NEPTUNE	29.37 AU	2 weeks	6 days	3 days
MARS TO VENUS	0.80 AU	16 hours	8 hours	3 hours
MARS TO SATURN	7.99 AU	5 days	2 days	1 day
MARS TO NEPTUNE	28.56 AU	2 weeks	5 days	3 days

TERMINOLOGY

Federal Colonies. The organizations in charge of the Northern Bloc's colonization and mining efforts.

MCSF. Mars Colony Security Force. The military police of the Mars Federal Colony, under the control of Federal Colonies.

Northern Bloc. The united government of the northern hemisphere on Earth, the Northern Bloc is a highly militarized, expansionist nation.

Rekall. The Rekall corporation is responsible for creating technology that can alter memories. Their primary business is implanting memories of vacations in customers' minds. They certainly aren't up to anything fishy. Certainly.

RMEM. Rekall Memory Embedding Machine. These are the devices Rekall uses to modify memories.

Spacer. A spacer is someone who primarily lives in space and not on a planet or moon. They might be space truckers, nomads, or just folks who live in a space station.

Southern Bloc. A coalition of a number of nations in the southern hemisphere of Earth that was formed to defend against the Northern Bloc.

Turbinium. This extremely valuable material is used to build advanced spaceships and weaponry. It is almost unheard of on Earth, but is mined across the solar system and shipped back to the Northern Bloc to fuel the war effort.





PART 2: HERO OPTIONS

ORIGIN

Origin is a new mechanic for creating heroes who are substantially different from modern humans such that their intrinsic nature requires special rules to simulate. Humans are the default origin in *Everyday Heroes*. In *Total Recall*, you can also play as one of the mutants living on Mars, providing you with a variety of mutations to choose from to customize your hero.

ORIGIN MECHANICS

Origin is specified when determining your ability scores. The ability score rules in the *Everyday Heroes Core Rulebook* are for heroes of human origin. Some origins use the human default, while others specify their own methods for starting ability scores. These modifications help ensure that different origins are roughly balanced with the human baseline.

Origins can also include many other special traits or rules pertaining to that origin. These can be nearly anything, but they should always represent intrinsic qualities stemming from the origin, and not talents learned through lived experience. Thus, you won't typically see proficiencies as part of an origin.

MUTANT

You are a mutant, altered by radiation exposure on Mars or born from mutant parents. Mutants come in all shapes and sizes; some mutations are subtle, but most are readily apparent—bulging flesh, reddened skin, warped features, or significantly altered size, for example.

In the Martian colonies, mutants are typically treated as second-class citizens. Even with the threat of suffocation removed as a way to control the populace, it is usually difficult for mutants to find work outside the mines. If you play a mutant, talk with your GM and your group about how you'd like to explore themes of discrimination. It can be a fascinating addition to some stories, but can distract from others. As always, your own comfort, safety, and fun are more important than any game.

As a mutant, you have the following benefits and drawbacks:

- ✓ **Discrimination.** Mutants are often looked down upon for their physical differences. You have disadvantage on Charisma checks, except for *Charisma (Intimidation)* checks, made against non-mutants. At the GM's discretion, you might not suffer this penalty against non-mutants who have spent a lot of time among mutants or who are sympathetic toward them.

- ✓ **Mutations.** As a mutant, you have one or more mutations. Choose one option on the following table to determine your mutations. See Part 3: New Rules for more on mutations.

TABLE: MUTATIONS

BENEFICIAL MUTATIONS	DETRIMENTAL MUTATIONS	MUTATION STRENGTH
NONE	Any one major	Very Weak
NONE	Any one minor	Weak
NONE (COSMETIC ONLY)	None (cosmetic only)	Average
ANY ONE MINOR	Any one minor	Average
ANY TWO MINOR OR ANY ONE MAJOR	Any two minor or any one major	Average
ANY ONE MINOR	None	Strong
ANY TWO MINOR OR ANY ONE MAJOR	Any one minor	Strong
ANY TWO MINOR OR ANY ONE MAJOR	None	Very Strong

MUTANT ABILITY SCORES

A mutant's ability scores depend on the strength of their mutations, which come in five categories: very powerful, powerful, average, weak, and very weak. A mutant's Ability Score Limit is 20 for all ability scores.

VERY POWERFUL MUTATIONS

- ✓ **Starting Array:** 14, 14, 12, 12, 10, 8
- ✓ **Point Buy:** 24 points (14 maximum)
- ✓ **Rolling:** 4d6 (drop the lowest) on four rolls and 3d6 on two rolls

POWERFUL MUTATIONS

- ✓ **Starting Array:** 15, 13, 13, 12, 10, 8
- ✓ **Point Buy:** 25 points (15 maximum)
- ✓ **Rolling:** 4d6 (drop the lowest) on five rolls and 3d6 on one roll

AVERAGE MUTATIONS

- ✓ **Starting Array:** 15, 14, 13, 12, 10, 8
- ✓ **Point Buy:** 27 points (15 maximum)
- ✓ **Rolling:** 4d6 (drop the lowest) on all six rolls

WEAK MUTATIONS

- ✓ **Starting Array:** 15, 14, 13, 12, 11, 8
- ✓ **Point Buy:** 28 points (15 maximum)
- ✓ **Rolling:** 4d6 (drop the lowest) on five rolls, 4d6 (drop the lowest) +1 on one roll

VERY WEAK MUTATIONS

- ✓ **Starting Array:** 15, 15, 13, 12, 11, 8
- ✓ **Point Buy:** 30 points (15 maximum)
- ✓ **Rolling:** 4d6 (drop the lowest) on five rolls, 4d6 + 1 (drop the lowest) on two rolls

NEW BACKGROUNDS

Heroes in a *Total Recall* game might have a background related to space, Rekall technology, or Mars. These backgrounds are available to heroes in *Total Recall* in addition to those found in the *Everyday Heroes Core Rulebook*.

MUTANT LEGACY

You must have the mutant origin to select this background. One or both of your parents were mutants, and you grew up among the mutant population on Mars.

- ✓ **Ability Adjustment.** Increase your Constitution by 1 to a maximum of 20.
- ✓ **Iconic Equipment.** A doll or action figure made to look like a mutant.
- ✓ **Proficiency.** Choose Streetwise or Survival.
- ✓ **Special Feature – Solidarity.** Because you are deeply ingrained in mutant culture, you have advantage on *Charisma (Deception)* and *Charisma (Persuasion)* checks made against other mutants.

REKALL ADJUSTED

Your memories have been altered or replaced. Whether you know it or not, you aren't who you think you are.

- ✓ **Ability Adjustment.** Increase a single ability score by 1 to a maximum of 20.
- ✓ **Iconic Equipment.** An outfit appropriate to your new life; pictures of your fake family.
- ✓ **Proficiency.** Choose any one.
- ✓ **Special Feature – Flashbacks.** When you make an ability check, you can tap into your past memories to gain advantage on that check. You cannot use this feature again until you complete a long rest.

SPACE-BORN

You grew up in space, either traveling the solar system aboard a ship or living on a remote colony.

- ✓ **Ability Adjustment.** Increase your Dexterity by 1 to a maximum of 20.
- ✓ **Iconic Equipment.** A space suit.
- ✓ **Proficiency.** Choose Acrobatics or Mechanics.
- ✓ **Special Feature – No-Atmo Training.** You have advantage on ability checks and saving throws against decompression and suffocation.

NEW PROFESSIONS

The advent of new technologies, as well as the colonization of the solar system, give heroes a wide range of possible professions. The following professions

are available to heroes in *Total Recall* in addition to those found in the *Everyday Heroes Core Rulebook*.

FLIGHT ATTENDANT

You tend to the needs of passengers during commercial flights—in the air or in space. With the recent boom in interplanetary tourism, there is no end to the demand for your line of work.

- ✓ **Ability Adjustments.** +1 Charisma and +1 to two other ability scores of your choice (maximum 20).
- ✓ **Iconic Equipment.** Safety instructions, flight attendant uniform.
- ✓ **Wealth Level.** 2
- ✓ **Language.** Choose one additional language.
- ✓ **Proficiencies.** Insight, Persuasion, and choose one from Medicine, Social Sciences, or Vehicles.
- ✓ **Special Feature – Turbulence Tolerance.** You have advantage on ability checks and saving throws made to keep your balance or to avoid falling Prone.

MARTIAN MINER

You must have the mutant origin to select this profession.

You work the mines on Mars, digging up valuable turbinium ore for the government. Despite the ore's value, you are paid poverty wages and are constantly exposed to dangerous radiation, which inevitably causes mutations. At least in those that survive.

- ✓ **Ability Adjustments.** +1 Strength and +1 to two other ability scores of your choice (maximum 20).
- ✓ **Iconic Equipment.** Old shovel or pickaxe, mining helmet with headlamp.
- ✓ **Wealth Level.** 1
- ✓ **Proficiencies.** Arts and Crafts, Mechanics, and Survival.
- ✓ **Special Feature – Radiation Exposure.** Select one additional minor mutation.

MARTIAN RESEARCHER

You gather and research ancient Martian technology in an effort to better humanity, or simply for profit.

- ✓ **Ability Adjustments.** +1 Intelligence and +1 to one other ability score of your choice (maximum 20).
- ✓ **Iconic Equipment.** Archaeology kit, electrician kit, little toy alien.
- ✓ **Wealth Level.** 4
- ✓ **Proficiencies.** Natural Sciences and Social Sciences.
- ✓ **Special Feature – Alien Knowledge.** You have advantage on ability checks made to identify or operate alien technology.

REKALL OPERATOR

You operate RMEMs for the Rekall corporation, providing relaxing—or exciting!—new memories to paying customers.

- ✓ **Ability Adjustments.** +1 Wisdom, +1 Charisma, and +1 to one other ability score of your choice (maximum 20).
- ✓ **Iconic Equipment.** Promotional Rekall tablet loaded with advertisements.
- ✓ **Wealth Level.** 3
- ✓ **Proficiencies.** Insight and choose one from Deception or Persuasion.
- ✓ **Special Feature – RMEM Experience.** You are experienced with RMEMs. You can create a new full scenario for memory implantation given 8 hours of work, or invent new memories for a customer on the fly at a rate of 10 minutes of altered memory for every 1 minute of real time they spend in the chair.

SPACER

You work in the spacing industry, piloting or crewing spaceships to move materials, supplies, or people all about the solar system.

- ✓ **Ability Adjustments.** +1 Constitution and +1 to one other ability score of your choice (maximum 20).
- ✓ **Iconic Equipment.** Jumpsuit, spacesuit.
- ✓ **Wealth Level.** 3
- ✓ **Proficiencies.** Mechanics and Vehicles.
- ✓ **Special Feature – Zero-G Training.** You have advantage on ability checks and saving throws made to navigate zero gravity.

TRAVEL AGENT

You help your clients plan business trips and vacations. You book flights and hotels, plan itineraries, and recommend destinations, providing the best possible travel experience.

- ✓ **Ability Adjustments.** +1 Charisma and +1 to two other ability scores of your choice (maximum 20).
- ✓ **Iconic Equipment.** Travel destination pamphlets, contact book.
- ✓ **Wealth Level.** 3
- ✓ **Proficiencies.** Social Sciences and choose one from Deception or Persuasion.
- ✓ **Special Feature – Travel Benefits.** You can secure free travel for you and your team to anywhere a commercial flight can take you, and free lodging at a hotel anywhere one is available.

NEW CLASSES

This book includes several new classes you can use in a *Total Recall* adventure in addition to the classes found in the *Everyday Heroes Core Rulebook*.

MARTIAN GADGETEER

[SMART HERO]

“Once the reaction starts, it’ll spread to all the turbinium in the planet. Mars will go into global meltdown. That’s why the aliens never turned it on.”

—VILOS COHAAGEN (*Total Recall*)

You repair and operate ancient Martian technology. You might have stolen this technology, or unearthed it as part of your research, but whatever the case, it allows you to perform miraculous feats of technology beyond what humans are capable of. To the uninformed, you may even appear to wield mystical powers.

Thanks to the advanced technologies they use, Martian Gadgeteers have access to a variety of plans with effects not otherwise possible. Far from helpless in a fight, thanks to alien weaponry, they can solve problems of all kinds in strange and unique ways.

PROFICIENCIES

- ✓ **Saves:** Dexterity and Intelligence
- ✓ **Skills:** Choose three from Arts and Crafts, Computers, Investigation, Mechanics, Natural Sciences, Perception, Sleight of Hand, and Vehicles.
- ✓ **Technical Expertise:** You gain expertise in one skill, chosen from Arts & Crafts, Investigation, Mechanics, or Natural Sciences. You must be proficient in a skill to gain expertise in that skill.
- ✓ **Equipment:** Basic Equipment

EQUIPMENT RECOMMENDATIONS

- ✓ **Equipment Pack:** Mechanic Pack
- ✓ **Weapons:** None (but see Martian Weapon talent)

TABLE: MARTIAN GADGETEER TALENTS

LEVEL	TALENTS
1	Gadgets, Martian Weapon
3	Plans Improve
5	Advanced Martian Weapon, Plans Improve
7	Plans Improve
9	Mastered Martian Weapon, Plans Improve



MARTIAN GADGETEER TALENTS

Gadgets (Level 1). You carry an array of Martian technology, as well as tools to operate and repair that technology. These gadgets appear to be a normal electrician's kit to anyone not familiar with alien technology, and they can, in fact, be used as an electrician's kit, as well as a mechanic's kit, in addition to their other uses. Your gadgets have a combined Bulk of 2 when carried by anyone other than you, but you treat them as Bulk 0.

Your plans represent the use of technology that you have managed to repair, charge, and stabilize enough to be used at least once before more work must be done. In order for you to enact any shared plan or Martian Gadgeteer plan you know, you must have your gadgets accessible to you.

If you lose your gadgets, you can assemble new ones out of salvaged Martian technology. This takes you 8 hours of work, and you must have access to Martian technology. The technology can be non-functioning scrap, but assembling new gadgets consumes the materials. The GM has discretion on what exactly you can make gadgets out of, but generally a single Martian machine that is small size or larger, or a collection of half-a-dozen smaller devices, should suffice.

Martian Weapon (Level 1). You have a special weapon reverse engineered from Martian technology. Choose one of the following weapons. You are proficient in this weapon and you can treat it as if it had a Bulk of 0. You can disguise this weapon as part of your gadgets, causing it to appear as a harmless tool, or some unknown form of alien technology to anyone who recognizes Martian artifacts. It stops functioning if it is not on your person for longer than 1 hour.

SIDEBAR: SHARED PLAN GADGETS

A Martian Gadgeteer's plans always represent use of their gadgets, including their shared plans. These plans have the same effects as normal for any Smart Hero, but you can describe them as specific Martian devices. Here are some ideas!

- ✓ **Coordinated Maneuvers.** Telepathic linker, temporal accelerator.
- ✓ **Dirty Little Secrets.** Mind scanner, AI sniffer.
- ✓ **Expect The Unexpected.** Temporal warner, reflex enhancer.
- ✓ **Know The Layout.** Z-ray scanner, remote viewer.
- ✓ **The Right Tool.** Matter fabricator, object teleporter.
- ✓ **Watch Your Step.** Friction dampener, fluid discharger.
- ✓ **When A Plan Comes Together.** Energy accumulator, shield generator.



TABLE: MARTIAN WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	BULK
ENERGY BLADE	1d10 fire	Melee	-	-	5	Finesse, Loud	1
CORRODER	1d8 acid	100/200	-	-	4	Loud	1
LIGHTNING PROJECTOR	1d6 electrical	1,000/2,000	-	-	3	Loud	1

- ✓ **Energy Blade.** This small handle projects a blade of pure plasma that cuts through almost anything.
- ✓ **Corroder.** This weapon resembles a handheld radar dish. When activated, it projects waves of particles that tear matter apart at a molecular level, stripping layers off like acid.
- ✓ **Lightning Projector.** This wand-like metal stick resembles a tiny lightning rod, but has quite the opposite effect, allowing you to fire bolts of lightning at your foes.

You can build a new Martian weapon whenever you finish a long rest. If you create a new Martian weapon, any previously created weapon stops functioning. You must have your gadgets with you to do this.

Advanced Martian Weapon (Level 5). Deal an additional damage die when you hit with an attack using a Martian weapon.

Mastered Martian Weapon (Level 9). Deal two additional damage dice when you hit with an attack using a Martian weapon, replacing the bonus from Advanced Martian Weapon.

MARTIAN GADGETEER PLANS

BIOLOGICAL CONDITIONER

When you enact this plan as an action, you subtly modify the biology of up to ten willing people within 10 feet of you, granting them one of the following special benefits for the next 10 minutes, or until you enact this plan again:

- ✓ They have damage reduction 5 against one of the following damage types: acid, cold, electrical, fire, poison, or psychic. If you select this option multiple times, you can increase the reduction against an already chosen damage type by 5 or choose a new damage type.
- ✓ They are treated as if wearing armor with the Sealed property. They have oxygen for the duration of the effect.
- ✓ They can breathe underwater and do not treat swimming as difficult movement. They can see normally underwater.
- ✓ They treat gravity above normal gravity as if it were one step lower. They ignore difficult movement imposed by low gravity and high gravity.
- ✓ Their maximum Bulk is increased by 5.
- ✓ They gain Nightvision, allowing them to treat poor visibility due to light as normal visibility, and no visibility due to light as poor visibility.
- ✓ They treat radiation as if it were one step lower (deadly to dangerous, dangerous to weak, and weak to none).
- ✓ They have advantage on *Dexterity (Acrobatics)* checks, as well as on any saving throw made to avoid losing balance or falling Prone.

PLAN ENHANCEMENTS:

- ✓ **3rd:** The benefits last for 1 hour.
- ✓ **5th:** You can choose up to two benefits.
- ✓ **7th:** The benefits last for 4 hours.
- ✓ **9th:** You can choose up to three benefits.

DIMENSION MODIFIER

As an action, enact this plan to cause one object you touch to grow larger or smaller for the next 10 minutes, until you enact this plan again, or until you use an action to end the effect. If you cause the object to grow larger, its size doubles in all dimensions, and its Bulk is doubled. If there isn't enough room for the target to reach its full size, it attains the maximum possible size in the space available. If you make the object smaller, its size is halved in all dimensions, and its Bulk is halved.

PLAN ENHANCEMENTS:

- ✓ **3rd:** You can choose a creature instead of an object. Everything it is wearing and carrying changes size

with it. Any item dropped by it returns to normal size immediately. If the target is unwilling, it can make a Constitution saving throw against your plan DC. On a success, the plan has no effect. If you enlarge a creature, the target has advantage on Strength checks and Strength saving throws, its maximum Bulk is multiplied by four, and its enlarged weapons' deal an additional 1d4 damage. If you shrink a creature, the target has disadvantage on Strength checks and Strength saving throws, its maximum Bulk is divided by four, and any damage dealt by its shrunken weapons is reduced by 1d4.

- ✓ **5th:** You can choose a target you can see within 100 feet instead of one you touch. The duration becomes 1 hour if you target an object.
- ✓ **7th:** You can quadruple the size of an object (but not a combatant), or reduce it to one-quarter its normal size. If you quadruple the target's size, its Bulk is multiplied by four. If you reduce it to one-quarter size, its Bulk is divided by four.
- ✓ **9th:** You can target up to six objects or combatants when you enact this plan.

GRAVITY MANIPULATOR

As an action, you alter gravity in a 10-foot radius, 20-foot-tall cylinder that you can see within 100 feet. You can increase or decrease the gravity level in the area by up to two steps, to a maximum of high gravity and a minimum of low gravity. This alteration applies for 1 minute or until you enact this plan again or spend an action to end the effect. If you are in a location with zero gravity, you decide the direction of any new gravity you create.

PLAN ENHANCEMENTS:

- ✓ **3rd:** You can change your choice of gravity alteration as an action. The area remains the same.
- ✓ **5th:** You can increase or decrease the gravity level in the area by up to three steps, to a maximum of immense gravity and a minimum of zero gravity. Alternatively, you can change the direction of gravity by 90 degrees, which has the following rules:
 - ✓ **Sideways Gravity.** Gravity is altered so it pulls at 90 degrees to normal gravity, remaining at the same gravity level. Anyone and anything in the area falls sideways, treating walls and other rigid objects as the ground. Combatants in the area can make a Dexterity saving throw against your plan DC to grab onto an anchored object and avoid falling. An object or combatant that falls past the edge of the area without striking anything is ejected from the area; it is pushed an additional 10 feet in the direction it fell, and it falls Prone.

- ✓ **7th:** You can choose to affect a 20-foot radius, 60-foot-tall cylinder instead, and you can choose a location within 500 feet that you can see.
- ✓ **9th:** You can increase or decrease the gravity level in the area by up to four steps, to a maximum of crushing gravity and a minimum of zero gravity. Alternatively, you can reverse the direction of gravity, which has the following rules:
 - ✓ **Reversed Gravity.** Gravity is reversed, causing everything in the area not anchored to the floor or some other structure to fall upward, treating ceilings and similar rigid objects as the ground. The gravity level of this area is the same as it was, but in the opposite direction. Combatants in the area can make a Dexterity saving throw against your plan DC to grab onto an anchored object and avoid falling. Anything that falls upward and does not strike a surface remains at the top of the area while the effect persists, oscillating between normal and reversed gravity. When the effect ends, gravity returns to normal and anything in the area falls as normal.

HOLOGRAM PROJECTOR

When you enact this plan as an action, you create a hologram so lifelike that it can fool people into thinking it is real. You create the image of an object, a person, or some other visible phenomenon no larger than a medium-sized person or a 5-foot cube. The image appears at a spot within 60 feet and lasts for up to 1 minute, until you move more than 60 feet away from it, or until you enact this plan again. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects, but it blocks sight as if real.

Physical interaction with the image reveals it to be a hologram because matter can pass through it. A combatant that uses its action to examine the image can determine that it is a fake with a successful *Intelligence (Investigation)* check against your plan DC.

If a ranged attack is made against the hologram, the attack instead targets whatever is directly on the other side of it, so long as the new target is in range.

PLAN ENHANCEMENTS:

- ✓ **3rd:** You can use your action to cause the image to move to any spot within 60 feet of you. As the image changes location, you can alter its appearance so its movements appear natural for the image. For example, if you create an image of a person and move it, you can alter the image so it appears to be walking.
- ✓ **5th:** The area becomes up to a 10-foot cube. The hologram seems real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal damage or deafen a creature, or a smell powerful enough to sicken a creature. You can cause the hologram to make different sounds at different times, even making it carry on a conversation.
- ✓ **7th:** The area becomes up to a 20-foot cube and the range (both initial and distance you must move to end the effect) becomes 120 feet. The hologram lasts for up to 10 minutes.
- ✓ **9th:** You can move the hologram as a free action once during each of your turns, rather than spending an action. When you do, you can also change the hologram to any other image you could normally create. If you move far enough away from the hologram to end the effect, it is only suspended, and you can move it to a new location during your turn.

MATTER DISINTEGRATOR

When you enact this plan as an action, you can disintegrate one non-living object you touch. If you choose an object held or worn by an unwilling combatant, you must succeed on an opposed *Strength (Athletics)* or *Dexterity (Sleight of Hand)* check against that combatant's choice of either a *Strength (Athletics)* or *Dexterity (Acrobatics)* check. If you fail, the plan is wasted.

You destroy every piece of the touched object within a 2-foot cube, beginning where you touch it. Matter destroyed in this way is reduced to a tiny pile of dust. This is usually enough to effectively destroy any handheld object, even if it is larger than 2 feet in one or more dimensions, but the GM has final discretion. A vehicle affected by this plan instead suffers 3d6 acid damage, ignoring armor.

You can also target a non-living combatant, such as a robot, as if it were an object held by itself. If you succeed, the target takes 3d6 acid damage (ignoring armor).

PLAN ENHANCEMENTS:

- ✓ **3rd:** You destroy every piece of the object within up to a 5-foot cube. The acid damage to a vehicle or non-living combatant becomes 4d6.
- ✓ **5th:** You can target an object or non-living combatant within 60 feet of you. If you choose an object held or worn by a combatant or you target a non-living combatant, instead of making an opposed check, the target must make a Dexterity saving throw against your plan DC. It is affected if it fails the save. A non-living combatant takes half damage on a successful save. The acid damage to a vehicle or non-living combatant becomes 5d6.

- ✓ **7th:** You destroy every piece of the object within up to a 10-foot cube. The acid damage to a vehicle or non-living combatant becomes 6d6.
- ✓ **9th:** You can target an object or non-living combatant within 120 feet of you. You can affect all objects, vehicles, and non-living combatants within a 10-foot cube. A combatant makes one save for all of its held and worn objects. The acid damage to a vehicle or non-living combatant becomes 7d6.

MIND DISORGANIZER

When you enact this plan as an action, you blast one combatant you can see within 60 feet of you with mind-scrambling energy. That combatant must make an Intelligence saving throw against your plan DC, taking 2d8 psychic damage (ignoring armor) on a failed save, or half as much on a successful one. On a failed save, the target is also Sickened until the end of your next turn.

PLAN ENHANCEMENTS:

- ✓ **3rd:** The damage becomes 3d8.
- ✓ **5th:** The damage becomes 4d8. The target is also Stunned until the end of your next turn on a failed save.
- ✓ **7th:** The damage becomes 5d8.
- ✓ **9th:** The damage becomes 6d8. The target is also Paralyzed until the end of your next turn on a failed save.

TELEPORTATION INITIATOR

When you enact this plan as an action, you teleport yourself up to 60 feet to a location you can see. During a chase, you instead immediately gain 1 chase point.

PLAN ENHANCEMENTS:

- ✓ **3rd:** You can enact this plan as a bonus action. During a chase, you can instead enact this plan as a reaction when a complication is announced. When you do, you teleport past that complication and avoid making any check or save against it, then gain 1 chase point.
- ✓ **5th:** You can teleport up to 120 feet. When you enact this plan during a chase, you gain 1 additional chase point.
- ✓ **7th:** You can teleport a willing ally within 30 feet of you instead of yourself.
- ✓ **9th:** You can teleport yourself and up to five other willing allies within 10 feet of you. Each ally appears in the location of your choice within 10 feet of your new location.

MIND DOCTOR

[CHARMING HERO]

"I just had a terrible thought.
What if this is a dream?"

—DOUGLAS QUOID (*Total Recall*)

You are a leading expert in the use of the ReKall Memory Embedding Machine (RMEM). Officially, this technology is used to implant legally approved memories into paying customers. But whether or not you are licensed to do this, you have other ways of exploiting this bleeding edge tech. Memory alteration is a powerful tool, and you have near exclusive access to it.

Mind Doctors are versatile heroes, capable of adjusting their own skills as the situation requires. They are experts in extracting information, and can just as easily make people forget. In a fight, they can tap into combat training they never had to become deadly warriors.

PROFICIENCIES

- ✓ **Saves:** Wisdom and Intelligence
- ✓ **Skills:** Choose three from Computers, Deception, Insight, Investigation, Mechanics, Medicine, Natural Sciences, Persuasion, and Social Sciences.
- ✓ **Social Expertise:** You gain expertise in one skill, chosen from Deception, Insight, Persuasion, or Social Sciences. You must be proficient in a skill to gain expertise in that skill.
- ✓ **Equipment:** Basic Equipment, Advanced Equipment

EQUIPMENT RECOMMENDATIONS

- ✓ **Equipment Pack:** Scientist Pack
- ✓ **Weapons:** Tactical Rifle or Concealed Carry Pistol x2

TABLE: MIND DOCTOR TALENTS

LEVEL	TALENTS
1	Combat Conditioning, Portable RMEM
3	Remap Experience
5	Advanced Combat Conditioning
7	Memory Modification, Remap Additional Experience
9	Memory Master



MIND DOCTOR TALENTS

Combat Conditioning (Level 1). You have implanted memories of combat training in your mind, limited only by your skill with RMEM technology. You can use Charisma instead of Dexterity when you make an attack or damage roll.

Portable RMEM (Level 1). You have access to portable Rekall technology, duplicating the features of a normal RMEM in an easy-to-carry package. Your RMEM has a total Bulk of 1 and requires one hand to operate. You require this technology—or a Rekall lab with a standard RMEM—to use most of your talents and tricks. It can also be used for standard scenario implantation like a normal RMEM (see the Memory Modification section of Part 3: New Rules for more).

No one other than you can operate your portable RMEM, as its use is highly sensitive and tuned to your specific mental conditioning. You can put together new portable RMEM equipment during a short or long rest so long as you have access to computer parts and electrician's tools.



Remap Experience (Level 3). Whenever you finish a short or long rest, using your RMEM, you can adjust your implanted memories using Rekall tech. Choose any skill or equipment proficiency; you gain that proficiency until you use this talent again.

Advanced Combat Conditioning (level 5). You have memory implants of an array of master-level combat techniques. Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Memory Modification (Level 7). Using your RMEM, you can attempt to alter another person's memories. To do so, the target must be Incapacitated. The process takes 10 minutes and the target is unaware of its surroundings for that time. If the target takes any damage, the process is interrupted. If you complete the process, the victim must make a Wisdom saving throw. On a failed save, you can alter the target's memory of an event it experienced within the last 24 hours and that lasted no more than 10 minutes. You can remove all memory of the event, change the details of the event, or replace the memory with an entirely different one.

If a target succeeds on its saving throw, you cannot attempt to alter its memory again for 24 hours.

Remap Additional Experience (Level 7). When you use your Remap Experience talent, you can choose two skill and/or equipment proficiencies instead of one.

Memory Master (Level 9). You are a true master of portable RMEM technology. Whenever you roll an influence die, if you roll a 7 or higher, the influence die is not expended.

MIND DOCTOR TRICKS

Your Charming Hero level determines the number of Mind Doctor tricks you know, as shown in the Tricks column of the Charming Hero table. Using your RMEM to perform these tricks requires you to wave about an odd-looking device, which may raise suspicion at the GM's discretion.

Clarity. You can solidify a memory in yourself or an ally, making it perfectly vivid. As an action, using your RMEM, you can spend an influence die and choose one person within 30 feet of you. That person chooses one memory. Roll your influence die. The memory, up to a number of minutes equal to the influence die result, becomes clear in their mind, and they can remember it in perfect detail for 24 hours. They automatically pass all ability checks made to notice details or recall information from that memory. If the memory is false, having overwritten an existing memory, they can remember both the original and replacement memory in this way for the duration.

Forget Me. You can make your enemies forget you exist. As an action, using your RMEM, you can spend an influence die and choose one person within 30 feet of you. The target must make a Wisdom saving throw against your trick DC. If this saving throw fails, roll the influence die, and the target cannot remember you for that many rounds. During this time, the target treats your past actions as if they had not happened, explaining away impossibilities in whatever way it can. If it was chasing you, for example, it might rationalize

that it was chasing something else, or that it was simply taking a jog. The target can still be actively aware of you—if you are in clear view, for example—but it forgets you again as soon as it loses sight of you. It cannot target you with attacks or other effects if there is another target available, though it need not exclude you from area effects that target others. You also have advantage on ability checks made to avoid notice by, or scrutiny from, the target, such as sneaking past it or blending into a crowd.

Memory Lapse. You can temporarily keep people from forming new memories. As an action using your RMEM, you can spend an influence die and choose one person within 30 feet of you. The target must make a Wisdom saving throw against your trick DC. If this saving throw fails, roll the influence die, and the target cannot form long-term memories for a number of minutes equal to the result of the influence die. The target acts normally until the duration expires or you spend another action to end the effect. Afterward, the target remembers nothing that happened during the effect.

Read Memory. You can access the memories of others, in a limited fashion. As an action using your RMEM, you can spend an influence die and choose one person within 30 feet of you. The target must make a Wisdom saving throw against your trick DC. If this saving throw fails, roll the influence die and choose a number of facts equal to the result. These facts can be as general or as specific as you want, such as “a password they know”

or “the target’s name” If the target knows the fact, you download it onto your RMEM computer, which displays the facts as text. The GM decides what is written, but generally the shortest, simplest answer is given. If the target does not know the chosen fact, the computer displays “unknown” for that fact.

Remember Me. You can make people think they know you. As an action using your RMEM, you can spend an influence die and choose one person within 30 feet of you. The target must make a Wisdom saving throw against your trick DC. If this saving throw fails, roll the influence die, and the target regards you as a friendly acquaintance they have met once before. The target knows as much about you as you would like them to, including false information. This effect lasts for a number of minutes equal to the result of the influence die. When the effect ends, the target realizes its memory was altered.

You’ve Trained For This. You can give your allies memories of carrying out this very task. Before an ally within 30 feet of you makes an ability check, attack roll, or saving throw, as a reaction using your RMEM, you can spend and roll an influence die. Your ally is considered proficient in that roll and uses the result of your influence die as their proficiency bonus during that check if it is higher than their own. If the roll is an ability check that uses a skill, they are considered to have expertise in that skill as well.

MUTANT GIANT

[STRONG HERO]

"[He]'s a mutant. So don't get upset when you see him."

—GEORGE (*Total Recall*)

You must have the mutant origin to select this class.

You are a gigantic mutant who towers over humans and other mutants alike. Thanks to your incredible size and bulging muscles, pushing your small, weak enemies around is a simple task. You are an immovable boulder, and no one gets past you.

Mutant giants are massive forces of melee power, always happiest on the front lines. They use their size and strength to bully enemies, knocking them down and throwing them about. Plus they can deliver a serious pummeling. They aren't good at much else, but they rule the battlefield with their titanic forms.

PROFICIENCIES

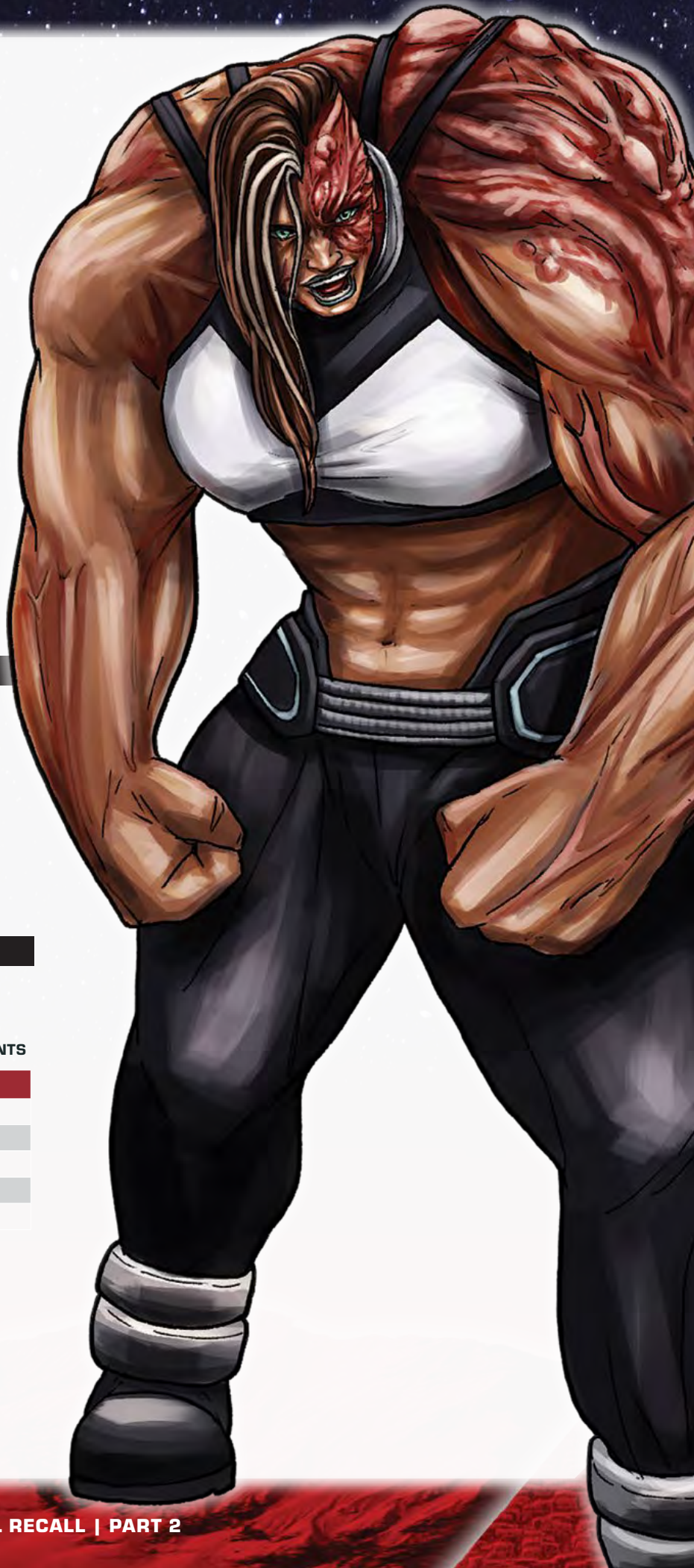
- ✓ **Saves:** Strength and Wisdom
- ✓ **Skills:** Choose two from Athletics, Endurance, Intimidation, Streetwise, and Survival.
- ✓ **Equipment:** Basic Equipment and Improvised Equipment
- ✓ **Hulking Expertise:** You gain expertise in either Athletics or Intimidation. You must be proficient in a skill to take expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ✓ **Equipment Pack:** Badass Pack
- ✓ **Weapons:** None

TABLE: MUTANT GIANT TALENTS

LEVEL	TALENTS
1	Giant, Knock Heads, Meaty, Puny Humans, Titan Slam
3	Mountain of Meat, Titan Throw
5	Advanced Combat Training
7	Too Big To Fall
9	Titan Strength



TALENTS

Giant (Level 1). You're massive! You stand 8 to 12 feet tall, and are considered Large size. You take up a 10-foot space in combat. You can squeeze into a 5-foot space, but while doing so, you have disadvantage on attack rolls, Dexterity checks, and Dexterity saving throws; in addition, attack rolls against you have advantage.

Your maximum Bulk is multiplied by 2, you can ignore the two-handed property of weapons, and you can treat the stationary property as if it were the two-handed property instead. When you wield a weapon with the versatile property, you always treat it as if you were wielding it in two hands, even when you are not. You also have advantage on Strength checks made to lift or drag an object, as well as any ability check or saving throw made to avoid being moved.

Knock Heads (Level 1). You are large enough to smash enemies into each other. As a special attack, you can attempt to bash two enemies together. Those enemies must each be smaller than you and within 5 feet of you. Make an opposed *Strength (Athletics)* check against each opponent's *Strength (Athletics)* or *Dexterity (Acrobatics)* checks. You roll once and compare it to both results. If you win against both enemies, you can damage both as if you had hit them with your Titan Slam weapon, including your ability modifier, and if they aren't within 5 feet of each other, you move them within 5 feet of each other.

You can use your Reckless Attack talent during this check as if it were an attack roll. Likewise, you can use your Power Attack talent when making this check, suffering the penalty to your ability check instead of to an attack roll. You add the damage to your unarmed damage, but the damage must be split between targets. You deal only 5 additional damage to each target if you succeed.

Meaty (Level 1). Your hit dice are increased by one die step, from d10 to d12, which also increases your 1st level hit points by 2 and your average hit points per level by 1.

Puny Humans (Level 1). You are adept at using your size and strength to shove enemies around. You have advantage on ability checks made as part of a shove or trip special attack against an enemy smaller than you. (This does not apply to your Knock Heads talent.)

Titan Slam (Level 1). Your fists are gigantic. You have the Titan Slam weapon available to you at all times. You are proficient in this weapon. Note that while this is thematically similar to an unarmed strike, it does not count as an unarmed strike for the purpose of

talents, feats, etc. You can still make unarmed strikes as normal using your feet, elbows, etc.

TABLE: TITAN SLAM

WEAPON	DAMAGE	RANGE	PV	PROPERTIES	BULK
TITAN SLAM	1d12 bludgeoning	Melee	2	Heavy	N/A

Mountain of Meat (Level 3). When an ally uses you as cover, attacks against them have disadvantage.

Titan Throw (Level 3). Your incredible muscles allow you to literally throw people around. As a special attack, throw an enemy you have Grappled, so long as they are smaller than you. Treat this as a thrown weapon attack with the following statistics, depending on the size of the enemy. You are proficient with this weapon.

If you hit, both the target and the enemy you throw take the full damage of the attack, and the target must make a Strength saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier, falling Prone on a failed save. The thrown enemy automatically falls Prone.

If the attack misses, the thrown enemy must make a Dexterity saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier, taking damage as if you had hit with the attack on a failed save, or half that damage on a successful one. The thrown enemy falls Prone in the space of the target.

You can also target a solid surface such as a wall or throw the enemy as far as you like. If you throw the enemy at a solid surface, make the attack against a Defense of 10. If you throw them into the air, bowl them across the ground, or otherwise throw them into an empty space, simply treat the attack as if it had missed.

TABLE: TITAN THROW

WEAPON	DAMAGE	RANGE	PV	PROPERTIES
TINY ENEMY	1d8 bludgeoning	20/40	1	Thrown
SMALL ENEMY	1d10 bludgeoning	15/30	2	Thrown
MEDIUM ENEMY	1d12 bludgeoning	10/20	2	Thrown
LARGE ENEMY	2d8 bludgeoning	10/20	3	Thrown
HUGE ENEMY	4d8 bludgeoning	10/20	3	Thrown

Advanced Combat Training (Level 5). Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Too Big to Fall (Level 7). Attacks tend to simply bounce off you. Increase your Defense by 2.

Titan Strength (Level 9). Enemies cannot withstand your incredible size and tremendous might. Your Strength score increases by 4. Your maximum Strength score also increases, allowing you to have up to 24 Strength.

MUTANT PSYCHIC

[WISE HERO]

“Open your mind...”

—KUATO (*Total Recall*)

You must have the mutant origin to select this class. Your mutations grant you telepathic abilities, which allow you to look into the minds of others. Your insight into the thoughts and memories of those around you makes you an uncanny, mystical figure, inspiring fear in your enemies and reverence in your allies.

Mutant Psychics are seers with the ability to gaze into the minds of others. They are masters of social interaction not because of their inherent charm, but because they can simply pull answers from those with whom they interact. In combat, they can use their enemies' fears against them, keeping foes at bay while their allies dish out punishment.

PROFICIENCIES

- ✓ **Saves:** Wisdom and Charisma
- ✓ **Skills:** Choose two from Arts and Crafts, Deception, Endurance, Insight, Intimidation, Medicine, Perception, Persuasion, Performance, and Streetwise.
- ✓ **Equipment:** Basic Equipment

EQUIPMENT RECOMMENDATIONS

- ✓ **Equipment Pack:** Everyday Pack or Martial Artist Pack
- ✓ **Weapons:** None

TABLE: MUTANT PSYCHIC TALENTS

LEVEL	TALENTS	DARK DEPTHS DAMAGE
1	Empathic Mutation, Dark Depths, Mind Sight	1d8 + Wis
3	Psychic Growth	1d8 + Wis
5	Deep Fright, Deep Sight	2d8 + Wis
7	Psychic Evolution	2d8 + Wis
9	True Understanding	3d8 + Wis



TALENTS

Empathic Mutation (Level 1). You gain the Empathic Reading major beneficial mutation. This mutation can be found in the Mutations section in this chapter, but it is repeated here for convenience:

You can telepathically read another person's mind, though you can only get a general sense and cannot directly read their thoughts. As an action, you can read one person within 30 feet of you. You learn that person's emotional state: angry, worried, sad, etc. You have advantage on Charisma checks if you play on that emotional state. You can also learn one other fact about them that they know and that they do not consider a secret or privileged information. You can only learn one such fact per individual every 24 hours, but you can read their emotions any number of times.

Dark Depths (Level 1). By looking into the depths of someone's mind, you can force them to confront the darkest parts of themselves. As an action, you can choose a person within 60 feet that you can see. The target must make a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the target takes 1d8 + your Wisdom modifier psychic damage, ignoring armor. In addition, you can spend 1 focus to choose one of the following options:

- ✓ You conjure a terrifying memory. The target is Frightened until the end of your next turn. While Frightened in this way, the target cannot willingly move closer to you.
- ✓ The target sees phantom enemies all around it. It is Distracted and attack rolls made against it have advantage until the end of your next turn.
- ✓ You make the target dizzy, causing it to fall Prone. Until the end of your next turn, it must spend all of its movement, rather than half, to stand up.

The damage this talent deals increases as you gain levels in this class, as shown in the Dark Depths Damage column of the Mutant Psychic table.

Mind Sight (Level 1). When you use your Empathic Reading mutation, you can spend 1 focus to do one of the following:

- ✓ You can read the target's surface thoughts for 1 minute or until you use this talent again, so long as

the target is within 30 feet of you. While reading the target's thoughts, you hear the words it thinks, and you can see images it imagines.

- ✓ You can look deeply into the target's mind. The target is aware you are doing so, and if they resist, they must make a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. If the target fails, you can ask one question, which the GM answers honestly based on what the target knows.
- ✓ You can unlock one memory that the target has repressed, or that has been erased by an effect like Rekall technology or another telepathic ability. This memory can be general, spanning much of the target's life or a specific memory, up to 10 minutes long, which the target remembers with perfect clarity.

Psychic Growth (Level 3). The psychic abilities of your mutation have grown. You gain one of the following major beneficial mutations: Animal Communion, Blindsight, Hypnotizing Eyes, Multispectral Vision, Precognition, Telekinesis, Telepathy, or Twin Minds.

Deep Fright (Level 5). When you use your Dark Depths talent and spend focus, you can choose an additional option.

Deep Sight (Level 5). When you use your Mind Sight talent, you can choose two of the options, or choose to look deeply into the target's mind twice.

Psychic Evolution (Level 7). Your psychic mutation has continued to evolve. You gain another of the following major beneficial mutations: Animal Communion, Blindsight, Hypnotizing Eyes, Multispectral Vision, Precognition, Telekinesis, Telepathy, or Twin Minds.

True Understanding (Level 9). You deeply understand those whose minds you touch, allowing you to combat them effortlessly. You can use your Empathic Reading mutation as a bonus action. Anyone who has failed a saving throw against your Mind Sight talent within the past hour has disadvantage on attack rolls and opposed ability checks made against you, as well as on Intelligence, Wisdom, and Charisma saving throws against your Mutant Psychic talents and your mutations. In addition, you have advantage on attack rolls against them.

MUTANT SHIFTER

[TOUGH HERO]

"If I am not me, then who the hell am I?"

—DOUGLAS GUAID (*Total Recall*)

You must have the mutant origin to select this class. You are a shapeshifter, capable of altering your body in almost any way. Your true face is a mystery, perhaps even to yourself. You are a being of constant flux, able to change who you are on a whim, or turn your body into a living weapon, terrifying to behold.

Mutant shifters are master mimics, but are highly physical in their nature. They can disappear in a crowd or wear the face of their enemy, but they are also hardy survivors, thanks to their highly adaptive bodies. With their ability to manifest physical mutations, they are versatile fighters, able to grow their own weapons.

PROFICIENCIES

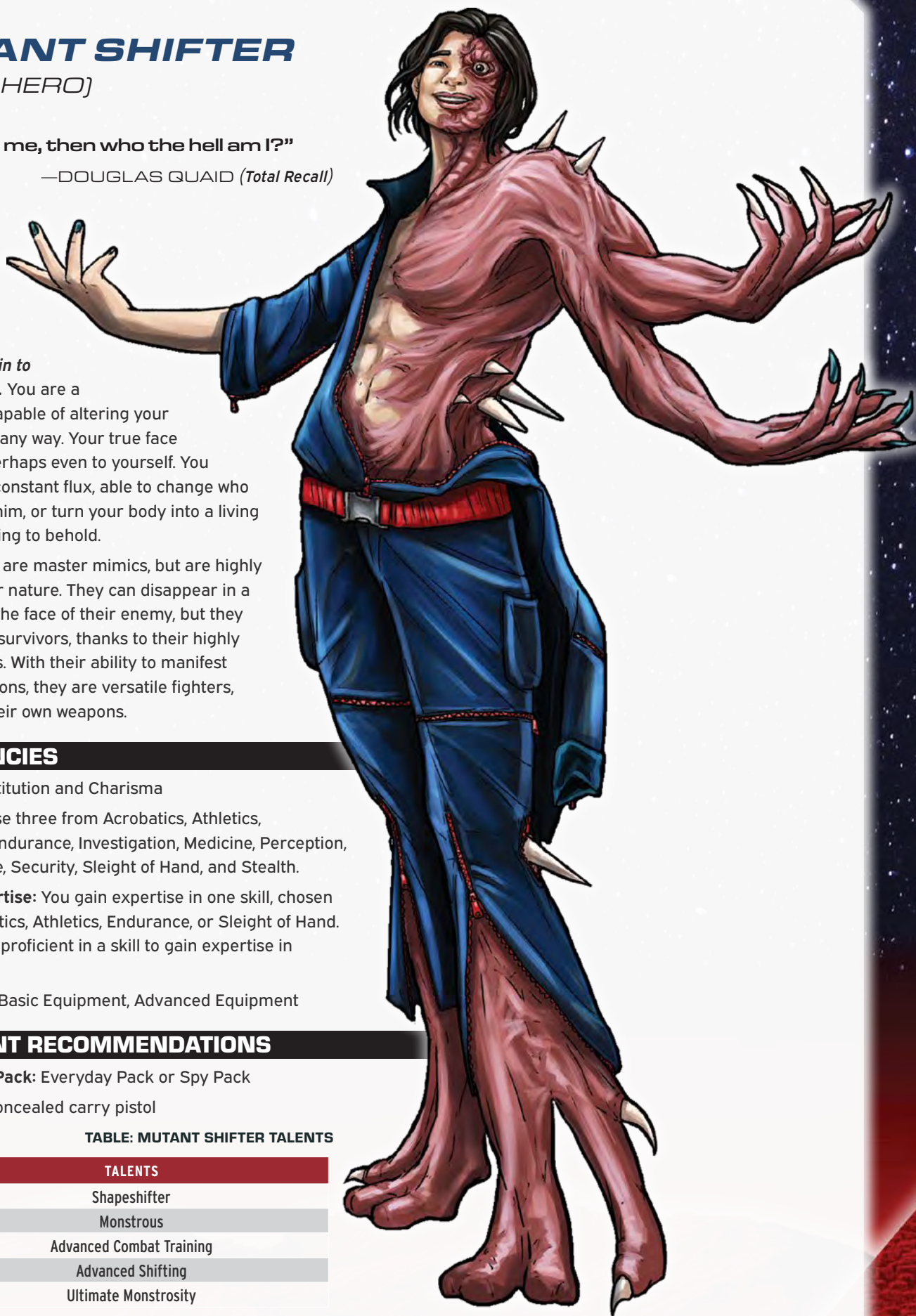
- ✓ **Saves:** Constitution and Charisma
- ✓ **Skills:** Choose three from Acrobatics, Athletics, Deception, Endurance, Investigation, Medicine, Perception, Performance, Security, Sleight of Hand, and Stealth.
- ✓ **Bodily Expertise:** You gain expertise in one skill, chosen from Acrobatics, Athletics, Endurance, or Sleight of Hand. You must be proficient in a skill to gain expertise in that skill.
- ✓ **Equipment:** Basic Equipment, Advanced Equipment

EQUIPMENT RECOMMENDATIONS

- ✓ **Equipment Pack:** Everyday Pack or Spy Pack
- ✓ **Weapons:** Concealed carry pistol

TABLE: MUTANT SHIFTER TALENTS

LEVEL	TALENTS
1	Shapeshifter
3	Monstrous
5	Advanced Combat Training
7	Advanced Shifting
9	Ultimate Monstrosity



TALENTS

Shapeshifter (Level 1). You can change your body at will. By spending 1 minute doing nothing else, you can do any number of the following:

- ✓ **Change your height.** You can choose any height within 1 foot of your original height.
- ✓ **Change your build.** You can appear stouter or thinner, altering your apparent weight by up to 50 percent above or below your actual weight. Likewise, you can alter your apparent muscle mass and body fat, your shoulder and hip width, and other similar details within the limits of your new apparent weight. Your physical weight does not change; you merely adjust your density, shorten or elongate your bones, and redistribute your fatty tissue.
- ✓ **Change your apparent age.** You can appear to be any age consistent with your height, weight, and origin.
- ✓ **Change your vocal pitch.** You can increase or lower your voice's pitch to any pitch within human limits. If you can hear someone's voice while doing this—or if you have perfect memory—you can accurately match their pitch. If you do, you have advantage on ability checks made to mimic their speech.
- ✓ **Change your face.** You can appear to be a new person, different from how you have looked before, or take on a unique appearance you have used before. To imitate a specific person, you must be able to see them—in person, in an image, or in your mind if you know the person well—and you need a mirror or other way to see yourself to check your work. If your height, build, age, and vocal pitch match those of the other person, you have advantage on ability checks made to convince people you are actually that person.

- ✓ **Change your primary and/or secondary sex characteristics.** You can adjust these to anything within human limits.
- ✓ **Change your mutation.** You can appear to be a normal human or a mutant. You can add or remove any cosmetic mutations, and you can manifest or suppress any beneficial mutation you have that is physical in nature. In addition, you can manifest one of the following minor beneficial mutations until you choose this option again, gaining its benefits: Burrowing Hands, Chameleon Skin, Extra Arm, Extra Eyes, Extra Legs, Hardened Skin, Leaping Legs, Lifting Adaptation, Long Arms, Mutant Weapon, Rubber Bones, or Tentacles. You cannot choose a mutation you already have.

Monstrous (Level 3). You gain the Mutant Weapon minor beneficial mutation. As a free action at the start of your turn, you can manifest or suppress this mutation as if using your Shapeshifter talent, or you can change the weapon to one of the other options for that mutation.

Advanced Combat Training (Level 5). Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Advanced Shifting (Level 7). You can use your Shapeshifter talent as an action, instead of spending 1 minute. In addition, you can manifest one of the following major beneficial mutations when you change your mutation using your Shapeshifting talent, instead of choosing a minor beneficial mutation: Acid Spit, Armored Shell, Elasticity, Four Arms, Grasping Appendage, Powerful Voice, or Spider Cling. Alternatively, you can manifest two of the minor beneficial mutations normally available to you.

Ultimate Monstrosity (Level 9). Your body is your greatest weapon. You add one damage die to your damage rolls when making an unarmed attack or an attack with a weapon that is part of your body.

SPY

[CHARMING HERO]

“What’s bullshit, Mr. Quaid? That you’re having a paranoid episode triggered by acute neuro-chemical trauma? Or that you’re really an invincible secret agent from Mars who’s the victim of an interplanetary conspiracy to make him think he’s a lowly construction worker?”

—DR. EDMAR (*Total Recall*)

You are a master of espionage, a ghost hiding in plain sight. You can blend in anywhere, gain the trust of anyone, then disappear without a trace once you have whatever you were after. No one but your most trusted associates knows who you really are.

Spies are detectives and thieves, but accomplish their goals through disguise, trickery, and deception more than pure stealth or investigation. They are experts at getting people to lower their guard and spill their secrets, but they are also trained to fight when things inevitably go wrong.

PROFICIENCIES

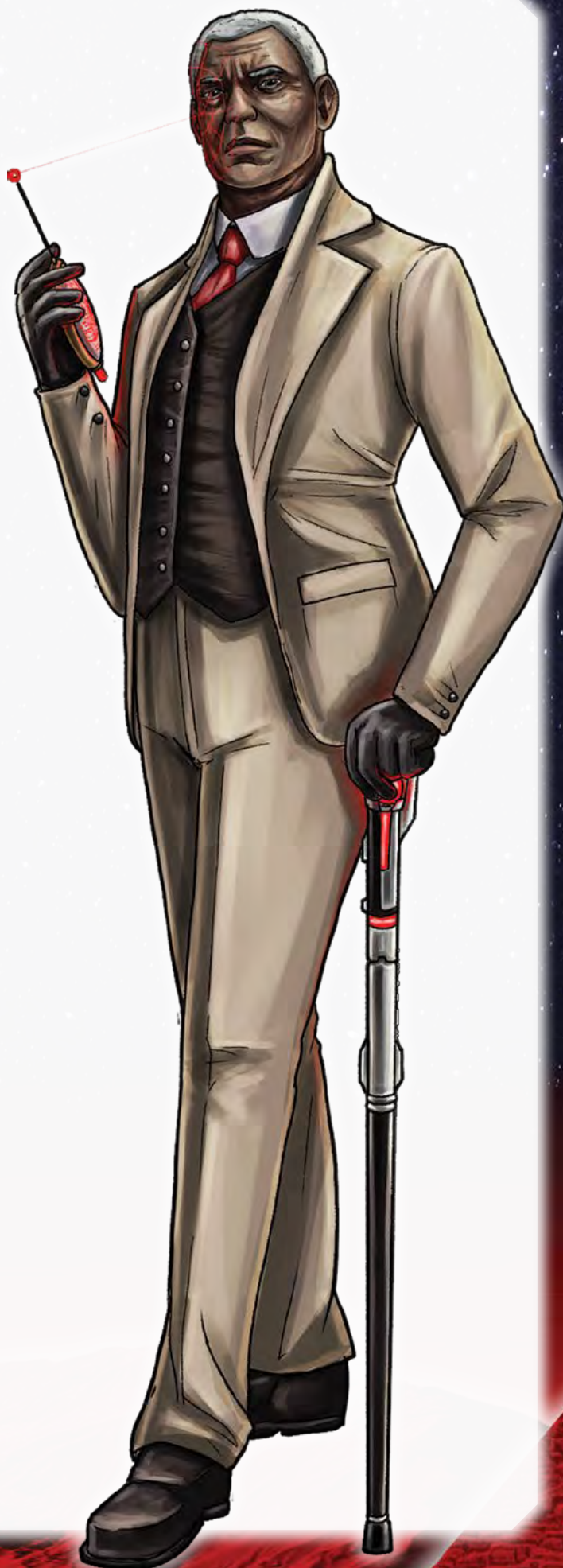
- ✓ **Saves:** Dexterity and Charisma
- ✓ **Skills:** Choose four from Arts and Crafts, Deception, Insight, Intimidation, Mechanics, Medicine, Perception, Performance, Persuasion, Security, Sleight of Hand, Stealth, Streetwise, and Vehicles.
- ✓ **Espionage Expertise:** You gain expertise in one skill, chosen from Deception, Perception, Performance, Persuasion, Security, Sleight of Hand, or Stealth. You must be proficient in a skill to gain expertise in that skill.
- ✓ **Equipment:** Basic Equipment, Advanced Equipment, Improvised Equipment, and Military Equipment

EQUIPMENT RECOMMENDATIONS

- ✓ **Equipment Pack:** Spy Pack
- ✓ **Weapons:** Concealed carry pistol x2 or spec-ops SMG, brass knuckles x2

TABLE: SPY TALENTS

LEVEL	TALENTS
1	Person of Mystery, I Just Work Here
3	Rigged
5	Advanced Combat Training
7	Intelligence Expertise
9	Consummate Professional



SPY TALENTS

Person of Mystery (Level 1). Your true identity is obscured behind many layers of fake IDs and redacted government records. You can fabricate a new identity given 1 hour of work, granting you a passport and other identifying documents, a birth certificate, and work history. You can also alter your fingerprints enough to never appear in any database, but never enough to impersonate a specific person. This new identity is legally foolproof, but you must make ability checks as normal to fool anyone who has met you under an earlier identity.

I Just Work Here (Level 1). You have learned to blend into your environment and to make your tools appear to be simple civilian objects. You have advantage on any ability check made to blend into a crowd, pretend to be a normal person, or conceal an item on your person.

In addition, during a long rest, you can modify any weapon or tool so it appears to be a harmless object of a similar size and shape. For example, a rifle might appear to be an umbrella, a surveillance camera might look like a bowtie, or an explosive might hide under the guise of a cigar. This camouflage is perfect to the naked eye and stands up to casual scrutiny, but close inspection reveals the truth, and this talent cannot fool advanced security systems such as X-rays. During this rest, you can modify up to the number of objects equal to your proficiency bonus.

Rigged (Level 3). You are skilled in the art of trap-making. You have advantage on ability checks made to set traps or rig explosives.

Advanced Combat Training (Level 5). Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Intelligence Expertise (Level 7). You gain expertise in two additional skills, chosen from Deception, Perception, Performance, Persuasion, Security, Sleight of Hand, or Stealth. You must be proficient in a skill to gain expertise in that skill.

Consummate Professional (Level 9). You are always put together, and nothing can stop you from getting the job done. Whenever you make an ability check, attack roll, or saving throw, you can ignore one source of disadvantage that applies to that roll.

SPY TRICKS

Your Charming Hero level determines the number of spy tricks you know, as shown in the Tricks column of the Charming Hero table.

Drive It Like You Stole It. You tend to use stolen, rented, or government issue vehicles. After you make an ability check to operate a vehicle, before determining the result, you can spend an influence die to drive recklessly. Roll

the influence die and add it to the result of the check. Until the vehicle stops moving or you are no longer driving it, you can roll and add that influence die to any check with that vehicle, but after each additional time you do, your vehicle automatically suffers one level of body damage, loss of control, or loss of power (your choice).

Entering Without Breaking. You know how to get into places without leaving a trace. When you make an ability check to enter a location in which you aren't allowed—pick a lock, lie to a security guard, spoof an ID, climb a fence, sneak past a camera, etc.—you can spend an influence die to do so without leaving evidence of your entry. Roll the influence die and add it to the result of your ability check. If you succeed, you leave no trace of your entry. No one gets a good enough look at you to identify you, nor does any security camera. No alarms are tripped simply by your entry. Locks and electronics are left in pristine condition, with no evidence of tampering. You leave no footprints, fingerprints, or other signs. Once you're inside, this benefit no longer applies; further cameras, guards, locks, etc. are treated normally.

Go to Sleep. You have trained extensively in ways to knock people unconscious with a single strike. As a special attack, you can spend an influence die to choose one surprised enemy within 5 feet of you. Roll the influence die the number of times equal to your hero level plus your proficiency bonus. If the combined total of these rolled dice is greater than or equal to the target's current hit points, the target is knocked Unconscious for 1 hour.

No Witnesses. Sometimes, someone must die, and you know how to make that happen. When you make an attack, you can spend an influence die before rolling the attack. Roll that influence die and add it to the result of your attack. If you hit, roll the influence die again and add it to the damage you deal. If the target is surprised, roll the influence die twice and add it to the damage you deal instead.

Quick Change. You can change your outfit almost instantly, which allows you to change personas on the fly. As an action, you can spend an influence die to instantly swap your clothing, make-up, and accessories into a new disguise. For the next hour, whenever you make an ability check to convince anyone of your disguise, roll that influence die and add it to the result. You must have a disguise kit or access to improvised supplies to use this trick. Anyone who sees you change is not fooled.

Time To Improvise. You spend a lot of time running—or driving—through unfamiliar places, and you have learned to quickly adjust to new problems. After you roll an ability check or saving throw against a complication during a chase, you can spend an influence die. Roll that die and add it to the result of your check or save.

NEW FEATS

These new feats are available to heroes in *Total Recall*, as well as any other heroes at the GM's discretion. They all relate to new rules in this book, so use them only if you are using the corresponding rules.

GENERAL FEATS

EXTREME ENVIRONMENT TRAINING (MINOR FEAT)

You have trained to operate in the most intense environments the solar system has to offer.

- ✓ You treat gravity above normal gravity as if it were one step lower.
- ✓ You have advantage on saving throws against radiation.
- ✓ You have advantage on ability checks and saving throws made to endure decompression, high pressure, suffocation, and hot or cold environments, as well as those made to navigate zero gravity.

HOSTAGE TAKER (MINOR FEAT)

You are especially skilled at grabbing enemies—or passersby—and using them as human shields.

- ✓ When you successfully grapple an enemy, you can immediately attempt to turn them into a human shield as a free action. See the Humans Shields section in Part 3: New Rules for more on human shields.

MAJOR MUTATION (MAJOR FEAT)

Prerequisite: You must have the mutant origin to select this feat

You have developed an impressive and useful mutation.

- ✓ Select any major mutation found in the Mutations section of Part 3. You gain that mutation.
- ✓ You can take this feat multiple times, selecting a different mutation each time.

MINOR MUTATION (MINOR FEAT)

Prerequisite: You must have the mutant origin to select this feat

You have developed a small but beneficial mutation.

- ✓ Select any minor mutation found in the Mutations section of Part 3. You gain that mutation.
- ✓ You can take this feat multiple times, selecting a different mutation each time.

MULTICLASS FEATS

MARTIAN GADGETEER TRAINING (MAJOR FEAT)

Prerequisite: Smart Hero archetype OR Smart Hero Training feat, not a Martian Gadgeteer (class), Level 4+; You must have access to enough Martian technology to assemble gadgets, as described below

You have gathered several strange and powerful devices created by ancient Martians, and you can deploy them to incredible effect.

- ✓ Choose either Mechanics or Natural Sciences. You gain proficiency in the chosen skill.
- ✓ You gain an additional 1 Genius point.
- ✓ You gain the Gadgets talent from the Martian Gadgeteer class.
- ✓ You learn one additional plan from the Martian Gadgeteer plan list. In order for you to enact any Martian Gadgeteer plan you know, you must have your gadgets accessible to you.
- ✓ You can only use Martian Gadgeteer plan enhancements up to Level 3.
- ✓ If you are not a Smart Hero (archetype), you can only use shared plan enhancements up to Level 3.

ADVANCED MARTIAN GADGETEER TRAINING (MAJOR FEAT)

Prerequisite: Martian Gadgeteer Training feat, Level 8+

You have repaired, assembled, and tested a variety of new and miraculous Martian technology.

- ✓ Choose either Mechanics or Natural Sciences. You gain expertise in the chosen skill.
- ✓ You gain an additional 1 Genius point.
- ✓ You learn two additional plans from the Martian Gadgeteer or shared plan list.
- ✓ You can only use Martian Gadgeteer plan enhancements up to Level 5.
- ✓ If you are not a Smart Hero (archetype), you can only use shared plan enhancements up to Level 5.



MIND DOCTOR TRAINING (MAJOR FEAT)

Prerequisite: Charming Hero archetype OR Charming Hero Training feat, not a Mind Doctor (class), Level 4+

You have learned there are uses for Rekall technology well beyond what is authorized or legal—or ethical.

- ✓ Basic Equipment and your choice of Advanced or Improvised equipment proficiency.
- ✓ You gain one additional influence die.
- ✓ You learn two tricks, chosen from the list of Mind Doctor tricks.
- ✓ You have access to a portable RMEM. This includes a small handheld probe and a linked computer, which have a total Bulk of 1 and require one hand to operate. Only you can operate this device. You can put together a new portable RMEM during a short or long rest if you have access to computer parts and electrician's tools.
- ✓ You can use your portable RMEM to blast the minds of your enemies, even at a distance. As an action, you can choose one enemy within 100 feet that has a mind. The target must make an Intelligence saving throw against your trick DC or suffer 1d8 + your Charisma modifier psychic damage, ignoring armor. This damage improves to 2d8 if you are 5th level or higher, and to 3d8 if you are 9th level or higher.

ADVANCED MIND DOCTOR TRAINING (MAJOR FEAT)

Prerequisite: Mind Doctor Training feat, Level 8+

Your practice of unauthorized Rekall techniques and hacks has paid off, and you can now use it more effectively.

- ✓ You gain one additional influence die.
- ✓ Your influence dice are now d8 instead of d6. (Ignore this if your archetype is Charming Hero.)
- ✓ You learn one additional trick chosen from the list of Mind Doctor tricks.
- ✓ Whenever you finish a short or long rest, if you have Rekall equipment, you can adjust your implanted memories using your RMEM. Choose any one skill or equipment proficiency. You gain that proficiency until you use this talent again. You must already have Advanced equipment proficiency to choose Military equipment proficiency.

MUTANT GIANT TRAINING (MAJOR FEAT)

Prerequisite: You must have the mutant origin, and you must be medium size; Strong Hero archetype OR Strong Hero Training feat, not a Mutant Giant (class), Level 4+

You have exhibited a new mutation: your size has increased and, with it, your strength.

- ✓ You grow 1 foot in height.
- ✓ Your maximum Bulk is increased by 3.
- ✓ You have advantage on Strength checks made to lift or drag objects, as well as on any ability check or saving throw made to avoid being moved.
- ✓ As a special attack, you can attempt to bash two enemies together. These enemies must each be medium size or smaller and within 5 feet of you. When you do, make an opposed **Strength (Athletics)** check against each of your opponent's **Strength (Athletics)** or **Dexterity (Acrobatics)** checks. You roll once and compare it to both results. If you win against both enemies, you deal your unarmed damage—or damage them with your Titan Slam if you have the Advanced Mutant Giant Training feat—to both, including your ability modifier. In addition, if they aren't within 5 feet of each other, move them within 5 feet of each other. You can use your Reckless Attack talent—or attack recklessly using your Strong Hero Training feat—during this check as if it were an attack roll.

ADVANCED MUTANT GIANT TRAINING (MAJOR FEAT)

Prerequisite: Mutant Giant Training feat, Level 8+

Your mutation has continued to take effect, growing you into a veritable giant!

- ✓ You grow to 8 feet tall and are considered large sized. You take up a 10-foot space in combat. You can squeeze into a 5-foot space, but while doing so, you have disadvantage on attack rolls, Dexterity checks, and Dexterity saving throws. In addition, attack rolls against you have advantage.
- ✓ Your maximum Bulk is multiplied by 2, replacing the bonus from Mutant Giant Training.
- ✓ You can ignore the two-handed property of weapons, and you can treat the stationary property as if it were two-handed instead. When you wield a weapon with the versatile property, you always treat it as if you were wielding it in two hands, even when you are not.
- ✓ You gain the Titan Slam weapon, which is always available to you, and you are proficient in it. This is a melee weapon that deals 1d12 bludgeoning damage, has a PV of 2, and has the heavy property.
- ✓ You have advantage on ability checks made to shove or trip an enemy smaller than you.
- ✓ When an ally uses you as cover, attacks against them have disadvantage.

MUTANT PSYCHIC TRAINING (MAJOR FEAT)

Prerequisite: Empathic Reading major beneficial mutation, Wise Hero archetype OR Wise Hero Training feat, not a Mutant Psychic (class), Level 4+

Your mind has been expanded, and you can more deeply read the thoughts and memories of others.

- ✓ You gain 1 additional Focus point.
- ✓ When you use your Empathic Reading mutation, you can spend 1 focus point to do one of the following:
- ✓ You can read the target's surface thoughts for 1 minute, so long as they are within 30 feet of you. While reading the target's thoughts, you hear the words the target thinks, and you can see images the target imagines.
- ✓ You can look deeply into the target's mind. The target is aware you are doing so, and they must make a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. If they fail, you can ask one question, which the GM answers honestly based on what the target knows.
- ✓ You can unlock one memory that the target has repressed, or that has been erased by an effect like Rekall technology or another telepathic ability. This memory can be general, spanning much of the target's life, or a specific memory, up to 10 minutes long, which the target remembers with perfect clarity.

ADVANCED MUTANT PSYCHIC TRAINING (MAJOR FEAT)

Prerequisite: Mutant Psychic Training feat, Level 8+

You have mastered your ability to look into minds, allowing you to pull terrible memories to the surface.

- ✓ You gain 1 additional Focus point.
- ✓ When you spend focus to use your Mutant Psychic Training feat, you can choose two of the options, or choose to look deeply into the target's mind twice.
- ✓ By looking into the depths of someone's mind, you can force them to confront the darkest parts of themselves. As an action, you can choose a person within 60 feet that you can see. The target must make a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the target takes 2d8 + your Wisdom modifier psychic damage, ignoring armor. In addition, you can spend 1 focus. If you do, choose one of the following options. The damage improves to 3d8 + your Wisdom modifier if you are 9th level or higher.
- ✓ You conjure a terrifying memory. The target is Frightened until the end of your next turn. While Frightened in this way, the target cannot willingly move closer to you.

- ✓ The target sees phantom enemies all around it. It is Distracted and attacks against it have advantage until the end of your next turn.

MUTANT SHIFTER TRAINING (MAJOR FEAT)

Prerequisite: You must have the mutant origin; Tough Hero archetype OR Tough Hero Training feat, not a Mutant Shifter (class), Level 4+

You have developed a rare mutation that allows you to change your shape.

You can change your body at will. By spending 1 minute doing nothing else, you can do any of the following:

- ✓ **Change your height.** You can choose any height within 1 foot of your original height.
- ✓ **Change your build.** You can appear stouter or thinner, altering your apparent weight by up to 50 percent above or below your actual weight. Likewise, you can alter your apparent muscle mass and body fat, your shoulder and hip width, and other similar details within the limits of your new apparent weight. Your physical weight does not change; you merely adjust your density, shorten or elongate your bones, and redistribute your fatty tissue.
- ✓ **Change your apparent age.** You can appear to be any age consistent with your height, weight, and origin.
- ✓ **Change your vocal pitch.** You can increase or lower your voice's pitch to any pitch within human limits. If you can hear someone's voice while doing this—or if you have perfect memory—you can accurately match their pitch. If you do, you have advantage on ability checks made to mimic their speech.
- ✓ **Change your face.** You can appear to be a new person, different from how you have looked before, or take on a unique appearance you have used before. To imitate a specific person, you must be able to see them—in person, in an image, or in your mind if you know the person well—and you need a mirror or other way to see yourself to check your work. If your height, build, age, and vocal pitch match those of the other person, you have advantage on ability checks made to convince people you are actually that person.
- ✓ **Change your primary and/or secondary sex characteristics.** You can adjust these to anything within human limits.
- ✓ **Change your mutation.** You can appear to be a normal human or a mutant. You can add or remove any cosmetic mutations, and you can manifest or suppress any beneficial mutation you have that is physical in nature. In addition, you can manifest one of the following minor beneficial mutations until you choose this option again, gaining its benefits: Burrowing Hands,

Chameleon Skin, Extra Arm, Extra Eyes, Extra Legs, Hardened Skin, Leaping Legs, Lifting Adaptation, Long Arms, Mutant Weapon, Rubber Bones, or Tentacles. You cannot choose a mutation you already have.

ADVANCED MUTANT SHIFTER TRAINING [MAJOR FEAT]

Prerequisite: Mutant Shifter Training feat, Level 8+

You have mastered your shapeshifting ability, allowing you to transform rapidly and even to hide your mutations.

- ✓ You can use your Mutant Shifter Training feat as an action, instead of spending 1 minute.
- ✓ When you change your shape, you can also change the appearance of your mutations. You can appear to be a normal human or a mutant, you can add or remove any cosmetic mutations, and you can suppress any beneficial mutation you have that is physical in nature. In addition, you can manifest one of the following minor beneficial mutations until you change the appearance of your mutations again, gaining its benefits: Burrowing Hands, Chameleon Skin, Extra Arms, Extra Eyes, Extra Legs, Hardened Skin, Leaping Legs, Lifting Adaptation, Long Arms, Mutant Weapon, Rubber Bones, or Tentacles.

SPY TRAINING [MAJOR FEAT]

Prerequisite: Charming Hero archetype OR Charming Hero Training feat, not a Spy (class), Level 4+

You have trained in espionage and the art of blending in.

- ✓ You gain proficiency in one skill, chosen from Deception, Perception, Performance, Persuasion, Security, Sleight of Hand, or Stealth.
- ✓ You gain one additional influence die.
- ✓ You learn two tricks, chosen from the list of spy tricks.
- ✓ You have advantage on any ability check made to blend into a crowd, pretend to be a normal person, or conceal an item on your person.
- ✓ During a long rest, you can modify any weapon or tool so it appears to be a harmless object of a similar size and shape. For example, a rifle might appear as an umbrella, a surveillance camera might look like a bowtie, or an explosive might hide under the guise of a cigar. This camouflage is perfect to the naked eye and stands up to casual scrutiny, but close inspection reveals the truth, and this talent cannot fool advanced security systems such as X-rays. During this rest, you can modify up to the number of objects equal to your proficiency bonus.

ADVANCED SPY TRAINING

[MAJOR FEAT]

Prerequisite: Spy Training feat, Level 8+

You have taken your espionage training to the next level, and are now an expert in spycraft.

- ✓ You gain expertise in one skill, chosen from Deception, Perception, Performance, Persuasion, Security, Sleight of Hand, or Stealth. You must be proficient in a skill to gain expertise in that skill.
- ✓ You gain one additional influence die.
- ✓ Your influence dice are now d8 instead of d6. (Ignore this if your archetype is Charming Hero.)
- ✓ You learn one additional trick chosen from the list of spy tricks.
- ✓ You have advantage on ability checks made to set traps.

MUTATIONS

Colonists on Mars have long been exposed to increased levels of solar radiation, especially in those domes without proper shielding where the poor are commonly relegated. And many of these lower-class colonists work in the mines, digging up turbinium ore to make their meager livings. Safety is rarely a priority in these mines, and the formation of turbinium produces radioactive byproducts. These two factors have led to an especially high rate of mutation among the laborers of Mars. Only the privileged live on Mars for long without acquiring some mutation or another.

You can acquire mutations from several sources. The mutant origin is the most common way, but they can also be gained via feats, talents, or other features. Mutations come in the following types, and the source of your mutation instructs you on which to choose from.

- ✓ **Cosmetic.** Cosmetic mutations have no mechanical effects. You may have as many or as few cosmetic mutations as you like. You can even choose mutations that could be considered detrimental, but if you select them as cosmetic mutations, you suffer no penalties or limitations for having them if you do not want to.
- ✓ **Beneficial.** Beneficial mutations have a mechanical benefit, granting you some kind of bonus or special ability. They come in two categories: minor and major. Minor beneficial mutations provide smaller bonuses, but don't drastically alter your body. Major beneficial mutations have larger mechanical benefits and often represent larger changes to your body.

Whenever you may select a minor mutation, you can instead replace a minor mutation you already have with a major mutation.

- ✓ **Detrimental.** Detrimental mutations cause you a mechanical penalty or limitation. Like beneficial mutations, detrimental mutations come in two categories: minor and major, with major causing significantly greater penalties.
- ✓ **Talent.** The class talents of Mutant Giants, Mutant Psychics, and Mutant Shifters also come from mutations. Such talents work like any other talent, providing you with a unique special ability or bonus.

RANDOM MUTATIONS

While your character doesn't get to choose their mutations, you as a player do. But it might also be fun to let fate decide! When you gain a mutation, you can optionally roll for a random mutation. If you do, roll d20 and compare the result to the appropriate mutation on the following table, rerolling or choosing an entry above or below if you're unhappy with the result.

TABLE: RANDOM MUTATIONS

D20 RESULT	COSMETIC	MINOR BENEFICIAL	MAJOR BENEFICIAL	MINOR DETRIMENTAL	MAJOR DETRIMENTAL
1	Arm Mutation	Burrowing Hands	Acid Spit	Poor Finesse	Broadcast Thoughts
2		Chameleon Skin	Adrenaline Boost		
3	Ear Mutation	Enhanced Stomach	Animal Communion	Dull Hearing	Confused
4		Enhanced Vision	Blindsense		
5	Face Mutation	Extra Arm	Elasticity	Dull Vision	Disturbing
6		Extra Eyes	Empathic Reading		
7	Foot Mutation	Extra Legs	Four Arms	Easily Winded	Forgetful
8		Hardened Skin	Grasping Appendage		
9	Hand Mutation	Improved Hearing	Hypnotizing Eyes	One Hand	Feeble
10		Improved Scent	Mind Crush		
11	Head Mutation	Leaping Legs	Multispectral Vision	One Leg	Frail
12		Lifting Adaptation	Powerful Voice		
13	Leg Mutation	Long Arms	Precognition	Poor Memory	No Hands
14		Mutant Feat	Pressure Tolerance		
15	Neck Mutation	Mutant Weapon	Radiation Expulsion	Psychic Vulnerability	No Legs
16		Radiation Resistance	Regenerative Tissue		
17	Skin Mutation	Rubber Bones	Spider Cling	Small	Rigid
18		Telepathic Speech	Telekinesis		
19	Torso Mutation	Temperature Resistant	Telepathy	Weak	Telepathic Noise
20		Tentacles	Twin Minds		

SIDEBAR: EXISTING MATERIAL AS MUTATIONS

When making your hero, you decide where your talents, proficiencies, feats, and even ability scores come from. They are typically based on special training, knowledge, or inherent capabilities, but it's up to you—and the GM—to decide what these traits mean in your story. You could just as easily play as a Strong Hero with a high Strength score by virtue of cybernetic enhancements, a lifetime of weight training, or immense natural strength. It all works the same, mechanically.

And this can extend to mutations as well, if you have the mutant origin. You could explain your proficiency and expertise in Acrobatics as having mutated, agile limbs, or your Smart Hero's plans as originating in your huge, mutated brain. These are "cosmetic" mutations—they add no new rules to your character, but they allow your hero to feel more like a mutant with special powers, distinct from other characters.

COSMETIC MUTATIONS

Cosmetic mutations come in all shapes and sizes. You can come up with your own, but here are some examples. Most cosmetic mutations are also covered in rough, reddened skin, though this is not a requirement.

ARM MUTATION

One or both of your arms are shaped strangely. They could be extra-long or short, bend backward or in multiple places, be covered in bulges, or even grow from different parts of your body. Your shoulders might also be enlarged or different in shape, and you might have one or more extra vestigial arms.

EAR MUTATION

Your ears are abnormal. You might have especially large or small ears, simple holes where ears would normally be, lopsided or otherwise differently placed ears, or your ears might be a different shape like those of an animal or be covered in lumps.

FACE MUTATION

Your face is mutated. Your features might be asymmetrical, off-center, or upside down. You might have more or fewer eyes, no nose or an extra one, or a mouth that opens differently. Or your face might simply feature reddened bulges.

FOOT MUTATION

One or more of your feet are different from normal. They might be tiny or huge, shaped oddly, be covered in hair, or protrude from your legs at strange angles. You might have more or fewer toes, and your toes could be especially long, short, or asymmetrical.

HAND MUTATION

One or both of your hands are mutated. You might have more or fewer fingers, fingers fused together, fingers that bend in strange ways, or thumbs on the opposite sides of your hands. Or, your hands or fingers might be larger or smaller than normal.

HEAD MUTATION

Your head has a unique shape. You might have individual bulges or recessions, or your skull might be especially large or small in one or more dimensions. Your hair might also be a strange texture, grow in patches, or have an odd color—premature gray or white is most common.

LEG MUTATION

Your legs are odd. They might be shorter or longer than normal, bend backward, feature multiple joints, or be placed strangely on your body. You might even have a third leg or multiple vestigial legs.

NECK MUTATION

Your neck is especially long, short, thick, or thin, or it features one or more benign tumors. It could also be off-center or growing from a different part of your body.

SKIN MUTATION

Your skin is noticeably different from a normal human's, either all over your body, in patches, or only on specific body parts. It could be a different color or texture—red and rough is most common—or be covered in fur, scales, or chitin like an insect.

TORSO MUTATION

Your torso and/or spine are mutated. You might be hunched forward or leaning backward, have a body that twists upward, or have an especially large or small mid-section. Your torso may also be asymmetric or bulge in various places.

MINOR BENEFICIAL MUTATIONS

BURROWING HANDS

Your hands feature wide fingers or blunt claws that allow you to rapidly dig through soft earth. You have a burrowing speed of 10 feet. You can only burrow through soft material such as dirt or sand.

CHAMELEON SKIN

Your skin can change color, allowing you to blend into your environment. So long as most of your skin is not covered, you have advantage on *Dexterity (Stealth)* checks made to avoid being seen.

ENHANCED STOMACH

You can digest just about any food, and you can swallow much more than normal. You are immune to ingested poisons, you can subsist on spoiled or rotten food, and you need to eat only one meal each day. In addition, as an action, you can swallow any object of up to 1 Bulk and carry it in your stomach. You can regurgitate such an object as an object interaction. You can hold only one such object at a time.

ENHANCED VISION

Your eyes are adapted to the dark. You have Nightvision, allowing you to treat poor visibility due to light as normal visibility, and no visibility due to light as poor visibility. In addition, you treat poor visibility due to fog, smoke, rain, or other atmospheric conditions as normal visibility, and you can see normally underwater.

EXTRA ARM

You have a third, functional arm, or perhaps a prehensile tail. You can carry an additional object or weapon in that arm, though carrying an additional weapon does not grant you the ability to make extra attacks.

EXTRA EYES

You have one or more additional eyes, allowing you a greater field of view. You can see in all directions simultaneously, and you have advantage on *Intelligence (Investigation)* and *Wisdom (Perception)* checks based on vision.

EXTRA LEGS

You have three or more functional legs, which allows you to remain especially stable. Your base movement speed is increased by 10 feet, and you have advantage on ability checks and saving throws made to avoid losing your balance or falling Prone.

HARDENED SKIN

Your skin is thick and hardened, which allows you to avoid fatal wounds. You are always treated as wearing armor with an AV of 3. You are proficient with this armor. If this armor becomes damaged, it is repaired when you finish a short or long rest.

IMPROVED HEARING

You have amazing hearing, which allows you to hear sounds normal humans cannot. You can hear subsonic and supersonic frequencies, and you have advantage on *Wisdom (Perception)* checks based on hearing.

IMPROVED SCENT

Your sense of smell is greatly enhanced. You can detect and track living creatures by scent, and you have advantage on *Wisdom (Perception)* and *Wisdom (Survival)* checks based on smell.

LEAPING LEGS

Your mutated legs grant you the leaping power of a frog. Your long jump is up to 30 feet and your high jump is up to 15 feet, with or without a running start.

LIFTING ADAPTATION

Your body is built for lifting, with strong legs and a tough spine. You have advantage on Strength checks made to lift or move objects, and you can add your Strength modifier to your maximum Bulk twice, instead of just once.

LONG ARMS

You have long arms. Your reach with melee weapons held in your hands and with special attacks is increased by 5 feet. Likewise, you can reach objects 5 feet farther away than normal.

MUTANT FEAT

Your mutation grants you an ability a normal human might have, but that would require special training for them. You can take any one minor feat, except for Ability Score Training, that represents a physical mutation you have. You can select this mutation multiple times, choosing a different feat each time.

The GM has discretion on what feats can be taken as part of this mutation, but you can choose one of the following options from the *Everyday Heroes Core Rulebook* or use them as inspiration. They are presented below as a numbered table if you would like to roll randomly, in which case, roll a d12 and compare it to the table.

TABLE: MUTANT FEATS

D12 RESULT	FEAT	MUTATION
1	Advanced Skill Training (Insight)	Minor psychic intuition
2	Advanced Skill Training (Sleight of Hand)	Extra fingers
3	Blind Fighting	Enhanced senses
4	Fast Feet	Extra-long legs
5	Grappler	Long, powerful limbs
6	Hardy	Fast-healing skin
7	Impersonator	Mutant vocal cords
8	Resilient	Super-efficient organs
9	Resistant	Expedited toxin metabolism
10	Seducer	Uncanny attractiveness
11	Sticky Fingers	Literal sticky fingers
12	Tumbling	Exceptional flexibility

MUTANT WEAPON

Your mutation can be a weapon. Choose one of the following options. That weapon is always available to you and you are proficient with it. You can select this mutation multiple times, choosing a different weapon each time. Note that these weapons are separate from unarmed strike, even though they are part of your body.

TABLE: MUTANT WEAPONS

WEAPON	DAMAGE	RANGE	PV	PROPERTIES	BULK
BEASTLY CLAWS	1d8 slashing	Melee	1	Light, Finesse	N/A
BONE SPINES	1d12 piercing	Melee	2		N/A
RAM HORNS	1d12 bludgeoning	Melee	1	Heavy, Special	N/A
RAZOR FANGS	2d6 piercing	Melee	2	Finesse, Special	N/A

Beastly Claws. Your hands feature fingernails that have grown into hardened, sharp points. Each of your hands has this weapon.

Bone Spines. Your body has one or more large, bone-like spikes you can use to strike your enemies.

Ram Horns. You have huge, heavy horns made for bashing. When you hit an enemy with these horns, if you moved at least 10 feet directly toward them immediately before the attack, that enemy must make a Strength saving throw with a DC of 8 + your proficiency bonus + your Strength modifier or be knocked Prone.

Razor Fangs. You have a maw filled with massive, sharp teeth, allowing you to tear into your enemies like a shark, wolf, or other beast. You can make an attack with this weapon only against a target you have Grappled or an Incapacitated target.

RADIATION RESISTANCE

Your body has become resistant to all forms of radiation. Further exposure could cause more mutations, but it is unlikely to kill you. You treat radiation as if it were one step lower (deadly to dangerous, dangerous to weak, and weak to none), and you have advantage on saving throws against radiation of any kind.

RUBBER BONES

Your bones are strangely flexible, allowing you to squeeze into tight spaces and bounce when you hit the ground. You can squeeze into spaces as small as 1 foot in diameter, so long as your equipment can also fit, and you have damage reduction 15 against falling damage.

TELEPATHIC SPEECH

You can communicate telepathically with any person within 30 feet of you. This communication is silent and comes in the form of words; targets understand you only if they speak that language. The recipient knows that the communication is coming from you if they are aware of you. They cannot speak back in this manner. You can communicate with any number of people at a time, choose specific targets you are aware of, or broadcast to everyone within range.

TEMPERATURE RESISTANT

Your body retains and purges heat efficiently. You suffer no ill effects from a hot or cold environment unless the temperature is extreme enough to deal damage to you. You also have damage reduction 5 against cold and fire damage.

TENTACLES

You have one or more grasping tentacles. You have advantage on *Strength (Athletics)* checks made against someone attempting to break your grapple, and you can hold up to two additional objects as if these tentacles were hands, though you cannot use such objects.

MAJOR BENEFICIAL MUTATIONS

ACID SPIT

You have mutated glands that produce a corrosive liquid that you can spit at your enemies. You have the following weapon available to you at all times.

TABLE: ACID SPIT

WEAPON	DAMAGE	RANGE	PV	PROPERTIES	BULK
ACID SPIT	2d6 acid	30/60	3	Special	N/A

Acid Spit. You can use your Constitution modifier instead of your Dexterity modifier when making damage rolls with this weapon.

ADRENALINE BOOST

You have control of your body's production of adrenaline. As a bonus action, you can flood your system with adrenaline to temporarily increase your combat capabilities. For 1 minute, you gain the following benefits:

- ✓ Your base speed increases by 10 feet.
- ✓ You have advantage on Strength and Constitution ability checks and saving throws.
- ✓ You gain a +2 bonus to your Defense.
- ✓ If you drop to 0 hit points, you do not fall Unconscious, though you continue to make death saving throws and you can still die.

Once you use this mutation, you cannot use it again until you finish a short or long rest.

ANIMAL COMMUNION

You are telepathically attuned to animals. You can communicate with animals as if you shared a language; however, the animals are limited to conveying only those concepts with which they are familiar. Animals are generally agreeable to you, answer your questions honestly, and do small favors if asked, so long as you do not pose an immediate threat to them, their friends or family, or their owners if they are trained animals. At the GM's discretion, you can attempt to influence them with an appropriate Charisma check.

ARMORED SHELL

Your skin is covered in a hard, armored shell. You have a +1 bonus to your Defense, and you are always treated as wearing armor with an AV of 4. You are proficient with this armor. If this armor becomes damaged, it becomes undamaged when you finish a short or long rest.

BLINDSENSE

Your incredible senses or psychic ability allow you to "see" without your eyes. You can see everything within 30 feet of you, including around corners, despite darkness, fog, or similar obstructions, and you ignore all penalties from the Blinded condition.

ELASTICITY

Your body is impossibly flexible and rubbery, allowing you to squeeze into spaces as small as 6 inches in diameter, equipment permitting. You also take no damage from falling, and you can stand up from Prone by spending only 5 feet of movement. Additionally, you have damage reduction 5 against bludgeoning damage.

EMPATHIC READING

You can telepathically read another person's mind; however, you can get only a general sense and cannot directly read their thoughts. As an action, you can read one person within 30 feet of you. You learn that person's emotional state: angry, worried, sad, etc. You have advantage on Charisma checks if you play on that emotional state. You can also learn one other fact about them that they know and that they do not consider a secret or privileged information. You can learn only one such fact per individual every 24 hours, but you can read their emotions any number of times.

FOUR ARMS

You have four functional arms or other similar appendages. You can carry two additional objects or weapons, and even wield two two-handed weapons at a time, though this does not grant you the ability to make extra attacks. You also have advantage on ability checks made as part of a grapple, or made to initiate one, as long as all of your hands are free.

GRASPING APPENDAGE

You have a tongue, tail, or tentacle powerful enough to grab and restrain your enemies. You can make disarm, grapple, and trip special attacks with this appendage at a reach of up to 15 feet. You can make one of these special attacks as a bonus action. You can use *Dexterity (Acrobatics)* in place of *Strength (Athletics)* when you make a special attack with your appendage. If you grapple an enemy with your appendage, you can immediately pull that enemy up to 10 feet closer to you as a free action.

You can also pick up objects with the appendage as if it were a hand, but it cannot wield weapons or use tools.

HYPNOTIZING EYES

Your eyes are swirling pools of color, milky white, or deep and hollow pits of darkness. You can put people into a trance by locking eyes with them. As an action, choose one person within 30 feet that can see you. The target must make a Wisdom saving throw, with a DC equal to $8 + \text{your proficiency bonus} + \text{the higher of your Intelligence, Wisdom, or Charisma modifier}$. If the target fails, they are put into a trance, appearing dazed. They are Incapacitated and have a speed of 0 while entranced in this way, and they perceive nothing but your eyes. This effect lasts until the end of your next turn, but you can use your action to extend the effect by another round. The effect ends if you are farther than 30 feet away from the target, if you become Distracted, if you cannot both see each other, or if the target takes any damage.

A target that succeeds on its saving throw against this mutation is immune to further uses for 24 hours.

MIND CRUSH

You can exert a powerful blast of psychic energy harmful to the minds of others. As an action, choose one enemy you are aware of within 30 feet of you. The target must make an Intelligence saving throw with a DC of $8 + \text{your proficiency bonus} + \text{the higher of your Intelligence, Wisdom, or Charisma modifier}$. If the target fails, they take 2d8 psychic damage, ignoring armor.

The damage of this mutation increases as you gain levels—to 3d8 at 5th level and to 4d8 at 9th level.

MULTISPECTRAL VISION

Your eyes can detect light beyond the normal visible spectrum. This has the following benefits:

- ✓ You can perceive infrared light, allowing you to see heat. Anything notably different in temperature than its environment, such as living things in most places, cannot be hidden from you if within your line of sight.
- ✓ You can perceive ultraviolet light. You can see things such as fingerprints and the residue left by blood even after it has been cleaned.
- ✓ You can perceive electromagnetism, allowing you to see where electricity is flowing within any device you can see. This means you can tell if a machine is powered on, what electronics a person is carrying, and where wires are running in a wall or floor.
- ✓ You have Nightvision, allowing you to treat poor visibility due to light as normal visibility, and no visibility due to light as poor visibility.
- ✓ You treat poor visibility due to fog, smoke, rain, or other atmospheric conditions as normal visibility.
- ✓ You can see normally underwater.

POWERFUL VOICE

Your mutated lungs and vocal cords allow you to speak at immense volume. When you speak, you can choose to speak loudly enough for everyone within 500 feet of you to hear clearly.

In addition, you can project your voice as a deafening blast. As a bonus action, you can create a 15-foot cone of sound originating from yourself. Each combatant in the area must make a Constitution saving throw with a DC equal to $8 + \text{your proficiency bonus} + \text{the higher of your Strength, Constitution, or Charisma modifier}$. On a failed save, a target takes 1d6 explosive damage, ignoring armor, and is Deafened until the end of your next turn. A target cannot dive for cover in response to this.

The damage of this mutation increases as you gain levels—to 2d6 at 5th level and to 3d6 at 9th level.

PRECOGNITION

You can sense things a fraction of a second before they happen. You cannot be surprised and have advantage on initiative checks. In addition, when an attack is made against you with advantage, you can spend your reaction to cancel that advantage.

PRESSURE TOLERANCE

Your body can adjust to even the most intense changes in atmospheric pressure. You suffer no harm from depressurization, you treat crushing pressure as intense pressure, and you treat all other pressure levels as normal pressure. This does not protect you from other environmental conditions such as lack of air or extreme temperature.

RADIATION EXPULSION

You store up radiation within your body, which you can release in waves. You are immune to the effects of radiation. In addition, as an action, you can expose every person within 10 feet of you to radiation. If you are below 5th level, this radiation is weak radiation. If you are 5th to 8th level, it is dangerous radiation. If you are 9th or higher level, it is deadly radiation. The save DC to resist this radiation is equal to 8 + your proficiency bonus + your Constitution modifier.

You cannot use this mutation again until you have finished a short or long rest, or until you are exposed to weak radiation for 10 minutes, dangerous radiation for 1 minute, or deadly radiation for 1 round.

See the table below as a reference for the effects of radiation. The *Everyday Heroes Core Rulebook* has full rules for poisons in Chapter 16—Optional Rules.

TABLE: RADIATION DAMAGE

NAME	EFFECT	SAVES
RADIATION, WEAK	1d6 damage, Sickened for 1 hour	Save to Avoid, Save Ends
RADIATION, DANGEROUS	4d6 damage, Sickened for 1 month	Save to Avoid, Save to end daily
RADIATION, DEADLY	6d6 damage, 6d6 damage per day, Sickened for 1 year	Save to Avoid, Save to end weekly

REGENERATIVE TISSUE

Your body heals at an exceptional rate. You have advantage on death saving throws. If you stabilize while at 0 hit points, you can immediately spend a hit die to recover hit points, adding your Constitution modifier to the amount recovered.

In addition, you recover all of your hit dice, instead of only half, when you finish a long rest, and you can regrow lost body parts. It requires a day to regrow something small

like a finger or an eye, a week to regrow something the size of a hand or a foot, and a month to regrow something the size of an arm or a leg.

SPIDER CLING

You can cling to walls like a spider. Climbing is not difficult movement for you, and you can climb difficult surfaces, including upside down on ceilings, with no need to make an ability check.

TELEKINESIS

You can move objects with your mind. This telekinesis has a range of 120 feet, and you must be able to see the target. You can manipulate objects with your telekinesis as if you were holding or interacting with them with one hand. You can telekinetically lift objects if they have a Bulk of 2 or lower. You can move objects held with this telekinesis up to 30 feet as an action or a bonus action. You can manipulate or hold only one such object at a time.

You can also attempt to disarm, grapple, shove, or trip an enemy with your telekinesis, or attempt to pick someone's pocket.

Any time you would make a Strength check with your telekinesis, you use the higher of your Intelligence, Wisdom, or Charisma modifier instead of your Strength modifier. You cannot apply your proficiency bonus to such checks.

TELEPATHY

You can communicate telepathically with anything with a mind within 300 feet of you. This communication is silent and comes in the form of words or images. You can allow anyone you speak to in this way to speak back to you in a similar way. Anyone you telepathically speak with always understands your telepathic words, and you theirs, so long as they can speak a language.

You can communicate with any number of minds at a time, choose specific targets you are aware of, or broadcast to everyone within range. You can also relay messages you receive to any or all targets, allowing you to create group conversations.

TWIN MINDS

You have two separate minds within your body. You might be conjoined twins, have an extra head, or have an additional brain somewhere inside your body. Whatever the case, your dual mind grants you advantage on saving throws against being Distracted, Frightened, Incapacitated, Stunned, or knocked Unconscious, as well as against effects that deal psychic damage or that influence your mind directly. You also have advantage on all Intelligence checks made to recall information.

SIDEBAR: DETRIMENTAL MUTATIONS AND DISABILITY

Detrimental mutations give your hero mechanical penalties based on their physical form. While NPCs in a *Total Recall* game might look down on mutants, the penalties from detrimental mutations are not meant to suggest that a mutant is lesser or that their body is “wrong.” Detrimental mutations exist only to balance the bonuses granted to mutants by their beneficial mutations.

Remember that you can always play characters with similar disabilities at no mechanical penalty—mutation or not. And if detrimental mutations make you or your group uncomfortable, you need not use them. The mutant origin provides several balanced options that do not include detrimental mutations, and you can simply pick from those.

MINOR DETRIMENTAL MUTATIONS

POOR FINESSE

You struggle with fine motor control. Your fingers might be too short or bend strangely, or you might have a tremble or other lack of motor control. You have disadvantage on Dexterity ability checks that use your hands.

DULL HEARING

You might have a missing or blocked ear, or your ears might both be dysfunctional. Mutation in your inner ears also causes you issues with balance. You have disadvantage on Wisdom ability checks based on hearing as well as any check or saving throw made to keep your balance or avoid falling Prone.

DULL VISION

You have trouble with depth perception. You might have a missing or non-functional eye, or poor eyesight that glasses cannot correct. You have disadvantage on Wisdom ability checks based on vision, as well as on attack rolls against targets more than 50 feet away from you.

EASILY WINDED

You tire quickly, perhaps due to weak lungs or an especially large body. You have disadvantage on Constitution ability checks.

ONE HAND

You have only one functional hand. Your other hand—or your entire arm—might be missing, or have grown in a way that makes it functionally unusable. This means you can hold only one object at a time, and you cannot wield

two-handed weapons. You also have disadvantage on tasks requiring two hands.

ONE LEG

You have only one functional leg. You must use a prosthetic or crutch to be fully mobile, in which case your movement speed is reduced by 5 feet. Without a prosthetic or crutch, your movement speed becomes 5 feet.

POOR MEMORY

You have trouble retaining information. Your brain struggles with forming connections. You have disadvantage on Intelligence ability checks made to recall information.

PSYCHIC VULNERABILITY

Your mind is especially open to the psychic abilities of others. You have disadvantage on saving throws against psychic abilities and technologies, effects that deal psychic damage, and anything else that directly influences your mind. The GM has discretion on what counts as psychic.

SMALL

You must be medium size to take this mutation. You are short. Your size is small instead of medium and your movement speed is reduced by 5 feet. You cannot make attacks with weapons that have the heavy property, and you have disadvantage on attack rolls with weapons that have the two-handed property.

WEAK

You have trouble applying physical force. You might have short or strangely bending arms, or a simple lack of muscle. You have disadvantage on Strength ability checks.

MAJOR DETRIMENTAL MUTATIONS

BROADCAST THOUGHTS

Your thoughts are subtly broadcast to those around you. Everyone within 5 feet of you always knows your current intentions and you cannot successfully lie to them. If you are speaking directly to someone—not through a telephone or other device—this range increases to 30 feet for that person.

CONFUSED

Due to alterations to your brain or nervous system, you have difficulty processing your senses, and you are easily startled and surprised. Reduce your Wisdom score by 2. You do not roll initiative, and instead your initiative is always treated as 0.

DISTURBING

You make people uncomfortable, perhaps due to your appearance, the sound of your voice, or the strange psychic aura you produce. Reduce your Charisma score by 2. Allies adjacent to you suffer disadvantage on all ability checks and saving throws.

FORGETFUL

Your mind has trouble forming long-term memories. Reduce your Intelligence score by 2. You can't remember anything that happened to you more than a week prior. You retain new abilities you learn, but can't remember where you learned them.

FEEBLE

You have difficulty building muscle, or your body is not suited to applying force. Reduce your Strength score by 2. Your maximum Bulk is treated as 1 instead of 5 + your Strength modifier.

FRAIL

While your organs work well enough to keep you alive, you are often plagued by illness, and injuries affect you more severely. Reduce your Constitution score by 2. You treat the result of all hit dice you roll as 1.

NO HANDS

You have no functional hands. You might have arms, but your hands do not work. This means you cannot hold anything that requires hands, though you can carry one object that can be held in your arms if you have them, or in your mouth or with your feet.

NO LEGS

You have no functional legs. They might never have grown, or they may not support your body weight. You cannot stand and must crawl without a mobility aid such as a wheelchair. With a wheelchair, your movement speed is reduced by 10 feet and you need a free hand to control your movement. Difficult movement besides crawling has double the normal effect for you in or out of a wheelchair; it costs you four times as much movement instead of double.

RIGID

Your mutation significantly reduces your mobility. Reduce your Dexterity score by 2. Your movement speed is reduced by 10 feet.

TELEPATHIC NOISE

The thoughts of others cause you great discomfort. You have disadvantage on all ability checks and attack rolls while two or more living beings with an Intelligence score of 5 or higher are within 5 feet of you.

NEW EQUIPMENT AND VEHICLES

Most equipment and technology available in the modern day are also available in the world of *Total Recall*, with the exception of smartphones and the Internet. Besides that, the following additional equipment and vehicles are available to heroes in a *Total Recall* adventure.

EQUIPMENT PACKS

MINER'S PACK

(PRICE LEVEL 1)

- ✓ **Clothes.** Overalls, simple shirt, work boots
- ✓ **Gear.** Helmet with headlamp, work gloves
- ✓ **Vehicle.** None, forklift (Price +1), or Mars colony transport (Price +1)
- ✓ **Weapons.** Mining pick (medium hurtful thing) or mining drill (Price +2)
- ✓ **Armor.** None

SPACE MARINE'S PACK

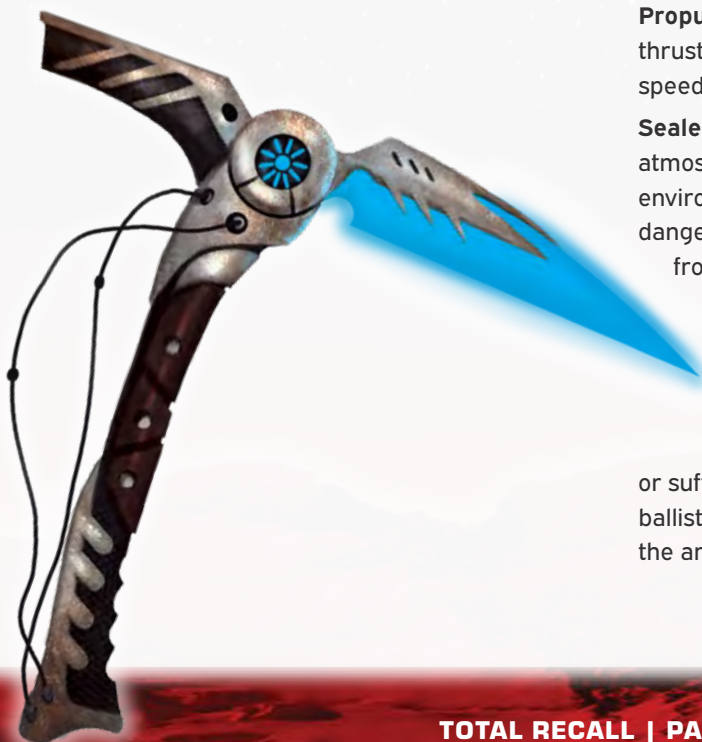
(PRICE LEVEL 4)

- ✓ **Clothes.** Military uniform
- ✓ **Gear.** Soldier's kit
- ✓ **Vehicle.** None
- ✓ **Weapons.** Assault carbine
- ✓ **Armor.** Armored spacesuit

SPACER'S PACK

(PRICE LEVEL 3)

- ✓ **Clothes.** Jumpsuit
- ✓ **Gear.** Electrician's kit or mechanic's kit, dehydrated food packets
- ✓ **Vehicle.** None, landing craft (Price level +1), or space shuttle (Price level +2)
- ✓ **Weapons.** Welding torch
- ✓ **Armor.** Spacesuit



ARMOR

TABLE: ARMOR

ARMOR	PROFICIENCY	AV	PROPERTIES	PRICE	BULK
PRESSURE SUIT	Basic	0	Sealed	5	1
SPACESUIT	Advanced	1	Awkward, Propulsion, Sealed	3	4
ARMORED SPACESUIT	Military	3	Awkward, Propulsion, Restricted, Sealed	4	6

Pressure Suit. This suit provides protection against decompression without all the weight of a full spacesuit. It features form-fitting fabric across most of the body, with a light helmet and visor.

Space Suit. With safe space travel widely available, most people have no need for spacesuits. But suits are important for crew working in space, especially for external repairs. They are also helpful for colonists on planets without atmosphere, allowing them to leave their domed environments.

Armored Space Suit. As the military and police operated increasingly in no-atmosphere locations, they found the need to develop spacesuits that also function as body armor. Such suits are made of resistant fabrics and feature dense armor plating. They offer protection against attack, as well as the rigors of space, but are bulky and expensive.

NEW ARMOR PROPERTIES

Propulsion. The armor is equipped with small air thrusters that allow for movement in zero gravity with a speed of 15 feet.

Sealed. While wearing this armor, you are protected from atmospheric conditions. You can breathe normally in any environment, and you ignore inhaled poisons and other dangerous inhaled substances. You also ignore ill effects from changes in pressure, such as lack of atmosphere or the depths of the ocean. A typical sealed suit has enough air for 8 hours of use without connection to an external supply.

A suit of armor loses its sealed property if the wearer would be dropped to 0 hit points by, or suffers a critical hit from, an attack that deals acid, ballistic, bludgeoning, or slashing damage, whether or not the armor stops the damage.

WEAPONS

IMPROVISED WEAPONS

TABLE: IMPROVISED WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE LEVEL	BULK
MINING DRILL	1d12 piercing	Melee	-	-	4	Heavy, Improvised, Two-Handed	3	4
WELDING LASER	1d6 fire	Melee	-	-	4	Improvised, Finesse	3	1

Mining Drill. Used for heavy duty drilling in the Mars colony mines, this drill bores through hard stone like butter. It makes for a terrifying weapon when safety guidelines are ignored.

Welding Laser. Spacers and terrestrial construction workers alike use this futuristic welding tool. Welding lasers are extremely dangerous and cut through flesh at an alarming rate, which makes them excellent improvised weapons when used up close.

GEAR

TABLE: GEAR

NAME	PRICE LEVEL	BULK
HOLOGRAPHIC COATING	3-4	0
HOLOGRAM PROJECTOR	3	4

Holographic Coating. This material can coat surfaces such as clothing, jewelry, or even acrylic nails. With the use of a small, wirelessly connected device, the color of the coating can be changed to any the user desires. At a Price level of 4, it can create patterns. If this is applied to the majority of a hero's clothing, it grants them advantage on *Dexterity (Stealth)* checks to blend in with any environment while not moving.

Hologram Projector. This bulky but technically portable device can project three-dimensional images in the air above it, up to 2 feet tall and 1 foot wide. These images are a single color, usually blue or green, and transparent, so they don't make for convincing illusions.

SIDEBAR: QUAID'S TECH

In the film, Quaid uses a robotic face mask, and later a hologram projector. You may find it odd to see these items missing from the available equipment, but there is a good reason for this.

With the robotic mask, Quaid pretends to be a middle-aged woman as he arrives on Mars in an attempt to evade the authorities. This is technologically possible, but in this case, it is covered by Quaid's Mastermind plan: I Have The Perfect Disguise. Heroes can't just buy that kind of cool tech. They must be a Smart Hero, or, as Quaid has, take multiclass feats. He has also rigged the mask to explode—possible for any hero with access to explosives.

Using the hologram projector, Quaid makes nearly perfect copies of his image, using it to trick security officers into shooting one another through the false Quaid, among other tricks. He simply finds this amazing technology, and it is not explained where it came from. One could assume that technology like that is commonplace, but no other holograms of that quality appear. As such, this book assumes that it is built from reverse-engineered Martian technology. The Martian Gadgeteer class has access to this kind of equipment, but everyone else must get lucky and find one if they want that kind of power.

VEHICLES

LAND VEHICLES

TABLE: LAND VEHICLES

NAME	PAX	STR	DEX	CON	AV	TOP SPEED	PRICE LEVEL	PROPERTIES
JOHNNY CAB	5	+2	+3	+0	2	150 mph	2	Accident Prone, Huge
MARS COLONY TRANSPORT	4	+1	+5	+1	2	100 mph	2	Extra Wheels, Huge, Special
MINING MOLE	2	-4	-3	+9	4	20 mph	4	Enclosed, Gargantuan, Special

Johnny Cab. These small taxi cars drive much like any standard sedan, though they are controlled via a joystick on the console, and are driven by robotic drivers called Johnnys. While humans can drive them, Johnnys attach directly to their vehicles, so the driver's seat has

no seatbelt. They are quick, maneuverable, and mass produced using the cheapest materials available.

Mars Colony Transport. Driving on six wheels, these highly maneuverable vehicles feature two steering wheels, allowing the driver—who sits between them—to

control both sets of front wheels independently. A driver not proficient in the Vehicles skill has disadvantage on checks made to operate the transport.

Mining Mole. This gigantic piece of mining hardware is used on Mars to break through especially tough Martian

rock. The front of the vehicle is covered in sharp, grinding blades and drills. When the mining mole rams a target directly in front of it, the target takes an additional 6d6 slashing damage (PV 5) from the crash.

SPACECRAFT

TABLE: SPACECRAFT

NAME	PAX	STR	DEX	CON	AV	TOP SPEED	PRICE LEVEL	PROPERTIES
LANDING CRAFT	12	+9	-4	+4	2	400 mph	4	Enclosed, Huge
PERSONAL SPACECRAFT	2-9	+7	-1	+5	3	Mach 1	5	Airspeed, Enclosed, Gargantuan, Space Travel
SPACELINER, SMALL	10-100	+8	-3	+7	3	Mach 1-2	6	Airspeed, Enclosed, Gargantuan, Space Travel
SPACELINER, LARGE	100-850	+8	-5	+11	4	Mach 1-2	6	Airspeed, Enclosed, Gargantuan, Space Travel
SPACE YACHT	12	+2	-6	+7	3	Mach 1	6	Airspeed, Enclosed, Gargantuan, Stable

Landing Craft. This van-sized craft is used to travel between the surface of a planet and orbit. It cannot make the long journey between planets, but it allows larger ships to remain in orbit, and is commonly used by space stations.

Personal Spacecraft. This bus-sized spacecraft carries only a small crew, but is still capable of interplanetary travel. They have mostly fallen out of style in favor of larger vessels, but they remain popular with spacers for delivering goods across the solar system, and for private use by the wealthy.

Spaceliner, Small. This commercial vessel—little larger than a regional aircraft—is used to ferry small numbers of passengers across the vastness of space. Ships like this arrive and depart from Earth constantly, allowing for easy access to other planets.

Spaceliner, Large. This larger vessel—around the size of an airliner—transports large numbers of passengers, usually only to the most popular destinations, like the moons of Neptune.

Space Yacht. This pleasure craft can sail the stars in luxurious style. This stat block represents the smallest space yacht available, but without the limits of gravity, they can become as lavishly huge as money can buy.

NEW VEHICLE PROPERTIES

SIDEBAR: LARGER SHIPS

Larger spaceships such as cruise ships and gigantic yachts exist, but as with other large vehicles—waterborne cruise ships, for example—these craft are locations more so than vehicles, and their price is far beyond what most heroes could ever hope to afford.

Spaceflight. This vehicle can travel between planets unaided. Its top speed represents only its speed during non-space travel.



PART 3: NEW RULES



ATMOSPHERE

On Earth, the air is typically breathable. Outside of smoke or poison, heroes rarely worry about breathing so long as they stay out of the water. But when traveling to other planets like Mars, the atmosphere suddenly becomes a serious concern. Mars may or may not have a breathable atmosphere in your game, but even if it does, the cold void of space certainly doesn't.

Presented here are rules for handling a variety of atmospheres, such as the vacuum of space, extremely hot or cold environments, or the crushing depths of the ocean.

PRESSURE

Decompression is one of the most common hazards when heroes travel in space, a danger shared by deep sea divers even on Earth. The following table describes levels of pressure in steps, which determine the mechanical effects of that pressure level. Following the table is a full description of each pressure level's mechanics.

TABLE: PRESSURE STEPS

PRESSURE STEPS	EXAMPLE	EFFECTS
NO PRESSURE	Space	Must make checks to avoid exhaustion
LOW PRESSURE	Extreme altitude	None
NORMAL PRESSURE	Earth's atmosphere	None
HIGH PRESSURE	50–200 feet underwater	None
INTENSE PRESSURE	Deep water	Disadvantage on <i>Constitution (Endurance)</i> checks
CRUSHING PRESSURE	Ocean Depths	Must make checks to avoid exhaustion

No Pressure. An environment completely—or nearly—without pressure is hazardous to life, even if a hero can enter it gradually. For every round a character spends in a no pressure environment, they must make a DC 15 Constitution saving throw, suffering one level of exhaustion on a failure. The DC of this saving throw increases by 1 for each round beyond the first.

Low Pressure. A low pressure environment is generally safe, so long as it is entered gradually, but see low oxygen later in this section.

Normal Pressure. At normal pressure, everything functions normally.

High Pressure. A high pressure environment, such as a normal safe diving distance, causes no penalties on its own.

Intense Pressure. An intense pressure environment compresses the lungs of humans and mutants. Heroes at this pressure level suffer disadvantage on *Constitution (Endurance)* checks, even if they have air to breathe. A hero who can breathe underwater does not suffer this penalty.

Crushing Pressure. Eventually, pressure becomes so severe that it is directly harmful. In addition to disadvantage on *Constitution (Endurance)* checks, for each minute that a character spends in a crushing pressure environment, they must make a DC 10 Constitution saving throw, suffering one level of exhaustion on a failure. The DC of this saving throw increases by 1 for each minute beyond the first. The GM may call for checks more frequently and/or increase the DC for even more extreme pressure.

DECOMPRESSION

Rapid changes in pressure can result in serious consequences, even beyond what penalties existing in the new environment might entail. When a character moves into a lower pressure level location, or their location loses enough pressure to lower its pressure level, they risk decompression. The severity of this decompression depends on the speed of the pressure change.

Gradual Decompression. A character who spends a minute or more slowly decompressing—rising slowly in the water, using an airlock, etc.—suffers no penalties, so long as they change only one pressure level at a time. Ideally, a hero should spend more time than this, but the long-term health ramifications are generally beyond the scope of an adventure.

Rapid Decompression. A character who changes to a pressure level one step lower over the course of a single round suffers from rapid decompression, as does any character who changes two pressure levels over the course of less than 1 minute. A character must make a DC 20 Constitution saving throw, suffering one level of exhaustion on a failure, or two levels instead if they fail by 10 or more.

Explosive Decompression. A character who changes to a pressure level one step lower nearly instantaneously—such as being sucked out by a hull breach—suffers from explosive decompression, as does a character who changes two pressure levels within a single round, or who changes three or more pressure levels within 1 minute. The character immediately suffers one level of exhaustion, then must make a DC 20 Constitution saving throw, suffering one additional level of exhaustion on a

failure, or two additional levels instead if they fail by 10 or more.

HULL BREACHES

While in a sealed, pressurized environment, such as a spaceship or colony on a planet with no atmosphere, any puncture that exposes the interior to the outside results in a rush of wind as air is pulled out into the lower pressure environment. When much of the barrier between a pressurized location and the vacuum outside is suddenly removed, heroes might find themselves sucked out into a more hazardous environment.

A hole must be substantial—more than 1 foot in diameter—to cause enough suction to move a hero. For small punctures—bullet holes, for example—the rush of wind is slow. It could take hours for enough air to drain from a chamber through a tiny puncture to be a concern, and even a larger hole—up to about 1 foot in diameter—won't cause enough wind to move objects of any significant weight, though air soon depletes.

When there is a sufficiently sized hole, each character with nothing to grab onto is automatically pulled 30 feet toward the hole each round, and is flung any remaining distance beyond the hole once they reach it. A character who can grab onto something affixed to a rigid surface makes a DC 15 Strength saving throw to avoid being pulled immediately. They must repeat this save each round, but the DC becomes 10 while holding onto the same object.

LOW OXYGEN

Some environments have breathable air, but not enough for normal activity. Examples include high in the mountains, a spaceship suffering an air leak, or a Mars colony whose oxygen scrubbers are malfunctioning. In a low oxygen environment, heroes suffer disadvantage on *Constitution (Endurance)* checks.

If lack of oxygen becomes dire, but not enough to cause immediate suffocation, heroes must make a DC 15 Constitution saving throw every 10 minutes, suffering one level of exhaustion on a failure. Heroes performing strenuous activity during that time have disadvantage on this saving throw.

EXTREME COLD

When exposed to an especially cold environment without proper clothing, heroes must make periodic *Constitution (Endurance)* checks. If the check fails, a hero suffers one level of exhaustion. The frequency of the checks and the DC depends on the severity of the cold. Any colder and characters suffer cold damage every round in addition to the effects of deadly cold.

TABLE: EXTREME COLD

SEVERITY	TEMPERATURE	CHECK FREQUENCY	CHECK DC
VERY COLD	40° F (~4.5° C)	Every 1 hour	10
SEVERE COLD	0° F (~-18° C)	Every 10 minutes	15
EXTREME COLD	-20° F (~-29° C)	Every 1 minute	20
DEADLY COLD	-40° F (~-40° C)	Every 1 round	25

SIDEBAR: THE COLD VOID OF SPACE

While most of space is much, much colder than even deadly cold, and a similar temperature in a location with an atmosphere would cause immense cold damage to a hero, heat in space is lost only via radiation, as there is no air—or water, or any other material—to absorb the heat. Space is considered only extreme cold for all mechanical purposes.

EXTREME HEAT

While in an especially hot environment, heroes must make periodic *Constitution (Endurance)* checks. If the check fails, a hero suffers one level of exhaustion. The frequency of the checks and the DC depends on the severity of the heat. Any hotter and characters suffer fire damage each round in addition to the effects of deadly heat.

TABLE: EXTREME HEAT

SEVERITY	TEMPERATURE	CHECK FREQUENCY	CHECK DC
HIGH HEAT	90° F (~32° C)	Every 1 hour	10
SEVERE HEAT	110° F (~43° C)	Every 10 minutes	15
EXTREME HEAT	130° F (~54° C)	Every 1 minute	20
DEADLY HEAT	150° F (~65° C)	Every 1 round	25

SOLAR RADIATION

When exposed to an environment with no atmosphere, typically depressurization, suffocation, or deadly cold kills a hero long before solar radiation becomes an issue. But when a hero is inside the relative safety of a sealed environment with no radiation protection, they are exposed to radiation from the sun. Heroes are exposed to weak radiation every 30 days they spend in such conditions. See Chapter 16—Optional Rules in the *Everyday Heroes Core Rulebook* for more on how poisons such as radiation function.

GRAVITY

On Earth, gravity is generally about the same everywhere a hero goes. The differences by altitude are minor, and have no mechanical effect. But when traveling in space, gravity can vary wildly. Mars, for example, has 38 percent the gravity of Earth.

The following table describes levels of gravity in steps, which determine the mechanical effects of that gravity level. Following the table is a full description of that gravity level's mechanics.

Gs. In the real world, gravity can be measured against Earth, where 1G is Earth's gravity. Mars, with a gravity of 0.38 Gs, is considered mild gravity.

Effect. This column gives you a basic description of a gravity level's effect.

TABLE: GRAVITY STEPS

GRAVITY STEPS	GS	EFFECTS
ZERO GRAVITY	0	Must push off of objects to move. No falling damage. Double normal range of thrown weapons. No maximum range on ranged attacks. No maximum Bulk.
LOW GRAVITY	0.1-0.3	Walking movement is difficult, climbing is not. Jumping multiplied by five. Maximum Bulk and thrown range is doubled. No falling damage.
MILD GRAVITY	0.3-0.7	Jumping multiplied by two. Maximum Bulk +2. Lower falling damage.
NORMAL GRAVITY	0.7-1.3	Normal.
HEAVY GRAVITY	1.3-1.7	Jumping divided by two. Maximum Bulk -2. Higher falling damage.
HIGH GRAVITY	1.7-2	All movement is difficult. Maximum Bulk and thrown range is halved. High falling damage.
INTENSE GRAVITY	2.0-3.0	Movement is difficult. Maximum Bulk and thrown range is divided by five. Attacks are made at disadvantage. Extreme falling damage.
CRUSHING GRAVITY	3.0+	DC 15 Strength checks to move. Maximum Bulk is divided by five. Cannot throw weapons. Attacks are made at disadvantage. Extreme falling damage.

Zero Gravity. In zero gravity, nothing is pulled in any particular direction, and nothing stops moving unless it collides with something else. There is no damage from falling in zero gravity. Thrown weapons have their normal range doubled. Ranged attacks have no maximum range. Maximum Bulk is multiplied by three in zero gravity; heroes can't be weighed down by their equipment, but being covered in gear can still hinder them.

Movement in zero gravity can be achieved in the following ways:

- ✓ A combatant with propulsion designed for zero gravity can move as normally as that propulsion allows.
- ✓ A combatant with a flying speed can move normally. If that movement requires air to function—wings for example—they lose this flying speed in a vacuum.
- ✓ A combatant with magnetic boots or some other way to affix their feet to a surface can move as if walking, but this movement is difficult.
- ✓ A combatant can crawl along a surface with handholds. This counts as climbing movement and is thus difficult movement.
- ✓ A combatant can push off a solid surface affixed object, or combatant at least two size categories larger, propelling themselves in the opposite direction.
- ✓ A combatant can push off of another combatant within one size category of it, or a similar-sized free-floating object, propelling themselves in the opposite direction, and propelling the other combatant or object directly away.

When a combatant or object is propelled, it moves at half the speed of the combatant initiating the push. It moves that distance immediately, and again at the start of each of its turns, or at the end of the round for unattended objects.

While there is no such thing as Prone in zero gravity, combatants can still suffer the Prone condition. In zero gravity, this represents the combatant spinning out of control or otherwise unable to stabilize their movement, but has the same mechanical effects. A character can only “stand up” from this Prone condition if they have a stable object or ally within reach.

Low Gravity. At low gravity, everything is extremely light, making it difficult to move due to a lack of traction. Walking movement is difficult movement, but climbing movement is not. Jumping height and distances are multiplied by five, and falling damage is eliminated. Heroes’ maximum Bulk is doubled at this gravity level, as is the range of thrown weapons.

Mild Gravity. At mild gravity, everything is much lighter. Normal movement is not significantly impacted, but the height and distance of jumping are doubled. Falling damage is reduced to 1d8 for every 20 feet fallen to a maximum of 10d8. Heroes’ maximum Bulk is increased by 2 at this gravity level.

Normal Gravity. At normal gravity, everything functions as usual. This is the baseline, default level of gravity, which can be found on Earth and similar-sized planets.

Heavy Gravity. At heavy gravity, things are rough, but mostly normal. Regular movement is not affected, but jumping height and distance are halved. Falling damage is 1d8 for every 5 feet fallen to a maximum of 30d8. Heroes’ maximum Bulk is reduced by 2, to a minimum of 1, at this gravity level.

High Gravity. At high gravity, movement becomes hard. All movement is difficult movement, and jumping distance and height are divided by five. Climbing is especially difficult, costing four times as much movement instead of double. Falling damage is 1d8 for every 5 feet fallen, to a maximum of 40d8. Heroes’ maximum Bulk is halved at this gravity level, as is the range of thrown weapons, except when thrown directly downward, in which case the attack is made at advantage.

Intense Gravity. At intense gravity, existing is a challenge. All movement is difficult and costs four times as much movement instead of double. Climbing is impossible without passing a DC 15 Strength check in addition to any check made to climb a difficult surface. Falling damage is 1d8 for every 2 feet fallen to a maximum of 60d8. Heroes’ maximum Bulk is divided by five at this gravity level, as is the range of thrown weapons, except for those thrown directly downward. All attacks are made at disadvantage, except when throwing a weapon directly downward, in which case the attack is made at advantage. Even falling Prone is dangerous; a combatant that falls Prone suffers 1d8 falling damage. Standing up from Prone requires a successful DC 10 Strength check.

While at intense gravity, any human or animal from a 1G environment like Earth must make a DC 10 **Constitution (Endurance)** check each hour, suffering one level of exhaustion on a failed check.

Crushing Gravity. At crushing gravity, the gravitational pull is actively deadly. All movement is difficult and costs four times as much movement instead of double, and in order to move at all during a turn, a combatant must pass a DC 15 Strength check. Climbing instead requires a successful DC 25 Strength check. Falling damage is 1d8 for every 1 foot fallen to a maximum of 100d8. Anyone who falls Prone also suffers 2d8 falling damage. Maximum Bulk is divided by ten. Thrown weapon attacks cannot be made except directly downward, and all other attacks are made at disadvantage. Thrown weapon attacks made directly downward are made at advantage and deal an additional die of damage. Standing up from Prone requires a successful DC 15 Strength check.

HUMAN SHIELDS

Using your enemies as shields to absorb enemy fire is a common sight in action films, and *Total Recall* is no exception. As a special attack, a hero—or NPC—can attempt to use a Grappled combatant as a human shield—even if the target isn't a human. The grappler makes an ability contest against the target, using **Strength (Athletics)** against the target's choice of **Strength (Athletics)** or **Dexterity (Acrobatics)**. If they win, the target provides cover for the grappler as if it were a carried shield until the grapple ends or the grappler makes a different special attack against the human shield.

The cover provided by a human shield is three-quarters if the target is the same size or larger than the grappler, or half if it is one size category smaller. A target two or more categories smaller provides no cover.

A human shield has an AV of 2 or the AV of any armor it is wearing would provide, whichever is higher. An attack with a higher PV ignores the cover provided by the human shield as normal, but any such attack that hits the grappler that would have missed if the cover applied also hits the human shield automatically.

While acting as a human shield, a Grappled combatant might be hit by some attacks made against the grappler. First, any critical miss against the grappler automatically hits the human shield. In addition, when any attack misses the grappler, the human shield becomes the new target of that attack, using the same attack roll result and comparing to its Defense as normal.

Example: Quaid grapples a MCSF soldier, then uses a special attack to use the soldier as a human shield. He makes a **Strength (Athletics)** check against the soldier's **Strength (Athletics)**, as it is higher than the soldier's **Dexterity (Acrobatics)**. Quaid gets a result of 17 and the soldier gets a 9. The soldier is now a human shield. Since Quaid and the soldier are both medium, the soldier provides three-quarters cover, giving Quaid a Defense of 20 instead of his normal 17. The soldier is wearing a medium ballistic vest with an AV of 3 and the ballistic property, so this shield has an AV of 3 against ranged attacks, and an AV of 2 against anything else.

Another soldier fires on Quaid with an assault carbine. The weapon has a PV of 3 and is a ranged attack, so the human shield provides cover. The attacker gets a 12 to hit, which is a miss, so they must repeat the attack

against the shield. Luckily for the Grappled soldier, a 12 also misses their Defense of 15, so no one is hit. A third soldier also fires, rolling a natural 1—a critical miss! This attack automatically hits the human shield for its normal damage. Finally, a fourth soldier armed with a PV 4 sniper rifle fires at Quaid. This weapon has a PV higher than the human shield's armor, so Quaid gets no cover. The sniper gets an 18 to hit Quaid, enough to hit him. But since the attack wouldn't have hit had the cover applied, the sniper also hits the human shield—the round went right through him!

MEMORY MODIFICATION

Implanting, removing, and replacing memories is a major part of the storytelling in *Total Recall*. It's never entirely clear what's real and what's a false memory, or even who you really are. Because of this, the GM can decide that anything is possible, or even decide that anything written in this book is false. But under normal circumstances, assuming a baseline reality can be trusted, this section defines rules for how memory can be modified.

THE OFFICIAL STORY

The Rekall Memory Embedding Machine, or RMEM, is an amazing technology patented by the Rekall corporation. With this technology, new memories can be implanted into a subject, giving them a variety of relaxing, exciting, or otherwise entertaining experiences in minutes. These scenarios are carefully crafted by Rekall's crack team of programmers to ensure customer satisfaction.

RMEMs are not portable, and must be installed in an appropriate laboratory. They resemble large, bulky chairs with a specialized headset, and are run by an array of computer equipment. Most Rekall locations have two to four RMEMs that can be used simultaneously.

RMEMs are perfectly safe, but should still be operated only by trained technicians for maximum safety. Only officially approved, well-tested scenarios can be implanted into customers, and no existing memories can be altered. The technicians themselves don't have clearance to approve scenarios, so they can only use those provided by Rekall programmers. It takes about 10 minutes to implant a scenario. Disconnecting the customer during that time may cause dizziness and temporary confusion, but has no lasting effects.

Of course, most of this is a lie.

WHAT'S REALLY POSSIBLE

The Rekall corporation is the only company to bring memory altering technology to market, but others develop similar projects. And while virtual vacations are the public face of Rekall, the real money comes from their military contracts.

It is expensive and difficult to package RMEMs as portable devices, but it is possible. Using such portable RMEMs requires special training, including implanted mental conditioning, allowing the user to perform some of the work typically reserved for a computer. The Mind Doctor class provides a hero with such a portable RMEM. They are otherwise not available to heroes.

Anyone can operate a normal RMEM. It's mostly selecting a pre-programmed option and hitting START. Creating new scenarios requires more effort, but for the trained individual, it involves more imagination and recording their own thoughts than computer programming, and this can even be done real-time, as the memory is being implanted. All trained technicians are capable of creating new scenarios, on the fly or otherwise.

RMEMs are also not as safe as Rekall would like the public to believe. They rarely cause harm to normal customers, but an interruption in the process can be harmful, even fatal.

The following are the actual uses for RMEM technology. Anything besides scenario implantation requires special training and is not normally available to heroes outside of the specific uses defined in the Mind Doctor class.

SCENARIO IMPLANTATION

The standard use for RMEMs adds a new set of memories to the patient. The process takes about 10 minutes and has no mechanical effect on a hero or NPC.

If the process is forcibly interrupted, due to damage to the equipment or removal of the headset, the patient must make a DC 15 Intelligence saving throw or take 2d8 psychic damage, ignoring armor. The patient retains only

fragments of the memory being implanted, like waking from a dream.

TRAINING IMPLANTATION

Normal scenarios can't grant a patient new skills or abilities, but more advanced scenarios can. Such scenarios can be created only by trained technicians, but they can theoretically implant just about anything that can be trained, including muscle memory. Such a scenario could grant the patient proficiency in any skill or equipment, or even provide new feats or talents.

Interruption to this process is the same as with normal scenario implantation, except the DC is 20 and the psychic damage is 4d8.

Training implantation is limited, as the mental strain of this new information can be immense. Most people can endure only one such memory implant at a time, and require existing implanted training to be overwritten to safely acquire another such memory. Skilled technicians might even be able to replace non-implanted memories in this way, when combined with memory alteration.

MEMORY ALTERATION

Memories can also be removed or replaced using an RMEM. Only a skilled operator can do this, as it requires accessing a mind in precise ways. This process generally takes longer than normal implantation; typically, it takes at least an hour, but it could take days to implant an entire new life. This, combined with training implantation, could have just about any effect on a hero or NPC that the GM chooses. Anything from swapping a skill proficiency to recreating an entirely new person is within the realm of possibility.

Interruption of the memory alteration process works the same as normal scenario implantation, or training implantation if new capabilities are included in replaced memories. If memories are only being removed, then bits and pieces remain after interruption.



PART 4:

GAME MASTER ADVICE

When running a game in the *Total Recall* universe, the biggest question is how you handle the concept of false memory. Proper use of this idea can keep things tense until the very end, but if used incorrectly, it can leave players feeling uninvested or cheated. The two major areas where you can use false memories are before the story—memories that make up a hero's backstory—and false events during play.

If you aren't comfortable with changing up any memories, that's fine too. There's plenty to explore in *Total Recall* without diving into mind alteration. But for those who are interested, here's some advice.

EXISTING FALSE MEMORIES

Revealing that a hero knew some critical piece of information all along or that a hero was secretly the villain from the start can be amazing twists. You can use the revelation or regaining of memories as subtly or as bombastically as you like. You might simply use a regained memory to deliver some exposition at the right time. You could reveal that one or more heroes are tied more deeply to the plot than they thought. Or you could suddenly change everything the players thought they knew about what's going on.

But remember that the heroes belong to the players. When a hero might not be that hero at all, it can be easy for a player to feel like they've lost agency over the part of the story they're meant to control. Discuss with your group how much about their heroes they are comfortable with you altering via these revelations. Some players love to have a big twist in which you hand them a whole new character sheet, while others might be uncomfortable with anything about their character or backstory changing at all. And some might be comfortable with you unlocking hidden memories if they don't fundamentally change who their hero is as a character.

You can also always let the players in on the secret without their characters being aware. The *Rekall Adjusted* background is great for this, allowing the player to know ahead of time what's going on while still getting to tell a story about a hero learning who they really are. You and the player might come up with the truth together, or they could let you decide the details, content knowing there is a secret truth to learn.

It's okay if everyone has a different comfort level for their own hero's memories; you can always apply differing amounts for each. Perhaps let the most eager player have the biggest reveal, while those more ambivalent might have few or no false memories. Or keep them

guessing by talking to your group about their comfort levels, but using no false memories at all! The players fully on board are left guessing the whole time, while those who aren't interested can rest assured that their hero remains entirely their own.

Finally, remember that if your big twist pits heroes against one another, you make sure everyone is on board. Not everyone likes it when the team isn't a team anymore. You can still reveal that a hero was a villain before, but you could ask players to have their hero choose their new life over their old, rather than fight against the other heroes.

FALSE EVENTS DURING PLAY

A big reveal where it turns out everything was fake! The players were in RMEMs the entire time! Wow! But wait. Did nothing matter? What was even the point of it all then?

Generally, revealing that the whole story wasn't real is a bad idea. It takes away the dramatic tension you built and renders the game mostly moot. But that doesn't mean that revealing the false nature of *parts* of the story can't work.

The major that way you can use this concept in a game is to mimic the end of the film: leave the question open. Then, it's unclear if it was all real or an elaborate dream gone wrong. This leaves the haunting thought that the heroes are left trapped in a false world, but also allows the story to carry weight. You can be subtle about this, leaving clues that things may not be right, or as overt as the film by having an NPC specifically declare that the heroes are trapped in a false memory and must escape. If the players go for it and try to leave the memory, you could even decide that was the right call and continue the story in what is now the "real world"!

While this type of twist takes less agency away from the players than does changing their backstories, you should still discuss the concept with your players and gauge their interest.

Another way to use false events is to treat them much the same way as false memories implanted before the game began. Play out a scenario and continue on as if it did happen, but later reveal that it was fake, or that it happened a different way! This twist can take agency away from players in the same way as can changing their pre-game memories, so consider your players' comfort with both false realities and existing false memories before using this technique.

Finally, you might use false memories to justify rewinding after a disastrous encounter—perhaps one in which all or most of the heroes have been killed. This can allow you to recover from an otherwise adventure-ending situation, but it should be done only if everyone is completely on board.

INCLUDING MUTANTS

When including mutant characters in an adventure, talk to your players about your expectations during hero creation. How much does mutant discrimination play into the story? If the team isn't all mutants, is there any friction between mutant heroes and heroes who look down on them? Does being a mutant put strain on an infiltration-based game? Is everyone encouraged to make a mutant hero to fit the story, or is this a story that doesn't fit mutant heroes well at all? These questions have no right or wrong answers; it is only your group's preferences and what suits the narrative you construct together that matters.

NEW MUTANTS

If a human hero is exposed to radiation, whether mechanically as poison or only enough for a plot beat, you can allow that hero to become a mutant, granting them the mutant origin. This should be a choice given to the player rather than something forced upon them, unless you have discussed this possibility beforehand and that player has agreed.

When a hero gains the mutant origin, you should generally have the hero's player select one of the Average Mutations options from the mutations table, which allows their hero to remain equal to the other heroes in power.

USING MARTIAN TECH

The Martians whose tech remains buried on Mars may have died out or simply left the planet—or perhaps they are still among us.

Most Martian technology is likely to be primarily a plot element—the object the heroes must find or the machine they must activate. You can come up with any device with high-magical abilities that suit your own story. But you can also use high-tech devices as a special reward for heroes.

If you'd like to reward your players with special Martian gear, grant them the effects of a Martian Gadgeteer plan—or any plan, really! A simple device is usable once every long rest, replicating the effects of a plan with no advancements. But you can grant more powerful objects that can be used more often and/or with higher level advancements—once per short rest, three times per day, ten times total before it breaks, etc.

Rewarding players with these special gadgets makes them a little more powerful, so remember that if they end up with many of them, you can increase the challenge of the adventure as well. There is no definite rule for how much harder it should be—some plans are powerful in combat, some are useful for gathering information, and others let heroes overcome physical obstacles. So just

keep in mind what the gadgets can do when planning your encounters.

SIDEBAR: GADGET PLAN DC

Such a gadget requires a plan DC. You can use any number you like, but here are sample DCs based on the advancement level of the plan. A Martian Gadgeteer can use their own plan DC instead if it is higher.

1st: DC 13	3rd: DC 14	5th: DC 15
7th: DC 16	9th: DC 17	

ADVENTURE IDEAS

INDEPENDENCE

Hook. With breathable air on Mars, colonists are no longer reliant on the government for survival, but resources are still scarce. The first independent community has sprung up not far from the original Martian colony, threatening the total control of Mars by Earth.

Heroes. The players are residents of the new community, or have arrived to protect it. Many members of this community are mutants.

Action. The MCSF jealously guards much-needed supplies, and the heroes must get through them to feed their new community for long enough for crops to grow. Luckily, the MCSF is spread thin, and it moves supplies around the planet on gigantic land rovers that are ripe for the picking.

IT'S SPY TIME

Hook. The memories of a secret agent have been implanted in ordinary citizens, who must then finish the agent's mission for them.

Heroes. The characters are all civilians who have gone to Rekall for memories of a dream vacation. But when they are each given a selection of memories from a master spy instead, they become heroes. The heroes are built normally, and each one represents one component of the spy's ludicrously diverse skillset. So, Scoundrel, Hacker, Mastermind, Manipulator, and Spy are great class choices.

Action. The spy was killed by a double-agent in their organization: a secret government intelligence agency. They had secured evidence of the double-cross, but could not retrieve it themselves. Trusting no one, they left instructions to lock the evidence in a vault, then left behind a copy of their mind, just in case. Now the heroes, each having inherited a portion of the spy's skills, must perform the heist themselves, lest the double-agent spell the doom of the planet.

SERIAL MIND

Hook. Things are looking up in the Mars colony. With suffocation no longer usable as a threat, mutants have won many rights, and an age of equality seems to be on the horizon. But then mutants start to turn up dead, and no one seems to know who's behind it.

Heroes. The heroes consist of anyone interested in stopping these murders. Mutants want to stop being hunted, and the government wants to avoid blame, so agents of either party are appropriate.

Action. The heroes investigate a fresh crime scene and do some snooping to learn about past murders. Laying a trap, or following the clues back to the killer's lair, the players encounter and defeat the villain. But the murders don't stop, and the killer was using RMEM technology to fry the brains of their victims. Could someone be brainwashing citizens into murdering mutants?

THE OASIS

Hook. Before the events of the film, there were rumors of an oasis on Mars; an underground paradise where air is plentiful, and food grows in abundance. If this is true, then the oasis could be a place for mutants to live in peace—or it could be a rich natural resource for Coahaagen to exploit.

Heroes. The heroes are mutants, mutant sympathizers, or other colonists disenfranchised by the way that the Mars Federal Colony is run.

Action. The heroes must first secure transportation and protective gear, so they can leave the colony. From there, they travel across the harsh desert of Mars and encounter hostile machines left behind long ago. Upon locating the rumored paradise, they are accosted by the MCSF who want the oasis for themselves. But is the rumor true? What lies in wait when the heroes enter?

TOTAL AMNESIA

Hook. The heroes awaken in a lab filled with destroyed RMEMs with no memory of who they are.

Heroes. Some heroes are dressed like scientists, others like civilians, and one is decked out in military gear. You could have the players make these heroes, let them pick from provided sheets, or let them discover their talents and proficiencies as they go.

Action. Outside the lab, the building is trashed and littered with bodies. Based on the gravity, they seem to be on Earth, but as they proceed, they find that the heroes are on a space station in orbit around Titan, one of Jupiter's moons. And something is hunting them. Who put them here, and to what end? Is this an elaborate test, or are they here of their own volition for reasons that they just don't recall?

PART 5:

THE ADVENTURE: THE ENEMY IS US

AN ADVENTURE FOR LEVEL 7 CHARACTERS

By Michael Bramnik and Ivis K. Flanagan

"A man is defined by his actions, not his memories."

—KUATO

FOREWORD

From Michael: One of the great things about movies and shows is that they give us means by which we can better share our thoughts and emotions. One of the most poignant lines from *Kong: Skull Island* (another Cinematic Adventure I had the pleasure of writing alongside Ivis) is, *"sometimes an enemy doesn't exist 'til you go looking for one."* That sentiment can also be seen in 1990's *Total Recall*. When we "get away" from our day-to-day lives, how *are* we affecting the world(s) around us?

The first Earth Day, observed in 1970, featured a poster by Walt Kelley. It depicted a natural landscape suffocated by trash, emblazoned with a powerful statement: *"We have met the enemy, and he is us."* Even as you *"Get your ass to Mars"* for our adventure, keep this in the back of your minds. As humanity goes to the stars (be it in real-life or in-fiction), are our enemies the hostile environments we will undoubtedly face there, or do we bring the enemy with us?

To quote my own favorite sci-fi writer, J. Michael Straczynski, *"If with a single wrong word, I can become the enemy, do I any longer really understand who the enemy is?"* Just something to think about.

From Ivis: On the surface, action movies are full of big blasts and high-tension fights, moving from scene to scene in octane-fueled chaos that we know will see the good guys victorious in the end. But the greatest action movies have stories that keep you talking for days afterward—because of the excitement you still bubble with, or the deeper parts that make you really think.

For me, *Total Recall* has become one of the latter. The treatment of the mutants on Mars parallels a lot of mental health experiences on Earth today—we don't know where it comes from or why it affects these specific people, but society still pushes them away rather than trying to be understanding. Martian mutants are pushed aside, leaving some looking for ways to change the status quo, be it for good or ill.

The Enemy is Us touches on these questions. How are those who are different the same, and what is the true cost of finding a balance between us and them? I hope you come away from this adventure talking about this. As in life, sometimes there aren't clear answers between what is enough and what is going too far.

From both of us: A special thanks to Nickolas Brand, who watched the same 5-minute segment of the film over and over for hours with us in order to generate a bird's eye view of Venusville based solely on landmarks and product placements.

MICHAEL BRAMNIK & IVIS K. FLANAGAN
Adventure Writers

MaSyNN

NEWS

LIVE

06:13

Mars Air Quality: Breathable Current Mars Air Quality: Breathable Current Mars Air

INTRODUCTION

This adventure is written for *Everyday Heroes*. The adventure makes references to the *Everyday Heroes Core Rulebook*, as well as to rules found in the pages of *Total Recall Cinematic Adventure*.

We suggest that the Game Master read the entire adventure before running it, giving particular attention to how the heroes' actions might affect the two main factions integral to the fate of Mars' people, and how their feats and abilities might affect certain challenges. In addition to this, *The Enemy is Us* presents several encounters where combat is optional or can otherwise be avoided. As the GM, you know your players better than anyone, and should offer combat as the primary option in these encounters mainly for groups who desire more action in their cinematic adventures. Just be certain to give the heroes time to patch themselves up more often, so that they have the strength to tackle the challenges that come next!

Whenever you come across a blue block of text (including the Adventure Synopsis, below), paraphrase or read it aloud to your players.

The following read-aloud text may be read to the players before they make or select heroes. It gives just enough

background and plot to get everyone in the right mindset for their upcoming adventure.

A nearby vid-screen flickers to life, displaying a disheveled reporter sitting behind a news desk as a deep voice announces, "This is a special bulletin from the Mars Syndicated News Network."

"A blue sky on Mars? Even saying that out loud makes it seem like something out of a dream," she begins. "But unless you've been trapped in one of the deepest turbinium mines, a quick look outside will tell you it's true. Eyewitness accounts from MaSyNN journalists embedded with government troops conducting anti-terror operations report that some kind of explosion took place inside the D&M Pyramid Mine just after 10 a.m. Arabia Terra time yesterday. This apparently triggered the marsquakes that shook the entire planet for several minutes afterward, but somehow resulted in an eruption of breathable air for all of us!

"While there was only light shaking at the Perrotin resort complex, Mars Federal Colony officials have stated that the planet's primary Sklodowska Spaceport suffered significant damage. All orbital flights on- or off-world are currently suspended.

"Worst hit during yesterday's events was Sector G, known to locals as the Venusville neighborhood. Government sources state that the whole sector was cut off from the rest of the colony during the event, and that it is unclear if there were any survivors."

"Mars administrator Vilos Cohagen's office has issued a statement expanding the recent declaration of martial law, asking all people to remain in their current sectors until the current crisis has passed."

"Stay tuned to channel 0 for updates as they unfold. This is Jen Axel for MaSyNN, returning you to your regularly scheduled programming."

SYNOPSIS

This adventure takes place a mere 24 hours after the conclusion of the 1990 film *Total Recall*. Cohagen is dead. Kuato is dead. Douglas Quaid and Melina are missing. The surface of Mars has been rocked by mysterious explosions that began in the Pyramid Mines before spreading to the whole planet. These explosions resulted in a massive and rapid release of nitrogen and oxygen—so much so that the planet's sky has turned blue!

The heroes are experienced mercenaries currently in the employ of the Martian resistance. They are asked to quickly undertake a series of increasingly dangerous missions to save innocent mutant lives and free Mars. But things are not always what they appear...

OUTLINE

Following the events of the film and the end of Vilos Cohagen's rule, Captain Marcus Everett of the Mars Colony Security Force (MCSF) has taken command of government operations on the planet. Under his orders, all travel off-world has been locked down and most forms of communication blocked, as federal scientists try to figure out what the hell just happened. Everett hopes to use the comms blackout as a cover to wipe out whatever remains of the Martian resistance and the mutants that he, like his late employer, despises.

The heroes are summoned to the Last Resort bar in Venusville by a trusted contact. After dealing with an unexpected interruption, they meet Tony, the last surviving resistance leader. He tasks them with pushing back government forces and helping the sector's mutants escape to safer environs. Finally, the team must retrieve an allied spy from a government facility. As they finish these missions, Tony and the heroes learn about a "psychic failsafe" triggered upon Kuato's death—something that could claim the lives of everyone on Mars if left unchecked!

Realizing that they can't work this bigger problem if they're in a shooting war with the provisional government, the heroes must convince the other side to negotiate a temporary truce. Once détente is achieved, it is revealed that Kuato prepared three highly skilled operatives with deep cover identities, each working to enact a part of the plan. Regardless of whether or not they're still working for the resistance or the government at this point, the heroes must go after each one of these agents, ideally taking them alive so that the heroes can learn more information. This culminates in a zero-gravity firefight inside a hidden base on Mars' moon, Phobos.

After returning to Mars, the heroes must decide how to extract the information they need from the captured operatives. Do they ask resistance-affiliated mutant seers to help probe their minds while preserving their lives, seek out government RMEM technology for a more efficient download at the cost of the operatives' minds, or come up with their own plan?

Once accomplished, they pinpoint the location of a second alien technology site. The team must travel overland by-train and on-foot to reach it ahead of both resistance and government personnel, who are at one another's throats once more.

The heroes must secure the facility and activate its power systems before engaging in one final battle against the most militant members of each faction. At last, the heroes take control of the activation chamber, and must decide how to use the alien device. Before they make up their minds, they get a surprise communication that forces them to question everything they've come to know and believe!

SIDEBAR: DRAMATIS PERSONAE

Due to *The Enemy is Us* taking place so soon after the events of 1990's *Total Recall*, some characters appearing in this adventure might be familiar to fans of the film. These characters and their actors are presented, both as a GM resource and to benefit those who haven't watched the movie in some time. In order of appearance:

- ✓ **"Mack"** (Last Resort bartender: Mark Carlton)
- ✓ **Tony** (Mutant resistance member: Dean Norris)
- ✓ **Madame Fatima** (Mutant psychic: Monica Steur)
- ✓ **"Kaye"** (Mutant child: Sasha Rionda)
- ✓ **Thumbelina** (Last Resort "working girl:" Debbie Lee Carrington)
- ✓ **Captain Everett** (MCSF commanding officer: Marc Alaimo)
- ✓ **Ernie** (Rekall technician: David Knell)
- ✓ **Carl Hauser / Douglas Quaid** (Secret agent: Arnold Schwarzenegger)

MARS COLONY

1. PYRAMID MINE

2. ADMIN

5. C. HEIGHTS

3. SECTOR M

6. SECTOR Y

4. VENUSVILLE

7. SECTOR B

8. SKŁODOWSKA SPACEPORT

8.

2.

7.

3.

4.

5.

6.

1.

DOMINO44 MAPS

THE MARS PROVISIONAL GOVERNMENT

With the death of Mars administrator Vilos Cohaaagen and the end of breathable air as its main commodity (and means of control over the population), leadership of the Mars Federal Colony was virtually decapitated when the Pyramid Mine erupted. Cohaaagen was not an egalitarian leader. He had no one beneath him to ensure a smooth transition of power. The man was a control freak of the highest order and didn't spend his life acquiring power just so he could set up a "legacy" for someone else to lean on—letting the strong thrive was his way. It wouldn't bother him one iota if the whole colony blew up because he passed out and drowned in his morning bowl of Corn Flakes.

Because of this sudden power vacuum, none of the myriad bureaucrats running the day-to-day operations

of the colony have a shred of willpower to lead. The only other civilian who might have vied for control, Richter, perished at the hands of Quaid, along with his top lieutenant from Mars' clandestine spy agency. The sole survivor of this decimation is Captain Marcus Everett, a Northern Bloc veteran paratrooper of some renown.

Everett survived Cohaaagen's egotistical rule, survived Kuato's rebellion, and now sees an opportunity to take control of the entire planet for himself. But before he reports to Northern Bloc higher-ups, he wants the colony under control. Achieving this might mean going even further than Cohaaagen did in some respects, possibly even eradicating the entire mutant population. However, if presented with alternatives, Everett might listen.

THE MARTIAN RESISTANCE

When the first generation born on Mars—predominantly the children of turbinium miners—began showing signs of mutation, the government was quick to investigate and provide humanitarian aid.

It was all a sham, of course. They were really interested in figuring out how to protect the white-collar members of society from whatever was affecting the hired help, then exploiting these mutations to their advantage. It didn't take long for resistance to brew.

At first, there were simple protests, work stoppages, and union negotiations that seemed to be going somewhere. But when the Northern Bloc installed Vilos Coahaagen as colony administrator, he cut things to the quick. Coahaagen charged residents for air and rent, and forced the miners and those in the hospitality industry to work tirelessly to afford his rates. Colonial security personnel were also incentivized to shoot first and ask questions later, with cash bonuses for patrols resulting in both zero turbinium disruptions and no arrests to process.

When the super-psychic Kuato first “emerged” onto the scene, he used his abilities to organize the inner circle of a true Martian resistance, weed out spies, and coordinate the group's efforts to stop the abuses wrought by Coahaagen's iron-fisted control.

Before Kuato's death, the resistance took advantage of the oldest, unmapped mining tunnels that crisscrossed the living areas of the Mars Federal Colony, using them as staging areas, training centers, smuggling routes, and arms lockers. Each time MCSF spies drew close, Kuato “felt” it, and the resistance shifted to other sectors in the colony, never letting Coahaagen's forces close in. After bringing in Douglas Quaid, however, Kuato was too distracted to detect the treachery of the mutant cabbie, Benny, whose tracking device led the Martian spy agency right to their doorstep, which resulted in the deaths of Kuato and the resistance's entire leadership.

Despite being an idealist, Kuato was no fool. He knew that Coahaagen's thugs might get to him somehow. That's why he created a secret backup plan in the event of his death, known only to his top aides. Surely the government wouldn't be able to eliminate everyone in the resistance's leadership all at once...would they?

CREATING OR SELECTING HEROES

This adventure is intended for a group of five, 7th-level heroes. Five pre-generated characters are provided

for quick play, but players can create their own heroes for the adventure if they wish. The pre-gens presented here were all created with the point buy option (27 points). Each hero has assets and abilities useful for the challenges ahead.

The pre-generated heroes have been employed by the Martian resistance in the past as their highest-paid mercenaries, sometimes acting as deep-cover agents. Because of this, none were present when the MCSF attacked Sector G and then the central headquarters, where Kuato and most of the resistance leadership were killed. Known primarily to resistance operatives by their code-names, some of the heroes may have worked together in the past, or may be meeting today for the first time.

Each hero, whether player-created or pre-generated, is friendly with resistance recruiter Mack, who owns the Last Resort bar (and always makes sure they get paid on-time). Given his status as a sociable bartender and business owner, this could mean any background connection the players can imagine. Heroes should be allowed to have any equipment with which they are proficient and that they could reasonably hide on their persons while undercover and living on the Mars Federal Colony.

SIDEBAR: IS THIS THE REAL LIFE?

The events of *The Enemy is Us* presume that what occurred during the film *Total Recall* was reality and not just an implanted dream run amok in the mind of Douglas Quaid. However, the film itself does a masterful job of keeping the audience guessing about this right up to the closing credits. As a nod to this, GMs should look for opportunities to make players question whether an in-game occurrence is just a bit too coincidental to be real or not. Certain encounters during this adventure also highlight this aspect of the franchise.

MILESTONES

The full version of this adventure is worth a milestone award. The traditional place to award this is upon completion of the adventure following Encounter 16. If you want to award two milestones during the adventure, award the first is when moving from Act 2 into Act 3. This additional level makes the adventure easier, but it should still provide a challenge.

ACT I: TIP OF THE SPEAR

"Get ready for a surprise!"

—EXPLODING HEAD (*Total Recall*)

ENCOUNTER 1: AN EXPLOSIVE OPENING

SUMMARY

The heroes arrive at the Last Resort bar, where they meet one another and their resistance handler. A sudden attack by government shock troops forces the heroes to fight for their lives. In the aftermath, they meet with the only semblance of leadership remaining within the Mars resistance, then receive a briefing on the current plan of action.

Your mobile phone rings—not the one you use day-to-day, but your "burner" phone. After making sure that you have some privacy, you answer it to the sound of an old friend's voice. It's Mack, bartender and owner of the Last Resort.

"Hey. Did you catch that last quote-un-quote news report just now? That last part was 100 percent bogus. Coahaagen had his troops attack us full-force a few hours before the Pyramid Mine blew up, then they sealed off all of Sector G, trying to suffocate everybody."

If it weren't for the eruption and the sky going blue, we'd all be dead by now!"

"Anyway, I got another job for you—even managed to arrange double your regular pay rate for this one. Half already in your bank account, the other half once the job's done, like usual. This one's really hush-hush, so I'll fill you in on the details once you get here. The tunnels here are still closed, but the western side of the dome broke completely open. We've got some rope ladders rigged up where you can get in. Head to Sector M then go outside where their dome also shattered. Our people set up some scaffolds leading from the yellow safety rails down to Venusville. Grab whatever weapons and gear you can, too...things might get worse here before they get better."

THE LAST RESORT

With all the confusion going on in the colony, the heroes have no problems leaving their homes and day jobs, gathering their gear, and making their way to Sector M. Just as Mack told them, they're able to head outside and follow scaffolding until they're above the dome containing the Venusville neighborhood.

Before they climb down, they can take in the novel sight of the blue sky above them, punctuated by



the five-sided geological structure known as the D&M pyramid, still giving off puffy white smoke that soon dissipates into the air. Before yesterday, the Martian atmosphere would take on a bluish hue in the early dawn and late dusk hours, but would otherwise be a reddish-orange color. To those who have spent significant time on the red planet, this vista doesn't seem possible!

Broken particles crunch beneath your feet as you cross the threshold into Sector G through what used to be thick glass panes. Standing in front of the saloon-style double doors of the Last Resort is Mack, sweeping bits of glass while several of his employees clean up nearby. Seeing you approach, he waves you over, leaning on the broom.

"Glad you got here so fast. Make sure you don't track glass from the dome anyplace you plan to eat. It's lead-infused to keep out solar rays. Now that you're here, we can get started. Things are looking grim for the Resis—"

BANG

The back of Mack's head explodes almost before you hear the report of the sniper rifle. An unmarked Mars colony transport suddenly comes barreling around the corner, screeching to a halt close to where you stand—with MCSF troops jumping out to attack!

STORE-FRONTAL ASSAULT

The heroes are attacked by one **Veteran, Vehicle Specialist variant** (see *Everyday Heroes Core Rulebook*, Chapter 15), who is driving a commandeered Mars taxi. Pouring out to join the attack are five **MCSF Soldiers** (see Supporting Cast in Part 6). In addition, there is one **Sniper** (see *Everyday Heroes Core Rulebook*, Chapter 15) in a stationary perch above the Mars Burger restaurant across from the Last Resort. The sniper opens fire on the heroes. GMs should note that the veteran does not carry grenades, as earlier standard-issue MCSF loadouts prohibited their use to avoid risking damage to the domes.

Any noncombatants flee the area immediately or dive for cover behind the bar. Because the circular tables inside the Last Resort are meant to survive bar brawls, they are made of sturdy materials. Propping up a table as an object interaction action provides half cover across one edge of one square, and being Prone behind a table prepared in this way (including after using the dive for cover reaction) provides three-quarters cover. These tables have an Armor Value of 3.

The MCSF troops were sent in to take out two specific targets identified as resistance leaders: Mack and Tony

(whom the heroes might have met previously). They aren't expecting serious opposition and use brute force tactics at first. Once the heroes shoot back, the MCSF veteran tries to bark orders at their soldiers to keep the battle from devolving into chaos.

If three or more soldiers fall, the veteran commander hops back in the vehicle and orders the others to do the same, attempting a fighting retreat out of the sector. If the veteran drops, the remaining soldiers rout, fleeing in a much more disorganized fashion. The sniper ceases firing and withdraws one round after the MCSF ground forces begin to exfiltrate from the area, running at top speed on the second floor above the businesses below.

LAST CALL

After defeating or driving off the attacking MCSF troops, the heroes have a moment to secure the area. The soldiers' indiscriminate weapons-fire injured several bystanders, to whom the team can try to attend. Each hero who succeeds at a **DC 19 Intelligence (Medicine) check** helps stave off serious harm, and earns a serious amount of goodwill with the people of Venusville later on. During Encounter 3, those heroes can gain advantage on a single check of their choice while helping the citizens of Venusville relocate.

The heroes themselves are tended to by self-taught medics with lots of practical experience, and are restored to full health just as mutant leader Tony emerges from a hidden passage beneath the stairs leading to the bar's "private" entertainment rooms.

BACKUP PLAN

Tony's left shoulder is still bloody from where he was shot less than a day ago by MCSF head honcho Richter. With no true medical facilities to be had, his arm is wrapped up and his hand lodged in a pants pocket in lieu of a sling. Once things have quieted down, he briefs the heroes on what the resistance needs.

"I'm going to give it to you straight. Our plans are already shot to hell. Originally, we wanted you here to smuggle the people from Venusville to Caloris Heights while the government wasn't paying attention to us, then slip into the colony's science facility and talk to one of our most important informants to figure out just what's been going on out there."

Tony winces as he sits down, clearly still in pain, nodding his head toward the recent firefight. "I'm no psychic like Kuato or superspy like Quaid, but it looks like security opened up the sector again, so we can't just slip away unnoticed. And because this day couldn't get any worse, apparently the science center is on some kind of lockdown now—I can't even make any calls there."

"So, the stuff we need from you is the same, but it's going to be a lot harder than we thought. You're the only ones left who can save us now. Can you help?"

QUESTIONS & ANSWERS

Q: What happened to Kuato? Who else is left?

A: *"Kuato is dead. That bastard Richter shot him when the traitor Benny led Cohagen's troops right to resistance HQ. When they captured Quaid and Melina, they killed all the senior resistance leadership. Hell, Mack and I were just running recruiting and diversions...now I'm the only one left in charge. Thumbelina over there has really stepped up to help keep people organized, and so has Madame Fatima, the seer. Her daughter, Kaye, has been a big help too. Her powers got a lot stronger when the domes cracked, so the two of them have been helping people deal with the mental strain of it all."*

Q: What happened to Quaid and Melina?

A: *"Your guess is as good as mine. Someone said they saw the two of them and Cohagen tossed down the side of the Pyramid Mine during the air-explosion thing. The two of them walked away from it, but Cohagen didn't. Other than that, we have no idea. I don't get it, though. Why hasn't Melina come back to help us out? It's not like her!"*

Q: What are we up against?

A: *"With the war on Earth going on, the Northern Bloc basically kept a full army's worth of troops here to make sure they got their damned turbinium. It's the key to making space weapons and ships that can handle high-speed interplanetary travel. If Cohagen is really dead, his pet viper Richter would be next in line, head of the spy agency. After that it's Captain Everett, some sort of special forces hotshot and mutant-hater extreme. No one really knows how many troops or spies they have working for them, so I guess be ready for anything."*

Q: Okay. What's next?

A: *"Head outside and talk to Thumbelina. Maybe she's figured out what to do about those troops watching our every move. After that, we still need to get out of here or else they'll run us out of*

ammo and pick us off one by one like how they got Mack. Here, take this satellite phone. If you have to branch off from the rest of us, I'll call you once I figure out what's going on with the science center."

Q: We're still getting paid, right?

A: *"Mack already deposited half into your PlanetOne bank routing numbers, but then the government froze all of his accounts. We've always paid you before, so I promise we'll get you everything we owe when the job's done."*

Other than a fully charged satellite phone, Tony has nothing to give the heroes, besides letting them help themselves to whatever remains of the Last Resort's top shelf liquor. Innovative heroes who succeed at a **DC 15 Wisdom (Arts & Crafts) check** can turn one bottle into a Molotov cocktail (see *Everyday Heroes Core Rulebook™*, Chapter 8) at a rate of one explosive per successful check.

SIDEBAR: PHONE HOME

Even though the team is being given a satellite phone (not a common item in the world of *Total Recall*), this doesn't mean that they'll simply be able to "reach out and touch someone" on a whim. Due to government pressure, Tony and the resistance are only reachable at certain times during the adventure, which means that the heroes won't always be able to seek guidance from their employer.

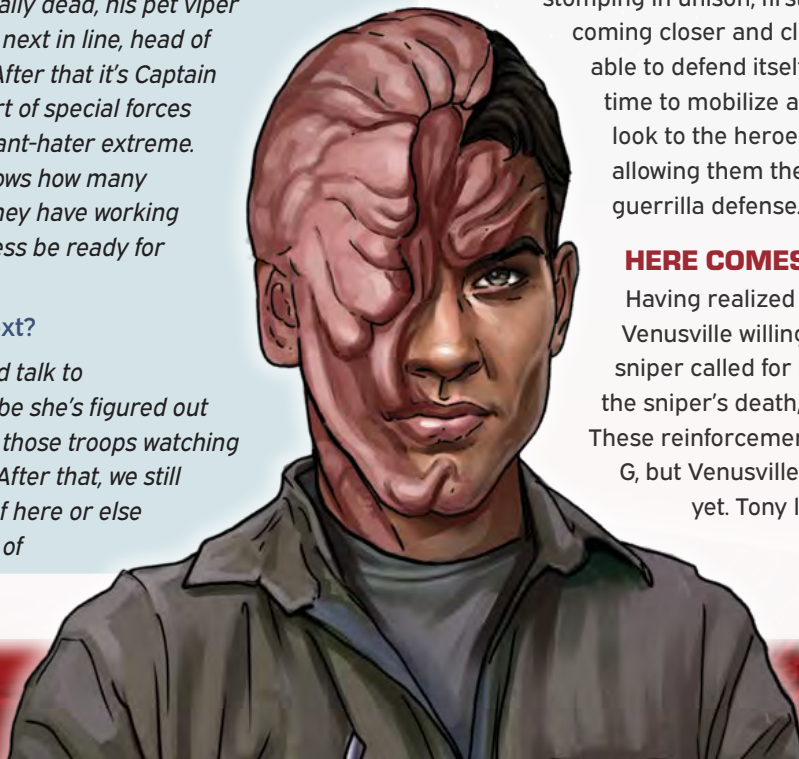
ENCOUNTER 2: GUNS BLAZING

SUMMARY

The attack on the Last Resort was just the beginning. Outside, the heroes hear the static patter of boots stomping in unison, first at a distance, and then coming closer and closer. Venusville may be able to defend itself, but the people need time to mobilize against the soldiers. They look to the heroes to lead the defensive, allowing them the time to mobilize their own guerrilla defense.

HERE COMES MORE "GOOD" NEWS

Having realized that there are people in Venusville willing to fight back, the retreating sniper called for backup (or, in the case of the sniper's death, the last soldier standing). These reinforcements now approach Sector G, but Venusville isn't ready to defend itself yet. Tony looks to our heroes to stand



their ground for the town while he rallies their small defense force.

As you talk over next steps with Tony, a little girl with three eyes runs in, interrupting the conversation. *"Tony, help. They're coming back, this time with more force. I think—"* She pauses, closing all three eyes and holding her head. After a moment, she once again opens them, her face clearly troubled. *"I think that they are planning to block us in by coming through both open tunnels at once. They...they want to overpower us and don't care what that takes."*

Tony looks down at her, *"It'll be alright, Kaye. I've got a plan, and these folks right here are the start of it."* He gives her a supportive hug, and looks at each of you in turn. *"Well, it seems like we've got another hiccup coming. We've got a small group of ex-military trained resistance fighters here, but it's gonna take me a few to get them all assembled. In the meantime, I need you to push back against this wave of troops, and then seal off Sector G again by lowering the breach doors back into place. Think you can handle it?"*

STAND YOUR GROUND

Heading out of the bar back into the street, it is clear where the soldiers are coming in. One of the sector entrances to the south has been blocked by rubble, a combination of glass from the broken dome and other falling rock debris, courtesy of the recent marsquakes. However, the entrance here, which the soldiers used for their first attack, as well as another at the southern intersection stand wide open, clearly what the troops plan to use to pin down the resistance.

The heroes have just long enough to get themselves into position before the soldiers arrive at the entrances to the district. If the sniper survived the first assault, combat begins with a surprise shot at the hero who posed the biggest threat during the earlier battle. After this (or in place of it if the sniper did not survive), the heroes roll initiative with advantage, due to their being on alert because of Kaye's warning.

For this combat, if they survived, the **Sniper** (see *Everyday Heroes Core Rulebook*, Chapter 15) is positioned atop the building closest to the northern tunnel entrance. The two sets of ground troops assaulting each sector entrance include one **MCSF Lieutenant** and five **MCSF Soldiers** (see Supporting Cast in Part 6). This combat is designed to be overwhelming but winnable. As a free

action on their turn, each lieutenant calls out orders to their group of soldiers, which obeys the command during the next round. This can be beneficial for coordinating the assault, but at the cost of the heroes knowing what's coming. All soldiers fight to their death. The sniper retreats once reduced to half their maximum hit points, or if they are the last soldier standing.

For this encounter, the streets are clear of noncombatants, as all civilians took cover when they heard the shots of the earlier fight.

CLOSE THE BLAST DOORS

Once the fight is over, the heroes must deal with the second part of Tony's directive—sealing the blast doors. The door to the north is intact, including its gears and computer key pad. To shut and lock this door, the heroes must succeed on a secret **DC 19 Intelligence (Computers, Mechanics, or Security)** check rolled by the GM. The door still closes on a failure, but it does so slowly enough to cause complications.

The door to the south requires a more manual process, as the computer components broke during the last marsquake. To get the door down and sealed, the heroes must succeed on a secret **DC 18 Dexterity (Sleight of Hand) or Strength (Athletics)** check rolled by the GM. If their check on the first blast door was a failure, MCSF troops with a view of the northern door saw it closing with enough time to call their southern compatriots on the radio—these southern troops open fire at long range while the heroes try to close this door. This causes no injuries, but the sounds of bullets whizzing by means that they roll for this door with disadvantage. As before, the door still closes on a failure, but has deadly consequences for some members of the resistance (see Encounter 3).

As you finish sealing the doors, Tony and Thumbelina emerge from the Last Resort, leading a group of about 15 muscular-looking fighters. Looking at you, Thumbelina smirks and nods her head. "Well Tony, I think you've hired a good crew here. They'll get you from here to Caloris Heights just fine. As for us," she turns to look at the group behind her, then looks softly back at Tony. "We'll be fine. Don't you worry. First things first, though; we need to pick up the trash." Looking at the group, Thumbelina waves her arm, gesturing toward the remains of the fight you just won and, without a word, the resistance fighters set to work looting and clearing the bodies of the dead soldiers in the street.

VENUSVILLE



ENCOUNTER 3: ESCAPE ROOM

SUMMARY

The heroes have secured Venusville, sealing off the area by securing the breach doors, using the military's own designs against them. With the area now fortified, Tony tasks the heroes with their original mission—leading the majority of residents in an evacuation to Caloris Heights. Getting there won't be easy, as they'll be navigating air ducts and mining tunnels that crisscross between the two locations, with only a rough map to guide them.

FALL BACK!

Looking around as the members of the Venusville defense clean up and stack the bodies of those lost in the firefight, Tony looks to you, delivering the orders for your next steps without missing a beat. *"That went better than expected—you're definitely worth the price Mack promised. Not sure how long those doors will hold, but with this leading force down and out, we should have a solid head start on getting everyone out. Now I know Thumbelina here can lead our small but mighty defense force, so I need you to lead us through to Caloris Heights. The way there is a bit messy, first going through air shafts and then the mining tunnels. We have this map, completed by our scouts a few months ago, obviously before the mines were shut down. The map also doesn't account for the government patrolling them as heavily as it is. It should give you a good estimation to lead us there, though. The starting point for the map is on the other side of the big fan, leading you through the ventilation shafts and into the mines themselves. There's only a few hundred people left here, so I trust that you'll get them to the other side safely. I'll be following y'all, but I can't help much with the directions, as I'll be busy trying to coordinate our next steps."*

As he finishes, Tony quickly points out the fan he's talking about, and pushes the map toward you as his satellite phone rings. Soon afterward, the psychic Kaye and her mother, Madame Fatima, lead the raggedy citizens of Venusville toward the vent, awaiting your directions to leave.

If the heroes failed their checks to seal the southern blast doors in the previous encounter, everyone hears a forklift wrenching them open as the last refugees make it into the ventilation ducts. The heroes hear Thumbelina give a defiant yell as her team engages the MCSF troops. Vastly outnumbered, the battle ends quickly, with Thumbelina and her whole team killed. Heroes wanting to rush back to help are grabbed by Kaye or other refugee children

scared for their lives. The slaughter in Venusville is over by the time the heroes can extract themselves from their clingy charges, so going back now would only tip the government off as to where everyone else went.

As the heroes guide the refugees from Venusville to Caloris Heights, they encounter more than a few issues. They must work together as a team to deal with these **DC 15 group challenges**. Every hero must roll to deal with each complication. Two skill suggestions are presented for each, but GMs may allow players to use others at their own discretion.

Standing at the entrance into the tunnels is a 10-foot-tall fan. Its razor-sharp blades spin, powered up by the military to cut off the route. You can't take the refugees through while it spins, so you must find a way to stop it.

- ✔ Disrupt the electricity flow to the motor, forcing the fan to power down with **Intelligence (Mechanics)**; or disable it the same way that you would jam the propeller on a plane with **Dexterity (Vehicles)**.

Moving the group forward, you come to a four-way intersection in the ventilation shaft. Upon reaching it, you look at your map and realize it isn't clearly marked as to which way is which. If you're going to move forward without losing hours wandering the tunnels, you must decipher what the amateur cartographer was thinking.

- ✔ Triangulate the three tunnels you haven't explored to determine the correct direction with **Intelligence (Investigation)**; or approximate your location above and reorient the map to figure out which direction to head next with **Wisdom (Streetwise)**.

Turning the corner of the ventilation shaft, you walk straight into a fog-like cloud that assaults your nose with the odor of rotten eggs. It's probably best not to breathe as you pass quickly through the cloud; but how do you ensure that the people following you will do the same?

- ✔ Convince the refugees that this route is safe, but that they must take the precaution of holding their breath while walking through with **Charisma (Persuasion)**; or show the refugees by holding your own breath and walking through the fog with **Constitution (Endurance)**.

Leaving the fog, you lead the group into the mining tunnels. The path leads to a bridge left wobbly and precarious by the rocking marsquakes. To

keep moving forward, you must get the group safely across.

- ✓ Retie the knots holding the ropes of the bridge by navigating your fingers in and around tight areas, forming intricate knots with **Dexterity (Sleight of Hand)**; or use your creativity to repair the bridge with **Wisdom (Arts & Crafts)**.

Moving on, you see flashing lights ahead—the tell-tale sign of a government patrol. If they spot you, it's over. How can you keep everyone out of sight?

- ✓ Convince the group of the urgency of the situation with **Charisma (Intimidation)**; or lead by example with **Dexterity (Stealth)**. Alternatively, the heroes might attack the patrol. If they choose violence, they engage two MCSF Lieutenants and four MCSF Troops (see Supporting Cast in Part 6) in a long mining corridor. Unlike earlier battles, however, this time the heroes have a powerful ally—Tony joins the fight at the start of the second round. In the event of a combat, GMs should only mark this obstacle a failure if the heroes are forced to retreat.

As you approach Caloris Heights, the map details what seems to be a sheer cliff face. The refugees are far from experienced climbers, so you must figure out a way to help them ascend the cliff.

- ✓ Show the refugees the best path up the wall with a **Strength (Athletics)** check (heroes can roll this check with advantage if they can anchor a rope and use it to assist); or search for alternative routes with **Wisdom (Survival)**.

END OF THE ROAD

The total number of challenges the heroes succeeded at during this encounter determines how the heroes and refugees arrive in Caloris Heights:

- ✓ **0 Obstacles Navigated Successfully:** Everyone made it to Caloris Heights, but the journey was daunting. Between feeling sick from noxious fog, run-ins with military patrols, and doubling back on routes multiple times, everyone is tired, frustrated, and hungry. All heroes gain one level of exhaustion.
- ✓ **1 to 2 Obstacles Navigated Successfully:** The trip to Caloris Heights, while successful, was stressful for all involved. The heroes doubled back more than once to ensure everyone's survival, almost doubling the distance they traveled. All heroes must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion.

- ✓ **3 to 4 Obstacles Navigated Successfully:** While it was an eventful journey, the refugees made it to Caloris Heights with little trouble. On the way, children in the group found a mining drill (see the Equipment and Vehicles section in Part 2) in the tunnels, gifting it to the heroes as a thank you.

- ✓ **5 to 6 Obstacles Navigated Successfully:** The refugees made the trip easily, and celebrate upon their arrival. One of the refugees, a man with six fingers on each hand, approaches the heroes as they reach Caloris Heights and gives them an armored spacesuit (see the Equipment and Vehicles section in Part 2) from his days as a Space Force recruit orbiting above Mars. Also, children in the group found a mining drill in the tunnels, gifting it to the heroes as a thank you.

ARRIVAL IN CALORIS HEIGHTS

Caloris Heights is as different from Venusville as two places can be. While Venusville brimmed with grungy streets lit by neon lights, Caloris Heights exudes natural beauty. The homes and businesses here are carved into the rocks, and the sound of running water echoes through the sector. While the town is safely below ground, the soft glow of streetlamps keeps the time in the absence of the sun. Here, in this sanctuary for mutants, the citizens of Venusville can find peace, and the resistance can plan their next move without fear of interference.

ENCOUNTER 4: SEARCH AND RESCUE

SUMMARY

With the bulk of the mutant community in their charge now safe, the heroes can turn their attention toward one of the original goals that Tony had in mind for them at the start of the day—getting to the science facility at the heart of the colony and making contact with the resistance's informant there.

A GIFT HORSE

During the trek from Venusville to Caloris Heights, Tony has been making some calls, and finally has information to share with the team.

"Okay. I've got good news and bad news. The bad news is that the whole research facility is locked down tight. No visitors, no phone calls, nothing. They've got guards outside, too. The good news is that this doesn't seem related to the resistance or our person on the inside, Dr. Josephine Mondenian. Security's been so concerned with us lately that most of the guards in Sector A are just plain-clothed and not heavily armed, so you won't have to deal with a warzone for a change. Plus, my contact at the newspaper says some people

are getting inside: new guards for their shift changes, pizza delivery, that sort of thing."

"It's your call on how you want to tackle things, but you've got to get in there and meet up with Josephine. She's a scientist from MIT. If anybody knows what the hell has been going on with this planet and the government, it's her. Good luck!"

It might occur to the heroes that a group carrying assault rifles or wearing heavy body armor into the heart of the colony might seem highly suspicious. Fortunately, the heroes have an unexpected benefactor waiting in the proverbial wings, ready to provide help.

The heroes can then depart Caloris Heights, heading through the tunnels until they reach an exit point near Sector Y. As they emerge, the satellite phone Tony gave them suddenly rings. When they answer it (the caller continues to try them until they pick up, but leaves no messages), the screen shows a dark-skinned man with a military-style buzz cut holding the receiver of a video pay phone. He speaks quickly:

"This is Control. Our mutual friend has a package for you." The man lifts a hand into view to show he's holding a large duffel bag. "It'll be waiting under the pay phone next to the Mars Burger joint two blocks east of you. You'd better hurry."

If the heroes try to question the man, he simply replies, *"I need to get back before I'm missed; better get this soon,"* then hangs up.

To quickly run to the appointed location before anyone else tries to claim the bag, at least one hero must make a **DC 18 Constitution (Endurance)** or **Strength (Athletics)** check. Success means they arrive at the Mars Burger location and claim an unattended, oversized olive-drab duffel bag before anyone else nearby notices it. Failure results in the heroes arriving to find that somebody else has already discovered the bag and is leaving the area with it in hand. Regardless of who gets there first, the heroes see white letters and numbers painted on the side of the bag: *"RK A 17."*

The identity of the person claiming the bag is at GM discretion, so long as they are physically weaker than the heroes. It could be a couple of kids, a taxi driver, a kind (or mean) old lady—anyone is fair game. Because finding free stuff on Mars is rare, convincing them to simply give up the bag requires a **DC 20 Charisma (Deception, Intimidation, or Persuasion)** check. Brandishing a weapon gains advantage on this roll, but definitely draws attention. No check is required to see a couple of concerned citizens leaving the area, looking for security guards. This should make overly aggressive heroes think twice about these kinds of tactics while in public—an apt reminder given their upcoming task. On a failure, the



team can get the bag away from this person with a **DC 15 Strength (Athletics)** check instead.

Once acquired, the heroes discover that the duffel bag is a prize in and of itself. The outer shell seems composed of heavy synthetic weave, but success on a **DC 16 Intelligence (Natural Sciences or Security)** check reveals that the strands are lead-lined, which means that the contents of the bag would not be revealed by a standard-grade x-ray scanner (like those found in government buildings and train stations). The bag is long enough to carry weapons (nothing longer than a sniper rifle), and can hold up to 10 Bulk worth of items. Individual sections are divided by purposefully designed zippers, allowing anyone adjacent to the person carrying the duffel bag to pull items from it as an action, while a person wearing the bag over a shoulder can pull an item as a bonus action.

Inside the bag is an external battery charger with enough juice to keep the heroes' phones charged for a week, and an experimental single-use *image emitter* device. An untrained hero using this device can use the Martian Gadgeteer Hologram Projector plan with 5th level enhancements (see Hero Options in Part 2) for 5 minutes before it burns out. The projector can be set to overlay itself on top of real existing objects or people. For now, the portable charger, a tiny briefcase-shaped brick with a handle, simply provides power to the heroes' phones, but plays a special role during Encounter 15.

FLY CASUAL

Equipped with the means to tote their weaponry clandestinely, the heroes can catch a train or taxi back toward Sector A in the heart of the main colony. In stark contrast to the seedier decor of Venusville or the natural refuge of Sector Z, the federal colony's administrative sector features an open layout with miniature hydroponic garden plots to give the area some color. Unlike Venusville, the dome here survived the recent atmospheric events, and what few people wander the sector seem to be stranded tourists or government workers attempting to enjoy a rare day off.

The colony's science facility stands at the heart of the sector. An imposing tower with few windows and fewer doors, it has numerous chimneys branching out from numerous labs on all sides. Chiefly analyzing geological surveys to look for more turbinium, and secondarily focusing on the colony's air processing and recycling, the scientists here now work at the behest of Captain Everett to unravel the mystery of Mars' new atmosphere.

Getting into the science center, finding Dr. Mondenian, and getting out again requires the team to move quickly; otherwise, they will risk the detection of the military-trained security guards.

The heroes will need to make a series of three ability checks to accomplish their mission. Each check is rolled as a group challenge, and the GM should allow heroes to roll with advantage as a reward for good roleplay or fun ideas. Using the *image emitter* counts as an automatic success on a single group check.

This encounter is player-driven, encouraging them to leverage the abilities of their characters as well as their own creativity. Each challenge provides two examples for the GM to suggest if their players struggle to produce their own solutions.

GETTING IN THE FRONT DOOR

If you're going to get into the building, the first thing you must do is to get past the security teams patrolling the perimeter of the concrete tower.

- Pretend to be a food delivery service for the cooped-up scientists. **Charisma (Deception)**
- Figure out when you can slip in unseen by identifying the guard patrol patterns. **Wisdom (Perception)**

GETTING TO DR. MONDENIAN

Inside this concrete prison, the doors and hallways seem to just go on forever, due to their uncanny uniformity. For an outsider, finding your way around is nigh-impossible. But, in order to get to the good doctor, you must find a way.

- Ask an unwitting janitor if they've seen her. **Charisma (Persuasion)**
- Access a building directory and query for exactly where her lab is located. **Intelligence (Computers)**

GETTING OUT QUICKLY

Now that you have your prize in tow, you have to get back outside again without getting caught.

- Sneak past the guards who know that none of the scientists are allowed out of the building. **Dexterity (Stealth)**
- Access the building's power grid and shut off all the lights so that you can slip out unnoticed. **Intelligence (Security)**

If the group fails at one or more of the group checks, one **MCSF Lieutenant**, and one **MCSF Soldier** per hero (see: Supporting Cast in Part 6) will catch up with it, triggering the chase below. This uses the chase mechanics found in the *Everyday Heroes Core Rulebook* (Chapter 11—Chases and Vehicles). The chase DC is 19, and the security team

members have advantage on all ability checks and saving throws made during this chase.

The din of scientific laboratory noise fades as you hear synchronized sets of pounding boots close in behind you. An authoritative voice shouts, “Stop in the name of the Mars Provisional Government! Drop what you’re holding and put up your hands!”

ROUND 1. CAN'T GET THROUGH

The door ahead of you is stuck, blocking your escape into the next hallway as the guards close in. Busy scientists and interns stop and gawk at the scene.

Challenge. **Strength (Athletics)** or **Intelligence (Security)**

SUGGESTED GAIN GROUND ACTIONS:

- Scare some interns into getting in their way.
Charisma (Intimidation) vs. **Strength (Athletics)** or **Charisma (Persuasion)**
- Tip over a water cooler or file cabinet (prey only).
Strength (Athletics) vs. **Dexterity (Acrobatics)**
- Blend in with some employees (prey only).
Charisma (Stealth) vs. **Wisdom (Insight)**

ROUND 2. YOU CAN'T RUN, BUT YOU CAN HIDE

You’ve turned a corner into an empty hallway and the guards are out of sight for the moment. Now is your opportunity to shake them off your trail.

Challenge. **Dexterity (Stealth)** or **Wisdom (Streetwise)**

SUGGESTED GAIN GROUND ACTIONS:

- Find a shortcut. **Intelligence (Investigation)** or **Wisdom (Arts and Crafts)** vs. **Wisdom (Perception)**
- Pretend you are going a different way (prey only).
Charisma (Deception) vs. **Wisdom (Insight)**
- Carefully listen to keep track of them (predator only). **Wisdom (Perception)** vs. **Dexterity (Stealth)**

ROUND 3. CHEESE IT!

The entrance to the tower is just down these stairs. You’ve almost made your escape—just a little bit further.

Challenge. **Constitution (Endurance)**

SUGGESTED GAIN GROUND ACTIONS:

- Go go go. **Constitution (Endurance)** vs. **Constitution (Endurance)**

b. Jump it. **Strength (Athletics)** vs. **Strength (Athletics)** or **Constitution (Endurance)**

If the heroes are forced into combat, they are able to get away after the fight, provided that they are not incapacitated by the guards. If the guards do incapacitate them, Doctor Mondenian and the team will be locked into a room in the science facility, pending interrogation. To escape, the heroes will need to succeed at a **DC 17 Dexterity (Sleight of Hand)** or **Intelligence (Security)** to disable the door to where they are being held, and then attempt the chase again.

After the heroes escape, one way or another, Dr. Mondenian (who insists that the heroes call her Jo), a blonde woman in her early 40s, follows the team’s instructions to exit the area as quickly as possible. Once clear of the science facility, Jo can share what she has learned.

ENCOUNTER 5: MINDSCAPES

SUMMARY

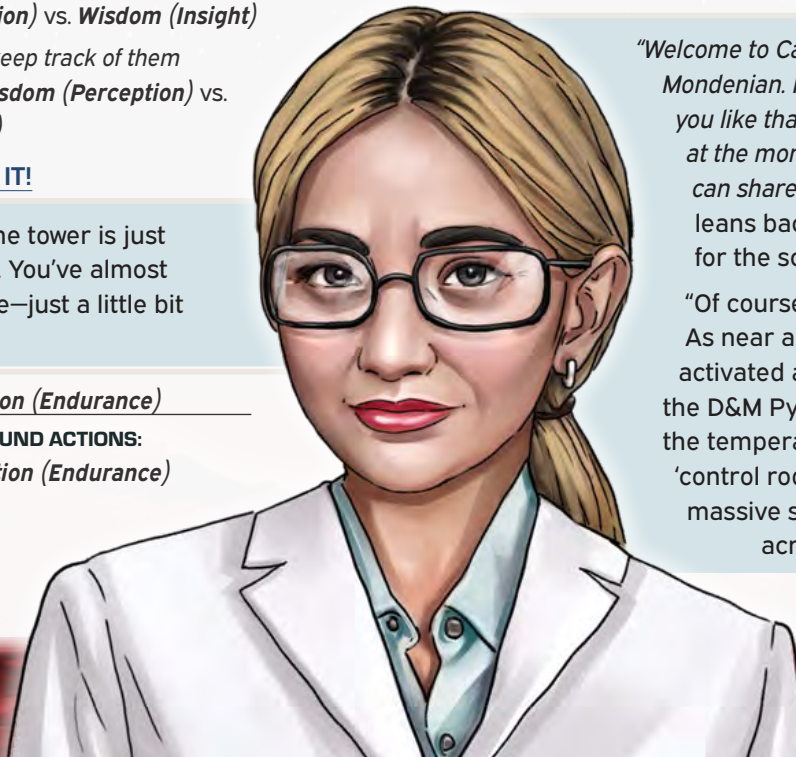
With Dr. Josephine Mondenian rescued from the research facility, Tony and the heroes can piece together Kuato’s plan. With intel locked in Jo’s memory, the heroes need the help of Kaye, the young psychic, to access it.

PLAN, WHAT PLAN?

As the heroes and Jo travel back to Caloris Heights, they receive a call from Tony, who gives them a secure place to come to directly upon their arrival. As they enter, it is clear that this is the resistance headquarters for this area. A table with maps sits in the corner, surrounded by security screens playing images from all over the planet. In the middle of the room sits a square of comfortable, yet mismatched, couches around a square coffee table. Tony is already seated here, and he invites the group.

“Welcome to Caloris Heights, Dr. Mondenian. I’m sorry we needed to grab you like that, but we’re in a bit of a bind at the moment. Anything that you can share would be a big help.” Tony leans back into the couch, waiting for the scientist to begin.

“Of course. And please, call me, Jo. As near as we can tell, someone activated a reactor of sorts inside the D&M Pyramid Mine, which spiked the temperature of the turbinium ‘control rods’ positioned atop massive subterranean glaciers across the planet. The



superheated turbinium acted like a thermal catalyst, initiating rapid electrolysis.

"Most of the glaciers sublimated, going directly from ice to oxygen and nitrogen (a by-product of the turbinium). The heat and hydrogen acted like an electrochemical smelter, refining the turbinium into what we're calling turbinium-2 (Tn2). Tn2 is far more stable than normal turbinium and has properties that make it six and-a-half times stronger, but it gives off zero harmful effects while it's being mined. Early estimates—"

Tony interrupts. *"Jo, if I may, time is a limited commodity for us at the moment. Let's skip ahead—why is the sky blue?"*

"Right. So, Mars now has two atmospheric layers. The one closest to the surface is a nitrogen-oxygen layer not unlike Earth's. Above this is a thick layer of CO2, the remnant of Mars' previous atmosphere. This acts as a greenhouse gas that will help to warm Mars, raising the surface temperature above the near-freezing highs we're used to. It could even lead to conditions in which flora might flourish in the future."

Tony leans forward, steepling his fingers. *"And what did Kuato share with you about his contingencies?"*

Jo sighs and sits back. *"As you know, Kuato and I worked closely together—for years, I passed information to him whenever I could. At one point, Kuato put me into some sort of psychic trance, and...hid something in my brain. He told me not to worry unless something bad happened to him."*

Jo takes a deep breath, glancing at everyone seated in the circle. *"I don't know how to access whatever Kuato put up here," she says, tapping her forehead, "but I know we need to."*

Tony pipes up. *"I think I know a way. Kaye was working with Kuato on honing her psychic abilities, and I think she might be able to help guide us to where that information is located in your psyche—and unlock it."*

With that, Tony stands and leaves the meeting room, and soon returns with Kaye and Madame Fatima. Kaye has agreed to help, albeit under the watchful eye of her mother, Madame Fatima. Mindscapes, as Fatima describes to the heroes, are tricky, dangerous places. First, since to experience a mindscape is to enter someone else's mind, you cannot perceive your physical body while in one. Also, anything that happens to you in the mindscape—for good or bad—also affects your real body. There are reports of people even dying within mindscapes, and their real bodies shutting down, which kept their consciousnesses from ever returning to

their bodies. While Kaye is young, she has worked with her mother before to create mindscapes, and the two are highly skilled at guiding others through them. If the heroes are apprehensive about this procedure, Tony offers to increase their final pay, as incentive.

The heroes may have some abilities that would be of use in navigating a mindscape well. Mind Doctors can turn a memory perfectly clear, and Mutant Seers have Mind Sight that allows them to restore memories. While neither of these are enough to allow them to go into a mindscape on their own, they do make it easier to identify things that are actually pseudo—or implanted—memories. These abilities allow that hero to make checks with advantage while inside a mindscape, at the GM's discretion.

Once the heroes agree, Kaye asks them, as well as Jo, to lie down on the floor. Kaye hypnotizes the doctor first, instructing her to create a safe space in her mind, and to picture herself being there. While amplifying Jo's psychic signal, Kaye repeats the process with the heroes, directing their minds to find the signal, and to follow it until they find themselves with Jo. Kaye's ability to encourage mental stability is soothing, and functions as if the heroes had taken a short rest.

Upon awakening, the heroes find themselves in a wood-paneled library. The walls are lined with shelves so tall that they loom beyond sight, and endless spiral staircases connect the levels. The room itself is 20 feet by 30 feet and devoid of furniture.



At its heart roars a towering fire, in front of which lies a fuzzy, plush carpet. On this carpet, holding a worn leather notebook, sits Dr. Mondenian. As the heroes approach, they see a message written repeatedly in the notebook: *"Four is Three, Three is Two, Two is One, One is None."*

Jo glances toward you, her eyes blank, voice flat. *"This is where he was before. He is coming again. We must wait for him here."* With that, she goes silent.

The door at the opposite end of the library creaks open. A dark-haired man comes through. He approaches, silently nods to the group, and opens his shirt. Growing from the man's torso, a second head, wrinkled and uncanny, greets you: *"Well, Dr. Mondenian, I knew that we would meet again—but I wasn't expecting you to bring guests. How can I trust these intruders in your mind?"* The second head swivels slightly. *"Why have you come here?"*

Players should recognize this as Kuato, the deceased leader of the Martian resistance. To unlock the trigger in Dr. Mondenian's memories, they must convince Kuato of their worth—or beat it out of him. Since this is a memory fragment left in Jo's psyche, Kuato functions with all the abilities he had in life, making him a formidable combatant.

To convince Kuato of their trustworthiness, the heroes can attempt up to two skill checks each, requiring a number of successes equal to the number of heroes present in the mindscape. The attempts are **DC 15 checks**. Any hero with abilities related to memory (such as the Mind Doctor trick) can make one roll with advantage. The most logical approaches for this are **Charisma (Intimidation or Persuasion)**, but the GM can allow any that make sense. Additionally, the GM should allow players to roll with advantage as a reward for good roleplay or fun ideas. If the heroes succeed, the psychic projection of Kuato unlocks the key within her brain. He then bids the heroes good luck, and leaves the way he came. At this point, proceed to The Keys to it All. However, if the heroes do not achieve enough successes here, continue the encounter below.

Kuato (see Supporting Cast in Part 6), if unconvinced, attacks the nearest hero, attempting to expunge the psychic intruders. Jo flees to the corner of the room, avoiding the fight at all costs. When he falls below 10 hit points, Kuato offers to surrender, accepting the heroes' dedication to the cause, as well as their usefulness as combatants. If the heroes do not accept this surrender, or kill him before he offers it, a psychic pulse unlocks the key within Dr. Mondenian. If he surrenders, Kuato sends the pulse himself before leaving the way he came.

THE KEYS TO IT ALL

As the psychic pulse hits Jo's subconscious, the library shakes and shudders. The ground warps and the serene library alters into shifting streams of images, all melding into one another. First, an underground reactor appears, throbbing with an unseen energy as strange symbols on it fade in and out of focus.

Next, the images shift, surrounding Jo and the heroes with picture frames, each containing an image of a different person. The first shows a lithe and thin Japanese woman with a jet-black ponytail and a scar under her left eye, wearing bright pink and black athletic wear. Next, a bald Black man in a posh suit, covered with tech: from his glasses with an embedded camera to a projector watch. The third shows a tall, pale woman with striking red hair and piercing green eyes. Her clothing matches her demeanor—clean, sparkly, and with little depth. Finally, as the heroes fall back through the library where they first appeared, the phrase *"Four is Three, Three is Two, Two is One, One is None"* repeats over and over as the heroes feel themselves pulled upward and away.

Once on the other side, they find themselves back in the room where they started, lying on the floor. As she comes to, Dr. Mondenian sits up and looks around, before thanking Kaye and asking everyone else to join her back on the couches. Once everyone is seated comfortably, she begins her debrief, trying to clear up any lingering questions the heroes may have. She waits to address the phrase until the end, knowing it needs full focus.

"Thank you for helping get to the information locked in my memories. I think I remember what was supposed to happen and what we were supposed to do...but I don't think you're going to like it. Those people we saw are connected to the reactor—the team I was supposed to lead in the case of Kuato's death. The problem is that he put in a failsafe. If too much time had gone by and they hadn't heard from me to direct them otherwise, they would enact his 'nuclear' option...to forcibly mutate the entire planet against their will through sudden, intense exposure to ionizing alien radiation."

"Each operative knew only parts of the plan: find this new reactor site, prepare to travel outside the colony, and activate the reactor. I'm no Martian gadgeteer, but if they did that now, and the reactor was damaged because of the recent environmental upheaval—it could kill every living creature here instead!"

"Unfortunately, I don't remember how I was supposed to contact these operatives. I don't even know their names. Even if I did, it wouldn't help. Too much time has passed since Kuato's death, and now the only way to

stop the operatives is to physically reset them through direct deprogramming via a deactivation phrase: "Four is Three, Three is Two, Two is One, One is None."

ACT II: THREE IS TWO

"Sorry for all the shit I put you through.
But hey, what are friends for?"

—CARL HAUSER

ENCOUNTER 6: AGGRESSIVE NEGOTIATIONS

SUMMARY

The heroes are now educated as to what's been going on since the activation of the alien reactor beneath the D&M Pyramid Mine. Madame Fatima asks the heroes to figure out some way of arranging a cease-fire between government and resistance forces, at least until this threat to all life on Mars can be dealt with!

PLANS WITHIN PLANS

After taking a few minutes to ponder your time inside Dr. Mondenian's head, there is a moment of silence among the participants. Kaye nervously looks to her mother, who puts a comforting arm around the child's shoulders. Madame Fatima and Jo share a glance, before the former turns her gaze to you. "If it weren't for what Jo told us about the alien reactor beneath the mines, I wouldn't believe any of this. Kuato was a revolutionary, though. Maybe he felt like extreme measures were needed if the government just kept killing mutants like us."

Jo looks on sympathetically as Fatima continues. "But if there's no way to control these secret operatives, how are we going to find them and stop them from setting off a catastrophe? How can we even learn their identities?"

"I have an idea about that, but you might not like that one either," Jo says as she turns to you. "All three of those people looked pretty well-to-do. People living in the central sectors have their photo IDs stored on computers in the government administration center. It's too risky to have you try to break in there and hack the system—that facility is next door to the main security force barracks and armory. You're pretty badass in a fight, but I don't think that you can take on the whole army all at once. We need to get the government to agree to a cease-fire, somehow."

Little Kaye speaks up for the first time since exiting the mindscape, with a far-away voice that sounds equal parts tired and prophetic. "Yes, but some people won't understand." She looks to each of you in turn. "If you shine light on one side of the coin, the other will just feel the darkness longer."

Fatima and Kaye step aside with Tony, bringing up their concerns that his anger at the oppressive government might be difficult to overcome. Meanwhile, Dr. Mondenian encourages the team to get colony leadership to the negotiating table, and offers to help with computer hacking using her log-in aid as they dig into government files to look for leverage. Each hero can attempt a **DC 17** skill check to see if they are aware of any information that could be valuable in this endeavor. The relevant skills that can be used here include *Intelligence (Computers, Investigation, or Social Sciences)*, *Wisdom (Insight, Perception, or Streetwise)*, or *Charisma (Deception)*. The information that the heroes acquire or remember is determined by the number of successes they roll, getting the results for thresholds equal to or less than that number on the following table. Add +1 to the heroes' total for four-player groups. Game Masters running this adventure for even smaller groups should instead allow each hero to make two attempts.

TABLE: INFORMATION GATHERING

SUCCESSSES	INFORMATION
0 TO 1 SUCCESS	Phone a Friend: The heroes find a phone number connecting them directly to Mars' current military leader, Captain Everett.
2 SUCCESSSES	Purse Strings: Through some expert hacking, the heroes gain access to the slush fund that pays the MCSF officers' bonuses.
3 SUCCESSSES	Red Heat: The heroes gain remote-control access to the heating, ventilation, and air conditioning system for the government's administration building and living quarters, as well as the electronic locks for those areas.
4 SUCCESSSES	Wrong Place Wrong Time: The heroes discover that Everett's young niece is visiting Mars, staying at the Mars Interplanetary Hilton hotel under an alias that the heroes learn.
5+ SUCCESSSES	The Bridge is Out: The heroes uncover a major vulnerability in the only railway connecting the main colony to its spaceport that could be exploited.

Armed with these bits of info, the heroes must now decide how they want to make use of them.

BEYOND THE THRONE

It is up to the heroes to decide how they want to convince Captain Everett and the government to agree to a cease-fire long enough to meet and discuss the imminent crisis. This encounter is meant to be player-driven. The heroes can use anything they've learned to their advantage,

or come up with something unique to their group. The Game Master should have the heroes roll one or two **DC 19** group checks depending on the complexity involved, using the following examples:

Phone a Friend: The heroes simply call Captain Everett on the phone and explain the situation to him using a single **Charisma (Persuasion)** or **Wisdom (Insight)** check.

Purse Strings: The heroes can hold the payroll of the entire MCSF officer corps hostage, threatening to turn Everett's military officers against him with two **Charisma (Intimidation)** or **Intelligence (Social Sciences)** checks.

Red Heat: The team seizes control of the administration building's HVAC system, turning up the temperature to dangerous (but not immediately lethal) levels while locking Everett and the whole administration inside until they agree to a cease-fire, using two **Intelligence (Computers)** or **Wisdom (Survival)** checks.

Wrong Place Wrong Time: If the team uses brutal tactics, they could kidnap Everett's niece and hold her hostage to guarantee a cease-fire and meeting, using a single **Dexterity (Stealth)** or **Intelligence (Security)** to sneak into her hotel room for a snatch-and-grab.

The Bridge is Out: The heroes can bluff that they're prepared to blow up the train tracks using **Charisma (Deception)** or by using **Dexterity (Vehicles)** to

demonstrate their intimate knowledge of the existing vulnerability. This complex fake-out requires two checks. The heroes can try any of these options without penalty, even if they have already failed at one of the other available angles.

If the heroes use a plan of their own, the GM decides whether it relies more on negotiation (Phone a Friend and Purse Strings) or on action (Red Heat, Wrong Place Wrong Time, The Bridge is Out). This affects whether Everett or Tony might be annoyed with the heroes during the upcoming negotiations.

Provided that the heroes used an approach *other* than threatening his niece or the bridge ploy, Marcus Everett reaches out to the team by phone after discussing the possible cease-fire. Finding their tactics to be both inventive and amusing, and learning from his own spies that the heroes are mercenaries rather than "true believers" in the Mars resistance, he offers to pay them double whatever Tony has offered, if they give him information on the resistance's base of operations after the current crisis is over. If rejected, he'll simply chuckle and mention that the offer is open-ended, so long as the heroes don't "do anything stupid."

Everett is many things, but he isn't suicidally overconfident like Richter and Coahaagen before him. If the heroes attempt everything they can devise, but fail all of their skill checks, the Captain initiates contact with



the team, having determined that whatever they have to say must be important. Tony, for his part, agrees to meet while counting on the decent business relationship the resistance has had with the heroes in the past. If the team tries to press Tony for more money on account of Everett's offer, Tony hesitates, saying he'll "look into it," but is clearly more apprehensive around them.

ENCOUNTER 7: COUNCIL CHAMBERS

SUMMARY

Now that the heroes have gotten everyone to come to the table, the leaders of both sides are set to meet. Once there, the heroes must lead the negotiations between the two sides to achieve a temporary truce, or else deal with the consequences.

SECURING A SITE

Now that the heroes have secured an agreement from Tony and Captain Everett to meet, they need a meeting location upon which both sides can agree. Jo offers to use her MarsXpress card to reserve a conference room at the Mars Interplanetary Hilton in the heart of Sector A. She explains that its proximity to train stations and taxi depots allows Tony and his people to get there without betraying the location of Caloris Heights, while it is also close enough to government administration buildings to ensure that no one will question Captain Everett's presence along with an entourage.

Jo offers to come along, hoping that her personal experience with the situation would lend weight to their arguments. The heroes can choose another location if they wish, but this could cause disruptions during the talks.

MORE IN COMMON?

Captain Everett attends the meeting with one aide-de-camp and four security guards, who are the first to arrive. Tony shows up alongside the heroes, bringing a mutant warrior bodyguard (whose natural weaponry is somewhat concealed beneath baggy clothing) and four other resistance members. If the meeting takes place at the Hilton, each side leans up against an opposite wall in the 20-foot by 40-foot room, while the leaders take the ends of a conference table with the heroes and Jo seated between them.

If the heroes choose a location the GM deems distracting or too "open" (such as a noisy bar), the different factions are more on-guard, resulting in the

heroes suffering disadvantage on all checks to guide the negotiations. On the other hand, the presence of Dr. Mondenian, a person whom both sides respect, gives the heroes advantage on all checks in which her experiences or expertise come into play (at the GM's discretion).

Each leader comes to this meeting with their own concerns, which the heroes must ease before a ceasefire, even a temporary one, can be established. Working in their favor is that both Tony and Everett have been in charge for only about a day, and that achieving a ceasefire might go a long way to solidifying their respective ability to lead their people.

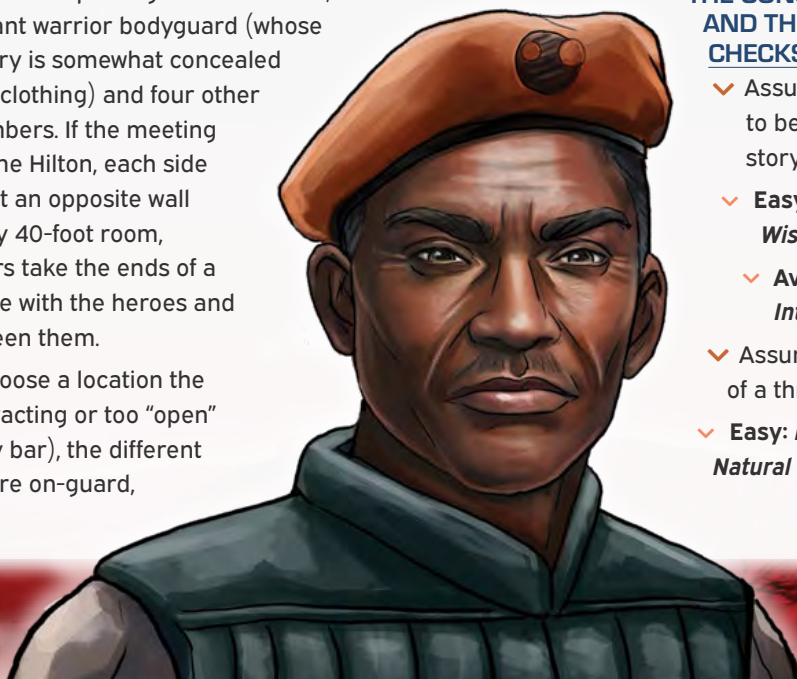
The resistance and the government each have concerns, so each side looks to the heroes (as the closest thing anyone has to a neutral party) to guide these discussions. Certain tactics are easier than others. "Easy" methods are **DC 13**, while "average" approaches are **DC 15**. Any skill not listed is considered a "hard" sell (**DC 17**).

The heroes must succeed on at three out of the four issues that each leader brings to the table to secure their agreement to a cessation of hostilities. Entries marked with an asterisk are those where Jo's testimony is most relevant. Only one hero can roll for each of the following checks, and no one hero can roll for more than three checks between the two sides. Each side presents one issue at a time in a back-and-forth manner.

Another complication lies in how the heroes coerced Everett to the negotiating table during Encounter 6. If the heroes relied more on "negotiation" with the government, hard-liners within the resistance are more wary that the mercenary heroes might not be as dedicated to the cause as they once thought. This increases all DCs for the resistance's issues by 2. If the heroes used more direct action to force the government to the table, Everett is suspicious of the team's motives. This increases all DCs for the government's issues by 2.

THE CONCERNS OF THE GOVERNMENT AND THEIR ASSOCIATED SKILL CHECKS ARE AS FOLLOWS:

- ✓ Assurances that this is a real issue to begin with and not just a made-up story.*
- ✓ **Easy:** *Charisma (Persuasion), Wisdom (Insight).*
- ✓ **Average:** *Charisma (Performance), Intelligence (Social Sciences).*
- ✓ Assurances that this crisis is as serious of a threat to life on Mars.*
- ✓ **Easy:** *Intelligence (Medicine or Natural Sciences), Charisma (Intimidation).*



- ✓ **Average:** *Wisdom (Survival), Charisma (Persuasion).*
- ✓ Assurances that the resistance will help solve this crisis, rather than use the cease-fire to prepare further violence.
 - ✓ **Easy:** *Charisma (Persuasion), Intelligence (Security).*
 - ✓ **Average:** *Charisma (Deception), Wisdom (Streetwise).*
- ✓ Assurances that the heroes will share any relevant information they learn with both sides and not just the resistance.
 - ✓ **Easy:** *Charisma (Intimidation), Intelligence (Investigation).*
 - ✓ **Average:** *Charisma (Persuasion), Wisdom (Insight).*

THE RESISTANCE'S CONCERNS AND RELATED SKILL CHECKS ARE AS FOLLOWS:

- ✓ Assurances that information from the government is both reliable and accurate.*
 - ✓ **Easy:** *Charisma (Persuasion), Wisdom (Insight).*
 - ✓ **Average:** *Charisma (Performance), Intelligence (Social Sciences).*
- ✓ Assurances that this crisis is actually as serious of a threat to life on Mars as the heroes claim.*
 - ✓ **Easy:** *Intelligence (Medicine or Natural Sciences), Charisma (Intimidation).*
 - ✓ **Average:** *Wisdom (Survival), Charisma (Persuasion).*
- ✓ Assurances that the government won't use this lull in fighting to arrest resistance sympathizers or clamp down on movement throughout the colony.
 - ✓ **Easy:** *Charisma (Persuasion), Intelligence (Security).*
 - ✓ **Average:** *Charisma (Deception), Wisdom (Streetwise).*
- ✓ Assurances that the heroes will share any relevant information they learn with both sides and not just the government.
 - ✓ **Easy:** *Charisma (Intimidation), Intelligence (Investigation).*
 - ✓ **Average:** *Charisma (Persuasion), Wisdom (Insight).*

MARTIAN STANDOFF

If all attempts at negotiation fail (i.e., the heroes fail to achieve three or more successes with both sides), the side with which the heroes made the least progress decides that violence is the only answer. When they draw their weapons, so does the other side—and all hell breaks loose!

A three-way battle erupts in the room, each side firing at one another and at the heroes, whom they feel led them into an ambush! The government forces consist of **Captain Marcus Everett**, one **MCSF Lieutenant**, and four **MCSF Soldiers** (see Supporting Cast in Part 6).

SIDEBAR: MUTUALLY ASSURED DESTRUCTION

It is vital that the heroes gain access to the government's secure computer records and the ability to freely move around the Mars Federal Colony during the rest of Act II. The time already passed since Kuato's psychic failsafe kicked in has allowed the three hidden operatives to begin their work—any more significant delays means there won't be enough time for the heroes to save the day. If an agreement can't be reached and the heroes are defeated (or retreat from) the Martian Standoff, GMs should read the "Doomsday Machine" text from Encounter 16 to the heroes. Instead of ending the game, however, the heroes going through this horrifying event see everything around them fade to white as a high-pitched tone fills their ears. They are then suddenly snapped back to a point in time as they begin Encounter 7.

Does this effect occur because they're dreaming? Because they themselves are figments of another person's ego trip? Alien intervention? Unfortunately, there is no way to know—the heroes are seemingly the only people to have had this experience. Mentioning it to other characters just results in blank stares or nervous glances around the room.

Regardless, if the heroes fail to reach an agreement in Encounter 7 a second time and do not emerge victorious from the Martian Standoff, GMs should read the "Doomsday Machine" text a second time—but this time, the end of the world is final.

For the resistance, the attackers are **Tony**, one **Mutant Warrior, Spitter Variant** (see Supporting Cast in Part 6), and four **Gangsters** (see *Everyday Heroes Core Rulebook*, Chapter 15).

With tensions so high, neither leader retreats from this fight unless they are the last person standing on their side. The lieutenant and mutant warrior fight to the death, and the soldiers/gangsters fight until reduced to 10 hit points, at which point they flee unless their side's leader is still engaged in battle. If Dr. Mondenian is present at the negotiations, she does her best to take cover and give support to the heroes as best she can. Jo uses the statistics for a **Mob Lieutenant** (see *Everyday Heroes Core Rulebook*, Chapter 15), but she is unarmed and not proficient with any weapons.

If this gruesome ballet of death takes place and the heroes survive, a government functionary gives them the information they sought as if they had concluded the negotiations successfully. It is obvious, though, that this person does so out of fear rather than in the hopes of cooler heads prevailing.

PEEKABOO

Regardless of what transpires, the heroes are introduced to Ernie, a recently-fired employee of the ReKall

corporation who came to Mars the day before Douglas Quaid did after accepting a job as a RMEM technician for Cohaagen. He is connected to a team working at the colony's secure data center in the heart of the administration building. Through him, the heroes can input parameters for a swift search using the people they saw during Encounter 5. As the computers start rapidly cycling through photo IDs, one of them quickly chimes with a robotic *"match found"* and reports this information to Ernie's laptop screen.

Looking at the computer, the heroes see a beautiful red-haired woman with striking emerald eyes and a seductive smile on her face, now identified as Claudia Reiva.

ENCOUNTER 8: HIDING IN PLAIN SIGHT

SUMMARY

Now holding the name and address of the first Kuato operative, the heroes can head up to the penthouse home of Claudia Reiva. Once there, they must subdue her—either through diplomacy or force—before they can discover more details to the plan and shut down her need to pursue it.

GALACTICALLY SPOILED

The first of the three operatives the heroes must find is easily found but hard to reach. An heir to a technological fortune, Claudia Reiva relocated to Mars so that she could escape the watchful eyes of the paparazzi. Life on Mars allows her to continue her playgirl lifestyle outside of the ever-present camera eyes.

With the information on Claudia Reiva's penthouse suite at the Mars Hilton in Sector A now known, the heroes can head to her location. Reaching the penthouse is tricky. After an uninvited guest attempted to abscond with some of her most precious jewelry utilizing the fire escape, she used her money and charm to convince management to disable it, leaving the only way in or out as a single hotel elevator. Additionally, this elevator is programmed to let only those with the correct, exclusive key card use it. So, if the heroes want to access the penthouse, they must come up with a plan. The most direct options are presented below, but if players have other ideas, GMs should work to allow them to take ownership of the plan. Each of these checks is rolled as a group challenge. The GM should allow heroes to roll with advantage, or even succeed automatically, as a reward for fun ideas and good roleplay.

ELEVATOR ACCESS

To access the penthouse, the heroes must figure out a way to access the elevator. This elevator has keycard access and, occasionally, small groups of people, all wearing the latest couture, board or exit the elevator. The

SIDEBAR: DEPROGRAMMING

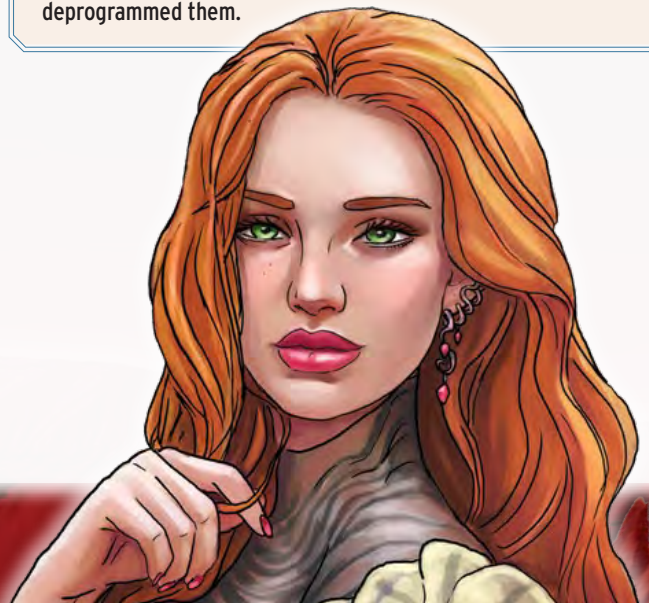
With the information that Jo passed onto them after emerging from the mindscape, the heroes know that deprogramming the psychically activated assets is a possibility.

To successfully "disarm" one of Kuato's agents, they must undergo a direct psychic connection that allows for a codephrase to reset the connection unlocked with Kuato's death. Due to the layers of psychic weaving that Kuato used to create such an embedded trigger in the first place, this cannot be performed by a single hero or through the use of a class ability. To do this, the target must first be immobilized. This is accomplished by grappling the agent. If successful, the operative can now be targeted by the psychic connection. A second hero must use a special attack to grab the target's head and hold it steady, making a **Strength (Athletics)** check with advantage against the target's **Dexterity (Acrobatics)**.

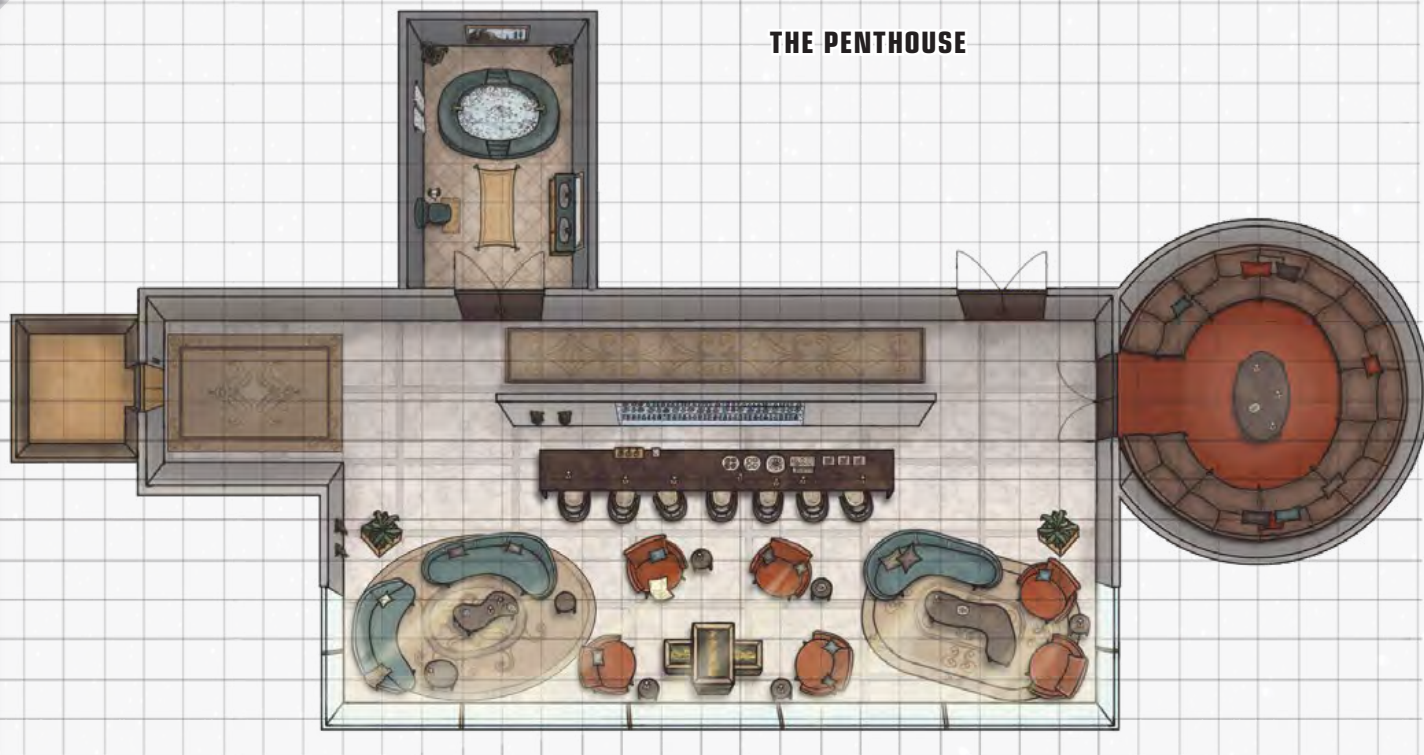
Once both of these checks have been achieved, a third hero can forge the connection with the target to try and deprogram them. They do this by locking eyes with the target, and reciting the command phrase while making a **Charisma (Persuasion)** check as an action against a DC equal to the target's Wisdom score. They gain advantage on this check if another hero (who is not involved in grappling) takes an action to recite it as well. If the target's turn in the initiative order comes up before this is complete, they can attempt to escape as normal against the initial grapple. If their head is restrained, the operative makes this check with disadvantage. If they fail, the heroes can continue the process, but if the target succeeds, they are freed and the deprogramming has to be attempted again from the beginning.

If a target can somehow be willingly convinced to sit for a deprogramming session, they can choose to automatically fail these checks.

When the heroes successfully deprogram a target, the target does not forget what they were doing, but they do forget their motive, as well as any subsequent tasks they were supposed to engage in. They immediately become nonviolent, docile, and generally agreeable toward the person(s) who deprogrammed them.



THE PENTHOUSE



heroes can attempt to blend in with the groups with a **DC 19 Charisma (Deception)** check, allowing them to easily go up without further complications. Alternatively, they can go a stealthier route, by either swiping a keycard from a patron, or hacking into the keycard itself. Accessing the elevator by stealing a keycard requires one hero to succeed at a **DC 17 Dexterity (Sleight of Hand)** check, and then a **DC 17 Dexterity (Stealth)** check to access the elevator unnoticed. Alternatively, the heroes can make a **DC 17 Dexterity (Stealth)** check to get to the elevator between groups, and a **DC 17 Intelligence (Computers)** check to bypass the keypad. If the heroes take the time to observe the groups moving back and forth with a **DC 15 Wisdom (Perception)** check, they gain advantage on any checks.

If all of their attempts fail, they can call in a favor from Jo to help them get an override code from their allies (either the government if there is a truce, or one of her underground contacts). This allows them to get up to the penthouse, but it also triggers a silent alarm inside. This alarm puts the staff on edge, and the heroes find a staff member at the top of the stairs waiting to escort them directly to directly to Marcelo, the personal bodyguard of Claudia Reiva. If they receive this escort, the bodyguard cannot be convinced to trust them, taking them directly to Claudia, and triggering the events of *Do We Really Have to Fight About This*.

GETTING PAST THE HUNK

Upon exiting the elevator, the heroes find themselves surrounded by opulence. Marble floors covered in antique

rugs, leather couches, a golden chandelier hanging from the ceiling, and small groups of people chatting while seductive men in black bow ties and tight-fitting dress pants circle the room offering drinks and hors d'oeuvres. As the heroes enter, they see the red-haired Claudia closing the door to a side room, and a muscular man in a black suit stepping in front of it. To get to her, they must get through the party and convince the doorman. If the heroes were able to disguise themselves as party goers, they can cross the room with no other checks. However, if not, they are stopped by one server midway, and questioned. To get past him, the heroes must succeed at a **DC 15 Charisma (Deception, Intimidation, or Persuasion)** check. If they succeed, the staff member steps aside. If not, the staff member instead escorts the group to Marcelo, the man guarding the door to the side room. If they receive this escort, the bodyguard is wary of them, causing any attempts to reason with him using **Charisma (Persuasion)** to roll with disadvantage. If instead they attack the server, all hell breaks loose. The guests run for cover, and the security guard calls for backup. Start this encounter with one **Elite Security** (see *Everyday Heroes Core Rulebook*, Chapter 15), adding two more in round three as they exit the elevator. After the heroes take them down, they can enter Claudia's sitting room, rolling any checks to threaten her with advantage.

Once reaching the bodyguard, the heroes must convince him to let them through. They can do this with any skill, as the GM sees fit. All checks are **DC 15**. If the heroes fail this group check, they must either bribe him with

something of value, or fight their way through, using the same encounter tactics from above.

COMMUNICATING WITH CLAUDIA

Once they convince Marcelo to let them in, the door opens to an extravagant sitting room. The ceilings are 10 feet high, and the room itself is a 30-foot by 30-foot square. Three walls are lined with couches, and the last is lined with a generous selection of fresh fruits, though all seem untouched. Sitting on the couch directly across from the door, Claudia types away on her laptop as she hangs up her phone. Looking up at the heroes, she questions what they are doing in her private rooms.

From here the heroes have a few options. They can attempt to talk to her, appealing to her sense of self-worth and worldly desires, convincing her that what she is doing isn't something she really wants. This requires a successful **DC 17 Charisma (Persuasion)** or **Wisdom (Streetwise)** check. They can also go the route of attempting to scare her into submission, threatening her livelihood if she continues with this path with a **DC 19 Charisma (Intimidation)** check. If successful, she realizes that what the heroes are saying is true, and she willingly allows them to deprogram her. GMs should then proceed to Aftermath below. If not, she stops talking and starts shooting (see *Do We Really Have to Fight About This*). The heroes can also use this opportunity to ambush her themselves, forcing her to call in Marcelo.

DO WE REALLY HAVE TO FIGHT ABOUT THIS?

With each failure to communicate with Claudia, she becomes more suspicious and agitated. Now, no longer willing to put up with what she sees as obvious trickery from the heroes, she calls for Marcelo to come and escort them out. Stepping into the room with his guns drawn, Claudia's **Elite Security** guard (see *Everyday Heroes Core Rulebook*, Chapter 15) points them toward the heroes, as **Claudia Reiva** (see Supporting Cast in Part 6) pulls a concealed pistol from her dress.

AFTERMATH

Once the heroes have either convinced Claudia to allow them to deprogram her, or have defeated her in combat, they discover what she has been doing, either from Claudia herself or the laptop left sitting on the couch. Upon Kuato's death, Claudia understood that she needed to gather two dune buggies, multiple days' worth of bottled water and rations, a dozen air tanks, and three spacesuits. The gathered supplies are at the dock on the edge of Sector A, and Claudia was to head there and await the other operatives. She is relieved to be free of the compulsion to complete the mission. Marcelo thanks the heroes for helping her by gifting them his stun gun, as he thinks it will be of more use to them. If Marcelo is dead, the heroes find the stun gun with his body instead. With that, the heroes have done all they can here, and



while they can stay and enjoy the party, it is prudent for them to continue moving forward.

If the heroes decide to sit and wait for other operatives to show up for the supplies, their contacts in the resistance *and* the government both harangue them to get off their asses! After all, they aren't on vacation, sitting around in a Rekall machine or something!

SIDEBAR: LOST AND FOUND

If a player loses a hero in this adventure, these three Kuato operatives can be retooled as a player-controlled hero: Claudia would best fit in as a Charming Hero, Hitomi as an Agile Hero or Strong Hero, and Jacques as a Smart Hero or Wise Hero.

ENCOUNTER 9: BRING THE RAIN

SUMMARY

The team learns the identities of the last two psychic operatives and must race to the spaceport to catch the proverbial red eye. They get aboard a shuttle as one operative launches it, then engages the heroes in a brutal high-gravity combat!

SKLODOWSKA SPACEPORT

Regardless of how the heroes dealt with Claudia Reiva, they receive a phone call from Captain Everett. If a Martian Standoff occurred and Everett did not survive, they instead receive this information from Ernie. If this call is coming from Ernie, GMs should replace Everett's tone with that of the meek Ernie.

"Everett here. The computers just identified your other two 'psychic operatives,'" Everett makes air quotes with his gloved fingers on the video call.

"The first is Jacques Bounde III. Well, that's a shame. The man owns J-Thrust Corporation—turns refined turbinium into some of the best interplanetary engines on the market today. He also owns one of the only private launch facilities on the planet. Orbital monitoring says he took his space yacht off-world about an hour ago, last seen heading for the moon Phobos." Everett gets a smug grin on his face. "Well, at least you won't lose him in a crowd."

"Your second guest star is Hitomi Kage, better known by her professional wrestling name of 'Shadowrain.' She was a contender for the Mars MMA championship about a year ago, before she decided to make more money in wrestling." Everett types a few buttons into the computer keyboard on his side of the video call. "Security has her ID last scanned at Sklodowska Spaceport. I suggest you catch a train and follow her.

Fast." No longer amused or in a chatty mood, Everett hangs up.

With government forces and civil servants aiding the heroes as they move through the colony now, they are picked up by car and driven to the closest train station. MCSF troops clear everyone off the first train the team comes across and reprogram its automated conductor "TommyTrain" (a variant of JohnnyCab from Earth, named after an MaSyNN phone-in poll gone awry) to take them to the spaceport without delay. Set to travel on an express route, it only takes about 15 minutes for the team to reach the spaceport, nestled inside its eponymous crater. The place is virtually deserted due to the declaration of martial law and suspension of travel that came earlier in the day.

As soon as they arrive, the team notices a blood trail leading from an abandoned train just ahead of theirs to the cargo terminal entrance. Following it leads to a janitorial closet. Whoever opens the door must make a **DC 15 Dexterity save** or take 1 point of bludgeoning damage (PV 1) from a falling ironing board smacking them in the face. Inside the closet are two unconscious MCSF soldiers. If woken up, they reveal that someone dressed all in black quickly subdued them with wrestling moves, then offer the heroes their weapons and armor to help get back at the person who jumped them.

Bloody footprints disrupt the recently-vacuumed carpet leading farther into the cargo terminal. Should the team delay in following, they hear shuttle engines starting their pre-flight warm-ups on a nearby launch pad, noticeable due to the lack of other vehicles taking off or landing. When the heroes arrive at the launch platforms, they see several MCSF troops and dockworkers lying unconscious nearby.

Racing to reach the cargo shuttle, already elevated into its vertical launch position, the heroes have only minutes to get one of its aft cargo doors open, so they can slip inside before the rocket engines fire. This requires a successful **DC 21 Dexterity (Vehicles), Intelligence (Security), or Strength (Athletics) check**, and each hero can make one attempt.

If no heroes succeed at getting the doors open on their first attempts, they each take 36 (8d8) points of damage as the rocket engines spool up. Each hero can attempt a **DC 13 Constitution save** to reduce this damage by half. After this, they get the door open, allowing them to scramble inside. No sooner is the last hero aboard than the door shuts and magnetically seals (an automatic safety protocol before full ignition), and the shuttle blasts off!

NO TICKET

The heroes find themselves in the back of the main hold of an orbital cargo shuttle, which is 25 feet wide, 25 feet tall, and 70 feet long. Because the shuttle is blasting off straight up into the sky, this effectively becomes a 25-foot by 25-foot area with a 70-foot ceiling. Blissfully, the cargo bay is empty except for a 15-foot-wide railroad-like track running the full length of the hold, which can be used as a ladder. There are also several 5-foot diameter bundles of heavy coaxial cable coils securely strapped down 20 feet from the back of the chamber—sturdy enough for one person to stand on (and another to cling to underneath) even as the ship is oriented vertically.

The operative knocked the shuttle's pilot unconscious, then started the computer-controlled liftoff sequence. After seeing the cargo hatch warning light turn on and then off, she suspects people have boarded to stop her from completing her mission. As such, she grabs a toolbox full of junk to throw and decides to “drop in” on the meddlesome heroes.

The team of heroes are attacked by **Hitomi “Shadowrain” Kage** (see Supporting Cast in Part 6), who opens the door to the shuttle's flight deck at the opposite end of the cargo bay from their current location. Because the spacecraft is accelerating to escape velocity to move beyond Mars' gravitational well, the first round of combat is fought in high gravity (see New Rules in Part 3). The next two rounds use heavy gravity as the shuttle's G-forces equalize. Round four takes place in normal gravity. At the start of round five, the shuttle rotates 90 degrees such that the floor is once again a floor. Each person in the cargo bay must succeed on a **DC 13 Dexterity save** or fall Prone when this happens. The rest of the combat takes place in low gravity.

Due to the high gravity, Hitomi's thrown weapon attacks against targets below her are made at advantage, but she will only spend a couple of rounds throwing wrenches before looking to get into melee. As a high-flying professional wrestler, Shadowrain is an expert at big drops. If she ever dives down at an enemy from above and succeeds on a melee attack against them, she can attempt a **DC 15 Strength save**. On a success, she only takes half of the normal falling damage (rounded down). The other half (rounded up) is dealt to her target.

Hitomi's favorite tactic is to leap on a weak-looking enemy, striking and grappling them with one hand, then turning them into a human shield (see New Rules in Part 3) as she hurls improvised weapons at opportune targets. Due to the loudness of the rocket engines firing and her ears popping when first leaping into battle, Shadowrain has the Deafened condition for



the first two rounds of combat, which means that any attempt to deprogram her (see sidebar in Encounter 8) automatically fails. If such an attempt is made, a hero who succeeds at a **DC 15 Intelligence (Social Sciences)** or **Wisdom (Insight)** check as a reaction can determine this about her, and automatically notices when her temporary deafness passes.

If not deprogrammed from her mission, Shadowrain fights to the death. Other than the gear she carries on her, there isn't much else of interest to the heroes on board, except for an airlock containing six space suits (see Hero Options in Part 2) near the flight deck's hatch. Unlike the other operatives, if Shadowrain is deprogrammed, the mental strain causes her to simply pass out (see the end of Encounter 10).

ASTROGATION

With the threat pacified, the heroes must navigate the shuttle to Phobos, one of Mars' two small moons. This flight is long enough that the heroes can take a short rest. Because Phobos orbits Mars approximately once every 7.5 standard hours, the team has only one chance to intercept the moon and land inside Stickney crater, which plays host to a small research and communication facility. Fortunately, Hitomi had already laid in a course to Phobos, so they need only land the shuttle without crashing it.

Unfortunately, the station on Phobos is not currently broadcasting its instrument landing system (ILS) data, which means that this must be a manual approach.

One hero must assume the role as shuttle pilot and roll the main skill check to land. The rest of the team can assume other roles around the flight deck to assist. If no hero is skilled at piloting, the unconscious shuttle occupant can be awoken and asked to fly. The pilot has a **Dexterity (Vehicles)** modifier of +7.

Examples of tasks the helpful heroes could undertake include **Intelligence (Computers or Investigation)** to carefully monitor the shuttle's telemetry, **Charisma (Persuasion, Deception, or Intimidation)** to encourage (or cajole) the pilot, **Wisdom (Insight or Perception)** to pick up their visual scanning in hopes of finding orbital buoys, or **Dexterity (Vehicles)** to fire maneuvering thrusters at the pilot's command. These secondary skill checks are **DC 17**, and must be attempted individually, without using the Help action.

Finally, the primary pilot must attempt the landing by making a **DC 20 Dexterity (Vehicles)** check. If more than half the skill checks to help succeed, the pilot makes this check with advantage.

A successful landing means that the heroes can simply head to the airlock and cycle it to disembark their shuttle. Failure results in a crash landing, wrecking the shuttle and landing bay. In this instance, each passenger aboard takes 21 (6d6) points of bludgeoning damage (ignoring armor), but may attempt a **DC 15 Constitution saving throw** for half damage. In the event of a crash, the shuttle pilot rescued by the heroes does not survive.

ENCOUNTER 10: FEAR & PANIC

SUMMARY

Arriving on the surface of Phobos, the team must get to the control room of the research facility and confront the final operative and his high-tech defenders. Once accomplished, the heroes learn the location of a second alien site on the surface of Mars, and can make their way back planet-side.

KENNETH STATION

The moon of Phobos has only 0.05 percent of the Earth's gravity, and so this entire encounter uses the rules for zero gravity (see New Rules in Part 3).

With a successful landing, automatic clamps secure the shuttle in place at the third of this site's three docking arms. From this vantage

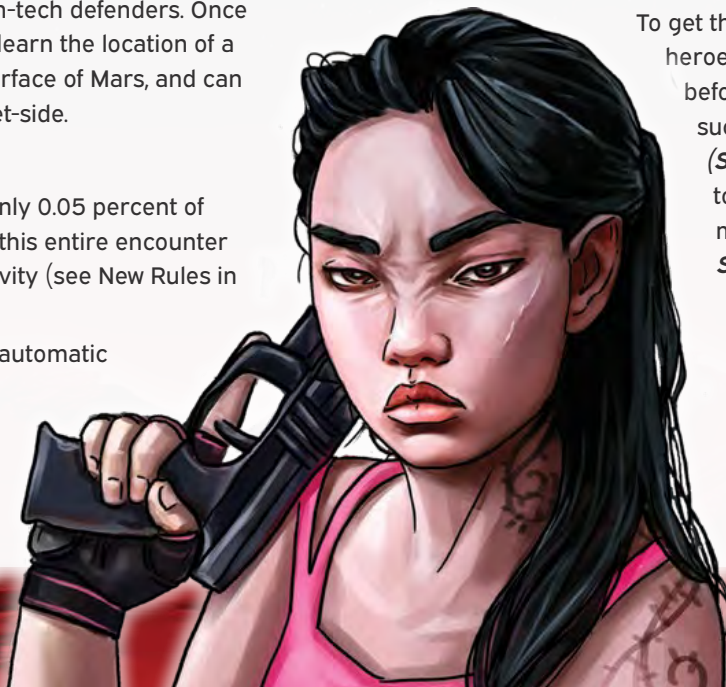
point, the team can see a Mars Federal Colony science shuttle and a luxuriously shiny space yacht moored at the other two. While the heroes wait for the computer to cycle the airlocks and equalize the pressure between the shuttle and the station, a pleasant voice welcomes them to Kenneth Station, named for the planetary geologist whose techniques utilizing data-linked, micro-UAV squadrons allowed for the detailed mapping of Phobos. This proof-of-concept mission architecture was soon copied by Northern Bloc exploration teams and then used to map Mars, its other moon Deimos, and dozens of moons in orbit around Jupiter and Saturn.

If the heroes instead crashed the shuttle, they must now dig themselves out of the thick regolith (angular soil grains) that pour into the shuttle once they open a door. Each hero must make a **DC 15 Strength (Athletics)** or **Constitution (Endurance)** check or else gain one level of exhaustion. Characters with mining equipment roll this check with advantage. After this they can find an entry hatch to the station, which gives the above historical information while the airlock cycles.

Once inside, the team finds the station apparently deserted. The heroes faintly hear a deliberate banging sound coming from the living quarters. A **DC 12 Intelligence (Investigation or Social Sciences)** check identifies it as Morse code, repeating the letters "SOS" repeatedly.

Should the team investigate, they find a magnetically-sealed door with a small window. There are four technicians trapped inside, one using a retro-style keyboard to bang Morse code against an air duct, while the other three desperately try to deal with a rapidly-expanding crack on a window at the back of the room. No check is necessary to realize that if the window breaks, it will cause this room to effectively suffer a hull breach (see New Rules in Part 3) which will surely kill everyone inside.

To get the captives out alive, the heroes must get the door open before catastrophe strikes. A successful **DC 18 Intelligence (Security)** check is sufficient to deal with the locking mechanism, or a **DC 20 Strength (Athletics)** check can be made to crack the structure of the lock itself. If this attempt fails, the heroes can try again, but roll with disadvantage. Should these efforts prove ineffective, the



window breaks, blowing the techs and everything inside their room out into the void, never to be seen again.

If the team succeeds, the technicians quickly rush out then urge the heroes to shut the door again. No sooner is this done that the window breaks and blasts everything else out into space.

If rescued, the four are grateful. They explain that Jacques Bounde comes to the station regularly to make use of some of the labs—being a bit of a “spacer,” the gentleman donates generously to the station’s upkeep in exchange for access. But an hour ago, Bounde brought armed, flying robot drones with him and forced the technicians into this room. When one tech tried to stick something in the doorframe to avoid being sealed in, one drone fired a warning shot that cracked the window. Bounde left them and headed to the control room, drones in tow.

Unless the heroes want them to stay on the station for some reason, the techs plan to head for their crew shuttle and evacuate back to the Martian surface until current events blow over. In thanks for being rescued, they give the heroes two stun guns and two tasers (see *Everyday Heroes Core Rulebook*, Chapter 8) from their security locker. They also give the team the numeric passcode that opens the doors to the control room.

OUT OF CONTROL

The heroes make their way to the double doors that house Kenneth Station’s control room. A **DC 18 Intelligence (Security)** or **DC 20 Strength (Athletics)** check disables the lock or forces the door open. The heroes can also use the code if they received it from the rescued technicians. Using the code means the heroes enter swiftly, resulting in the team gaining surprise (see *Everyday Heroes Core Rulebook*, Chapter 9) for this engagement. If the heroes roll skill checks to enter and fail, they succeed on their second attempt, but in this case the defenders inside the room have noticed the intrusion and moved into optimal positions—swarms on either side of the doors, hunter-seekers spread out with good lanes of fire, and Jacques to the far side away from the doors, using the mission control computers for half cover (or three-quarters cover if he drops Prone).

As soon as the heroes open the door, they must fight **Jacques Bounde III**, who has two **Micro-UAV Swarms** (see Supporting Cast in Part 6) and three **Hunter-Seeker Drones** (see *Everyday Heroes Core Rulebook*, Chapter 15) serving him. If the heroes surprise their opponents, Jacques and the swarms begin near the circular section at the center of the room, with the drones hovering in the corners nearest to the doors.

In combat, Jacques leads the defense of the control center from the far side of the room, actively using his plans to bolster his forces and attack the intruders. The drones are programmed to put themselves between Jacques and danger, though they cannot engage in melee combat. All robots in this combat have been configured to function normally in zero-G conditions.

Because windows look out toward the surface of Mars, stray bullets could prove extremely dangerous for everyone involved. Any time someone rolls a critical miss on a ranged attack with a PV of 2 or higher, that shot ricochets and strikes the glass, loudly cracking it. If the glass is struck a second time, it breaks open a hole big enough to subject all living creatures inside the control center to rapid decompression (see New Rules in Part 3), blowing any unattended item in the room out into space. One round after this occurs, automatic safety doors slam shut, sealing the breach before it opens wider and exposes everyone to explosive decompression. While the room is subject to decompression, all movement is considered difficult, except toward the broken windows.

Unless deprogrammed by the heroes, after which he immediately gives a verbal command to deactivate all drones, Jacques fights to the death. If still alive, he goes where the heroes wish, offering them the use of his space yacht in return for bringing him to his senses.

SLOW BOAT TO MARS

Other than his equipment, Jacques is carrying only a series of keycards that allow access to his luxury space yacht. Looking around the room, the team discovers that the station’s remote sensing equipment has been reconfigured to look inside of Phobos, rather than at the Martian surface, as it was designed to do. Because of this, the geophysical probes were studying an anomaly—a foreign object buried in the moon’s core.

The heroes arrive just before Jacques can finish a computer analysis of this object. The heroes automatically determine that the computers in the control center have been networked together to analyze this object. They find one displaying a previously-classified report that Jacques hacked into, which notes the discovery of this item a year ago by Coahaagen’s scientists, led by one Dr. Josephine Mondenian. Not wanting this information to get out, the Martian spy agency arranged for the “accidental” deaths of all the technicians aware of the discovery, and for Dr. Mondenian to be placed in an experimental RMEM machine to have her memories of the incident rapidly extracted into a video record and then erased.

The object apparently has grooves on its surface strikingly similar to the grooves marking the surface

of Phobos itself. The data suggest that the grooves can be translated into letters and numbers, and if a certain sequence of five alpha-numeric digits are “beamed” at the object, it will activate. The computers have already identified the first digit as part of a “brute force” hacking attempt.

The team can see that the console Jacques was most recently working on is a navigational panel, the kind that activates a geolocator program once a code is entered. This one has five digits, with the first digit of the code, R, already entered. The heroes should remember that the duffel bag their unknown benefactor sent them has five letters and numbers on it, also starting with R. Entering this code causes a flood of data to stream into the control center as the entire moon vibrates for several seconds. A few moments later, any characters looking out the window (or on a CCTV monitor if the window’s blast doors activated during the recent combat) see a beam of light burst out from the moon, pointing at a particular point on the surface of Mars. This point is the location of a geological feature known as the “Tholus Mound” in the same region as the D&M Pyramid, but not connected with any listed colony projects.

When this beam of light activates, any psychic operatives still alive convulse uncontrollably before falling unconscious. If the heroes left Claudia Reiva in the care of others back on Mars (likewise for Hitomi Kage and the shuttle pilot), they receive a call on their satellite phone informing them of this once they land back on Mars. Examining the unconscious operatives reveals that they are undergoing intense rapid eye movement, suggesting that something has been triggered in their brains—but what could it be? Characters with abilities to read minds get jumbled images of four-fingered handprints, and Kuato’s voice whispering, *“Start the reactor. Free Mars.”*

With nothing else left to discover at Kenneth Station, the heroes can return to Mars. If they make use of Bounde’s luxury space yacht, they find it well-appointed with food, drink, guest beds, and a fully automated spa/massage parlor. The yacht is so advanced that it’s set to perform planetary re-entry with no pilot, allowing everyone on the team to take advantage of the amenities during the hours-long descent. This

welcome respite from running and gunning functions as a long rest.

ACT III: FACE TO FACE

“Get your ass to Mars.”

—CARL HAUSER

ENCOUNTER 11: MINDFIELDS

SUMMARY

Now knowing the location of this new alien site, the heroes must decide if they want to head directly there or first try to discern what other information is locked inside the minds of Kuato’s three psychically activated operatives. Their decision may affect the opposition they face later on.

RESTRICTED AIRSPACE

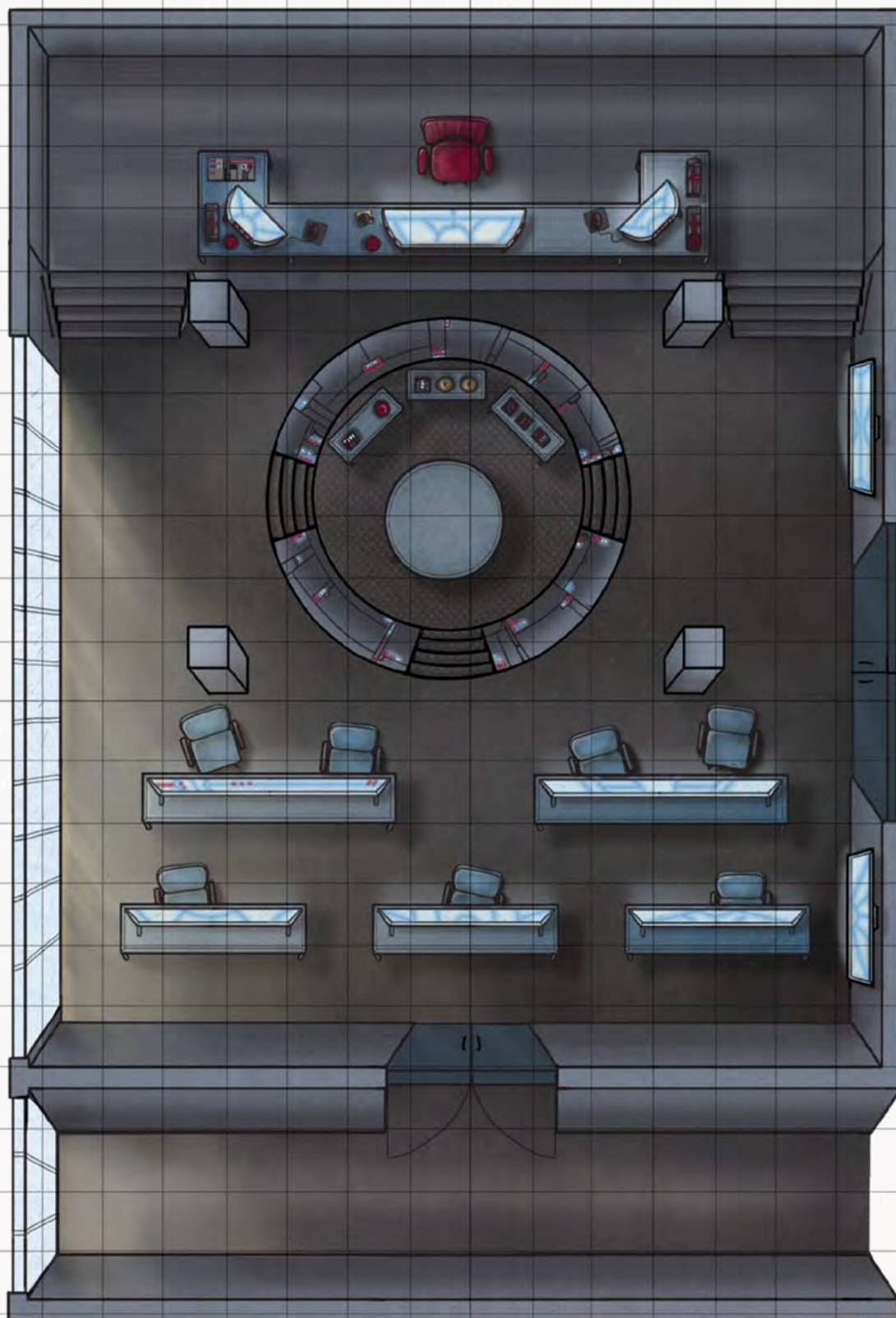
It takes several hours for the heroes to return to the Martian surface. During this flight, the ship’s atmospheric radar (regardless of which spacecraft they use) reports that the area around the Pyramid Mine and Tholus Mound is experiencing severe weather. With no space flight facilities near there, it is obvious that attempting to land out in the open would be suicidal. This leaves the team with only two options: land at Sklodowska Spaceport, still under the provisional government’s control, or go to a landing pad used for delivering mining equipment in Sector Y, close to the resistance stronghold of Caloris Heights.

Adding to the team’s mental burden is deciding whether they plan to inform the government, the resistance, both, or neither as to what they’ve discovered since the truce was negotiated. Knowing that the government has an experimental RMEM device that can extract memories (learned on Kenneth Station) means that the heroes could take any living operatives in their custody to government headquarters fairly quickly and with minimal effort, to see what the alien device inside Phobos did to render them unconscious. But then they’d risk alienating resistance leadership. They could also return to Madame Fatima and Kaye, trusting in their psychic abilities to enter the operatives’ minds. However, avoiding the government might provoke Captain Everett into thinking that the heroes are breaking the spirit of the cease-fire by bringing resources directly to the resistance.

If the heroes wish to utilize government resources, GMs should proceed to
Welcome to the Machine, below. If



MISSION CONTROL



DOMINO44 MAPS

choosing the resistance, run Another Brick in the Wall instead. Attempts to get the two sides to work together on this particular conundrum automatically fail.

If a Martian Standoff occurred earlier in the adventure and one or both leaders survived, the heroes are no longer welcome among that faction. If both leaders perished, the heroes could call on Madame Fatima or Ernie directly to move forward. If the team decides to simply make an end-run to the Tholus Mound to avoid relying on either group, they lose access to the information in the operatives' minds. In this case, GMs should proceed to It's Your Call, below. At the GM's discretion, heroes with abilities to read minds can also obtain this information on their own, using the two following sections as guidelines for constructing a custom encounter.

WELCOME TO THE MACHINE

Having decided to use the government's easily-accessible facilities, the team lands at the spaceport and receives an armed escort back to the Mars Federal Colony. Captain Everett, pleasantly surprised at this turn of events, orders his forces to allow the heroes access to the previously-secret experimental RMEM, located in a nondescript building in Sector B. RMEM engineer Ernie puts any living operatives into the into the device and, from each one, he extracts a memory that has been planted deep in their

subconscious, and originally designed to be accessed through the use of other deprogramming code-phrases known only to Kuato and his deceased inner circle.

The heroes learn that all three of these operatives sympathized deeply with the resistance, and found what Cohagen was doing to the mutants distasteful, but were unwilling to risk their lives of comfort by joining the resistance openly. Because of this, Kuato knew that they would be the perfect hidden operatives to move around the colony in the event of his own death. So, he broke his plan into three parts, and gave two parts to each operative, while also obscuring the fact that they had ever gone to see him:

- ✓ Prepare overland hiking equipment including a wheeled robotic rover to carry air tanks—because, until yesterday, Mars didn't have a breathable atmosphere—for travel to a second alien reactor that Kuato could sense in the region in the region near the turbinium mines.
- ✓ Use the science station on Phobos and the alien artifact at the moon's core to pinpoint the exact location of this reactor.
- ✓ Travel to the reactor and turn it on immediately.

The memory of Kuato explains that he could sense the alien sites on and around Mars, and that this one was likely responsible for the creation of mutants in the



first place. Kuato believed that turning it on would likely enhance mutations on a planetary-wide scale, forcing humanity to face itself and the way they've been treating mutants, also ensuring that only mutants could steer Mars' destiny into the future.

Kuato also gave his inner circle code-phrases to alter the operatives' mission, because turning the machine on without first repairing it could theoretically end all life on Mars in an instant.

Now knowing the full story, Ernie tells the heroes that the fastest way to the Tholus Mound is to take the train to the Wall Mine (another site in the Cydonia region of Mars), and then to hike on-foot from there. Once the heroes depart, Ernie informs Captain Everett (or a senior MCSF officer if Everett perished during a Martian Standoff) about Kuato's plan. If the heroes take the extreme step of leaving no one in the government alive to know what they know, Ernie uses the statistics of a **Rekall Engineer**, and his escort consists of two **MCSF Lieutenants** and four **MCSF Soldiers** (see Supporting Cast in Part 6).

ANOTHER BRICK IN THE WALL

Returning to Caloris Heights, the heroes can easily find Madame Fatima and Kaye. The pair have been assigned a spacious two-room home in one of the rock dwellings near the center of town, and have been doing what they can to prepare it for psychic work—adding warm carpets and cushions to the floor. Once the heroes fill them in, the psychic mother and daughter are more than willing to help them access the place between dream and reality again.

Entering the mindscape a second time, the heroes once again encounter the psychic remnant of **Kuato**, who provides them the same information that they would have received from the government (see Welcome to the Machine). Game Masters wishing to challenge their players with more combat can choose to optionally have Kuato demand that the heroes defeat him in a fight before he will reveal the information, especially if they avoided combat during their first trip to the psychic realm. The mutant leader surrenders when he reaches a third or less of his total hit points, at which point he gives up the information. If this optional fight is used and the heroes are defeated, they are shunted out of the mindscape, learning nothing. In this case, Madame Fatima tells the heroes that they have no choice but to ask the government for help.

After both giving them the information and sharing his true plan, Kuato bids the heroes a final goodbye, and the mindscape fades away. The heroes awaken once more on the floor of Madame Fatima's home. Once they are awake, Fatima asks them to share what they learned.

Now knowing the full story, Madame Fatima tells the heroes that the fastest way to the Tholus Mound is to take the train that goes to the Wall Mine (another site in the Cydonia region of Mars), and then to hike on-foot from there. Once the heroes depart, Fatima informs Tony (or another senior resistance fighter if Tony perished during a Martian Standoff) about Kuato's plan. In the *highly* unlikely event that the heroes decide nobody should be left alive to know these secrets, Fatima and Kaye each use the statistics of a **Mutant Psychic**; four **Mutant Warriors** (see Supporting Cast in Part 6) also rush over to stop the heroes from committing an atrocity.

IT'S YOUR CALL

If the heroes used one faction's facilities to debrief some or all of the psychic operatives, any attempt to reach out to the other side is rebuffed, and any peaceful overtures that it may have made to the heroes are replaced by hostility. This reaction is due in part to the fact that, unbeknownst to the heroes, ever since the end of the negotiations, the hard-liners hard-liners in the resistance have been leaning on Tony to be more aggressive. Moreover, Captain Everett has had time to consolidate his troops, and he believes that he will have the upper hand in a direct confrontation, for which his officers are advocating.

The beam of light from Phobos precludes the heroes wanting to keep the location of the alien site to themselves. Despite their desire to chase this mystery down, fate once again intervenes. As they make their way to the nearest train station, the heroes' satellite phone rings, revealing the same person who contacted them in Caloris Heights.

"I have a message from our mutual friend. Both sides are preparing to go to your mystery site, so unless you feel like trusting them with the fate of the planet, you better get there first. Also, if you end up in a dead zone out there, try plugging your phone into the charger. Good luck."

Like earlier, the man hangs up. If the heroes try to redial or otherwise trace the call, their phone squeals with an electronic dial-tone, as if connecting to a 1990s-style modem. A few seconds later the call disconnects, but now the phone has a text file on it containing four lines:

- ✓ A-14: Millionaire Playboy
- ✓ A-15: Sports Hero
- ✓ A-16: Industrial Tycoon
- ✓ A-17: Secret Agent

Further attempts to redial simply ring endlessly with no answer, and the phone charger continues to act normally.

ENCOUNTER 12: LONG TRAIN RUNNING

SUMMARY

The team boards a train headed for the Wall Mine, planning to hike overland from there to the alien reactor. Along the way, however, they are attacked by forces hostile to them, and must deal with dangers inherent to the new Mars ecosystem.

ALL ABOARD

Regardless of which side the heroes went to in Encounter 11, they find a train that can be routed to the mining facilities. The train consists of an automated engine car and two passenger cars. Once outside of the colony proper and into the open Martian plains, the TommyTrain conductor announces that high-speed rail speeds are active at approximately 200 miles per hour, and it takes just 30 minutes to reach the Wall Mine.

Roughly 15 minutes after leaving the colony behind, a hero who succeeds at a **DC 18 Intelligence (Investigation) or Wisdom (Perception) check** notices a glint of metal approaching them on the same track. If nobody notices, the first sign that something is amiss is when the pursuing train slams into theirs!

Having learned about the heroes' destination, both government and resistance leaders (generic commanders if Tony and/or Everett are already dead) are mobilizing their most hardline people. Whichever side the GM determines to be least friendly to the heroes tracked them down first—riding a train with two passenger cars and two engines at the rear to catch up to them and take them out! If the heroes have somehow pissed off both sides, the default assumption is that the Mars Colonial Security Force are the ones launching this attack.

When the trains impact each other, all heroes take 10 (3d6) points of bludgeoning damage and are knocked Prone, but can make a **DC 14 Dexterity or Constitution save** to only take half damage and stay on their feet. If anyone on the team noticed the incoming train, all heroes roll this save with advantage.

Each passenger car is 15 feet wide, 10 feet tall, and 50 feet long. Seats line the outer walls of each car, which means that the center aisles of each car are the only areas not considered difficult terrain. A 5-foot square connects each car to another, and the doors at either end of the car are unlocked. Ladders on either side of the doors lead to the roof, which is also considered difficult terrain when walking toward the front of the train. Ballistic attacks originating atop the train and fired toward the front are made with disadvantage due to high-speed wind buffeting.

If the heroes are attacked by resistance forces, the pursuing cars contain one **Mutant Psychic**, two **Mutant Warriors** (see Supporting Cast in Part 6), and two **Soldiers** (see *Everyday Heroes Core Rulebook*, Chapter 15). If the government forces attack, the pursuing train cars have one **MCSF Lieutenant**, two **MCSF Soldiers** (see Supporting Cast in Part 6), and two **Kickboxers, Hired Muscle variant** (see *Everyday Heroes Core Rulebook*, Chapter 15).

In both cases, ranged combatants use suppressive fire and leapfrog tactics to get close to the heroes' train cars, hoping to capture them alive in the end. Each faction's melee combatants climb to the top of the train if the linear advance stalls and try to make their way past the heroes to then either swing in through a side window or surprise them from the other end of their train car. At these high speeds, anybody thrown from the train ends up splattered across the Martian countryside.

When the fighting ends, the heroes find that the TommyTrain conductors have networked with each other to stabilize their overall speed, and the rest of the trip to the Wall Mine goes without incident.

RACING MARS

The heroes arrive at the Wall Mine station, then must trek south by southeast for about two hours to reach the Tholus Mound. During this journey, they encounter several of the natural hazards that the plains of Cydonia have to offer.

As they encounter these issues, the team tackles them together as **DC 16 group challenges**. Each hero must roll to deal with each complication. GMs may run these complications in any order, spaced roughly 30 minutes apart from the last. Two skill suggestions are presented for each, but GMs may allow heroes to use others at their own discretion.

Despite Mars having less arid conditions now than it once did, its infamous, continent-sized dust storms are still extremely dangerous. A smaller, but fast-moving, storm courses over the horizon at high speed, whipping small rocks and sharp particles of regolith along with it.

- ✓ Use the Martian terrain to shield yourself from the brunt of the storm's debris with **Intelligence (Natural Sciences)**; or quickly dig a foxhole for yourself to get below the worst of the storm with **Strength (Athletics)**.

Heralded by a low-pitched rumble, the ground suddenly bucks wildly up and down. It's a marsquake!

- ✓ Drop down on all fours to stabilize yourself with **Constitution (Endurance)**; or predict the surface wave motion of the quake and ride it out with **Wisdom (Survival)**.

Unexpectedly, after you reach the bottom of a steep hill, there is gummy mud all around you that sticks to, and pulls at, your boots.

- ✓ Walk gingerly to slip out of the stickiest parts with **Dexterity (Stealth)**; or leverage the solid clay beneath the mud with **Wisdom (Survival)**.

Cresting a hill, you suddenly come across a field of sharp ventifacts—wind-carved rocks honed to knifelike sharpness—as far as the eye can see. If you're not careful, these "gator-back rocks" will tear your feet apart!

- ✓ Step softly on the balls of your feet to tiptoe through the area with **Dexterity (Acrobatics)**; or find a safe path with less jagged outcroppings with **Wisdom (Perception)**.

The total number of challenges the heroes succeeded at during this encounter determines how well they are doing when they arrive at their destination.

- ✓ **0 Hazards Successfully Bypassed:** Everyone has survived the Martian badlands, but the trek has been harrowing. All heroes gain one level of exhaustion.
- ✓ **1 to 2 Hazards Successfully Bypassed:** The journey through the badlands of Cydonia was successful, but difficult. All heroes must succeed at a DC 15 Constitution save or gain one level of exhaustion.
- ✓ **3 to 4 Hazards Successfully Bypassed:** While the journey was arduous, the heroes weathered it more or less unscathed, paced themselves, and so reached the Tholus Mound ready for the next challenge.

ENCOUNTER 13: I HAVE THE POWER

SUMMARY

Reaching the Tholus Mound, the heroes find a hidden passage leading inside, where they learn the dire consequences of what would have happened if they had not stopped Kuato's out-of-control agents. They must then do what they can to repair the ancient Martian technology that they find, so that, if nothing else, an extinction-level event can be avoided!

THE SECRET STAIR

With the long overland trek behind them, the heroes finally approach the Tholus Mound, a mountain of rock stretching over 25,000 feet into the Martian sky.

While walking around it over the course of an hour, the team sees that this mountainous structure is in a nearly perfect spiral shape. Each hero can attempt a **DC 17 Intelligence (Investigation or Natural Sciences)** or **Wisdom (Perception or Survival)** check. On a success, they locate three strange areas at ground level made of weathered turbinium that has been artificially colored to match the surrounding rocks. While these strange areas appear to be doorways of some kind, the heroes cannot open them.

Regardless of their success or failure at finding these anomalies, the heroes come across a small opening in the rock face on the opposite side of the structure from the direction of their arrival. This also looks like a small doorway, carefully concealed behind a layer of rock—at least until the covering collapsed. A hero who succeeds at a **DC 15 Intelligence (Mechanics)** or **Wisdom (Perception)** check notices markings along the edges of the opening that resemble those of mining drills. A separate **DC 15 Intelligence (Natural Sciences)** or **Wisdom (Survival)** check, however, suggests that the pile of debris in front of the opening indicates that these rocks sloughed off naturally as a result of a recent marsquake. The heroes have no way to tell which hypothesis is more likely to be true—so there's nothing they can do now but head into the pitch-dark tunnel that lies ahead.

A few dozen feet inside the narrow tunnel, the team comes across an artificial panel built into one wall. It has no markings other than six circular indentations, each of which holds a small white globe. A **DC 18 Intelligence (Mechanics)** or **Wisdom (Arts & Crafts)** check identifies the panel as some sort of battery charger or capacitor. Martian Gadgeteers (or heroes with Martian Gadgeteer feats) gain advantage on this check. The globes themselves feel like polished salt to the touch, and if removed from the panel, give off a momentary spark of light. A subsequent **DC 15 Intelligence (Mechanics)** or **Wisdom (Arts & Crafts or Perception)** check is sufficient for a hero to notice that the light was triggered by the globe being moved through the air rather than anything to do with its connection. Heroes who shake these globes cause them to emit bright light like a lantern. The duration of the light is exponentially related to how long they have kinetic energy worked upon them, so a minute or so of work now gives the heroes at least an hour of light they can carry with them. This can be repeated as often as the heroes like.

Whether or not the team takes advantage of this odd little resource, the narrow tunnel continues for 10 miles straight ahead of them, into the heart of the mountain. If the heroes did not acquire the battery charger from the duffel bag near the beginning of the adventure, one of them stumbles on a small device. This tiny, briefcase-shaped brick with a handle looks like a human-made portable battery charger for a satellite phone, and its mysterious presence here should hopefully pique the team's interest enough to take it with them.

REDSHIFT REBOOT

After trekking for a long way, the tunnel suddenly opens into a square room with 60-foot-long walls. Sixteen pillars are spaced throughout the room, rising from the ground to the ceiling (also 60 feet above). Panels on the sides of several pillars are strewn about the floor, revealing cables and wires inside, many of which are disconnected or damaged. A low-pitched hum can be heard emanating from each pillar, suggesting this might be some sort of generator room that must be repaired.

Looking around, the team can tell that some of the walls here might be doors requiring power to open. To proceed, the heroes must reconnect or jury-rig any broken connections they can find. *Intelligence (Computers or Mechanics)* or *Dexterity (Sleight of Hand or Vehicles)* could be used to plug things together, while *Wisdom (Arts & Crafts or Perception)* are decent skills for figuring out what goes where. A character could use *Strength (Athletics)* or *Constitution (Endurance)* to muscle tangled or stuck things for others to work on, while more social characters could encourage their teammates with *Charisma (Persuasion or Intimidation)* checks. The DC for these skill checks is 19, and each attempt to enact repairs takes 1 hour of time. GMs are encouraged to give advantage to characters who devise creative methods, but should give disadvantage to heroes trying to use the same skill multiple times in a row.

Once the first successful skill check is rolled, the entire mountain shudders for a few minutes. Unbeknownst to the heroes, the doorways on the outside of the structure are now opening, as are sections of the Tholus Mound's peak. To fully repair the system, the heroes must achieve a number of successes equal to the number of characters plus one. If the team fails to reach this threshold after two hours, automated defenses activate. Proceed to Reflexive Robots, below. After fighting the robots, the heroes can finish repairing the system without further checks.

REFLEXIVE ROBOTS (OPTIONAL)

GMs should run this optional combat if the heroes fought as part of a Martian Standoff during Encounter 7 and survived, due to the slightly lowered threats that

Encounter 14 brings as a result. Otherwise, GMs who feel their players would enjoy more combat in their action movie experience can optionally run this fight as written, but should first gauge the state of the team's health and resources given the upcoming climactic battle that lies ahead.

Once the pillars have been repaired, two sections of wall (either selected by the GM or chosen at random) open up, disgorging two **Robotic Soldiers** (see *Everyday Heroes Core Rulebook*, Chapter 15) who immediately attack the heroes. GMs should replace the assault rifles these enemies wield with laser weapons that deal fire damage. Like assault rifles, these lasers can make burst fire attacks, and can run out of ammunition (i.e., charges), but cannot be reloaded due to being roughly 500,000 years old. The robots walk on digitigrade legs, with limbs ending in four angular digits reminiscent of Martian appendages. When defeated, each robot explodes in a 10-foot radius. Each creature in this area must attempt a **DC 15 Dexterity saving throw**, taking 10 (3d6) fire damage (PV 3) on a failed save, or half as much on a successful one. Their laser weapons can be recovered, but due to their alien nature, only Martian Gadgeteers are considered proficient with them.

GOING UP?

A few minutes after the pillar repairs are complete, a wall panel slides open, revealing a 15-foot by 10-foot elevator illuminated in a gentle aquamarine color by strips of light around its ceiling. The elevator only has a floor and "back" wall. Its sides and ceiling are open and flush against the rocks of the mountain.

A few seconds after the last hero enters the elevator, it moves horizontally toward the central part of the mountain, slowly at first, but then at high velocity. Slowing again when it reaches the center, it then rises toward the facility's central control room, now surrounded on three sides by rock with darkness above. The heroes are surrounded by darkness as they ascend roughly 15,000 feet straight up in a matter of minutes. Similar conveyances are stationed near each of the three entrances to the Tholus Mound, which allow the forces pursuing the heroes to catch up with them.

ENCOUNTER 14: THE BATTLE OF THREE ARMY SQUADS

SUMMARY

The heroes finally reach the alien facility that Kuato sent his psychic operatives to find and activate. Before they can decipher how best to use the machinery, however, the forces of both the resistance and the government

make one final play to seize control of the alien facility for themselves.

RIISING STAR

A few minutes after the elevator begins its ascent directly upward, the claustrophobic rocks surrounding it disappear. A moment of vertigo takes hold as you find yourselves in a massive open space within the heart of the mountain—a cavity that must have an area of at least several square miles, illuminated by sunlight streaming down from a now-open mountaintop thousands of feet above. As your conveyance slows, you see a large, electrified sphere of turbinium suspended beneath a triangular platform, itself perched amid a trefoil-series of walkways.

When the elevator reaches the northern edge of the triangular platform as depicted on the map, it locks in place. As fate would have it, opposing forces have also arrived by taking similar elevators from the doors that the heroes unintentionally opened for them. Whichever force the GM deems more friendly to the heroes arrives from the northwest passage, and the other group from the southeast. The southwest ramp is blocked by boulders and other debris, making it impassable.

The back of the elevator the heroes used to reach this area has an AV of 3 and counts as three-quarters cover against attacks from the north. The walkways that surround this room have low railings that provide half cover to any Prone creatures adjacent to it. Anyone knocked or thrown into the abyss can drop everything that they're holding and attempt a **DC 17 Dexterity save** as a reaction to grab a railing, followed by a **DC 15 Strength (Athletics) check** to pull themselves back up as an action on their next turn. Failure to grab an edge results in them falling for several miles to their death.

The government forces consist of **Captain Marcus Everett**, one **MCSF Lieutenant**, and four **MCSF Soldiers** (see Supporting Cast in Part 6). For the resistance, the attackers are **Tony**, one **Mutant Warrior**, **Spitter Variant** (see Supporting Cast in Part 6), and four **Gangsters** (see *Everyday Heroes Core Rulebook*, Chapter 15). If a Martian Standoff occurred during Encounter 7, and one or both faction leaders were killed, they are replaced by an **MCSF Officer** for the government and a **Mutant Psychic**, **Mind Crusher Variant** for the resistance (see Supporting Cast in Part 6).

If the heroes took longer than two hours to finish their repairs during Encounter 13, both the resistance and the government forces arrive in this area with momentum

on their side, gaining advantage on their initiative rolls. If more than three hours elapsed during repairs, the heroes are instead surprised by the sudden appearance of government and resistance troops.

Should government security forces prevail in this fight, they set explosive charges to destroy the control mechanism, reasoning that someone from the resistance may get through eventually to turn this thing on and hurt their position. This tragically triggers The Doomsday Machine in Encounter 16. Should the resistance emerge victorious instead, they enact Kuato's plan as best they can, showing No Mercy from Encounter 16.

If the team hasn't gone out of its way to openly favor one side over the other during this adventure, the hard-liners from each group have convinced their leaders that the heroes are an obstacle that must be dealt with eventually. Because of their respective positions, then, the groups are forced into a three-way fight. At the GM's discretion, if the heroes have built up a rapport with one side, it may be enough to Turn the Tide.

TURN THE TIDE

GMs who feel that the team has an especially strong relationship with one faction over the other can allow the heroes to make an appeal to that side's leader, possibly getting them to redirect all of their aggression toward the other group and not toward the heroes. A hero can attempt a **DC 16 Charisma (Persuasion) or Wisdom (Streetwise) check** as an action. On a success, they convince this side to stand down and help the heroes, rather than to fire indiscriminately. Mechanically, this gives each hero advantage on one roll of their choice every round.

Convincing either faction to side with the heroes depends on who leads it. If a Martian Standoff occurred during Encounter 7 and Tony was killed, the heroes roll the above check against resistance members with disadvantage, due to the fact that hard-liners have taken over the movement. Conversely, if a Martian Standoff occurred and Captain Everett was killed, heroes roll their check against the government officer with advantage, because no strong military leaders remain alive on the planet.

ENCOUNTER 15: THE FACE OF THE ENEMY

SUMMARY

Now with access to the controls to the facility, the heroes receive an unexpected phone call making them question what their role has been in all that has transpired.

SHOW OF HANDS

Once the fighting has stopped, the heroes notice a gently glowing light coming from a small spot at the center of the triangular platform. Tapping or touching the source of this light causes the floor to slide open, revealing a triangular console that rises up to about waist-height. Each panel of this console bears an embossed area that looks like an oversized button. Inside of each button is an indentation in the shape of an alien or mutant handprint—four fingers, splayed wide enough apart to make it uncomfortable (but not impossible) for a human to use. These panels are spread apart so widely that each would require a different person to activate, with lights to indicate how many had been activated.

If the team is here alongside the resistance, the leaders of the resistance encourage the heroes to activate the machine blindly, trusting in Kuato's vision. Should the heroes have sided with the provisional government, the MCSF advocates for a thorough investigation of the device, and then destroying it before they leave, so that it can't threaten the Mars Federal Colony again.

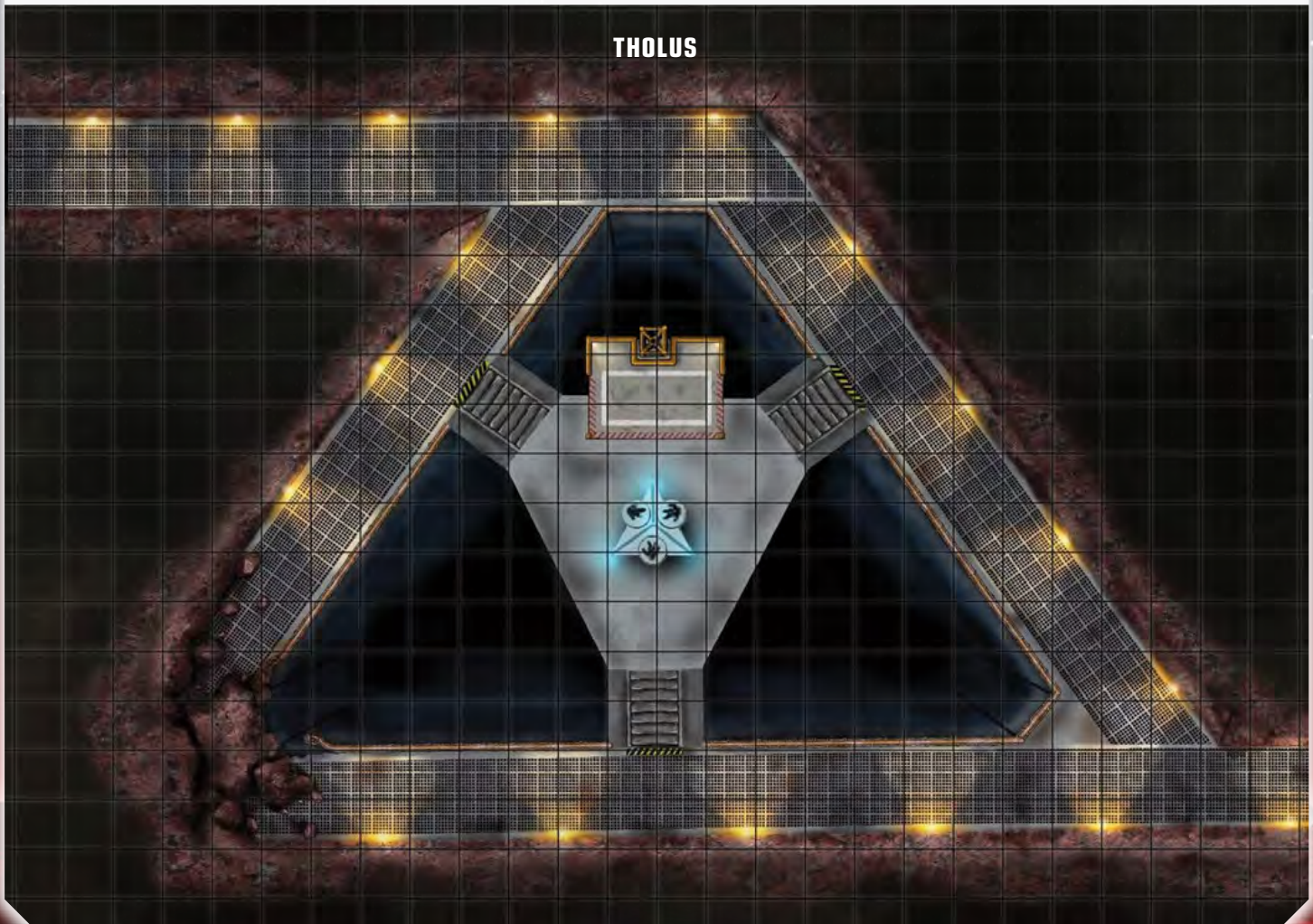
Before they can take any actions, however, something strange occurs.

AN UNEXPECTED PHONE CALL

Your satellite phone rings with an urgent tone.

Simultaneously, the portable battery charger pings like a sonar buoy. If someone tries to answer the phone there is no one there because the signal is too weak, but the charger's pings increase in frequency when brought closer to the phone. A moment later, the charger itself opens up to reveal a high-tech video phone, apparently activated remotely. After a brief electronic squelching sound and flash of light, you see a smiling face on the phone's screen.

A **DC 15 Intelligence (Mechanics)** or **Wisdom (Perception)** check identifies this flash of light as some sort of sensor sweep coming from a high-tech device hidden inside the charger. The face on the screen is that of Carl Hauser (a.k.a. Douglas Quaid). The team's allies whisper the name they know this person by (Hauser by the government, Quaid by the resistance). Otherwise, however, they remain silent as the man addresses the heroes in a thick Austrian accent, giving no overt clues as to which version of him is talking.



"Hello there! If you're seeing this, it means everything has been going to plan, and none of you has a wet towel wrapped around your head. I knew you wouldn't let me down!" Grinning, he gives the screen a thumbs up. "There are so many layers of intrigue and betrayal going on, you would not believe it! Once you get back to the colony, we can all meet up at the Mars Interplanetary Hilton and talk about it. But for now, you have a big decision to make, amigos."

"If you blow up the controls, or try to turn it on without repairing the power first, you're going to kill everyone on the planet with a lethal dose of radiation. Everyone thought it was solar rays that created mutants, but it was really alien technology giving off similar readings—crazy, right? Nobody knows what'll happen if you turn that thing on at full power, so I say don't do it. Kuato's people probably want you to turn the machine on at nearly full blast, which could also trigger uncontrollable mutations everywhere on Mars. Yes, you might win freedom for the mutants, but at what cost?"

"I have another solution for you. Hitting just one power panel will deactivate the machine and send its energy back into the planet rather than out on the surface. My geology buddies tell me this will restart Mars' core and give the planet a new magnetic field like Earth has. It's the perfect solution! You get to save Mars, and keep things stable for everyone living here now!"

"In the end, it's your decision." Off-screen, you hear a woman laughing. Hauser/Quaid glances toward the sound, smiles, then looks back at you. "I just hope you make the right one. Hasta la vista!" The call ends.

DISSENT IN THE RANKS

If either faction is still present with the heroes, they make their goals known. The resistance still backs Kuato's original goals, and urges the team to activate the full power solution. The government, having heard the options, likes Hauser/Quaid's idea of activating one panel. Neither side wants the machine destroyed now, and neither is sure what would happen if the heroes activated only two of the three panels—would it create a more balanced effect? Or would it lead to catastrophe?

Should the heroes go with an option unfavored by their allies, it could spark one last round of violence. Talking the government or resistance leaders into accepting the

heroes' decision requires a **DC 19 Charisma** (*Deception, Intimidation, or Persuasion*) group challenge. Each hero must participate in this check, and GMs should award advantage for particularly well-worded or impassioned pleas.

Upon hearing solid arguments, the resistance/government leaders back down and let the heroes make the final choice. If the team is not convincing, however, the heroes must fight off their former allies, engaging in combat with whatever force remains from the previous encounter!

ENCOUNTER 16: THE CHOICE

SUMMARY

Armed with as much information as possible, the heroes make their final decision and learn what fate they have chosen for Mars and its inhabitants.

THE DOOMSDAY MACHINE

Read or paraphrase the following if the control mechanism for the alien facility is destroyed, or if it is activated while the power conduits (Encounter 13) are still damaged. GMs are encouraged to use the fade-to-black tool, instead, if you feel that this ending will risk making any of your players uncomfortable:

The world shudders, once.

Intense ionizing radiation erupts from several sites around the Cydonia region of Mars in a devastating chain reaction that reaches its apocalyptic conclusion in minutes. The tallest mountains in the solar system break apart into globs of mud and sand as the red planet's moisture-rich new atmosphere is shredded on a molecular level into its constituent hydrogen and oxygen atoms, which ignite shortly thereafter.

This cataclysm streaks across the surface of Mars at the speed of sound—just slowly enough so that every person on the planet can see or hear it coming before it washes through their bodies, microscopic neutrons injecting pain into every sensory receptor before their bodies are ripped apart by a concussive wave in gruesome fashion, then set aflame at solar temperatures.

The world shudders once again, and then is no more.



THE STATUS QUO

Read or paraphrase the following if the heroes opt to deactivate the alien machinery:

You depress a single panel in the control mechanism of the device.

A full minute goes by, then two...but nothing seems to happen. After a while, there's really nothing else for you to do here. Even trying to activate more panels yields no results, nor does percussive (or destructive) attempts at maintenance. Eventually, the natural light above you fades as the sun yawns toward the western horizon, and you begin your anticlimactic trek back to the Mars Federal Colony. Once back in the dome, you catch the tail end of a news broadcast.

"...and to recap that incredible announcement from government physicists: it appears that fresh tectonic forces have been detected deep in Mars' core. While this means we might experience a few more marsquakes from time to time, it also means that the red planet is generating its own magnetic field to protect everyone from solar radiation! Scientists warn that turbinium mining still carries the same risk of health hazards and mutations as before, but everyone else living on the surface can do so far more freely.

"In related news, following the confirmed death of Mars administrator Vilos Cohagen during recent chaotic events, the Northern Bloc council voted today to reallocate four-thousand soldiers from their deployment on the Luna 2 Colony to the Mars Federal Colony, under the leadership of General Stavros Cohagen, cousin of our late administrator.

"This is Jen Axel for Mars Syndicated News, wishing you all a good night."

A NEW DAWN

Read or paraphrase the following if the heroes activate the alien machinery at two-thirds power:

As you step back from activating the alien device, you hear it whir and whine as it spins up, pulling power from its core. A flash of purple light fills the chamber, and you are filled with an odd sense of belonging as the power flows outward. The device pulses with the rhythm of a steady heartbeat. Seeing it start up, you know there will be a delay of a few days, maybe a week, before its full power spreads to the colony, more than enough time for you to spread the word: those who do not want to embrace their differences should depart for Earth.



Some people flee, but many others, wanting to embrace their evolved selves choose to stay. As the changes come over their bodies, no person reacts the same as another. The differences become as varied as the people themselves as they rebuild the communities of Mars. Through trial and study, it is determined that a human can spend no more than a few days on the planet during a Martian year lest they unlock their own metamorphosis.

While the people of Mars embrace their true selves, the judgment from their Earthling counterparts is strongly divided at first on how to respond to this new reality. Some people on Earth feel that the “Martian mutants” are nothing more than a freak show. But, in time, the majority comes to accept them. In a completely different orbit, both literally and figuratively, the Martians grow to become proud of who they are. And, eventually, they achieve planetary peace and prosperity borne from acceptance. Life on Mars flourishes, filled with communities built on common values and on embracing the differences in one another.

In time, the Earthlings’ desire for turbinium-2 opens the door for the two worlds to speak once more, and results in Earth’s recognition of Mars as an independent and free world, populated by equals.

NO MERCY?

Read or paraphrase the following if the heroes unleash the full force of the alien machinery:

The alien machinery hums loudly as the electrified core suspended beneath the device spins at high speed. The entire chamber fills with an angry red light. Your joints feel weak as an electrochemical reaction crackles in the cavity beneath the control platform, its ever-increasing intensity causing even the turbinium walkways to buckle under their own weight.

You swiftly retreat from the facility, finding a few empty dune buggies outside that allow you to

return directly to the colony, where alarms are already detecting increases in radioactive neutrons. The scientifically-literate and paranoid alike head for the innermost domes. Within hours, the colony’s physicists confirm that neutron radiation is flowing out of the Tholus Mound in waves. They predict that its damaging effects will continue to increase over the next few days until the entire planet becomes a radioactive wasteland, instantly lethal to all forms of life.

Evacuations are chaotic at first, but everyone is airlifted off the surface before it’s too late. Cargo vessels and orbital shuttles form a ragtag fleet of sorts, limping all the way back to Earth. The Northern Bloc’s war ends as they realize there will be no more turbinium coming, and a global cease-fire takes hold.

Resettlement of the former colonists is a delicate process, especially for the mutants of Mars, whom the global governments accept for what they are—human. Moreover, many on Earth view them as the catalyst that brought peace to the solar system, and welcome them home.

In the end, Kuato’s goals have been met, after a fashion. The mutant population of Mars is free from oppression and servitude and humanity is forced to confront itself. It’s just unfortunate that the price was rendering the red planet uninhabitable for the next five thousand years.

IS THIS JUST FANTASY?

Because you, as the Game Master, are the best judge of how much your players enjoy the different aspects of the collaborative storytelling experience, you are encouraged to modify these epilogues as you see fit. The end of 1990’s *Total Recall* had a musical fanfare and a flashing sunrise that faded out to a white screen, leaving the audience in doubt about the final fate of Quaid and Mars. Will you leave your players to a similar cliffhanger ending? Only you can decide.

PART 6: THE CAST

SUPPORTING CAST

This section provides all the NPC stat blocks that you'll need to play *Total Recall* and its adventure, *The Enemy is Us*, which is included in this book. It also provides others that you can use, in addition to these, in your own adventures.

MOVIE ANTAGONISTS

If you want to include the antagonists from the *Total Recall* film, listed below are the stat blocks for each character:

- ✓ **Vilos Coahaagen.** The man himself, head of the Mars colony, with a literal chokehold on the air that the colonists breathe. He is a general (see *Core Rulebook*).
- ✓ **Richter.** The head of the Mars Colony Security Force, Richter is a cold-blooded killer and an MCSF officer (see below).
- ✓ **Lori Quaid.** The woman pretending to be Douglas Quaid's wife on Earth. She is a master spy (see *Core Rulebook*).
- ✓ **Dr. Edgemar.** Coahaagen's Rekall engineer on staff, Edgemar is a Rekall Engineer (see below).
- ✓ **Helm.** Richter's right-hand man, Lieutenant Helm is an MCSF lieutenant (see below).

HUMANS

MCSF SOLDIER

CR 1

Medium person (human)

Defense 15

Hit Points 17 (3d8 + 3)

Armor Medium Ballistic Vest
(+2 save bonus, AV 3, Ballistic)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	13 (+1)

Skills Athletics +4, Intimidation +3, Perception +3

Senses passive Perception 13

Roles Fodder, Ranged, Support

Equipment Assault carbine, earpiece radio, zip ties

Fear Tactics (1/Turn). MCSF soldiers are trained to inspire fear as much as to cause harm. When the MCSF soldier makes an attack using burst fire, or uses suppressive fire, each target or combatant in the area must pass a DC 11 Wisdom saving throw or be Frightened until the end of the soldier's next turn. Targets that dive for cover out of the area still must make this saving throw.

ACTIONS

Unarmed. Melee Attack: +5 to hit, PV 1, reach 5 ft., one target. **Hit:** 5 (1d4 + 3) bludgeoning damage.

Assault Carbine (30 rounds; bonus reload). **Ranged Attack:** +5 to hit, PV 2, range 800/1600 ft., one target. **Hit:** 9 (1d12 + 3) ballistic damage, or 16 (2d12 + 3) ballistic damage when using burst fire. This weapon can use suppressive fire.

The troopers that police Mars, members of the MCSF are as much organized thugs, as they are real law enforcement officers.

REKALL ENGINEER

CR 2

Medium person (human)

Defense 14

Hit Points 36 (8d8)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	16 (+3)	14 (+2)	16 (+3)

Skills Computers +5, Deception +5, Insight +4, Persuasion +5, Social Sciences +5

Senses passive Perception 12

Roles Ranged, Support

Equipment Portable RMEM

ACTIONS

Unarmed. Melee Attack: +2 to hit, PV 1, reach 5 ft., one target. **Hit:** 2 (1d4) bludgeoning damage.

Scramble. One combatant that the engineer can see within 30 feet must make a DC 13 Wisdom saving throw.

On a failed save, a target takes 16 (3d8 + 3) psychic damage (ignoring armor).

BONUS ACTIONS

Terrible Memory (Recharge 5–6). The engineer can implant temporary memories that cause intense discomfort in a combatant they can see within 30 feet. The target must make a DC 13 Wisdom saving throw or be Frightened for 1 minute. The target is also Sickened while Frightened in this way. The target can repeat the saving throw at the end of each of its turns, ending the effect on a successful save.

MCSF LIEUTENANT

CR 3

Medium person (human)

Defense 15

Hit Points 52 (7d8 + 21)

Armor Medium Ballistic Vest (+2 save bonus, AV 3, Ballistic)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

Saves Con +5, Wis +4

Skills Athletics +5, Intimidation +7, Perception +4

Senses passive Perception 14

Roles Ranged, Support

Equipment Assault carbine, earpiece radio, zip ties

Fear Tactics (1/Turn). MCSF soldiers are trained to inspire fear as much as to cause harm. When the MCSF lieutenant makes an attack using burst fire, or uses suppressive fire, each target or combatant in the area must pass a DC 13 Wisdom saving throw or be Frightened until the end of the lieutenant's next turn. Targets that dive for cover out of the area still must make this saving throw.

ACTIONS

Multiattack. The MCSF lieutenant makes two attacks. They can replace one attack with a use of suppressive fire.

Unarmed. Melee Attack: +6 to hit, PV 1, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) bludgeoning damage.

Assault Carbine (30 rounds; bonus reload). **Ranged Attack:** +6 to hit, PV 2, range 800/1600 ft., one target. **Hit:** 10 (1d12 + 4) ballistic damage, or 17 (2d12 + 4) ballistic damage when using burst fire. This weapon can use suppressive fire.

MCSF soldiers usually get promoted based on three criteria: how much the citizens fear them, how much their fellow soldiers fear them, and how willing they are to turn a blind eye to their superiors' misconduct.

MCSF OFFICER

CR 5

Medium person (human)

Defense 16

Hit Points 68 (8d8 + 32)

Armor Medium Ballistic Vest (+3 save bonus, AV 3, Ballistic)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

Saves Str +7, Con +7, Wis +6

Skills Athletics +7, Intimidation +10, Perception +6

Senses passive Perception 16

Roles Ranged, Support

Equipment Assault carbine, earpiece radio, zip ties

Fear Tactics (1/Turn). MCSF soldiers are trained to inspire fear as much as to cause harm. When the MCSF officer makes an attack using burst fire, or uses suppressive fire, each target or combatant in the area must pass a DC 15 Wisdom saving throw or be Frightened until the end of the officer's next turn. Targets that dive for cover out of the area still must make this saving throw.

Stable Firing. The MCSF officer does not suffer disadvantage due to making a burst fire attack.

ACTIONS

Multiattack. The MCSF officer makes two attacks. They can replace one attack with a use of suppressive fire.

Unarmed. Melee Attack: +6 to hit, PV 1, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) bludgeoning damage.

Assault Carbine (30 rounds; bonus reload). **Ranged Attack:** +8 to hit, PV 2, range 800/1600 ft., one target. **Hit:** 11 (1d12 + 5) ballistic damage, or 18 (2d12 + 5) ballistic damage when using burst fire. This weapon can use suppressive fire.

The top brass of the MCSF, these officers terrorize both the populace and their subordinates alike.

MUTANTS

MUTANT COMMANDO

CR 1/4

Medium person (mutant)

Defense 13

Hit Points 13 (2d8 + 4)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Perception +3, Security +2, Stealth +3, Streetwise +4

Senses passive Perception 13

Roles Fodder, Ranged

Equipment Concealed carry pistol, knife

Mutation. The mutant commando has one of the following mutations:

- ✓ **Chameleon Skin.** Advantage on *Dexterity (Stealth)* checks.
- ✓ **Extra Eyes.** Advantage on *Wisdom (Perception)* checks based on sight.
- ✓ **Enhanced Hearing.** Advantage on *Wisdom (Perception)* checks based on hearing.
- ✓ **Enhanced Scent.** Track by scent, advantage on *Wisdom (Perception)* checks based on smell.
- ✓ **Leaping Legs.** Long jump is up to 30 feet and high jump is up to 15 feet.
- ✓ **Nightsight.** Nightvision.

ACTIONS

Knife. Melee or Ranged Attack: +3 to hit, PV 1, reach 5 ft. or range 20/40, one target. Hit: 3 (1d4 + 1) slashing damage.

Pistol (8 rounds; bonus reload). Ranged Attack: +3 to hit, PV 2, range 100/200 ft., one target. Hit: 5 (1d8 + 1) ballistic damage, or 6 (1d10 + 1) ballistic damage if used in two hands.

A soldier in the mutant resistance, this mutant is trained in stealth, espionage, and guerrilla tactics.

MUTANT WARRIOR

CR 2

Medium person (mutant)

Defense 11

Hit Points 45 (6d8 + 18)

Armor Hardened Skin (+2 save bonus, AV 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	9 (-1)

Skills Athletics +5, Endurance +5, Survival +4

Senses passive Perception 12

Roles Melee, Hulk

Equipment None

Mutation. The mutant warrior has one of the following mutations:

- ✓ **Burrowing Hands.** Burrowing speed of 10 feet.
- ✓ **Long Arms.** Melee and special attacks have +5-foot reach.
- ✓ **Temperature Resistance.** Damage reduction 5 against cold and fire damage.
- ✓ **Tentacles.** Advantage on *Strength (Athletics)* check to stop an enemy from breaking a grapple.

ACTIONS

Multiattack. The mutant warrior makes two attacks.

Mutant Weapon. The mutant warrior has one of the following weapons:

- ✓ **Claws.** Melee Attack: +5 to hit, PV 1, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage. The mutant warrior can make an attack with this weapon as a bonus action, in which case it deals only 4 (1d8) damage.
- ✓ **Fangs.** Melee Attack: +5 to hit, PV 2, reach 5 ft., one target Grappled by the mutant warrior. Hit: 12 (2d8 + 3) piercing damage.
- ✓ **Horns.** Melee Attack: +5 to hit, PV 1, reach 5 ft., one target. Hit: 9 (1d12 + 3) bludgeoning damage. If the mutant warrior moved at least 10 feet directly toward the target immediately before this attack, the target must make a DC 13 Strength saving throw or be knocked Prone.
- ✓ **Spines.** Melee Attack: +5 to hit, PV 2, reach 5 ft., one target. Hit: 9 (1d12 + 3) piercing damage.

With mutations geared toward battle, mutant warriors are the front-line soldiers of the mutant resistance.

VARIANT: SPITTER

CR 3

Replace Roles Ranged, Killer

Replace action *Mutant Weapon* with *Unarmed*.

Melee Attack: +5 to hit, PV 1, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Add action *Spit Acid.* Ranged Attack: +5 to hit, PV 3, range 30/60 ft., one target. Hit: 16 (2d8 + 3) acid damage.

MUTANT PSYCHIC

CR 3

Medium person (mutant)

Defense 16

Hit Points 55 (10d8 + 10)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	18 (+4)	16 (+3)

Saves Int +5, Wis +6, Cha +5

Skills Insight +6, Perception +6, Persuasion +5, Survival +6

Senses passive Perception 16

Roles Ranged, Support

Equipment None

Mutation. The mutant psychic has one of the following mutations:

- ✓ **Precognition.** Cannot be surprised. Can spend a reaction to remove advantage from an attack against them.

- ✓ **Telekinesis.** List objects of Bulk 2 or less up to 120 feet away. Make Strength checks with a +4 bonus at that range.
- ✓ **Telepathy.** Can speak telepathically at a range of 300 feet.

ACTIONS

Unarmed. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Terrify. Up to two combatants that the mutant psychic can see within 60 feet must make a DC 14 Wisdom saving throw. On a failed save, a target takes 8 (1d8 + 4) psychic damage (ignoring armor) and is Frightened until the end of the mutant psychic's next turn. A target cannot willingly move closer to the mutant psychic while Frightened in this way.

Empathic Reading. The mutant psychic can read one person within 30 feet of them. They learn that person's emotional state: angry, worried, sad, etc. They can also learn one other fact about them that they know and that they do not consider a secret or privileged information. They can learn only one such fact per individual every 24 hours.

Gifted with powerful psychic abilities as part of their mutation, this psychic is likely a leader among their people.

VARIANT: MIND CRUSHER

CR 4

Replace Roles Killer, Ranged

Replace Terrify with Mind Crush. One combatant that the mutant psychic is aware of within 30 feet must make a DC 14 Intelligence saving throw, taking 31 (7d8) psychic damage (ignoring armor) on a failed save.

ROBOTS

JOHNNY

CR 1/8

Medium robot (autonomous, futuristic)

Defense 10

Hit Points 7 (2d8 - 2)

Armor Scrap metal frame (AV 1)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	8 (-1)	6 (-2)	9 (-1)	6 (-2)

Skills Intimidation +0, Vehicles +2

Senses passive Perception 9

Roles Fodder, Melee

Equipment Johnny Cab

Attached. The robot driver is attached to its seat, though not securely. It has advantage on checks and saving throws made to avoid being moved from its seat. If

it is removed from its seat, it falls Prone and cannot stand up.

Mechanical Nature. The robot driver cannot be Paralyzed, Sickened, or Stunned except by effects that specifically target robots, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Short Circuit. When the robot driver takes any electrical damage, it suffers disadvantage on attack rolls and ability checks until the end of its next turn.

ACTIONS

Unarmed Strike. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. This attack has advantage against a target inside the driver's vehicle.

Immobile outside of their vehicles, these robots drive Johnny Cabs, providing taxi service on Earth, Mars, and anywhere else people might need a ride. The ride might not be cheap, or pleasant, or fast, but it usually gets you where you need to go. Usually.

ADVENTURE NPCs

MICRO-UAV SWARM

CR 1

Medium robot (autonomous, futuristic, swarm)

Defense 14

Hit Points 18 (4d6 + 4)

Armor –

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	2 (-4)	12 (+1)	1 (-5)

Senses passive Perception 11

Roles Fodder, Melee

Mechanical Nature. The micro-UAV swarm cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Short Circuit. When the robot takes at least 5 electrical damage from one source, it suffers disadvantage on attack rolls and ability checks until the end of its next turn.

Swarm. The swarm can occupy another combatant's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points, and it cannot be Grappled, Prone, or Restrained. Halve all ballistic, bludgeoning, piercing, or slashing damage against it.

ACTIONS

Engine Burn. *Melee Attack:* +5 to hit, PV 0, reach 0 ft., one target in the swarm's space. *Hit:* 2 (1d4) bludgeoning damage plus 10 (4d4) fire damage, or 1 bludgeoning damage plus 5 (2d4) fire damage if the swarm is at half its hit points or fewer.

CLAUDIA REIVA

CR 6

Medium person (human)

Defense 16

Hit Points 71 (13d8 + 13)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	16 (+3)	16 (+3)	20 (+5)

Saves Dex +3, Wis +6, Cha +8

Skills Arts and Crafts +6, Deception +8, Intimidation +8, Performance +11

Senses passive Perception 13

Roles Leader, Support

Equipment Earpiece radio, concealed carry pistol

Obey Me. Any ally under her command that can see or hear Claudia has advantage on saving throws against being Frightened.

ACTIONS

Multiattack. Claudia can use her Demoralize action, then she can make an attack.

Demoralize. One enemy that can see or hear Claudia must make a DC 16 Wisdom saving throw. On a failed save, the target has disadvantage on attack rolls and attack rolls made against it have advantage, each until the start of Claudia's next turn.

Unarmed. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Pistol (8 rounds; bonus reload). *Ranged Attack:* +8 to hit, PV 2, range 100/200 ft., one target. *Hit:* 9 (1d8 + 5) ballistic damage, or 10 (1d10 + 5) ballistic damage if used in two hands.

BONUS ACTIONS

Come Here. One ally that can see or hear her can spend its reaction to move up to its speed toward Claudia. This movement does not provoke attacks of opportunity.

Quit Your Whining (1/Short Rest). One ally that can see or hear Claudia regains 32 (6d8 + 5) hit points.

Take Care of Them. One ally that can see or hear Claudia can spend their reaction to make an attack against the target of Claudia's choice. If this attack hits, it deals an additional 10 (3d6) damage.

REACTIONS

Protect Me. When an attack is made against her, Claudia can spend her reaction to cause that attack to be made against an ally that is under her command and within 5 feet of her.

HITOMI "SHADOWRAIN" KAGE

CR 6

Medium person (human)

Defense 16

Hit Points 102 (12d8 + 48)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	9 (-1)	14 (+2)	11 (+0)

Saves Str +7, Dex +6, Wis +5

Skills Acrobatics +6, Athletics +10, Endurance +7, Perception +5, Vehicles +6

Senses passive Perception 15

Roles Melee, Support

Equipment Improvised weapons

Hostage Taker. When Hitomi successfully grapples an enemy, she can immediately attempt to turn them into a human shield as a free action. See the Human Shields section in Part 3: New Rules for more on human shields.

ACTIONS

Multiattack. Hitomi makes two attacks, then she can make a third attack as a bonus action. The first time she hits an enemy with an attack, if it was an unarmed attack, she can make a disarm, grapple, or trip attempt against that target as a free action. She can also replace any of these attacks with a special attack as normal.

Unarmed. *Melee Attack:* +7 to hit, PV 1, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. This attack has advantage against a target Grappled by Hitomi.

Medium Hurtful Thing. *Ranged Attack:* +7 to hit, PV 1, range 50/100 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

JACQUES BOUNDE III

CR 6

Medium person (human)

Defense 15

Hit Points 91 (14d8 + 28)

Armor Light Ballistic Vest (+3 save bonus, AV 2, Ballistic)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	18 (+4)	10 (+0)	12 (+1)

Skills Acrobatics +4, Arts and Crafts +3, Computers +7, Mechanics +7

Senses passive Perception 10
Roles Leader, Ranged, Support
Equipment Electrician's kit, mechanic's kit

Spacer Training. Jacques has advantage on ability checks and saving throws against decompression and suffocation, as well as those made to navigate zero gravity.

Genius. Jacques has 4 genius points, and can enact plans as if a 7th level Smart Hero (save DC 14). He knows the following plans: *Coordinated Maneuvers*, *Dimension Modifier*, *Gravity Manipulator*, *Hologram Projector*, *Know The Layout*, *Matter Disintegrator*, *The Right Tool*

ACTIONS

Unarmed. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Electrical Discharge. Up to 3 enemies within 30 feet that are at most 15 feet away from one another must each make a DC 15 Dexterity saving throw, taking 17 (5d6) electrical damage (PV 2) on a failed save, or half as much on a successful one.

CAPTAIN MARCUS EVERETT

CR 7

Medium person (human)

Defense 17

Hit Points 97 (13d8 + 39)

Armor Medium Ballistic Vest (+3 save bonus, AV 3, Ballistic)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	17 (+3)	14 (+2)	18 (+4)

Saves Dex +7, Con +6, Int +6, Wis +5

Skills Acrobatics +7, Athletics +9, Endurance +6, Insight +5, Intimidation +10, Perception +5, Persuasion +7, Stealth +7, Vehicles +7

Senses passive Perception 15

Roles Leader, Ranged, Support

Equipment SMG, earpiece radio, zip ties

Orders. Allies that can see and hear Captain Everett add a d4 to each of their attack rolls and saving throws. A combatant can benefit from only one such die at a time.

Fear Tactics (1/Turn). MCSF soldiers are trained to inspire fear as much as to cause harm. When Captain Everett makes an attack using burst fire, or uses suppressive fire, each target or combatant in the area must pass a DC 15 Wisdom saving throw or be Frightened until the end of the officer's next turn. Targets that dive for cover out of the area still must make this saving throw.

Master of Arms. Captain Everett adds one die to the damage of all weapons he wields. (Included below.)

Stable Firing. Captain Everett does not suffer disadvantage due to making a burst fire attack.

ACTIONS

Multiattack. Captain Everett makes two attacks. He can replace one attack with a use of suppressive fire.

Machete. *Melee Attack:* +7 to hit, PV 1, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

SMG (30 rounds; bonus reload). *Ranged Attack:* +7 to hit, PV 2, range 100/200 ft., one target. *Hit:* 15 (2d10 + 4) ballistic damage, or 20 (3d10 + 4) ballistic damage when using burst fire. This weapon can use suppressive fire.

TONY

CR 7

Medium person (mutant)

Defense 18

Hit Points 119 (14d8 + 56)

Armor Hardened Skin (AV 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	8 (-1)	17 (+3)	16 (+3)

Skills Athletics +8, Deception +6, Intimidation +6, Stealth +3, Streetwise +6, Survival +6

Senses passive Perception 13

Roles Tank

Equipment Assault rifle

Big Guns. Tony can use Strength instead of Dexterity when making a ranged attack with a non-light ranged weapon, and can ignore the stationary property of weapons.

ACTIONS

Multiattack. Tony makes three attacks, then he can make an unarmed attack as a bonus action.

Unarmed. *Melee Attack:* +8 to hit, PV 1, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Assault Rifle (30 rounds; bonus reload). *Ranged Attack:* +8 to hit, PV 2, range 900/1800 ft., one target. *Hit:* 10 (1d12 + 4) ballistic damage, or 17 (2d12 + 4) ballistic damage when using burst fire. This weapon can use suppressive fire.

KEY CHARACTERS

DOUGLAS QUAID / CARL HAUSER

"Those assholes at Rekall have fucked up your mind. You're having paranoid delusions."

—LORI QUAID (*Total Recall*)

Originally a man named Carl Hauser, Douglas Quaid's false memories were created as part of a complex plot conceived by Hauser himself—unless Quaid was merely experiencing a memory implant gone wrong the entire time. These statistics assume that Quaid really is a spy caught up in a grand conspiracy, however. After all, if none of it was real, he'd be a normal man. Quaid—like his previous self—is a master spy who prefers to use the environment, trickery, and surprise to defeat his enemies, but he is no stranger to a drag-out fight. A certified badass, Quaid always has an ace in the hole to get out of any sticky situation alive.

DOUGLAS QUAID / CARL HAUSER

LEVEL 10

Charming | Spy

Origin Human

Background Rekall Adjusted (Quaid)
or Wealthy Family (Hauser)

Profession Trades (Quaid) or *Intelligence* (Hauser)

Wealth 3 (Quaid) or 4 (Hauser)

Defense 17 (19 with Expect the Unexpected)

Hit Points 73

Hit Dice 10d8

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	16 (+3)	14 (+2)	18 (+4)

Proficiency Bonus +4

Equipment Proficiencies Basic, Advanced, Improvised, Military

Save Proficiencies Dex +7, Con +6, Cha +8

Skill Proficiencies Arts & Crafts +6 (Quaid only), Computers +7 (Hauser only), Investigation +7 (Hauser only), Mechanics +7 (Quaid only), Streetwise +6

Skill Expertise Deception +12, Insight +10, Perception +10

Talents Influence, Tricks, Charm, Person of Mystery, I Just Work Here, Rigged, Advanced Combat Training, Intelligence Expertise, Consummate Professional

Feats Ability Score Training: Charisma +2, Ability Score Training: Dexterity +1, Survival Training: Constitution, Smart Hero Training, Mastermind Training, Advanced Mastermind Training

Tricks (7d10 Influence) Entering Without Breaking, Go To Sleep, No Witnesses, Quick Change, Time To Improvise.

Plans (4 Genius) Dirty Little Secrets, Expect the Unexpected, I Have The Perfect Disguise, I Lured You Into Danger, They'll Never See Us Coming

WEAPONS

Unarmed. *Melee Attack*: +7 to hit. *Damage*: 1d4+3 bludgeoning, PV 1. *Properties*: light, finesse.

Assault Carbine (30 rounds). *Ranged (800/1,600) Attack*: +7 to hit. *Damage*: 1d12 + 3 ballistic, PV 2. *Properties*: burst 3, full-auto, loud, restricted.

EQUIPMENT

Clothes. Street clothes

Vehicle. None

Gear. Pocket stuff, Martian hologram projector (use of the Hologram Projector plan at 3rd level 7/Long Rest)

Weapons. Assault carbine

MELINA

"...kiss me quick before you wake up!"

—MELINA (*Total Recall*)

A human operative working with the mutant resistance, Melina first recognized Quaid as Hauser and wanted to kill him, but soon realized that he was a new man and an ally. Melina and Quaid teamed up to defeat Cohaagen and liberate the mutants of Mars.

MELINA

LEVEL 7

Agile | Scoundrel

Origin Human

Background Poor Family

Profession Investigative Services

Wealth 3

Defense 17

Hit Points 46

Hit Dice 7d8

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	15 (+2)	14 (+2)	12 (+1)	16 (+3)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced

Save Proficiencies Dex +8, Cha +5

Skill Proficiencies Acrobatics +8, Deception +6, Insight +4, Investigation +5

Skill Expertise Security +8, Sleight of Hand +11, Stealth +11, Streetwise +7

Talents Fast Reflexes, Quickness, Vital Strike (4d6), In The Shadows, Surprise Attack, Roll With It, Covert Expertise

Feats Ability Score Training: Dexterity +4, Ability Score Training: Charisma +1, Skill Training: Insight

WEAPONS

Unarmed. *Melee Attack:* +7 to hit. *Damage:* 1d4+3 bludgeoning, PV 1. *Properties:* light, finesse.

Concealed Carry Pistol (8 rounds; bonus reload). *Ranged (100/200) Attack:* +8 to hit. *Damage:* 1d8 + 5 ballistic, PV 2. *Properties:* light, loud, semi-auto, versatile (1d10).

EQUIPMENT

Clothes. Dark clothes

Vehicle. None

Gear. Pocket stuff, burglar's kit, disguise kit

Weapons. Concealed carry pistol

BENNY

"I got five kids to feed!"

—BENNY (*Total Recall*)

A taxi driver that joins Quaid on his mission, Benny is a double-agent. Despite being a mutant himself, he works for Coahaagen and was sent to infiltrate the resistance and perpetuate the oppression of his people.

BENNY

LEVEL 5

Tough | Scrapper

Origin Mutant

Background Subsistence

Profession Transportation (Taxi Driver)

Wealth 2

Defense 17

Hit Points 60

Hit Dice 5d12

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	9 (-1)	12 (+1)	14 (+2)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced, Improvised

Save Proficiencies Con +7, Int +2

Skill Proficiencies Athletics +6, Deception +5, Mechanics +2, Streetwise +4, Vehicles +5

Talents Payback, Tough As Nails (3), Opportunist, Frenzy, With Interest (2d6), Roll With It

Feats Ability Score Training: Constitution +2, Ability Score Training: Strength +1, Skill Training: Deception

Mutations Lifting Adaptation (mutant arm), Poor Finesse

WEAPONS

Unarmed. *Melee Attack:* +6 to hit. *Damage:* 1d4 + 3 bludgeoning, PV 1. *Properties:* light, finesse.

EQUIPMENT

Clothes. Taxi driver uniform

Vehicle. Mars colony transport, car stuff

Gear. Pocket stuff

Weapons. None

KUATO / GEORGE

"You are what you do."

—KUATO (*Total Recall*)

The leader of the mutant resistance, Kuato is actually one of two conjoined twins sharing a body; George seems like a normal human until the tiny body of Kuato emerges from his torso, taking control of the body. Kuato's mutations have granted him telepathic abilities, allowing him to unlock some of Quaid's true memories.

KUATO / GEORGE

LEVEL 7

Wise | Mutant Psychic

Origin Mutant

Background Mutant Legacy

Profession Unemployed

Wealth 1

Defense 18

Hit Points 46

Hit Dice 7d10

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	10 (+0)	16 (+3)	20 (+5)	12 (+1)

Proficiency Bonus +3

Equipment Proficiencies Basic

Save Proficiencies Wis +8, Cha +4

Skill Proficiencies Endurance +3, Insight +8, Perception +8, Survival +8, Streetwise +8

Talents Focus (7), Concentration, One Step Ahead, Empathic Mutation, Dark Depths (2d8 + Wis), Mind Sight, Psychic Growth, Deep Sight, Psychic Evolution

Feats Ability Score Training: Constitution +2, Ability Score Training: Strength +1, Skill Training: Deception

Mutations Empathic Reading, Precognition, Telepathy, Twin Minds, Psychic Vulnerability

WEAPONS

Unarmed. *Melee Attack:* +6 to hit. *Damage:* 1d4 + 3 bludgeoning, PV 1. *Properties:* light, finesse.

EQUIPMENT

Clothes. Simple clothes with button-down shirt

Vehicle. None

Gear. None

Weapons. None

PRE-GENERATED HEROES

“Whatever your name is, get ready for the big surprise. You are not you. You’re me.”

— CARL HAUSER (*Total Recall*)

These heroes have been prepared specifically for *The Enemy is Us*, along with the “code name” by which the Martian Resistance knows each of them. It is not necessary to play these heroes in the adventure, but any heroes created for the adventure should have skills conducive to handling Martian technology, physical labor, spying, and all kinds of combat. Heroes in this adventure begin as experienced members of the Martian Resistance or elite mercenaries in their employ. Level 7 is recommended for this adventure.

AGENT ALPHA (“GIZMO”)

Whoever said “the first one is always free” was lying through their teeth. Back on Earth, you studied Mars since you were a little kid—everything from the earliest orbiters and rovers to the first domes. Some of the best information wasn’t even available online, so you would keep checking out the same books from the library repeatedly—until, one day, you decided not to return them. You became an expert on “the face on Mars” and other ideas that got you labeled as a conspiracy theorist—a reputation that made it hard to hold down a full-time job. But you were smarter than “they” were, and you knew how to work the system to filch some dollars here, defraud some local governments there, and so on.

After saving up money for months to visit Mars, you went out hunting for evidence of ancient alien life on the red planet...and you found some! For the first time in your life, you made a legitimate discovery on your own, but the “scientists” of the Mars Federal Colony claimed you stole it from their dig site. You served a full year in prison for taking that tiny artifact, which was technically your first offense (on Mars, at least).

After getting out, you were hired by the Mars resistance as a “consultant.” In exchange for looking into ways to make things safer for their people and for the mutant population, they promised that you could keep as much alien tech as you could carry. Now *that* was a promise you could put to the test!

AGENT ALPHA (“GIZMO”)

LEVEL 7

Smart | Martian Gadgeteer

Origin Human

Background Technophile

Profession Crime

Wealth 2

Defense 16

Hit Points 37

Hit Dice 7d6

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	12 (+1)	20 (+5)	10 (+0)	14 (+2)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced

Save Proficiencies Dex +6, Int +8

Skill Proficiencies Arts and Crafts +3, Computers +8, Deception +4, Investigation +8, Natural Sciences +8, Stealth +6, Streetwise +3

Skill Expertise Mechanics +11, Security +11

Languages English, German

Talents Plans, Genius, Mental Refresh, Gadgets, Martian Weapon, Advanced Martian Weapon

Feats Ability Score Training: Intelligence +4, Advanced Skill Training: Security, Skill Training: Deception and Perception

Plans (6 Genius): Biological Conditioner, Dimension Modifier, Gravity Manipulator, Hologram Projector, Know the Layout (Z-Ray Scanner), Mind Disorganizer, Teleportation Initiator, Watch Your Step (Friction Dampener); See Part 2 of this book and the Shared Plans in the *Everyday Heroes Core Rulebook* for full descriptions.

WEAPONS

Unarmed. *Melee Attack:* +6 to hit. *Damage:* 1d4 + 3 bludgeoning, PV 1. *Properties:* light, finesse.

Corroder. *Ranged (100/200) Attack:* +8 to hit. *Damage:* 2d8 + 5 acid, PV 4. *Properties:* loud.

EQUIPMENT

Clothes. Durable clothing with many pockets, wide-brimmed hat

Gear. Martian gadgets, archaeology tools, sample jars, magnifying bifocals, mylar blanket

Weapons. Martian corroder

Armor. Spacesuit or none

FEATURES AND TALENTS

There's an App for That. You always have the latest and greatest technology before the general public has it. Your high-tech computer watch can substitute as any plausible tool in the equipment list. The GM has final say on what is plausible for your watch to do.

Criminal Record. You also have advantage on all Charisma checks when interacting with the underworld. You have disadvantage on all Charisma checks when interacting with anyone from law enforcement or the security professions.

Genius. You have 6 genius points, which you can spend to enact plans. Your plan DC is 16.

Mental Refresh. When you take a short rest, you can refresh your mind with a nice snack, a power nap, and/or some light reading. You regain 1 genius point when you finish that short rest. You can do this only once before you finish a long rest.

Gadgets. You carry an array of Martian technology, as well as tools to operate and repair that technology. These gadgets appear to be a normal electrician's kit to anyone not familiar with alien technology, and they can be used as an electrician's kit, as well as a mechanic's kit, in addition to their other uses. Your gadgets have a combined Bulk of 2 when carried by anyone other than you, but you treat them as Bulk 0.

For you to enact any shared plan or Martian Gadgeteer plan you know, you must have your gadgets accessible to you. See the Martian Gadgeteer class description in Part 2 for more on replacing lost or destroyed gadgets.

Martian Weapon. You have a special weapon—a “Corroder”—reverse engineered from Martian technology. You, and only you, are proficient in this weapon, you can use your Intelligence instead of Dexterity for attack and damage rolls with it, and you can treat it as if it had a Bulk of 0. You can disguise this weapon as part of your gadgets, causing it to appear to be a harmless tool, or some unknown form of alien technology to anyone who would recognize Martian artifacts. It stops functioning if it is not on your person for more than 1 hour.

You can build a new Martian weapon whenever you finish a long rest, but you can have only one at a time. If you create a new one, any existing weapon you have created stops functioning. You must have your gadgets with you to do this. See the Martian Gadgeteer class description in Part 2 for more Martian weapon options.

Advanced Martian Weapon. You deal an additional die of damage when you hit with an attack using the weapon granted by your Martian Weapon talent.

AGENT BETA ("CHAMELEON")

Everyone always said that you could be whatever you wanted to be when you grew up, but laughed when you said that you wanted to travel the world. Coming from a small town, your world and your outlook on life were both shattered the day your father died. With no one else to support you, you found yourself being shunted away to a group home on Mars where you would be "safer." Well, whether it was due to you or to Mars' strange ways, around the end of middle school, you found that when you thought about something for long enough, you started to resemble it. After freaking out for awhile, you decided that your new talent just might come in handy. So, you tricked your group home parents into thinking that you had been gone a few times when, really, you had been right there. Suddenly, you realized that—now, thanks to your new talent—you really could be anyone you wanted to be!

And so you did. You did a stint at a Hawaiian hospital as an ER nurse the summer between your junior and senior years of hospital, and discovered that you liked helping people, but hated the sight of blood. After high school, you decided that you would use your powers to see the world and everything beyond it. You sold your house, your car, everything to be able to move about the world. You assumed a new appearance and forged a few documents, and now, you travel the solar system as a flight attendant and "fixer" for-hire who looks nothing like the kid you once were.

AGENT BETA ("CHAMELEON")

LEVEL 7

Tough | Mutant Shifter

Origin Mutant

Background Juvenile Delinquent

Profession Flight Attendant

Wealth 2

Defense 16

Hit Points 75

Hit Dice 7d12

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced

Save Proficiencies Con +6, Cha +5

Skill Proficiencies Athletics +7, Insight +4, Performance +5, Persuasion +8, Medicine +3

Skill Expertise Deception +8, Sleight of Hand +6

Languages English, Italian, Mandarin

Talents Payback, Tough as Nails (3), Shapeshifting, Monstrous, Advanced Combat Training, Advanced Shifting

Feats Ability Score Training: Strength +2, Ability Score Training: Constitution +2, Advanced Skill Training: Deception, Seducer

WEAPONS

Acid Spit (see Advanced Shifting). *Ranged (30/60) Attack: +6 to hit. Damage: 2d6 + 3 acid, PV 3. Properties: none.*

Beastly Claws. *Melee Attack: +7 to hit. Damage: 1d8 + 4 slashing, PV 1. Properties: light, finesse.*

Bone Spines. *Melee Attack: +7 to hit. Damage: 1d12 + 4 piercing, PV 2. Properties: none.*

Ram Horns. *Melee Attack: +7 to hit. Damage: 1d12 + 4 bludgeoning, PV 1. Properties: When you hit an enemy with these horns, if you moved at least 10 feet directly toward them immediately before the attack, that enemy must make a Strength saving throw with a DC of 8 + your proficiency bonus + your Strength modifier or be knocked Prone.*

Razor Fangs. *Melee Attack: +7 to hit. Damage: 2d8 + 4 piercing, PV 2. Properties: You can make an attack with this weapon only against a target you have Grappled or an Incapacitated target.*

EQUIPMENT

Clothes. Flight attendant uniform or evening wear

Gear. Disguise kit, hygiene kit

Weapons. None (their body is a weapon)

Armor. None

FEATURES AND TALENTS

Underworld Contacts. You gain advantage on

Wisdom (Streetwise) checks to buy or sell illicit goods and services.

Turbulence Tolerance. You have advantage on ability checks and saving throws made to keep your balance or avoid falling Prone.

Payback. You gain a +2 bonus on one attack roll against an opponent who has damaged you since the end of your last turn. You can use this talent once during your turn. You can decide to use Payback after making your attack roll, but before determining the result.

Tough as Nails. You gain damage reduction (against all damage types) equal to your proficiency bonus (3).

Shapeshifter. You can change your body at will. By spending 1 minute doing nothing else, you can do any of the following:

- ✓ **Change your height.** You can choose any height within 1 foot of your original height.
- ✓ **Change your build.** You can appear stouter or thinner, altering your apparent weight by up to 50 percent above or below your actual weight. Likewise, you can alter your apparent muscle mass and body fat, your shoulder and hip width, and other similar details within the limits of your new apparent weight. Your physical weight does not change; you merely adjust your density, shorten or elongate your bones, and redistribute your fatty tissue.
- ✓ **Change your apparent age.** You can appear to be any age you like consistent with your height, build, and origin.
- ✓ **Change your vocal pitch.** You can increase or lower your voice's pitch to any pitch within human limits. If you can hear someone's voice while doing this—or if you have perfect memory—you can accurately match their pitch. If you do, you have advantage on ability checks made to mimic their speech.
- ✓ **Change your face.** You can easily appear to be a new person, different from how you have looked before, or take on a unique appearance you have used before. To imitate a specific person, you must be able to see them—either in person, in an image, or in your mind if you know the person well—and you need a mirror or other way to see yourself to check your work. If your height, build, age, and vocal pitch

match that person, you have advantage on ability checks made to convince people you are actually that person.

- ✓ **Change your primary and/or secondary sex characteristics.** You can adjust these to anything within human limits.
- ✓ **Change your mutation.** You can appear to be a normal human or a mutant, you can add or remove any cosmetic mutations, and you can manifest or suppress any beneficial mutation you have that is physical in nature. In addition, you can manifest one of the following minor beneficial mutations until you choose this option again, gaining its benefits: *Burrowing Hands, Chameleon Skin, Extra Arm, Extra Eyes, Extra Legs, Hardened Skin, Leaping Legs, Lifting Adaptation, Long Arms, Mutant Weapon, Rubber Bones, or Tentacles.* You cannot choose a mutation you already have.

Monstrous. You gain the Mutant Weapon minor beneficial mutation. As a free action at the start of your turn, you can manifest or suppress this mutation as if using your Shapeshifter talent, or you can change the weapon granted to any of the other options for that mutation. These weapons are included in your attacks above, but you can use only one at a time.

Advanced Combat Training. Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Advanced Shifting. You can use your Shapeshifter talent as an action, instead of spending 1 minute. In addition, you can manifest one of the following major beneficial mutations when you change your mutation using your Shapeshifting talent, instead of choosing a minor beneficial mutation: *Acid Spit, Armored Shell, Elasticity, Four Arms, Grasping Appendage, Powerful Voice, or Spider Cling.* Alternatively, you can manifest two of the minor beneficial mutations normally available to you.

FEATS

Seducer. You have developed undeniable sex appeal through a combination of looks and attitude. You gain advantage on **Charisma (Persuasion)** and **Charisma (Deception)** checks with people who are attracted to your gender.

AGENT DELTA (“HAWKEYE”)

You never knew your parents, but everyone speaks highly of them. While they did work for the government, they were both Mars resistance spies the whole time, hiding in plain sight. Your mother was a wealthy physician and your father a retired United Nations diplomat, both ostensibly coordinating welfare allocations from Earth to less well-to-do Martian communities. By tragic irony, a botched attack by Mars resistance members on a graduating class of Mars Colony Security Force recruits left a dozen bystanders in the audience dead, including both of your parents.

Resistance members took you in, raised you, and looked after you. At an early age, you dedicated yourself to trying to live up to the stories that you heard about your parents and their skills as secret agents. As a teenager, your foster parents sent you to Earth to enroll in college and later medical school, all the while spending part of your inheritance learning spy- and trade-craft.

Returning to Mars years later with a bevy of false identities and disguises, you are also a trained doctor, person of mystery, and spy-for-hire—perfectly suited to aid the Martian resistance as an infiltrator, a medic, or indirect actor. To honor the memory of your parents and the surrogate family who raised you, you’ve been more than willing to work for whatever pay the resistance offers.

AGENT DELTA (“HAWKEYE”)

LEVEL 7

Charming / Spy

Origin Human

Background Raised By Assassins

Profession Medicine

Wealth 3

Defense 16

Hit Points 45

Hit Dice 7d8

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	12 (+1)	14 (+2)	10 (+0)	18 (+4)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced, Improvised, Military

Save Proficiencies Dex +7, Cha +7

Skill Proficiencies Insight +3, Medicine +5, Security +5, Persuasion +7

Skill Expertise Deception +10, Perception +6, Stealth +10

Languages English, French, Mandarin

Talents Influence (5d8), Tricks, Charm, Person of Mystery, I Just Work Here, Rigged, Advanced Combat Training, Intelligence Expertise

Feats Ability Score Training: Dexterity +2, Ability Score Training: Constitution +1, Ability Score Training: Charisma +2, Resourceful

Tricks Entering Without Breaking, Go To Sleep, No Witnesses, Quick Change

WEAPONS

Knife. *Melee or Ranged (30/60) Attack:* +6 to hit. *Damage:* 1d4 + 3 slashing, PV 1. *Properties:* light, finesse.

Spec-Ops SMG (50 rounds; bonus reload). *Ranged (350/700) Attack:* +7 to hit. *Damage:* 1d8 + 4 piercing, PV 3. *Properties:* burst 3, full-auto.

EQUIPMENT

Clothes. Medical scrubs and lab coat, tuxedo

Gear. Spare bow tie, scalpel, stethoscope, first aid kit

Weapons. Small knife, spec-ops SMG

Armor. Light ballistic vest (AV 1, Ballistic)

FEATURES AND TALENTS

Prescriptions. You have access to a range of prescription pharmaceuticals and otherwise-restricted drugs pertaining to your medical discipline. Abuse of this power can put you in serious legal jeopardy.

Influence. You have five influence dice, which are d8s. An influence die is expended when rolled. You regain all your expended influence dice when you finish a short or long rest.

You gain additional influence dice as you gain levels, as shown in the Charming Hero table.

Tricks. You can use only one trick during a single attack, saving throw, or ability check.

The effect of each trick, as well as the action you must take to enact it, is included in the trick's individual description. If a trick calls for a saving throw, the save DC is 15. This is your trick DC.

Charm. When you make a Charisma check, after rolling but before determining the result, you can roll an influence die and add it to your result.

Person of Mystery. Your true identity is obscured behind many layers of fake IDs, redacted government records, and constructed social media accounts. You can fabricate a new identity given 1 hour of work, granting you a passport and other identifying documents, a birth certificate, work history, and social media posts. You can also alter your fingerprints, though only enough to never appear in any database, and never to impersonate a specific person. This new identity is legally foolproof, but you must make ability checks as normal to fool anyone who has met you under an earlier identity.

I Just Work Here. You have learned to blend into your environment, and make your tools appear to be simple civilian objects. You have advantage on any ability check made to blend into a crowd, pretend to be a normal person, or conceal an item on your person.

In addition, during a long rest, you can modify any weapon or tool so it appears to be a harmless object of a similar size and shape. A rifle might appear to be an umbrella, a surveillance camera might seem to be a bowtie, or an explosive might look like a cigar, for example. This camouflage is perfect to the naked eye and stands up to casual scrutiny, but close inspection reveals the truth, and this talent cannot fool advanced security systems such as X-rays. You can modify up to a number of objects during that rest equal to your proficiency bonus.

Rigged. You are skilled in the art of trap-making. You have advantage on ability checks made to set traps or rig explosives.

Advanced Combat Training. Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

FEATS

Resourceful. You can uncannily make just about anything you need out of whatever happens to be lying around. Given 10 minutes, you can create a makeshift invention that allows you to attempt any ability check you are proficient in with no tools, materials, or equipment you might normally need and you negate any situational

disadvantage applied to the check. This process of improvisational invention involves dismantling and breaking other perfectly good tools or objects you have on hand.

TRICKS

Entering Without Breaking. You know how to get into places without leaving a trace. When you make an ability check to enter a location you aren't allowed—pick a lock, lie to a security guard, spoof an ID, climb a fence, sneak past a camera, etc.—you can spend an influence die to do so without leaving evidence of your entry. Roll the influence die and add it to the result of your ability check. If you succeed, you leave no trace of your entry. No one gets a good enough look at you to identify you, nor does any security camera. No alarms are tripped simply by your entry. Locks and electronics are left in pristine condition, with no evidence of tampering. You leave no footprints, fingerprints, or other signs. Once you're inside, this benefit no longer applies; further cameras, guards, locks, etc. are treated normally.

Go To Sleep. You have trained extensively in ways to knock people unconscious with a single strike. As a special attack, you can spend an influence die to choose one surprised enemy within 5 feet of you. Roll the influence die a number of times equal to your hero level plus your proficiency bonus. If the total of these rolled dice is greater than or equal to the target's current hit points, the target is knocked Unconscious for 1 hour.

No Witnesses. Sometimes, someone must die, and you know how to make that happen. When you make an attack, you can spend an influence die before rolling the attack. Roll that influence die and add it to the result of your attack. If you hit, roll the influence die again and add it to the damage you deal. If the target is surprised, roll the influence die twice and add it to the damage you deal instead.

Quick Change. You can change your outfit almost instantly, allowing you to change personas on the fly. As an action, you can spend an influence die to instantly swap your clothing, make-up, and accessories into a new disguise. For the next hour, whenever you make an ability check to convince anyone of your disguise, roll that influence die and add it to the result. You must have a disguise kit or access to improvised supplies to use this trick. Anyone who watches you change is not fooled.

AGENT GAMMA ("BLUEPRINT")

You had no idea it would be like this. Things on Earth being tough for you meant that the kinds of hardship facing the Martian people on a daily basis never entered your mind. Now that you're here and part of the mutant community itself (albeit with a subtle mutation that still lets you walk anywhere you want without harassment), you can see just how much privilege you had.

A full-ride wrestling scholarship to college was great, at first. You learned how to speak a couple of languages but couldn't keep up with the academic side of things beyond that. Leaving school, you tried to get into professional wrestling and mixed martial arts too young, and soon enrolled in the school of hard knocks for your trouble. After a while, you started doing okay for yourself in a few underground circuits in some seedy communities, but you still longed for the spotlight. On a tip from some friends, you caught a one-way transport to the Mars colony, where MMA and wrestling were the most popular sports on the planet. An unknown like you, though, didn't have the clout to land any real gigs, and you soon found yourself, like so many other immigrants before you, working in the turbinium mines.

Despite your intimidating physique, you found yourself at home with the other immigrants whose stories were similar to yours. When the Mars resistance came looking to hire "muscle" to help them better the lives of the mutant community, you were quick to throw your hat in the ring.

AGENT GAMMA ("BLUEPRINT")

LEVEL 7

Strong | MMA Fighter

Origin Mutant

Background Immigrant

Profession Martian Miner

Wealth 1

Defense 17

Hit Points 67

Hit Dice 7d10

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	9 (-1)	14 (+2)	12 (+1)

Proficiency Bonus +3

Equipment Proficiencies Basic

Save Proficiencies Str +6, Dex +4

Skill Proficiencies Arts and Crafts +5, Endurance +6, Intimidation +4, Social Sciences +2, Streetwise +5, Survival +5

Skill Expertise Athletics +11

Languages English, Spanish, Thai

Talents Reckless Attack, Power Attack, Heavy Hands, Pin, Submission Move, Jab, Takedown, Advanced Combat Training, Improved Heavy Hands, Master Grappler

Feats Ability Score Training: Strength +4, Ability Score Training: Constitution +2

WEAPONS

Unarmed. Melee Attack: +8 to hit. *Damage:* 1d8 + 5 bludgeoning, PV 1. *Properties:* light, finesse.

Unarmed (off-hand). Melee Attack: +8 to hit. *Damage:* 1d8 bludgeoning, PV 1. *Properties:* light, finesse.

EQUIPMENT

Clothes. Close fitting athletic clothing

Gear. Metal folding camp chair, championship belt

Weapons. Fists

Armor. Protective padding (armored clothing, AV 1)

FEATURES AND TALENTS

One of Us. You gain advantage on Charisma checks when attempting to influence members of the same immigrant culture.

Enhanced Stomach (Mutation). You can digest just about any food, and you can swallow much more than normal. You are immune to ingested poisons, you can subsist on spoiled or rotten food, and you only need to eat one meal each day. In addition, as an action, you can swallow any object of up to 1 Bulk and carry it in your stomach. You can regurgitate such an object as an action. You can hold only one such object at a time, but a swallowed object does not count toward your maximum Bulk.

Reckless Attack. At the start of your turn, you can declare you are being reckless. You gain advantage on attack rolls with melee weapons until the end of your turn. Your opponents gain advantage on attack rolls against you until the start of your next turn.

Power Attack. Before making an attack roll with a melee weapon (including weapons with the thrown property) during your turn, you can take a -5 penalty on the attack roll to gain a +10 bonus to damage if the attack hits. You cannot use Power Attack if the attack was made as part of a bonus action, with a thrown explosive, or when using Reckless Attack. You also cannot use Power Attack with any attack that does not require an attack roll.

Heavy Hands. The damage from your unarmed strikes improves by one die step from 1d4 to 1d6. In addition, you can use Power Attack when making off-hand unarmed strikes, but the damage bonus is +5 instead of +10. (But see Improved Heavy Hands).

Pin. If you have an opponent Grappled, you can make a special attack to pin them (see Chapter 9 for special attacks). No attack roll or ability check is required; success is automatic. You and the opponent are considered Restrained until the grapple is broken.

Submission Move. If you have an opponent Grappled, you can perform a special attack called a submission move. This attack automatically hits and deals the same damage as your unarmed strike. You cannot use your Power Attack talent when making a submission move.

Jab. Once during your turn, before rolling to hit with an unarmed strike, you can declare it is a jab. You cannot declare an attack as both a jab and a takedown. If the jab hits, you gain advantage on your next melee attack roll against that opponent before the end of your next turn.

Takedown. Once during your turn, before rolling to hit with an unarmed strike, you can declare it is a takedown. You cannot declare an attack as both a jab and a takedown. If the takedown hits, you deal damage normally and then perform one of the following special attacks:

- ✓ Grapple the target
- ✓ Shove or trip the target
- ✓ Disarm the target

Advanced Combat Training. Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Improved Heavy Hands. Your unarmed strike damage improves by one die step. In addition, you now get your full Power Attack damage bonus (+10) with off-hand unarmed strikes.

Master Grappler. You gain advantage on *Strength (Athletics)* checks made to initiate or escape a grapple.

AGENT EPSILON ("BUZZ")

You know the sky isn't the limit because there are footprints on the moon and on Mars. You were born under a proverbial lucky star, spending almost your entire life in microgravity and loving every day you've gotten to spend living and working in zero-G. After completing your secondary education, you interned with NASA and JAXA exploration programs, becoming a gifted pilot.

Wanting to do anything you could to stay in space, you even enlisted in one of the first Space Force reserve corps. This wasn't in support of the Northern Bloc's war effort, but rather because pilots with military credentials always seemed able to pull rank and get the best piloting gigs for longer periods of time before being rotated planet-side. It was during a marksmanship training evolution with the MCSF that you witnessed the casual brutality with which they treated people with mutations, outright murdering protesters in the streets while their officers laughed. This was **not** what you signed up for.

You almost turned your guns against the MCSF right there, but a psychic voice in your head told you to wait. Looking around, you saw a few officers standing behind you and knew you'd have been shot dead before you did anything useful. Later that night, a member of the Mars resistance, a mutant psychic, found you at a bar and offered to pay you a hefty sum if you'd apply your skills to smuggling weapons, supplies, and refugees for them. Knowing you'd be able to stay in the air, make extra cash as a smuggler, while also doing something that felt right? That was the shortest pre-flight checklist ever.

AGENT EPSILON ("BUZZ")

LEVEL 7

Agile | Sharpshooter

Origin Human

Background Space-Born

Profession Spacer

Wealth 3

Defense 17

Hit Points 52

Hit Dice 7d8

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	12 (+1)	14 (+2)	10 (+0)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced

Save Proficiencies Dex +8, Int +4

Skill Proficiencies Acrobatics +8, Mechanics +4, Perception +5, Stealth +8, Vehicles +8

Languages English, Japanese

Talents Fast Reflexes, Quickness, Gunslinging, Sharpshooting, Improved Gunslinging, Improved Sharpshooting, Advanced Combat Training, Fast Hands, Headshot

Feats Ability Score Training: Dexterity +4, Fast Hands, Gunfighter

WEAPONS

Unarmed. *Melee Attack:* +8 to hit. *Damage:* 1d8 + 5 bludgeoning, PV 1. *Properties:* light, finesse.

Concealed Carry Pistol (8 rounds; bonus reload). *Ranged (100/200) Attack:* +8 to hit. *Damage:* 1d8 + 5 piercing, PV 2. *Properties:* light, loud, semi-auto, versatile (1d10).

Sniper Rifle (10 rounds; bonus reload). *Ranged (2,000/6,000) Attack:* +8 to hit. *Damage:* 2d8 + 5 piercing, PV 4. *Properties:* heavy, loud, slow-firing, two-handed.

EQUIPMENT

Clothes. Pilot uniform or flight suit

Gear. Portable oxygen tank & rebreather (4 hours of air), emergency signal beacon

Weapons. Concealed carry pistol x2, sniper rifle

Armor. Light ballistic vest (AV 1, Ballistic)

FEATURES AND TALENTS

No Atmo Training. You have advantage on ability checks and saving throws against decompression and suffocation.

Zero-G Training. You have advantage on checks and saving throws made to navigate zero gravity.

Fast Reflexes. You have advantage on initiative rolls.

Quickness. You can take the Dash or Disengage action as a bonus action. In addition, during a foot chase, you have advantage on **Strength (Athletics)** checks made as part of a Gain Ground action.

Gunslinging. You can draw two one-handed light weapons as a free action. In addition, you can reload two guns as part of the same action with no free hand.

Sharpshooting. When using a two-handed ranged weapon, during your turn you gain +2 to attack rolls if you don't move during that turn. In addition, you ignore the slow-firing property of ranged weapons.

Improved Gunslinging. You can add your Dexterity modifier to damage rolls made with off-hand ranged attacks.

Improved Sharpshooting. You gain the following benefits when using a two-handed ranged weapon and you don't move during your turn:

- ✓ You do not have disadvantage on attack rolls due to long range.
- ✓ When attacking a target behind three-quarters or half cover, you treat their cover as if it were one category lower for purposes of their Defense. So three-quarters cover is treated as half cover, and half cover is treated as no cover.

Advanced Combat Training. Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Headshot. You score a critical hit on a roll of 19 or 20 when making ranged attacks.

FEATS

Fast Hands. You've trained extensively with firearms.

You can reload a weapon with a bonus action reload speed as a free action. You can reload a weapon with an action reload speed as a bonus action. You can clear a jam as a bonus action. As an action, you can disassemble a gun you are holding.

Gunfighter. You have a quick trigger finger and can shoot accurately in close quarters. You don't suffer disadvantage for attacking with a firearm against an adjacent opponent. You can take a bonus action to treat any firearm you wield that does not have the slow-firing property as if it had the burst 3 property until the end of your turn.

A blue sky on Mars? It's been less than 24 hours since the eruption at the Pyramid Mines. Coahaagen is dead. Kuato is dead. Douglas Quaid and Melina are missing. With the Federal Colony wracked by violence, only a few surviving leaders of the Mars resistance remain to fight against being crushed beneath the government's oppressive and mutant-hating boots once more.

As the most experienced mercenaries on the planet, you and your comrades have made good money taking jobs from the resistance in the past. Now they come calling again, this time with planetary consequences as even more alien tech starts to come online, triggered by hidden psychic operatives. Or, will you consider a government payday instead, and maintain the status quo?

Resistance or Government. At the end of the day, someone's gonna pay!

Total Recall™ is a Cinematic Adventure™ for use with the *Everyday Heroes™* roleplaying game. You need the *Everyday Heroes Core Rulebook* to understand and play the contents of this book. Every Cinematic Adventure contains a wealth of lore about the world of the film, new hero building options, tools and guidance for game masters, and an incredible adventure.



Made in China



evilgeniusgames.com

TOTAL RECALL™ © 2022 STUDIOCANAL S.A.S. © All Rights Reserved.
© 2023 Evil Genius Games, Inc. All Rights Reserved. Everyday Heroes™, Everyday Heroes Rules System™, Everyday Heroes Core Rules™, EDH™ are registered trademarks of Evil Genius Games, LLC.