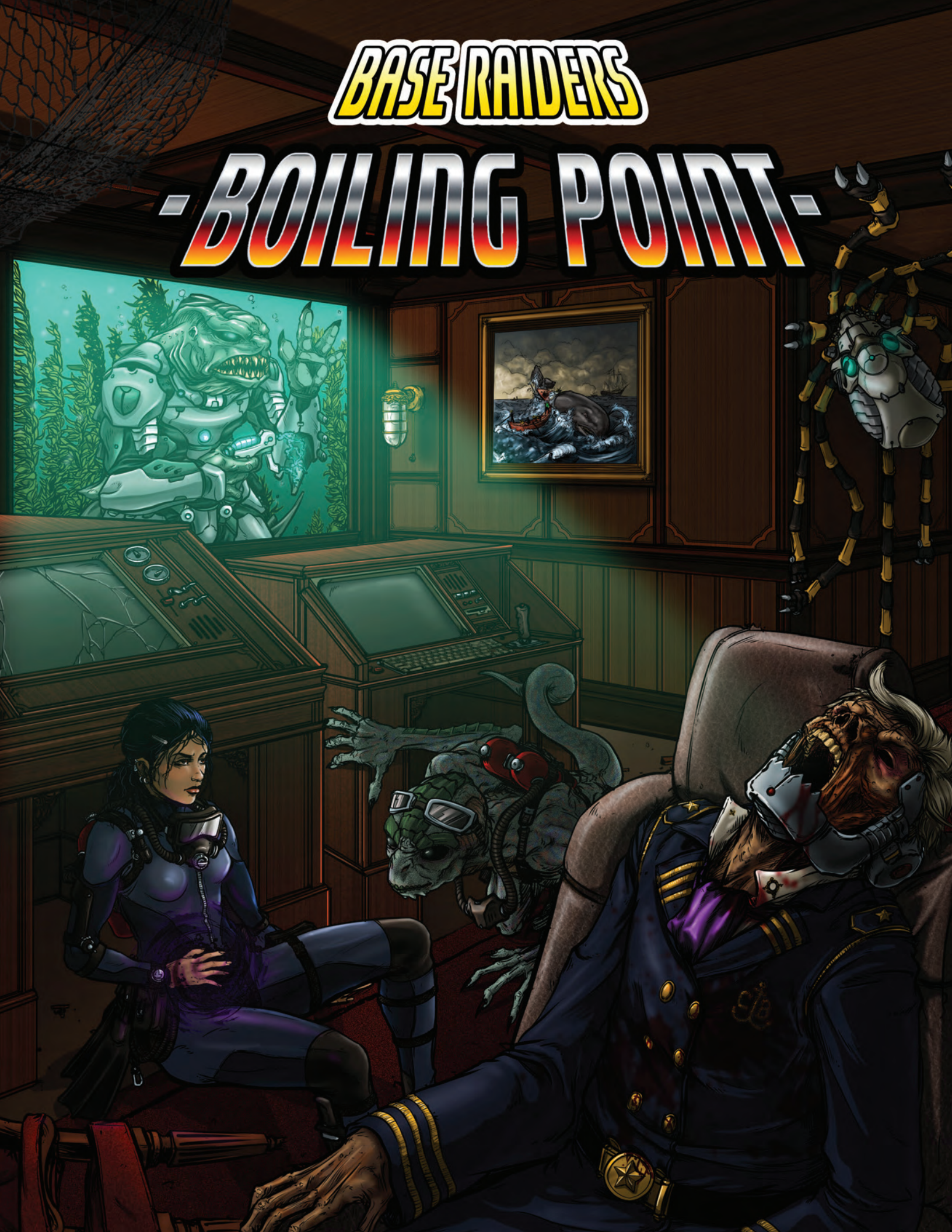


# BASE RAIDERS

## -BOILING POINT-







*BASE RAIDERS*  
**-BOILING POINT-**

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# BOOK OVERVIEW

## So what is this book about?

Boiling Point is a scenario for the Base Raiders role playing game. It is aimed at showing what the structure of a typical Base Raiders adventure should be like. The player characters will investigate rumors of a hidden base, find it, gain entry, and then deal with its guardians and traps. If they are successful, the team will gain a great deal of loot and perhaps save the world from an alien invasion.

The first section, Taskforce Darknet, covers the investigation. The player characters learn that a black market dealer knows the location of a hidden base but they must find him before the FBI does. If they are successful, they learn the location of 'The Boiler', an underwater base.

The second section, Boiling Point, describes the base in detail. Getting to a hidden base buried in the ocean floor is not an easy task. Even after the players find a way to get there, they must deal with the Selachius, a race of alien shark warriors who currently occupy the base. They want to invade Earth and only the base raiders can stop them.

## Investigation? Isn't this a superhero RPG?

Base Raiders is more than just fighting costumed villains and looting abandoned bases. The bases and hideouts of the missing superheroes and villains are

well-hidden. The location of an intact base is extremely valuable just by itself.

Conversely, a base that is revealed to the public is worthless because the government will send in large numbers of federal agents to seize the base and take its contents. Base raiders not only have to find a base but prevent anyone else from learning its location.

## I just want to use the base.

Each section is modular. You can start your group with Boiling Point instead of making them find it first. Page 36 has more information on how to start with Boiling Point. You can also use Taskforce Darknet as a stand alone adventure.

## Can I start a campaign using Boiling Point?

Boiling Point is an excellent way to kick off a Base Raiders campaign, regardless of starting power level. Player characters can start as fresh base raiders looking for their first base. Taskforce Darknet can be completed at any power level. Even characters without superpowers can find the location of The Boiler and begin the Boiling Point section of the scenario.

Certain enemies in Boiling Point are meant to challenge teams of high power characters, so if you wish to throw low power characters into the base, be aware that they will probably not be able to fight their way

through. They can still resolve the central dilemma of the scenario through other means, but they will have to be clever and resourceful to do so.

Boiling Point can be used as the centerpiece of an extended campaign as well. Once the players find The Boiler and encounter the Selachius, you may allow the players to return to the surface. It is possible to slow down the invasion by months or even years by sabotaging the Selachius invasion force, as described on page 36.

Dealing with the aliens permanently could become the central goal of the players, which would require them to go on other adventures to gain the resources necessary to achieve that goal. Page 69 describes several possible goals to save the world from the Selachius threat. Let the players find and explore the Zombie Factory (in Base Raiders), help Elizabeth Solomon fight off vampire hunters, or go on any number of missions. Every once in a while, encourage them to return to The Boiler so they can keep tabs on the Selachius.

### Where is Boiling Point set?

By default, Taskforce Darknet takes place in New York City and Boiling Point is somewhere in the Atlantic Ocean.

It is easy to repurpose the scenario to fit nearly any where on the planet. Taskforce Darknet can be set anywhere in the United States with hardly any changes. Just change the range of Lukas' teleportation power. If set outside the US, change the names of the law enforcement agency investigating Lukas. The Boiler must be located in an ocean or sea, but has no other requirements.

### How long will this adventure take to complete?

In initial playtesting, Taskforce Darknet took one session to finish and Boiling Point took two sessions to complete. Each session lasted around three hours on average. However, these playtests skipped some of the encounters and the initial playtest group had a very fast and aggressive play style, so encounters were resolved at a fast pace.

If you want to shorten Boiling Point, you may consider removing certain obstacles and challenges. For example, you may handwave the difficulties players might have in getting their hands on a submarine or

arranging transportation to The Boiler. Conversely, if you want to lengthen the adventure, you may let these challenges play out as written or even add more encounters.

### What kind of strange skills/super powers should my players have?

The character creation survival guide on the Base Raiders website is very useful:

<http://www.baseraiders.com/2013/12/02/character-creation-survival-guide/>

At least one character in the party should have some scientific or technological knowledge, in order to fix various machines in The Boiler. A magical character to deal with the Shaman Dressed-In-Bones would be useful as well. Finally, the party should have the resources necessary to arrange transportation to the base.

### What if I want to run this adventure in another setting?

Boiling Point is easy to relocate into other superhero or high pulp settings. The main elements that should be changed are Lukas the black market dealer in Taskforce Darknet, the presence of the Underground, and Hot Water.

Taskforce Darknet centers around Lukas, a super-powered drug dealer who sells super soldier drugs for profit. This may not be possible in many superhero settings so instead of selling drugs, he could be a teleporting mutant who is trying to sell the location of the base to a villain, for example. Remove the handouts that refer to Agora in that case.

The Underground is a major setting element to Base Raiders but it can be replaced with another friendly organization or network that helps heroic superhumans. A superhero team could ask the characters to find the base or provide a lead on Lukas' location.

Hot Water, the missing superhero can be replaced with another NPC as long as that NPC would have an underwater base.

Converted stats for the NPCs into several popular RPGs can be found at: [www.baseraiders.com/boiling-point](http://www.baseraiders.com/boiling-point)

# TASKFORCE DARKNET

BY PETER NIELSEN

A new dealer has appeared on the streets, selling a super soldier drug. As it turns out, he's not especially good and the FBI has him pinned. Rather than just bust a dealer the Feds have decided to try and track the stuff back to whatever base it came from. Luckily you have a friend on the inside.

Taskforce: Darknet is a mystery scenario designed to introduce the location of The Boiler, a base described in the second section of this book. During the adventure characters will be introduced to a division of the FBI involved in the detection and investigation of both bases and sources of super powers, the illegal black market website Agora where individuals can deal in super materials protected by anonymity, and to the local chapter of the Underground.

The players will be taking on the role of investigators. Their goal is to find a hidden base, The Boiler, which has a cache of super soldier drugs.

Acting on request from a potential ally, they will look into the circumstances around the FBI's surveillance of a drug dealer named Lukas. Lukas is peddling a super soldier drug and the government wants to know where he's getting his supply from but has hit a wall in their investigation. Luckily, the players' contact has inside information on the FBI and a lead on one of Lukas'

customers which leads to more sources of data. Cross referencing all of the gathered clues from both the FBI and Agora lets the players figure out both what kind of drug is being sold and a likely location of the supply Lukas is plundering.

## OVERVIEW

Taskforce: Darknet is divided into two parts. Part one consists of tracking down what kind of super soldier drugs are being sold by a new dealer at the request of a member of the Underground. The focus depends on which NPC asks the players: rival drug dealer Professor White or concerned Underground agent Elizabeth Solomon. In either case, the players are provided with a purloined list of drugs in the area stolen from the FBI and a tip on who to speak with next.

The trail of clues eventually leads to a drug dealer named Lukas who has recently begun selling a teleportation drug. But more interesting is information that Lukas isn't just reselling: he's selling direct, which means he has access to a pre-made stash or possibly even a base. This is made more serious when the players discover that the FBI is specifically targeting Lukas. The players need to find the base before the FBI if they



## SO WHERE IS THIS EXACTLY?

Taskforce: Darknet takes place in an undefined large city with a nearby large body of water, such as a bay or lake.

The name of the city is often unimportant for superhero games but if you want to have a common name might be 'Opportunity City' or 'Determination City'. And there is always the option to use a real-life city such as New York City or San Francisco. The specifics are left to the GM.

want to loot the base.

Part two begins with the players changing directions to gather more information. Here the scenario opens up, allowing the players more freedom in their actions. They can attempt to break into the FBI, either digitally or in their local offices, to try and get more facts, search for information in the Underground, or pursue a number of side missions to get others to take the risks for them.

Whatever path they take they will eventually discover the location of a hidden base, submerged beneath a body of water. It is here that the scenario ends and Boiling Point begins.

## THE HANDOUTS

Central to this scenario are nine included handouts containing clues. While it is possible to run the scenario without the physical handouts, it is not recommended. Allowing the players to hold the puzzle pieces in their hands is a big part of the experience and will make their eventual victory over the situation all the sweeter.

Different opinions are presented within the scenario as to how players can get the handouts. Each of these opinions will list which handouts can be gotten and as GM you will need to determine which is given out if the task is completed. You'll find that each handout can be secured several different ways allowing players with different skill sets to contribute to the effort equally.

You will find five text based handouts and four photographic handouts which should be read thoroughly prior to giving them to the players. While all of the handouts have clues some of them also contain misdirection or false information that the GM should be aware of. The photographs have accompanying in-character write ups explaining what they are.

For guidelines as to when each handout should be given to the group consult the Scenario Walkthrough section below.

## Scenario Walkthrough

The hook for Taskforce: Darknet begins with one of two NPCs contacting the players. If you believe that the players are primarily interested in personal wealth or business when it comes to base raiding than use Professor White as the contact. Should your players generally be in favor of working with or for the Underground, helping out the common cause and more focused improving the world than profit, use Elizabeth as their ally. See the NPC section for more information on Professor White and Elizabeth.

## PART ONE: WHAT IS IT?

In either case the NPC should contact one of the PCs with a proposal to find out what kind of drug a new dealer is working with, as well as locating the dealer themselves if possible. White would like to take over or remove the competition while Elizabeth wants to know what kind of powers might be showing up in the area.

Either contact provides the players with a list of drugs they have reason to believe are available in the area (Handout #2). If the PCs ask why it is an FBI memo the contact will simply reply "I have my sources". They will also provide the PCs with information on an individual they believe has recently made a purchase from the new dealer: Rebecca Walling. Rebecca has made purchases from the Professor in the past and mentioned something about a new dealer during their previous interactions. Elizabeth knows her as someone who sometimes visits members of the Underground. Both can provide her name, address, and phone number but not much else.

## Rebecca Walling

Information can be acquired from Rebecca in many ways. Rebecca is a modern hippy in her early twenties. She has a decent trust fund from her absent parents and is using her money to explore a new world of mind/body alterations the same way her "ancestors" did in the 1960s. She works a part-time job bartending for the experience of it.

**Social Approach:** If the PCs contact her conventionally then use of a social skill such as Presence or Contacting (or Deceit if approached under a different identity) can prompt her to reveal herself as a seeker of transhuman meaning and experiments with powers for the thrill as much as anything. Normally she only goes for the short term stuff but "Baamph", the drug offered by the dealer, seemed like a good one to have full time. Rebecca is currently mid-way through her drug session and does not yet have her powers but can describe experiencing the cranial bleeding (bleeding from the eyes, ears and nose) as well as odd pains.

She mentions that over the counter painkillers handle the pain easily enough so far (a large bottle of them is easily visible in the bathroom). If treated nicely (or threatened) she will talk about the dealer, whose name she knows: Lukas. She also met him once, for the actual delivery of the drugs, but wasn't paying attention to the kind of case that he used for the transport.

She can also tell the PCs about Agora, the online market place for powers. Anyone can access it if they have a password and know where to go and she'll happily provide them with both. Alternatively, if the PCs ask to see the ad she responded to she can supply with them with print out (Handout #1).

**Stealth:** If no one wants to talk to Rebecca directly the PCs can try to sneak into her apartment (Stealth and Burglary skill rolls of +1 difficulty are required) and uncover information from her computer. Technology, Science, and Burglary can all be used to access her recent communications with someone named "Lukas", revealing multiple exchanged e-mails and a transfer of Byte Dimes (an online crypto-currency) for the purchase of something called "Baamph". Use of Academics, Computers, or another Research trapping eventually reveals the Agora market and discovers the "Baamph" ad (Handout #1). Lukas' e-mail is accessed

## I HATE QUEST GIVERS

We suggest NPC quest givers due to simplicity. For GMs who have other ideas or who don't like the convention there are other ways to bring players into the scenario. You can replace White or Elizabeth with any NPC of your own creation easily enough, especially if this isn't the first Base Raiders game of a campaign and such NPCs already exist.

For entirely different options you can have the players hear rumors directly about a new drug on the streets or a new dealer and let them self-motivate (by compelling anti-drug or anti-crime Aspects and Convictions). For slightly darker groups the players can be rival dealers or criminals seeking to take out the competition.

In these cases Rebecca turns up as a result of the player's own research into the new drug because she's a talkative person and puts lots of updates online.

by burner cell phones, which he changes on a regular basis. Tracking him through the email will only result in finding a discarded cell phone in a dumpster somewhere. Players might gain some information from hacking his email though.

If a player does possess an appropriate skill at a high enough tier to hack the phone company's server to access Lukas' email then they can secure a great deal of information from Lukas' computer but none of it will be directly related to this scenario as Lukas does not keep the base's location on his computer. The most relevant thing will be names of Lukas' conventional drug clients, a list of which could be used as leverage if the PCs were to confront him. Give the players a new Aspect "blackmail on Lukas" that can be tagged once for free against Lukas. The aspect remains in effect for the duration of the adventure.

Rebecca also has a collection of various odds and ends in her apartment including herbs, alchemical sup-

plies, components of alien tech, small pieces of strange crystals and orichalcum, and a small library of occult books. Anyone inside the apartment (invited or breaking in) is able to see the value of the collection scattered about. If ransacked and looted the apartment contains 24 loot points spread out into 120 bulk. If the players are so inclined they can also take 2 loot points (10 bulk) worth of recreational drugs in a stash in the bedroom.

Rebecca, naturally, resents people robbing her but isn't in a position to stop anyone physically. If she discovers people stealing from her she will flee and try to call her friends (she won't call the police because much of her collection is illegal). Looting Rebecca has no direct fall out in this scenario but if you do a follow up consider having it come back to haunt the players. Certainly, heroic characters should face consequences for petty thievery.

### **Lukas' Apartment**

With the list of drugs and the ad from Agora the PCs can narrow down "Baamph" as either the super soldier drug "Nimitz" or "Arnold" as described in Handout #2. To narrow things down further they will need to find out what kind of carrying case Lukas uses. Now that they have his name the PCs can use Research or Contacting to get a list of people named Lukas living in the city. Either way, this is a +2 (E) skill check to find this particular needle in the haystack. Every check takes an hour of time.

Alternatively, the players can spend a Fate point to call in a favor from a street level contact they know or the NPC who gave them the mission in the first place. Eventually they will find the right one: a cruddy first floor apartment. No one appears to be home. If the PCs decide to approach the apartment have them make Alertness or Notice trapping skill tests against a +3 difficulty. Anyone with an appropriate skill at Superhuman power tier or higher automatically makes the check. Anyone who succeeds notices a large black car parked nearby with all the signs of a stake out prior to approaching. This scene can play out a number of different ways:

**Cautious investigation:** If the PCs decide not to investigate the apartment directly they can still try to search it by going in the back. This requires a Stealth trapping against the FBI agent's Alertness of +1. Failure

does not cause FBI agents to attack the players but it does mean that the player has been noticed and is being photographed by the agents staking the place out. See "Inside the apartment" for details about the interior.

**Direct investigation:** If the PCs don't notice the FBI car or decide to ignore it they can break into the apartment by picking or forcing the front lock (+2 Burglary or +2 Athletics). This will automatically make the FBI start tracking them, especially if any of the players visibly use Strange skills. See "Inside the apartment" for details about the interior.

**Check out the car:** A character can attempt to sneak up on the FBI's stake out car (the FBI agent gains a +2 bonus against Stealth attempts made next to the van, so roll at a +3). This allows them to observe the agents in the car (there are two) as well as their equipment. The driver has a digital camera while the passenger is using a laptop. A Notice trapping test against +4 allows the sneaking player to spot the images on the passenger agent's open laptop. The images are of a young bearded man (Lukas) in front of the apartment. You may give the players the three photograph handouts.

Players with technological Strange skills involving hacking or information retrieval might think to use them here. A player with Research or Information plus the Unusual Extra could possibly copy the photos out of the laptop. If a player is creative enough (and has the right skill) to try this approach you can reward them by giving them Handout #4 in addition to the photos.

**Misdirect the agents:** If someone creates a distraction to lure the agents out of the car the FBI agents will lock the car and leave their equipment in it. This allows someone to pick the lock (Security trapping test against +1 (E) ) or break the window (Physical force trapping against +2) to take both the camera and the laptop. The laptop is password locked requiring a Craft or Information test against a +1 (E) to break right away allowing the files to be copied and the laptop put back. A mundane tier Craft or Information test against +1 can crack the password in an hour or so but that obviously means they would have to take the laptop with them. Getting the camera or the laptop is good enough to give the players the photograph handouts. If they go open the laptop they should also

be given Handout #4.

**Approach the car:** If the players choose to brazenly approach the FBI car they will be caught on tape but will also have the chance to spot things in the car (use the examples above as baselines but lower the tier by one because of the lack of subtlety). Cautious approaches might include pretending to be a drunk or a concerned local while some players might attack the car itself or pull weapons on the FBI agents. The agents will arrest anyone who attacks them but will attempt to flee if threatened with superhuman force. Either way, they will likely call for backup. You should offer a warning any player that considers attacking the agents; reminding them that assault of federal agent is a major crime and could mean a lot of trouble later. However, if the players manage to subdue the agents they can then take the camera and laptop from the car, as above.

**Skiping the apartment:** During play testing a group decided to arrange a purchase of "Baamph!" from Lukas instead of visiting his apartment. This was easily accounted for by having the FBI car mentioned above simply be present at the exchange, having followed Lukas. This allows the players to notice the FBI and allows them the chance to get the handouts. No significant changes need to be made to the situation, save the location. If Lukas becomes aware of the FBI (which should only happen if the players tell him or if the agents attempt to arrest him along with trouble making players) then he will teleport away, flee to his apartment for his possessions, and leave the state with only what things he can carry. He will leave behind his scuba gear, the tape markers in the basement, and the pill bottles in his trash, preserving the clues.

### Inside the Apartment

Lukas' apartment is fairly bare bones. It has a big television, simple furniture, and a lot of takeout food containers in the trash but is fairly clean and organized. His bedroom, bathroom, and basement are likewise mundane with nothing of great note. He has a refrigerator in the kitchen but it is not cold enough to store below freezing drugs. The PCs can find out some things about Lukas as a person but nothing about his trade.

No drugs can be found in the house apart from a large bottle of over the counter pain medicine as well

as several more empty bottles of the same brand in the trash. This is because Lukas is using "Arnold" and his frequent teleporting is causing him continuous phantom pains. The pain is increased beyond normal levels because he has been moving between normal pressure and deep sea pressure too quickly.

He has a full wetsuit and scuba set in his basement but no other diving apparel or any indication of diving as a hobby apart from a "Diving for Beginners" guidebook in his bedroom.

A piece of white painter's tape has been put on the floor in the basement. It is about three inches long. On the wall, beside the washing machine, is another piece of white painter's tape aligned vertically roughly four feet from the floor. Checking reveals that the second piece has been carefully aligned and has been repositioned within the same few inches of wall several times. This is how Lukas helps aim his teleportation: the wall mark is the direction of the base.

You might have a player decide to take samples of things around the apartment. This is mostly unhelpful except for taking water from the wet suit or scuba gear. It is salt water and can be identified as coming from the Atlantic Ocean.

### Enter the FBI

Whatever method the players decide to use, if they enter the apartment after being noticed, then the FBI agents will attempt to arrest them when they leave. As soon as the players enter the apartment the FBI will move their car so its headlights face the apartment door.

When the door opens they will throw on the high beams, announce themselves as federal agents, and order the PCs onto the ground. They will not open fire unless fired upon so escaping is really as easy as bolting to the left or right. A chase conflict vs. the FBI agent's Physical Scope is enough to escape and end the scene.

### Caught by the FBI!

If your players are caught or decide to surrender to the FBI they will be arrested and taken to the FBI offices for interrogation. This is actually an excellent way to give players more handouts, if they are smart enough to poke around. The FBI will ask how they know Lukas, why they broke in, and other typical questioning. Unless the players display Strange skills or are in costume



the FBI isn't interested in them: they want the base, not people. A short social conflict and the FBI will decide they don't have the desire to hold people for burglary and will release the PCs back onto the street (minus any illegal gear or weapons by might've had when searched).

While they are in custody offer the players some chances to spot paperwork lying around the office or have agents throw papers at them and accidentally reveal things the PCs didn't already know. Any sort of sensory test against a +2 or +3 should reveal a new handout (start with Handout #3 and then give them #4 and/or the photographs if they haven't gotten them already.)

### Conclusions

Using the pictures (and possibly having searched his house) it is easy to determine that Lukas is dealing "Arnold" because he does not have a refrigerated case for transport. One way or another it should be clear to the PCs that more is going on here than just dealing a few spare super soldier drugs. Part One ends with the PCs returning to the person who hired them for the job and collecting the first part of their reward.

## PART TWO: WHERE DID HE GET IT?

Following the logic that the FBI wouldn't be involved unless this was a cache of drugs, likely even a base, the PC's contact (Professor White or Elizabeth) will request that they now discover where Lukas is getting his drug supply.

The goal now shifts from finding out about the drug being sold to finding the source of the base. If the players managed to get hold of Handout #3 already then they have something to go on as far as base locations but no idea regarding possible access methods or security measures that might be involved.

### Teleporting

At this point the players have likely gathered enough evidence to be sure that Lukas has taken "Arnold" himself and is capable of teleportation. This should spur them into researching either "Arnold" itself more thoroughly or simply teleportation as a method of travel. In either case if the players do any searching involving the internet (or Agora specifically) than they will eventually turn up Handout #5. A quick check reveals that

the IP address of the poster is the same as the IP address of the e-mail address used by Lukas for business transactions.

Research, Contacting, or other trappings should reveal that teleportation distances can vary depending on the medium that one is passing through while in energy form. However the distance does not vary when using wormhole based teleporting such as the kind "Arnold" allows. Further research into "Arnold" also reveals that the teleportation is distance based, not target based, meaning Lukas picks a distance and direction from his origin point. Lukas can't just teleport to someplace because he is familiar with it: he has to actually know the distance between him and the destination. This means that the base is somewhere within an arc of distance from Lukas's basement, out in the body of water itself. Handout #5 gives the players one of the last things they need to know about how to find the base: how far Lukas is able to teleport by calculating the amount of residual energy left behind at his apartment. The exact distance is not noted here, so the GM can place the location of the base wherever he wants it to be.

If the characters have the distance (Handout #5), the direction and angle (tape in the basement), and potential location (Handout #3) all they need to do is crunch the numbers. Any player with the Research trapping can attempt a test against a +2 to look up sea charts, calculate distance and depth, and determine a very small window within which the base can be located.

Now the players just have to get there.

## EPILOGUE: HOW DO THEY GET THERE?

This is where the scenario comes to an end. The players return to their contact with the information they have put together and receive their reward. The next logical step is to have them explore the base, as described in the next section. The location of a base is valuable though, so you could use this information as loot. It is worth 100 loot points. Of course, if they sell the location, a group of NPC base raiders will enter The Boiler.

## Race for it

Some GMs may wish to increase the challenge of the scenario by making the FBI more aggressive and competent. The players figure out the location of the base but while they were doing so the FBI decided to approach Lukas to turn state's evidence against some of the dealers he has become involved with. They now know the location of the base as well and it becomes a race between the players and the FBI to see who can get their resources lined up first.

The FBI has the equipment, the money, and the manpower but they have to move slowly through their bureaucracy, giving the players time to cobble together something that just might work or call in favors to get the things they need. If the players take too long to explore The Boiler, they may find themselves dealing with government agents as well.

## Breaking Bases

The players decide that they want to play on the dark side and convince Lukas to work with them. This could be done by informing him about the FBI agents tracking him and offering to help keep things running while he plays it cool.

This changes the game into a criminal enterprise simulator with the players likely being the muscle and distribution for Lukas' network while Lukas himself becomes more hands off due to his FBI tail.

While evidence suggests strongly what Lukas is doing, the FBI might not have enough to bring the case to court. You could also arrive at this if the players somehow get Lukas arrested by the FBI or police and take over his business in his absence.

There's also the possibility that other criminal organizations or the Underground takes an interest in the players, forcing them to fight a turf war.

## GM Advice

Taskforce: Darknet is designed to be fairly straight forward but there are places where things can get off track depending on the player's actions or their conclusions when it comes to the clues. This section provides some helpful guidelines and advice.

*"The players want more for their efforts."*

The values listed for the contact NPCs are guidelines. If your players want a larger reward then you can increase it a little without worrying too much about balance. As a guideline, do not increase the reward by more than 10 Loot per character and have the players make some sort of social skill test to get a better reward. The real reward is finding The Boiler and the chance at exploring it first.

*"My players want to attack Lukas."*

The scenario should not become a straight up brawl. This is less of a problem in part one where the players are actively looking for Lukas but unable to actually find him. Wanting to attack Lukas will lead them more or less the right direction: to Lukas' apartment. From there the players will discover the FBI is involved and may change their plans.

After that point you should do your best to make it clear to the players that trying to beat answers to their questions out of Lukas will not work and is likely make their lives much harder. Remind them that he is being followed by the FBI and anyone interacting with him will be checked into (also mention this if someone wants to talk to Lukas socially). After they discover that Lukas has teleportation powers it should become clear just how difficult even catching him really would be.

If the players persist then consider using the biker NPCs presented as Lukas' allies in the NPC section to discourage players from a direct assault.

Should the players lead end up killing Lukas the scenario can still be completed. Use the same guidelines as provided in the event Lukas flees the area. Also be sure to play up the FBI if the players are involved in a murder. This is a major case for the FBI, they need something and if they can't have a base then they will want to save face. Arresting a group of murderous super criminals is almost as good. Now the players might need to find the base in order to hide from their legal problems.

*"My players really want to catch Lukas".*

Lukas is described in the NPC section so the PCs can interact with him if they demand it. Any time after the first visit to his apartment there is a chance Lukas will be at his home, allowing the PCs to find him (and possibly try to capture him). Lukas won't tell his secrets in normal conversation. He can be bargained with for

information about the drugs but he isn't going to give up something as precious as a cache of super soldier drugs to people he just met.

Since tricking or catching Lukas is likely to take a whole session of gameplay you should feel free to let it replace parts of the scenario. If the players do manage to catch Lukas they can use turning him over to the FBI as a threat or they can threaten him with a successful Intimidate (or Menace trapping) skill test opposed by Lukas' Resolve. Only under extreme duress will Lukas tell anyone how to find the base itself.

There's also the complication that unless great care is taken to evade the FBI, agents will come busting into the ambush or entrapment at just the wrong time.

*"The players missed a clue and/or handout".*

We've tried to build in multiple places to give both clues and handouts but it is possible that players will take extremely unconventional routes. In the case the players become absolutely stuck consider having their contact NPC call them to check up. Let them debrief with the NPC and let any suggestions you want to give them be in-character.

## NPCs

### Professor White, Small time powers merchant

A distributor of power sources, Professor White is a base raider himself though he is trying to expand his business. The players are an early step in that grand design. Formerly homeless as a result of drug addiction the Professor is keenly aware of the tactics of drug dealers use to keep people on their product. His primary motivation is profit. He does have his code of conduct though. He doesn't exploit innocents and charges what he believes to be a fair value for his product.

**Reward:** 10 Loot per player and offers to fence loot from The Boiler for the players at a fair value (never better than a 2:1 ratio though).

### Elizabeth Solomon, Unpopular vampire

A recent addition to the local Underground community, Elizabeth is a former outcast welcomed back into the fold after a harrowing experience involving an alchemist in Louisiana. Since being freed from captivity Elizabeth

has taken on an active role in organizing other fringe members of the Underground, keeping tabs on people and warning others about problems. She has been paying attention to the rise in super soldier drugs in the area and is concerned about potential consequences if Underground members try to dose up, as well as the attention the neighborhood will get if the amount of superpowered humans continues to climb.

GMs can learn more about her in the Base Raiders PDF supplement New Heroes: Elizabeth Solomon. This includes her full stats.

**Reward:** 10 Loot per player and offers to serve as a go-between for the Underground, giving the players access to any number of NPCs in the future.

### FBI Agents: Fair Minions

Depending on your campaign style these agents might be untouchable agents of the law or mooks for your players to beat up a little. More likely than not it won't be mooks: beating up FBI agents doesn't make people look especially heroic (but for aspiring villains...)

**Scopes:** Physical +1 Social +2

**Stress Threshold:** 2

**Default Group Size:** 4. Two pairs of partners makes up one 'unit' of minions.

The FBI is a threat to the players due to their ongoing investigation and ability to blanket the area with questioning agents rather than any direct physical confrontation. A van with an FBI team can gather information as fast as a skilled PC, making dealing in secret hard to do. Remember, any agent can call in backup, including SWAT teams or even the military if things get bad enough.

### Leatherbacks Biker Gang: Average Minions

Lukas isn't a criminal mastermind but he can easily get together enough cash or product to convince a group of bikers to give some troublesome characters something to think about.

Consider sending a group of these rough fellows after the PCs if they get too obvious in their methods. The Leatherbacks are designed to be primarily comedic low level threats which you can highlight by pointing out that they are "Leatherbacks" because their bike club jackets have leatherback sea turtles on them.

Lukas has a standing relationship with the Leatherbacks as a drug dealer and has worked with them for several months prior to discovering the base. If you want to add a powered fight to the game, give one or two of the bikers super powers (thanks to Lukas of course).

**Scope:** Physical +1

**Stress Threshold:** 1

**Default Group Size:** 3. If the PCs are known to be superpowered then change this to 5 or have two separate groups of 4.

If you are running a High Tier game than use these stats for the bikers instead:

**Scope:** Physical +2, Social +1

**Stress Threshold:** 2

**Default Group Size:** 4. If the PCs are known to be Raiders then change this to 6 or have two separate groups of 5.

If the Leatherbacks manage to take out all of the PCs in a fight they should take all their money (add temporary aspect "Mugged and dumped") and leave them in an alleyway. The bikers won't take super gear; they want cash not weird junk they can't fence easily.

## Lukas, the drug dealer

The dealer's full name is Lukas T. Mallard, which is what lead to the FBI's unimaginative codenames for Target Duck and Operation DUCKBLIND. He is from a lower middle class suburban family in the nearest large city. His parents are alive and still living there while Lukas moved away when he turned eighteen. He has a history of nonviolent minor criminal offenses (trespassing, possession, and harassment are the most common) but has never done more than a few weeks in jail and has never been to an actual prison. Most of his crimes are drug related and he has clearly avoided violence in the past. Stress to players that Lukas has a history of running from confrontation and is quite good at escaping from seemingly effective traps. Players should come away with the idea that Lukas is known as an experienced (though minor) drug dealer who doesn't like to fight.

He will attempt to talk his way out of problems, flee from physical confrontation, and as a last resort use his Teleportation Strange Skill to leave an area. However, Lukas is beginning to become enamored with the allure

of being a supervillain and it might be possible to get him to gloat or even monologue if properly prompted to do so by a player. He won't reveal the base's exact location but a monologue would be a good way to give out an extra clue if the players are stuck.

Although he is the focus of the scenario, the players might go the entire adventure without actually interacting with Lukas. His stats are provided here in the event that players decide to seek him out and chat.

After the players uncover the dealer's name in part one they can start doing research on his background and history. Lukas' background doesn't matter for this game but if you want to see him become a returning problem, have him become an ally, or anything in between a few details might be needed.

## How does Lukas know about the base?

Lukas has a teenage cousin who is extremely obsessed with superheroes and has been hoarding any information that he can find about them, especially since they vanished. Using data from dozens of sources, the cousin managed to figure out that there was a base in the body of water and happened to mention it to Lukas at the most recent family gathering three months ago. Lukas decided this was his big break and rented a boat and equipment to go down for a look. After a few dives he spotted a small blinking light on the ocean floor and discovered an access panel, which he managed to open. The base had been hard reset somehow and all the systems were on standby. Lukas re-armed the locks, set the codes, and has been using the facility ever since though he hasn't gone in past the first two rooms (and likely won't until his current supply runs out).

## Stats

The stats listed here are for Lukas as an Adversary (see Base Raiders main book, p.180) for a Low power level campaign. The adjustments are included below the primary block if your players are of Medium or High power level.

## Aspects:

**Super Soldier:** Always Get Juiced on Your Own Supply

**Background:** Lower middleclass drug dealer

**Conviction:** I'm a dealer, not a fighter

**Gifts:** Signature Aspect (I'm a dealer, not a fighter), Equipment (Quality Scuba gear), Skilled



**Skills:****Good** (+3) Empathy, Science, Burglary**Fair** (+2) Deceit, Resources, Teleportation**Average** (+1) Academics, Bureaucracy, Resolve, Technology, Investigation**Refresh** 1**Strange Skill: Teleportation (4)****Power Tier:** Extraordinary*Move (Unusual + Range), Dodge***Snag [Minor]:** (Receives 1 composure stress when teleporting more than 1 zone)**Description:** By calculating the exact distance to another location Lukas can access a 'wormhole' in space to instantly move that distance. Teleportation allows Lukas to travel between adjacent zones during combat without taking an action or to cross multiple zones as an action (see Snag). Outside of combat Lukas can teleport long distances but in practice he seldom teleports to places out of line of sight.**Medium Tier (+2 Refresh)**

Add Theme Science, Technology, Burglary (Breaking and entering)

Increase Teleportation to Superhuman Tier

**High Tier (+5 Skill points and +4 Refresh)**

Increase Empathy to +4, Deceit to +3, Investigation to +2 and add Alertness and Stealth at +1.

Increase Deceit to Extraordinary Tier

Increase Science to Extraordinary Tier

# The Handouts

Each is briefly detailed below so that as GM you can determine when to introduce them.

**Handout #1**

This is an advertisement, by Lukas, on Agora the secret powers market website. It gives players descriptions of the effects and side effects of the drug they are seeking.

**Handout #2**

This government memo details the purpose, effects, and side effects of several common super soldier drugs available in the area. It is used with #1 and the Photos as a cross reference to ID the drug.

**Handout #3**

In this handout the players will find a listing of possible base locations, gathered by the FBI since the start of their investigation. It is important because it gives the players a direct to focus the other clues in.

**Handout #4**

In this handout is a report from the FBI agents currently in the city back to their home office with an update on the operation. This information is important because it establishes that the FBI is growing impatient with their current approach and that Lukas has access to SCUBA gear.

**Handout #5**

This is a post on the Agora forums. The user asking the questions is really Lukas trying to get information on the drugs he's selling and has used himself. It is linked to Lukas by the IP of his e-mail account. It reveals the distance that Lukas can teleport.

**Photo Handouts**

The first photo is an image of Lukas on his way to a drug deal with his carrying case. The second is him with his scuba gear. A third is an alley where the FBI believes he went. The final photo is a close up of his swim gear.

These photos are important in discovering which drug is being sold. Combined with Handout #2 and this allows the players to pick between the two likely drugs.

**Photograph #1**

In this image Lukas is on his way to make a sale for some of his merchandise. The important detail in this picture is the carrying case that he has with him. It is clearly a conventional model rather than a specialized form of medical supply transportation. This allows the players to eliminate some possible drugs (see Handout #2) that Lukas might be selling.

**Photograph #2**

Lukas supposedly traveling via car to the base location. This is an assumption by the FBI, who took the photo and is tailing him. He is actually going to get

his scuba gear repaired and isn't intentionally trying to ditch his pursuers.

### Photograph #3

An abandoned building that the FBI believes might hide a base. It does not hold the base Lukas is using at all. However, as a follow up scenario you could have someone discover that a different base is actually hidden in the building.

### Photograph #4

A closeup of the SCUBA gear shown photograph #2.

### Operation DUCK BLIND Status Update

Manual tailing of target, code name Duck, failed to produce results. Agents on observation at his place of residence were able to follow Duck at a safe distance and take several photos of him and his vehicle though only one was clear enough to be considered evidence. Agents believed Duck to be in route to the base due to him loading SCUBA gear into the vehicle. The agents were forced to break off upon entering the central urban district due to traffic congestion. Running lights and weaving would have been likely to alert Duck of the pursuit.

Based on this we assume that Duck is taking precautions to avoid being followed by criminal rivals and that our presence continues to be unknown to him. I am requesting federal warrants allowing for the bugging and tracking of Duck's vehicle.

### Agora Advertisement

Want to get where you want to go faster without having to worry about strapping on dangerous mechanical devices or learning long, complex and easily erroneous magical spells?

Then you need "Bamph!"

No surgery or injections needed, just six doses taken over six weeks and you'll be flashing from one place to another without anyone being able to follow you.

Dosing is easy. Just wrap a towel around your head, make sure you have eye wash and a big glass of orange juice handy, and take four (one at a time, and use water, not the juice). Within an hour you'll be back to normal and good as new by the end of the day.

No other super soldier drug will work better or faster than "Bamph!" If you want fast and reliable then look no further. Other people will be pouring over books, recovering from surgeries, or screwing together alien junk; you'll be ready to go and getting everything that you want.

### Government Memo 1

#### Drug 1: Marshall

Modification Code Name "Marshall" is designed to facilitate infiltration into faculties by forward rangers and scouts. It enables a soldier to excite the particles of a material in their local area, allowing matter to pass through. This only functions while the soldier is in physical contact with the material being affected. IV infusion is required for primary delivery with follow up surgery to facilitate new tissue expansion. Soldiers treated with "Marshall" should be prescribed anti-vertigo medication to prevent confusion.

#### Drug 2: MacArthur

Booster Code Name "MacArthur" was originally designed as a conventional supplement before being retooled into a full enhancement compound. Properly dosed soldiers are able to sprint at speeds nearly undetectable by the human eye. Soldiers are cautioned to keep to short bursts of speed as prolonged expenditures quickly deplete nutrients from the body. "MacArthur" should only be administered with restraints in place as spontaneous muscle triggering can occur during the injection process leading to injury and proper damage if not controlled. For some reason, soldiers enhanced by "MacArthur" are prone to skin infections at their injection site even after healing has taken place.

#### Drug 3: Leahy

Modification Code Name "Leahy" is designed to greatly enhance the human leaping capability. Intended for scouting troopers in rough terrain, "Leahy" increases leg muscle density and tension, allowing for increases of over fifty fold in leaping distance and height. "Leahy" is comprised of a three part oral treatment combined with a specialized training regime and is a simple to administer enhancement. Soldiers being issued "Leahy" should be informed they will experience extreme abdominal cramping during the oral phases and a phantom weakness of their arms and torso as their legs become stronger during training.

**Drug 4: Nimitz**

Modification Code Name "Nimitz" is designed for rapid relocation and assembly of scouting units. A properly enhanced soldier is capable of relocating from one position to another nearly instantly by converting their mass into an energy form and passing through intervening space as current. Code name "Nimitz" must be kept chilled at all times to avoid any capsules of the compound transitioning into an energy state prior to or during oral ingestion. A freezing level carrying case is required for transportation. Soldiers enhanced with "Nimitz" report frequent urination, weight loss, and muscle pain as primary side effects.

**Drug 5: Arnold**

Experimental Compound Code Name "Arnold" is designed for scouting units in the field when energy barriers are likely to be present. Unlike similar enhancements "Arnold" does not involve energy/matter conversion. It narrowly enhances the mental capability of a soldier, allowing them to calculate and enact 'wormholes' which allow for instant movement between two locations. Soldiers using "Arnold" experience complications with 'nerve spikes', phantom increases in brain activity in pain receptive regions. "Arnold" is administered via oral medication and is stable at room temperature but should only be administered with medical staff on hand as moderate to severe cranial/ocular bleeding occurs following each dose.

**Government Memo 2****Location 1: Tunnel Space**

There is a dark space, according the city plans, between several of the underground systems in the up-town area. The water, sewer, and service lines encircle but do not cross the space and it would make an ideal location for concealing an underground base of operations with ready access to water, power, services, and even transportation.

**Location 2: City junk yard**

The county dumping ground has a disproportionately high amount of scrap metals and machinery. Previously discovered bases have sometimes been located near potential fabrication resources, making the area around the landfill suspect. Farther, local flyovers have reported signal interruption over the landfill though this might be a result of semi-functional technological re-

mains in the dump itself.

**Location 3: Bay Floor**

Local fishermen have turned up loose metal fragments and even a few odd devices from the deeper sections of the local bay. It's possible that a compromised base, or a crashed vehicle of some sort, is hidden deep under the water. As of yet we do not have the proper equipment available to investigate the bay and local divers have reported nothing like any base we're previously encountered. Additionally, conditions in the water are murky with very limited visibility making convention searching very difficult.

**Location 4: McGregor building**

A local office building has a number of low level offices rented out on long-term lease that do not seem to have anyone coming or going from them. One of the listed occupants has previously been investigated for connection to 'super' operations but disappeared some time ago. A check of the city's planning office shows sufficient space below the building for a possible base. Covert searches of the offices have not yet revealed anything and the building owner is blocking legal requests to bring in heavier search equipment.

**Government Memo 3**

**MEMO:** Special Agent in Charge Wallenberg to Local Office

**Subject:** Operation DUCK BLIND

Operation continues to yield no new information. Agents assigned to the subject report no new unusual activity. Observers report meetings with criminal elements continue but subject has not yet traveled to a location which could hide a base capable of storing the contraband subject is carrying.

Subject continues to spend extended periods in the basement of his home. Observers confirm only one entry and exit from the basement. Search and seizure of the subject's basement was served without subject's notice in accordance with the secret warrant secured with the Justice Department. No contraband was discovered in the basement nor was any detectable entrance to a base discovered. Basement was notably bare except for the following:

Combination washer/dryer: Searched for compartments or pressure switches. Nothing found.

Scuba suit and two air tanks: Searched as possible

hiding places. Nothing found. Subject has been observed refilling air tanks at local dive store multiple times despite never being observed near any bodies of water. Air was tested for foreign materials but was revealed to be a standard "heliox" mixture.

Miscellaneous Boxes: Searched for hidden devices. Nothing found.

Agent morale is apparently thin; we have received three requests for transfer out of current assignment by the observation agents and four requests for authorizations to detain the subject. Recommend something be done quickly to prevent a lack of discipline from the field agents.

## Agora Forum Post

Belac

I have a problem involving some newly acquired abilities and a friend sent me here. See, I got some cool drug that lets me teleport a damn long way but I have a problem when I go more than twenty feet or so. Whenever I go farther I get a sudden sharp pain, like I'm being stabbed. Also, maybe unrelated, I get this weird static on my TV if I teleport too close to it.

BravoMIC

Sucks to be you.

IJONE

[Whenever I come back I get a sharp pain, like I'm being stabbed.]

Is it always the same place?

Belac

[Is it always the same place?]

Mostly just the one place but I do go to different places sometimes.

IJONE

[...Whenever I go farther I get a sudden sharp pain, like I'm being stabbed.]

LOL, no dumbass, does the same place hurt when you come back? The 'static' is probably leftover energy. You might be using energy conversion teleportation.

Dr. Fliptop

[...got some cool drug...]

Okay, gonna need way more than just that. Pills, shots, suppositories, there's all kinda stuff people can get.

[You might be using energy conversion teleportation.]

Could just as easily be dimensional; worm holes and such also leave behind energy residue.

ArcaneWit

[Whenever I go farther I get a sudden sharp pain, like I'm being stabbed.]

Nut up. Just take a mouthful of over the counter stuff. No gain without pain.

Belac

[LOL, no dumbass, does the same place hurt when you come back?]

No, it moves around. It seems like it's different each time but I can't be sure.

And it was pills. Just pills.



# Handout 1

## Bamph! - \$5000



Want to get where you want to go faster without having to worry about strapping on dangerous mechanical devices or learning long, complex and easily erroneous magical spells?

Then you need "Bamph!"

No surgery or injections needed, just six doses taken over six weeks and you'll be flashing from one place to another without anyone being able to follow you.

Dosing is easy. Just wrap a towel around your head, make sure you have eye wash and a big glass of orange juice handy, and take four (one at a time, and use water, not the juice). Within an hour you'll be back to normal and good as new by the end of the day.

No other super soldier drug will work better or faster than "Bamph!" If you want fast and reliable than look no farther. Other people will be pouring over books, recovering from surgeries, or screwing together alien junk; you'll be ready to go and getting everything that you want.

# Handout 2



Federal Bureau of Investigation

MEMO: Special Agent in Charge Grayson to Local Office

TO: FBI Central Office; Director Wallenberg

SUBJECT: Operation DUCKBLIND

The following records were pulled from US Army Military Command records and as such the enhancements are identified by their original code names. Field agents on site are being assigned to discover any street names for these compounds.

Subject 1; Marshall

Modification Code Name "Marshall" is designed to facilitate infiltration into facilities by forward Rangers and scouts. It enables a soldier to excite the particles of a material in their local area, allowing matter to pass through. IV infusion is required for primary delivery with follow up surgery to facilitate new tissue expansion. Soldiers treated with "Marshall" should be prescribed anti-vertigo medication to prevent special confusion.

Subject 2; MacArthur

Booster Code Name "MacArthur" was originally designed as a conventional supplement before being retooled into a full enhancement compound. Properly dosed soldiers are able to sprint at speeds nearly undetectable by the human eye. "MacArthur" should only be administered with restraints in place as spontaneous muscle triggering can occur during the injection process leading to injury and properly damage if not controlled. Soldiers enhanced by "MacArthur" are prone to skin infections at their injection site even after healing has taken place.

Subject 3; Leahy

Modification Code Name "Leahy" is designed to greatly enhance the human leaping capability. "Leahy" increases leg muscle density and tension, allowing for increases of over fifty fold in leaping distance. "Leahy" is comprised of a three part oral treatment combined with a specialized training regime and is a simple to administer enhancement. Soldiers being issued "Leahy" should be informed they will experience extreme abdominal cramping during the oral phases and a phantom weakness of their arms and torso as their legs become stronger during training.

Subject 4; Nimitz

Modification Code Name "Nimitz" is designed for rapid relocation and assembly of scouting units. An enhanced soldier is capable of relocating by converting their mass into an energy form and passing through intervening space as current. "Nimitz" must be kept chilled at all times to avoid any capsules of the compound transitioning into an energy state prior to or during oral ingestion. A freezing level carrying case is required for transportation. Soldiers enhanced with "Nimitz" report frequent urination, weight loss, and muscle pain as primary side effects.

Subject 5; Arnold

Experimental Compound Code Name "Arnold" is designed for scouting units in the field when energy barriers are likely to be present. Unlike similar enhancements "Arnold" does not involve energy/matter conversion. It narrowly enhances the mental capability of a soldier, allowing them to calculate and enact 'wormholes' which allow for instant movement between two locations. Soldiers using "Arnold" experience complications with 'nerve spikes', phantom increases in brain activity in pain receptive regions. "Arnold" is administered via oral medication and is stable at room temperature but should only be administered with medical staff on hand as moderate to severe cranial/ocular bleeding occurs following each dose.



# Handout 3



Federal Bureau of Investigation

MEMO: Special Agent in Charge Grayson to Local Office

TO: FBI Central Office; Director Wallenberg

SUBJECT: Operation DUCKBLIND

Conventional tracking operations have not yet allowed us to follow target DUCK to his secret base location. However, I have assigned field agents to investigate local sites which match profiles from previously discovered bases and they have identified the following possibilities.

Location 1; "Tunnel dark space".

There is a dark space, according to the city plans, between several of the underground systems in the uptown area. The water, sewer, and service lines encircle but do not cross the space and it would make an ideal location for concealing an underground base of operations with ready access to water, power, services, and even transportation.

Location 2; "City junk yard".

The county dumping ground has a disproportionally high amount of scrap metals and machinery. Previously discovered bases have sometimes been located near potential fabrication resources, making the area around the landfill suspect. Farther, local flyovers have reported signal interruption over the landfill though this might be a result of semi-functional technological remains in the dump itself.

Location 3; "Bay floor".

Local fishermen have turned up loose metal fragments and even a few odd devices from the deeper sections of the local bay. It's possible that a compromised base, or a crashed vehicle of some sort, is hidden deep under the water. As of yet we do not have the proper equipment available to investigate the bay and local divers have reported nothing like any base we've previously encountered. Additionally, conditions in the water are murky with very limited visibility making convention searching very difficult.

Location 4; "McGregor building".

A local office building has a number of low level offices rented out on long-term lease that do not seem to have anyone coming or going from them. One of the listed occupants has previously been investigated for connection to 'super' operations but disappeared some time ago. A check of the city's planning office shows sufficient space below the building for a possible base. Covert searches of the offices have not yet revealed anything and the building owner is blocking legal requests to bring in heavier search equipment.

# Handout 4



Federal Bureau of Investigation

MEMO: Special Agent in Charge Grayson to Local Office

TO: FBI Central Office; Director Wallenberg

SUBJECT: Operation DUCKBLIND

Operation continues to yield no new information. Agents assigned to the subject report no new unusual activity. Observers report meetings with criminal elements continue but subject has not yet traveled to a location which could hide a base capable of storing the contraband subject is carrying.









Subject continues to spend extended periods in the basement of his home. Observers confirm only one entry and exit from the basement. Search and seizure of the subject's basement was served without subject's notice in accordance with the secret warrant secured with the Justice Department. No contraband was discovered in the basement nor was any detectable entrance to a base discovered. Basement was notably bare except for the following:

- 1) Combination washer/dryer: Searched for compartments or pressure switches. Nothing found.
- 2) Scuba suit and two air tanks: Searched as possible hiding places. Nothing found. Subject has been observed refilling air tanks at local dive store multiple times despite never being observed near any bodies of water. Air was tested for foreign materials but was revealed to be a standard "heliox" mixture.
- 3) Miscellaneous Boxes: Searched for hidden devices. Nothing found.

Agent morale is apparently thin; we have received three requests for transfer out of current assignment by the observation agents and four requests for authorizations to detain the subject. Recommend something be done quickly to prevent a lack of discipline from the field agents.



# Handout 5

Agora Forums > Users > Caveat Emptor > Need Info Pls!	
<b>Belac</b> Posts: 549 	I have a problem involving some newly acquired abilities and a friend sent me here. See, I got some cool drug that lets me teleport a damn long way but I have a problem when I go more than twenty feet or so. Whenever I go farther I get a sudden sharp pain, like I'm being stabbed. Also, maybe unrelated, I get this weird static on my TV if I teleport too close to it.
<b>BravoMIC</b> Posts: 112 	Sucks to be you.
<b>IJONE</b> Posts: 1278 	[QUOTE- Belac: Whenever I come back I get a sharp pain, like I'm being stabbed.]  Is it always the same place?
<b>Belac</b> Posts: 549 	[QUOTE- IJONE: Is it always the same place?]  Mostly just the one place but I do go to different places sometimes.
<b>IJONE</b> Posts: 1278 	[QUOTE- Belac: ...I do go to different places sometimes.]  LOL, no dumbass, does the same place hurt when you come back?  The 'static' is probably leftover energy. You might be using energy conversion teleportation.
<b>Dr.Fliptop</b> Posts: 46 	[QUOTE- Belac: ...got some cool drug...]  Okay, gonna need way more than just that. Pills, shots, suppositories, there's all kinda stuff people can get.  [QUOTE- IJONE: You might be using energy conversion teleportation.]  Could just as easily be dimensional; worm holes and such also leave behind energy residue.
<b>ArcaneWit</b> Posts: 628 	[QUOTE- Belac: Whenever I come back I get a sharp pain, like I'm being stabbed.]  Nut up. Just take a mouthful of over the counter stuff. No gain without pain.
<b>Belac</b> Posts: 549 	[QUOTE- IJONE: LOL, no dumbass, does the same place hurt when you come back?]  No, it moves around. It seems like it's different each time but I can't be sure.  And it was pills. Just pills.

# Photo Handout 1



Photo 1: Subject DUCK seen leaving apartment with case at 11:17 AM on day 1 of surveillance. Team was unable to tail target without compromising cover. DUCK returns at 12:54 PM without case.

## Photo Handout 2



Photo 2: DUCK leaves apartment at 1:23 PM on day 1 of surveillance. Tracking device now installed on car. DUCK later revealed to have visited Sunny Shopping Center, a nearby strip mall.



## Photo Handout 3



Photo 3: DUCK visits this alley at 4:32 AM on day 2 of surveillance and remains there until 4:49 AM. Agents did not see what DUCK did in alley. Request to search alley for possible base entrance on hold until DUCK arrested.

## Photo Handout 4



Photo 4: After DUCK left home on day 2, Agent Richards infiltrated apartment. No contraband was found, but Richards did find the vest seen on day 1 and took photo with cellphone for analysis. Deemed to be unimportant to investigation.



# BOILING POINT

BY PETER NIELSEN

Players become involved in an investigation into a black market dealer named Lukas who sells super soldier drugs. After either investigating this dealer or digging around in his life enough they discover that he has been stealing the drugs from a nearby base, hidden beneath the Atlantic Ocean. With the knowledge gained from Lukas, the characters will be able to mount an expedition out to the base.

Upon arriving they will discover the base is suffering disrepair and strange dimensional problems. The octobots which once kept the base repaired seem to be disordered and scattered. Only after progressing through several sections of the base do the players discover the Selachius, shark like aliens from another dimension, using the base's systems for their own ends: launching an invasion of the Earth.

From the central hub of the Boiler the players discover an outpost of the Selachius and must either sneak their way through or find a way to shut down the shields blocking the path deeper into the ocean.

At the bottom of the ocean trench a secret is revealed: the trapped ship of a supervillain taken over

by a missing Ideal hero and turned into a makeshift dimensional plug to seal a portal between worlds. Once on board the players will be forced to make a choice: to seal the dimensional portal or find new guardians to watch the gateway.

## Cast

**Scion:** Part of The Boiler's AI operating system contained inside an octobot body. It wants to preserve the base from outside influence even if that means destroying it. It speaks with the heavy lifter voice but has a strange intensity the others lack.

**Teeth-Always-Shown:** Half insane scarred leader of the Selachius invasion force out for revenge against Earth. Unlike the rest of his species his reasons for fighting are personal. He can speak human language in an angry shout.

**Dressed-In-Bones:** A holy man for the Selachius. He can speak human languages quite well and is willing to speak to any humans who are able to reach him

as they must be great predators. He can also speak with spirits, both alien and terrestrial.

**Covered-With-Muck:** The only surviving Selachius worker. All of his friends are dead and he gets no respect from the warriors so he does not have much incentive to fight anyone. He speaks no human languages.

## SELACHIUS GROUPS

**Selachius Warriors:** Aggressive warrior shark people. The majority of their speech is battle cries in an alien language; barring language based powers or a scientist caste (see below) they cannot be communicated with directly.

**Selachius Scientists:** Inquisitive and vicious shark people. Like the warriors, they do not speak human language but do carry translation devices that can be used to speak with humans.

## OCTOBOT GROUPS

**Octobot Swarm:** Linked tiny robots controlled by a single AI. They are excitable and have short attention spans. Swarms are programed to be optimistic.

**Octobot Lifters:** Large eight armed robots used for moving heavy objects. They are deep voiced and dour.

# Background

Boiling Point actually covers three separate bases; The Boiler, the Selachius Outpost, and the Bermuda Pyramid. The history of the bases reveals how they are connected to each other.

The first base built in the area was The Boiler, the secret home of Hot Water, an aquatic-themed superhero and member of the Ideal, an internationally renowned hero group.

## HOT WATER

Hot Water is one of the less famous of the Ideal members. He was often forgotten about due to his comparatively small range, the Atlantic Ocean as opposed to the whole of the world, and his purely aquatic capabilities.

This also kept him out of the public eye. Only the most dedicated conspiracy theorists paid attention to him.

By all accounts his life prior to Ragnarok was quiet by Ideal standards. He operated out of a secret facility somewhere near the east coast of the United States and most commonly dealt with pirates and natural disasters. He also assisted other Ideal heroes during ocean based adventures. As heroes went, Hot Water was pretty boring

**Powers:** Able to propel himself through water at high speeds, shoot 'beams' of super-heated water at his foes, and breathe water, Hot Water spent nearly all of his career dealing with ocean related problems.

**Appearance:** Having begun his duties at a fairly young age, Hot Water changed costumes and appearances several times. Each costume became more elaborate than the last and color palette shifted from initially deep but vibrant blues and greens into purples and eventually dark reds. Just before Ragnarok Hot Water's suit was a jagged combination of black and red with sharpened extensions and ridges similar to crustaceans or shellfish and he had altered his hair from its natural brown to black.

**Personality:** Known for his haughty detachment and seclusion Hot Water did still occasionally interact with members of the public. He was reportedly stiff and uncompromising, often morally superior to those he interacted with. Reports from individuals saved from ships, crashed planes, or other circumstances paint an appreciated but unlikable man who felt the need to keep others at a distance.

## RESEARCHING HOT WATER

Players can discover the basic story of Hot Water with Research, difficulty +1, representing time searching the internet, a library, or just asking around with Ideal fans. For each player who succeeds give out one of the facts above.

### Rumors

If any players have higher tier Research skills or access to Unusual methods of information gathering have those players roll at a +3. If they succeed against the above difficulty then they can learn some of the rumors connected to Hot Water, as described below.

**Ghost Ships:** Three unexplained instances of 'ghost ships' covered in blood and with skeletons lying on deck were discovered in the Atlantic. Despite public concern that this might be some extremely strange supervillain at work the Ideal never investigated the incidents. Some think Hot Water was responsible. (He was but there is no proof).

**Dark Side:** An article published in "Ideal World", a quarterly journal focused on Ideal members and their activities across the world, published the month prior to Ragnarok. It is titled "Darker and Moodier; the Trends of Superhumans". The article discusses changes in the public personas of Ideal members over the years in both ongoing members and new additions towards a fear/anger focused costume design. The article specifically mentions Hot Water and includes a progressive gallery of his costume designs over the years, making the "edgier" trend extremely clear.

**The Cover Up:** A news article from a year prior to Ragnarok of a massive eruption of heat in the south Atlantic believed to be a fission reaction. The USA, China, Russia, and other nuclear nations all deny involvement. An investigation led to an Ideal statement that a group of magically created ice people had seized control of a massive iceberg and planned to crash it into a major coastal city but were stopped. Hot Water is seen standing with other Ideal members in the photos of the statement, despite no one mentioning him being involved.

### The Truth

Hot Water's capabilities were far more terrifying than was ever widely publicized. All of the hero's specific abilities actually result from a single overriding capability: the inherent power to excite or slow water molecules. With little effort he could convert ice or water into a gaseous or plasma state, anything in between, and back again. Flash boiling or outright exploding human beings was trivial for Hot Water but that sort of thing just did not look good for heroes. So the young hero found himself relegated to existence within the ocean where the constant presence of normal water helped to muffle Hot Water's ability to excite it.

The Ideal offered Hot Water the only possible way for him to relate to other people as well as the ability to live somewhere that he wouldn't inflict death and destruction on others if he were to lose control of his

powers, even for a moment. To cope with this isolation he came to think of himself as superior and above normal humans. His secret knowledge that he could instantly kill anyone that he wanted did little to help his social problems.

## HISTORY OF THE BOILER

The Boiler was constructed using the Ideal's Build-a-Base technology and was designed by Hot Water for his personal use and as a gathering place for Ideal members around the Atlantic Ocean. Hot Water dubbed the facility "The Boiler". It was built over ten years ago.

It is a small facility consisting of two major sections joined by a tram system built into the ocean floor. Section One consists of a meeting room, a communications monitoring center, and guest accommodations. Section Two contains the primary reactor and the docking facility for any submarines or other aquatic vehicles. It is guided by an Ideal-built AI that is programmed to protect the base, serve Hot Water, and uphold the rules of the Ideal whenever possible. Normally, the AI resides in a computer server kept in the base's lab.

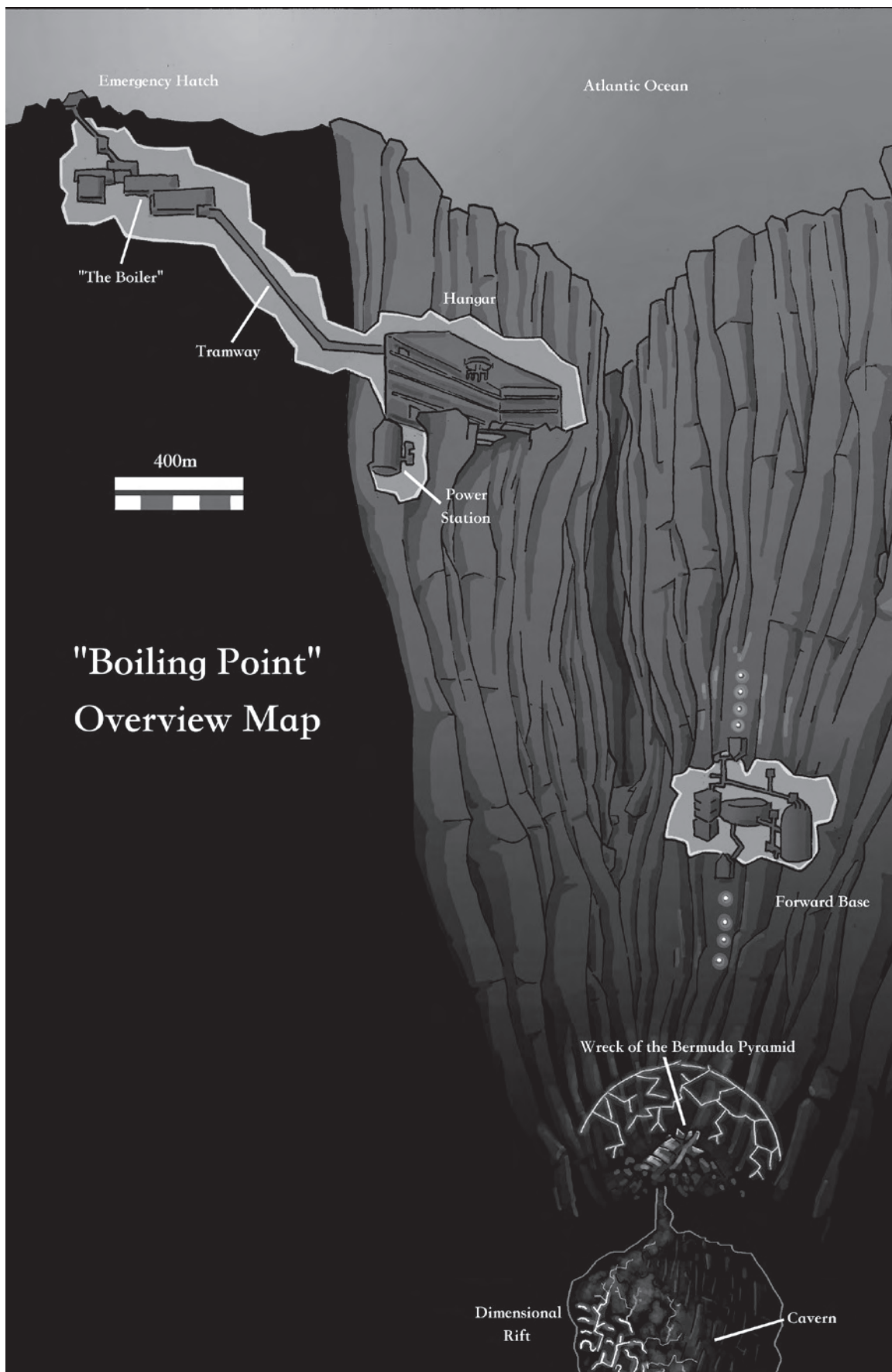
### Octobots

The Boiler is staffed by groups of octopus-shaped robots. Used by Hot Water for maintenance purposes, they are capable of grappling, crushing, and moving debris or repairing elements of the base but only have standard Ideal AI systems. They are capable of independent action but follow the base's AI system, Scion, with complete loyalty.

## WHAT'S HAPPENING RIGHT NOW

The Boiler is currently a war zone between a group of invading shark-like aliens named the Selachius and the octobots which occupy the base. Weapon marks score the walls in the hangar, tram, and the communications room and splashes of a dried sage green liquid (Selachius blood) and machine oil can be found on the floors. Shortly before the arrival of the players the octobots, led by a specially enhanced AI Scion, have been pushed back from the communications room and sealed themselves in the rear half of the Boiler.

The Selachius' goal was to seize control of the



## "Boiling Point" Overview Map

communications room to attempt to discover what has transpired in the world since their last invasion and what became of Hot Water, who stopped them last time. They have already discovered the events of Ragnarok and are using repurposed Ideal data sifting machines to search for all available information on superhumans. Given how powerful the Ideal computers are it will take only a single day to compile everything. Once they discover that all of the Ideal members are gone from the Earth they will launch a full scale invasion with no fear of reprisal.

Scion, on the other hand, has no understanding of the larger problem. The base turned off its external sensors to save power so Scion is only aware of the aliens actually in the base and knows nothing of the rift below. In an effort to prevent the aliens using the base as a foothold it split its forces before the Selachius pushed them back. A few scattered octobots are hiding in the tram system and in the power supply of the base, a small nuclear reactor connected with the hangar. The bots in the tram have orders to harass as required to delay the Selachius while the ones in primary power have been ordered to set the reactor to melt down in two days if they have not received a code from Scion. Unfortunately the destruction of the base will do little to stop, or even delay, the invasion.

## HISTORY OF THE BERMUDA PYRAMID

Years ago the Bermuda Pyramid was the terror of the Atlantic Ocean, a massive submersible ship created and captained by a scientific genius known by the villainous moniker Chrome Beard due to the cybernetic replacement of his lower jaw. As a villain Chrome Beard did nothing world threatening, mostly kidnapping wealthy individuals out sailing and sometimes stealing cargo from tankers. He was a well-known nemesis of Hot Water's as the hero rescued prisoners from the pirate many times as well as thwarting various undersea "experiments" including his creation of a dimensional rift to use as an onboard power supply for his ship.

Success again a +2 (M) difficult test with a properly themed Information skill (Ideal, villains, and advanced

technology are all possible acceptable themes) allows a player to know all of the above upon seeing the Pyramid.

## HISTORY OF THE DIMENSIONAL RIFT

All of this came to an end when a dimensional rift opened at the bottom of an ocean trench near The Boiler. It released a group of shark-like aliens. They attacked The Boiler but Hot Water was able to defeat them.

Having pushed back the initial invasion force, Hot Water made a decision that in order to block the rift he would need a similar dimensional force. The Ideal hero already knew that the Bermuda Pyramid had such a rift. His attack took Chrome Beard and his crew entirely by surprise. Where previously Hot Water would fire at the exterior of the ship or pummel crewman this time he burned a hold into the vessel and proceeded to turn everyone in his way into red steam and bones. He forced Chrome Beard to plunge the ship into the ocean trench and rebalance the Pyramid's rift to counteract the one used by the Selachius, rendering it impassable.

With the invasion prevented, Hot Water killed Chrome Beard to preserve his secrets and melted the rock surrounding the ship until it was effectively welded into place. He intended to find a more lasting solution to the problems of the rift but he never found a suitable answer.

## HISTORY OF THE SELACHIUS

First encountered by Hot Water two years before Ragnarok, the Selachius are aliens with expansionist policies. They created the dimensional rift and attempted to invade Earth but were repelled by Hot Water.

Eight months after Ragnarok, the Bermuda Pyramid faltered and the rift reopened. Shortly after that, the Selachius sent a task force through to scout Earth. They eventually established an outpost between the Bermuda Pyramid and the Boiler.

The name Selachius comes from the Ideal. Their own name for their species is unknown as they made no efforts at communication during their original invasion. Information on the species was compiled solely by Hot Water and the Ideal. No one outside the Ideal



knew about their attempted invasion.

## Timeline Of Major Events

### 3 Years Before Ragnarok

The Rift first opens in the cavern below The Boiler and goes undetected, as the Selachius intend.

### 2 Years Before Ragnarok

After many months of scans the Selachius send an expedition force through the Rift and enter the Cavern. They quickly report back that an exit is required and mining equipment is sent through to enlarge the cavern and open the passage upwards.

Seismic reports alert Hot Water to something happening in the trench below his base. He investigates and discovers the Selachius invasion group. Battle quickly follows.

Hot Water forces back the Selachius who retreat into the Rift. Hot Water recognizes a dimensional tear from his previous encounters with Chrome Beard and the Bermuda Pyramid. The Ideal hero captures the Pyramid using his powers rashly and forces Chrome Beard to descend to the Rift. After some coercion, Chrome Beard manages to reconfigure the Pyramid's power supply to counteract the Selachius' passageway. Hot Water then kills Chrome Beard to protect his secrets.

### 1 Month After Ragnarok

The Boiler's master AI realizes that stored power from the capacitors which Hot Water normally charged will run out soon, bringing the base down to less than half power. It begins shutting down systems to conserve energy. Systems shut down include the exterior sensors and many other systems not directly related to the structural integrity of the base.

### 2 Months After Ragnarok

The base AI concludes that its power requirements are too high to last without Hot Water. It downloads a portion of itself into an octobot and then terminates its own functions. The octobot takes command of the other robots and begins referring to itself as Scion.

### 6 Months After Ragnarok

Power reserves are totally dry and the base is operating on minimum power. Scion's lack of perfect understanding of the base due to memory limitations leads to questionable decisions regarding which systems are

kept online. This includes cutting data exchange between the Bermuda Pyramid and The Boiler.

### 8 Months After Ragnarok

The lack of adjustments to the Pyramid's generator begin to lead to imbalance between the two dimensional rifts, allowing some matter to pass through the Selachius rift.

### 10 Months After Ragnarok

With evidence that limited amounts of matter can now pass through the Rift once more, Commander Teeth-Always-Shown approaches the Council of Spirits to request a new invasion of Earth. He is given an expedition force and a shaman to perform an exploratory mission.

The Boiler is running low on repair supplies partly due to poor efficiency. Scion considers using some base areas as repair parts for others.

### 11 Months After Ragnarok

The Selachius seize the Pyramid, which lacks defenses, and begin construction of a base of their own.

### 1 Month Before Scenario Start

Lukas Mallard manages to discover the emergency exit for The Boiler and gains access to old stores of super soldier drugs

The Selachius have finished building the Selachius Outpost and invade The Boiler. Scion is surprised by the assault and unable to mount an effective defense allowing the Selachius to seize the hangar.

## Scenario Timeline

Times are recorded relative to the player's first entry into the base. So an event at "24 hrs" would take place 24 hours after the players first enter the base. Also events are recorded here assuming no player interaction; actions players take might move events forward or backwards in time at the GM discretion.

0 hrs: The players enter the base.

24 hrs: The Selachius data search finishes and all current information on Ragnarok is sent to the Selachius Outpost to be carried back to the Council of Spirits.

48 hrs: A group of octobots hiding in primary power enact Scion's orders and begin the process of overloading the reactor.

72 hrs: After a day of heating up the reactor melts

down, destroying The Boiler and much of the cliff side. The Selachius Outpost is deep enough and secure enough to be largely unaffected, as is the Bermuda Pyramid. Human authorities will quickly take notice and investigate with federal law enforcement and the US Navy.

120 hrs: The science caste finally discovers how to operate the controls on the Bermuda Pyramid which constrain the Rift. They can now shut it down and allow free passage through the Rift.

168 hrs: Commander Teeth-Always-Shown convinces the Council of Spirits that Earth is suitable prey and the invasion begins in full force.

180 hrs: Several large groups of Selachius launch an assault against the US government and military forces gathered above the explosion site, easily defeating the surprised forces.

180 hrs: The Selachius military makes landfall on the east coast of the United States overwhelming the human resistance thanks to surprise, numbers, and ferocity (though possibly slowed by any base raiders in their path).

## Optional: Invasion from the Sea

The United States government has access to advanced technology, such as stolen alien tech and super soldiers but would probably lose in a direct war against the Selachius. If an invasion game sounds interesting here are a few options for set ups or alternative ways to run Boiling Point:

The east coast of the United States is conquered by the Selachius and used as their foothold to invade the rest of the Earth. Characters struggle to survive in invaded cities dodging Selachius hunting patrols or partner with the government as special operatives to try and counter attack the aliens.

The war ends in a few massive battles with the US and other major nations falling back inland from the Selachius assault. The party must work with the remaining resistance (likely comprised of humans, other base raiders, and whatever remains of the Underground) trying to make a difference.

## IGNORING THE TIMELINE

If you want to use The Boiler without worrying about the plot provided here there are a number of different options you can use. Ignore the timeline and assume that the Selachius need months to complete their work. This can change the scenario in two ways.

**Divided Base:** the Selachius stay within the Pyramid and their own Selachius Outpost, leaving the upper levels alone. If this were the case then Scion would become an antagonist. The AI becomes erratic and orders the Octobots to attack anyone who enters the Boiler. This makes the scenario into two distinct encounters: the crazed robots in The Boiler and the eventual alien invasion from the Pyramid.

**Fixer-Upper:** the Selachius eventually defeat Scion and the Octobots and occupy the entirety of the base and begin repairing it themselves. Change the descriptions of The Boiler to being in a state of disrepair to being in a state of reconstruction and replace any encounters with the octobots with more Selachius warriors and scientists. You can also add more workers using Covered-In-Muck as a baseline. In this situation the players have no potential allies so you may want to consider allowing them to talk around the worker caste and cause a Selachius class rebellion.

The players are selected, by the government or by shadowy forces beyond their understanding, to be the ones to travel down into the ocean, get through the Rift, and attack the Selachius home world directly. Perhaps they have a powerful device that can close the portal forever.

After a year of open warfare the human race is reduced to a medieval level of existence with only a few pockets holding out against the invaders. In one such pocket the last super scientist on Earth has a desperate

plan: send a group of volunteers back in time to try and prevent the invasion from kicking off by sealing the Rift in the past.

## Finding The Boiler

Hot Water's base is extremely secure, hidden below the floor of the sea close to a natural oceanic canyon. The sand and stone hide the base itself while the jagged canyon edge helps to hide the specialized hangar for underwater craft.

Only two ways exist to enter the base: through the hangar doors and by cracking open the emergency exit at the far end of the base.

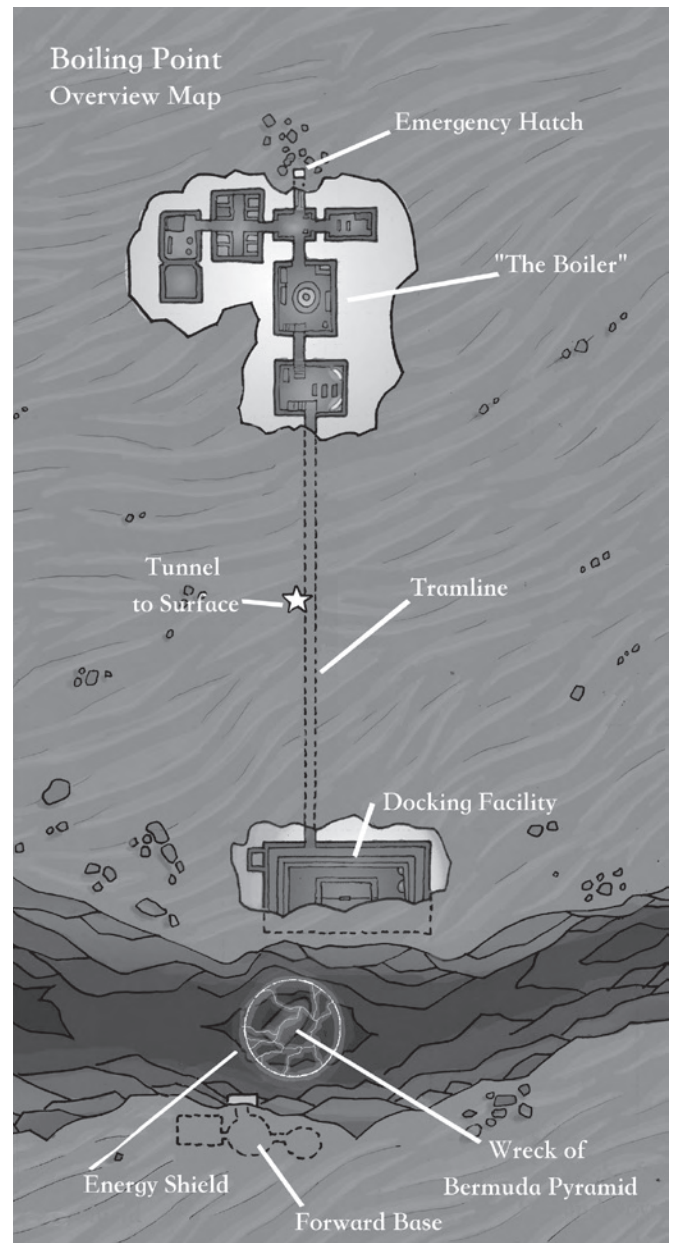
## TELEPORTATION

All of the players will know one way into the base from Lukas: teleportation. If any of the players took the teleportation drugs then they can reach the base in exactly the same manner that Lukas did. Or they can teleport using powers of their own depending on the particular quirks of their powers.

If they use Lukas' approach they will find themselves in a water filled room (see Emergency Hatch below). If they use a method of their own then use the maps of the facility to determine where the players are likely to end up. For simplicity you should default to them either appearing in the emergency exit room (see Emergency Hatch) or the meeting hall (see Meeting Hall, Level One).

## MAGICAL PORTAL

For heroes needing to travel quickly and without access to large scale underwater craft, a magic portal was installed directly into the security area of the meeting room. The portal can only transport one person at a time and limits what they can carry, making it less practical as an escape system but quite useful to base raiders seeking an entrance. Discovering the presence of the portal requires a magic themed strange skill as does "hacking" into the magic pathway. A test against +4 (S) with an appropriate skill can not only detect the presence of the portal under the seafloor but also allow



individuals to be slipped in; emerging from the portal inside the base.

The portal normally requires a spell to active, allowing passage to another similar portal in another part of the world. This portal might help serve as a jumping off point for players looking to explore magical bases in the future. It could also allow other things to get into the base and by extension into the player's area of influence.

## SECRET PASSAGE

A secret unmarked passage extends out of the tram-

way at its midpoint, up to the level of the ocean floor. This opening is several miles off shore. The octobots trapped in the tramway dug it up to the surface to have an evacuation route in the event of an emergency. It would be possible for a player to either spot the small hole in the sea bed or spot one of the octobots creeping along the bottom of the ocean only to “disappear” down a hole. The bots have fashioned a crude seal from tram components allowing the passage to seal water tight but any use of it does dump a fair amount of seawater down into the tram system.

Spotting the passage from a ship requires using equipment such a camera on the underside of the boat and a +2 Notice check to pick out the change in the color of stone and disruption of sediment at the bottom. A player with an Unusual modification that helps them see distant things or through water can make the above test without needing equipment to help.

## EMERGENCY EXIT

This exit is a small hatch on the sea floor several miles from shore. Since it was never designed to be opened from the outside getting it to come loose will be a bit of a challenge but not an impossible one. The door is connected to the water lock system in the room below, which exists to flood the room prior to the hatch opening to prevent anyone being crushed by the water.

Spotting the exit hatch from above is quite difficult; a +3 (S) Notice test will be able to pick it out. However if the players do some research using Contacts or Research against +2 (E) they can get information on the common whereabouts of Ideal members and rumors that Hot Water had a base in the Atlantic near shore. Success in research drops the Notice test difficulty to a +2 (E). Lukas can reveal this entrance if the players manage to get him to talk.

### Ripping the hatch open

Perhaps the easiest option is simply to have someone with super strength heave the door open. This is difficult because not only is the hatch locked but the weight of the water pressing on it means it is much harder to lift up. The door is actually designed to drop inwards but lacking anything to brace against makes this option just as hard as pulling. Lifting or pushing the hatch requires a +3 (S) result with a physical force trapping.

This has the side effect of flooding the room below as well as the attached stairwell leading to the next sealed door. Anyone close to the hatch needs to make a +2 (E) movement skill test to avoid being pulled in by the rush of water. Those who fail gain the temporary Aspect “Tumbled and Tossed” until they have a chance to stand on solid ground and reorient themselves.

### Mechanically triggering the hatch to open

The hatch is designed to open, just not from the outside. A mechanically inclined raider can access the mechanics of the system with a +4 (E) technology test and trigger the door to open. This results in the same pull of water as above but also leaves the door itself intact allowing the room to reseal and drain. If the test above results in Spin then the player should be given the option to active the flood systems prior, filling the room with water before opening the door and preventing the party from being pulled in.

## DOCKING FACILITY DOORS

Entirely separate from the emergency hatch and almost a mile away, over the edge of an ocean canyon, the main doors for entry into the base (via underwater craft) can be found. This main entrance is an unlikely option for entering the base because the players won’t know that the hangar exists at the start of the raid. If the players do somehow become aware of the hangar doors and decide to use them you can check the entry for the Docking Facility (p.44) for how they might open the doors.

### Other ways

Naturally clever raiders are going to think of more ways into the base itself. Once the base itself is discovered any number of powers like phasing through matter or short range teleporting can get passed locked doors. Also, players who can control metal will have an easier time bypassing any of the doors. Psychics who can sense life or minds can detect it deep below the ocean floor (in the form of the Selachius). Technopaths can sense active AIs. Unusual sense can detect a number of oddities such as radiation from the reactor, energies from the force field or the Rift, and empathic individuals can sense aggression and impending doom in the area of the base.

Due to the base undergoing dimensional disruption any players with powers relating to dimensional travel or manipulation (or super sciences) can attempt to come up with ways to phase through the walls and enter the base.

### **Common Features**

The base itself is being dimensionally compromised by the increased activity of the Rift deep below. This effect is causing the air to thicken and become passable by aquatic creatures and in some places is causing water to leak in from the outside without any actual holes in the base due to spatial disruptions.

All of the rooms in The Boiler are partly compromised; still existing mostly in our own world rather than the aliens' but the lower one goes the stranger the physics become.

In each room description you will find a subsection detailing how the dimensional effects have altered the room. If you are playing an alternative version of this scenario or simply using the room as a resource in your own game then simply ignore these subsections and use the primary description of the room.

## **The Boiler Now**

The facility is currently under Selachius control but only just recently. Their efforts to seize the base have been hampered considerably by the octobots which inhabit the Boiler but increasing numbers have allowed the shark invaders to push in far enough to establish a foothold on the far side of the tram system and take control of the communications hub. The octobots have been scattered, some are still holed up in the docking facility, others are hiding in the tram system, and some are in Section One, beyond the communication room.

The major locations in The Boiler are: The Docking Facility, The Meeting Hall, Laboratory, Guest Accommodations, Gymnasium, and Underwater Equipment Room.

### **CONDITION OF THE BASE**

The Selachius have been waging a small scale war with the octobots which repair the base. The octobot numbers have been reduced by the conflict and the

survivors are unwilling to venture out to take care of mundane tasks. This means that pressure damage and lack of cleaning are beginning to take a toll on the base. Water leaks from tiny cracks in the walls and pipes throughout the base are broken open. Add to this the dimensional problems allowing ocean creatures to literally wander through the walls in some places, not all of them of this world.

### **Dimensionally compromised**

The increasing emanations from the rift at the bottom of the trench have begun to reach all the way to the ocean floor, causing minor disruptions in the physical placement of barriers and obstacles. This takes the form the above aspect, which is present throughout the whole complex.

## **LABORATORY**

Two labs flank the bunk housing, letting visitors occupy themselves with experimenting or supply themselves with any needed medications, potions, or other mixtures. Due to the wide range of individuals present in the Ideal the labs are well stocked with chemicals, alchemical agents, potion elements, and alien obtained molecularity reversed compounds.

## **UNDERWATER EQUIPMENT ROOM**

The storage systems for the labs run off of the main powers system and have their own backups so they are still well preserved despite not being restocked or maintained.

This room was well stocked until Lukas Mallard found it. He looted this room and only 1 usable sample of a super soldier drug remains here. Lukas ignored the machine in the corner of the room, which could be worth more than any other piece of loot in the base.

### **Inventory**

Alchemical Reagents x 2, Mundane supplies x 7, Medical supplies (treat as Tech Supplies) x 2, 1 Syringe of Upsilon MK 5 (p. 187 of Base Raiders, worth 65 loot points).



## New Power Source: Easy Genetic Manipulation Oven

**Item based power:** Training required

**Cost:** 7 skill points and 0 refresh

**Time to Gain Power:** Instant to use with the untrained power aspect. Variable time required to learn how the machine works.

**Value:** 75 loot in the Black Market or up to 500 loot to a corporate buyer. Requires research to find a potential customer though.

**Power Gained:** Super-Science Genetic Engineering

**Power Tier:** Superhuman

*Craft + Unusual, Examine + Unusual, Workspace + Unusual. Treatment [Health].*

**Focus [Minor]:** The Oven

**Snag [Minor]:** Limited to carbon based life forms.

**Description:** Designed as a portable biology workspace by Ideal hero Biomancer to serve as a field kit in emergencies this 'oven' can be carried by a human.

From the outside it looks like nothing more than a large metal carrying case but once opened carefully layered trays fold out to form a simple work bench and tools. It has micro cold storage, heating, sample jars, needles and blades in dozens of sizes, and all of the other basic tools required. A genetic sampler was included in the design, allowing near instant results on genetic tests such as species matching or relationship mapping within the same species.

The oven contains an exhaustive biology database and can be used to cure any number of diseases. This data alone is worth a fortune to a biotech company.

## GYMNASIUM

Located off of the bunk housing is a dual purpose facility. One side of the huge open space is entirely filled with water and appears to be comprised of thick glass rooms with sliding doors separating them. This is Hot Water's personal training system; the rooms contain various hidden traps and exercises as well as systems that can change the chemical balance and temperature of the water in any given room.

The system can be entered via a waterlock near the entry door but only with Hot Water's personal access code. Of greater value to the players is the open section of the gym which contains a range of super

powered workout devices. These training machines are built with Ideal technology and contain rare and valuable materials and a few can even be used as strange skills. Of particular note is a collection of sparring robots lined up near a mesh encircled boxing ring.

### Inventory

Advanced Tech x 15; Robot parts (treat as Golem parts, Base Raiders p.195) x 5.

## New Power Source: Advanced Kinetic Energy Challenge Machine

**Item based power:** Accessible

**Cost:** 0 skill points and 0 refresh. The power is worth 15 skill points, but as an accessible power, anyone can use it at a +0 bonus or invest their own skill points to gain it as a skill.

**Value:** 150 loot points. It is worth more because it is an accessible item-based power.

**Time to Gain Power:** Instant to use with the untrained power aspect. Variable time required to train with it.

**Power Gained:** Kinetic Force Attack

**Power Tier:** Extraordinary.

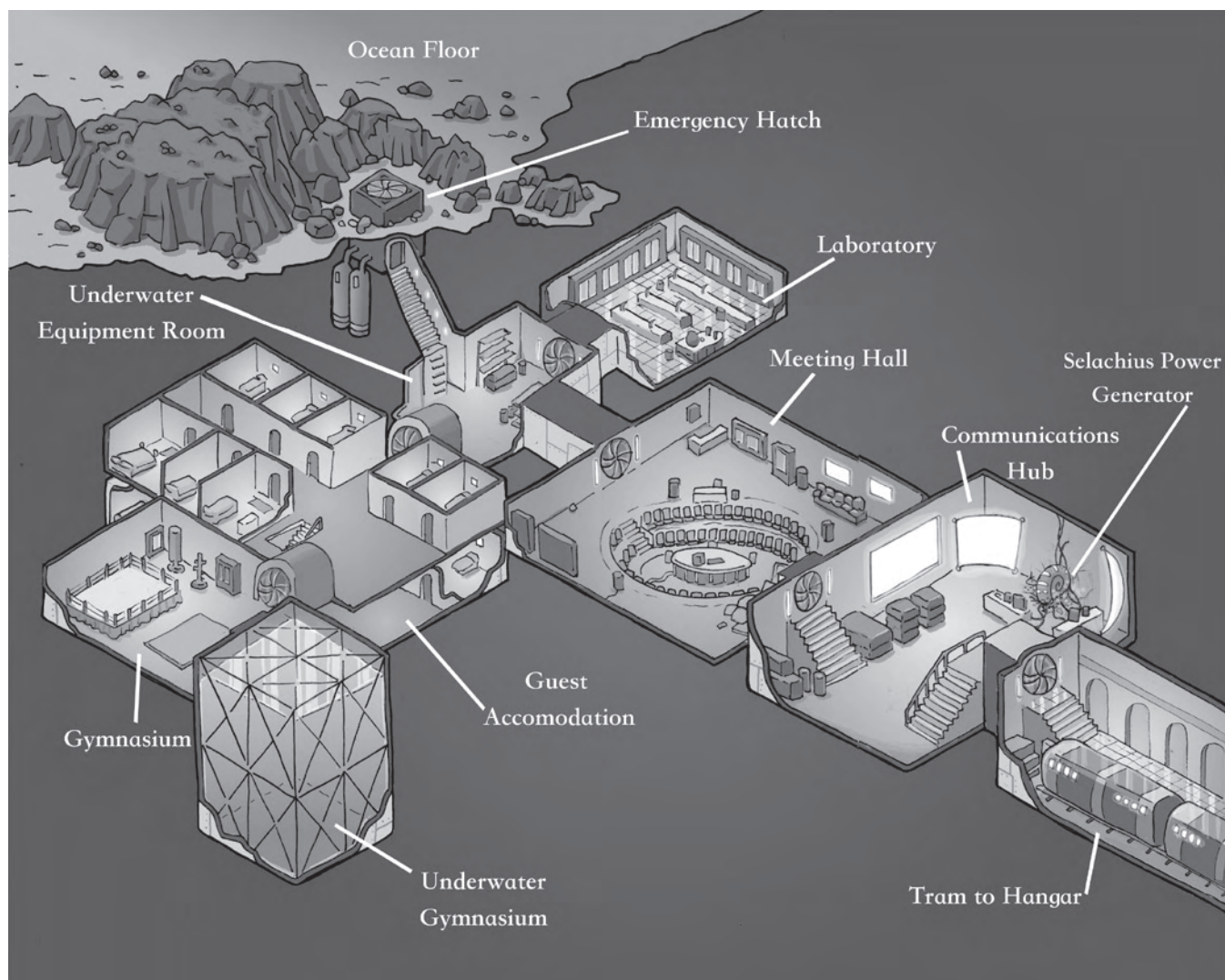
*Initiative [Physical], Physical Force + Range, Leap, Dodge, Shoot.*

**Focus [Minor]**

**Charges [Minor]** - minimum of 1 charge per scene

**Snag [Minor]:** Using this machine creates a tremendous amount of recoil. The user is thrown back 1 zone when using physical force, dodge, or shoot. If the user hits a wall while being pushed back, treat it as a +1 (E) physical attack. Leap does not trigger this snag.

**Description:** Unceremoniously extracted from the heart of a machine designed to help invulnerable Ideal members 'stretch' their capabilities, this device is little more than an active energy core with a vent which serves as a makeshift barrel. It was never designed to be disconnected from the bracing equipment of the exercise machine so while it can project a beam of kinetic force that knocks down doors the user is generally blown through the air by the equal/opposite reaction. The reactor can only supply so much energy within a short amount of time, limiting the number of uses the device has before recharging.



## TRANSPORT TRAM AND COMMUNICATIONS HUB

A simple two track tram system spans a narrow tunnel roughly half a mile long connecting the hangar to the base. The tunnel inclines upwards a few degrees towards the base putting the facility higher than the hangar. At its highest point the tunnel is about eighty feet below the ocean floor. On the far side of the tunnel lies the communications hub where media signals were feed into displays and processed for significance to the Ideal. These systems have recently been repurposed by the invaders and the system is now searching for information about any heroes they knew of and information about Earth's military defenses.

The room is on two tiers: the ground floor which

connects with the tram system holds most of the computers and interface devices while a walk way wraps around the wall of the room with a large sweeping staircase leading up to it. On the walk way are most of the screens, displaying images and information constantly. The door into the meeting hall beyond is level with the walkway and across the room from the tram door.

A group of octobots are hiding inside the tram system, waiting for a chance to make a dash into Section One and link up with the other octobots but they are cut off by the Selachius inside the communications hub. Three swarms and three lifters have managed to dig out passages in the stone of the floor and ceiling, passages too small for the shark-hounds to get into. Presently they are taking pot shots at any Selachius that pass by with repurposed equipment from the hangar.

## Selachius Power Generators



Small generator, active



Warriors Transporting  
inactive generator



Large generator, active

They can be spotted and interacted with as long as the players are clearly not Selachius and do not seem to be hostile towards the base. They will assist in seizing the hub but will try to stop the characters from taking anything.

The master computer terminal is located in this room but it is currently shut down. Power must be manually reconnected in the primary power facility as Scion disconnected all non-essential systems to save energy. This is a long term action outside the scope of this adventure.

### Inventory

Tech Supplies x5, Data (optional). The Data in this room is worth 10 loots points as it catalogs possible ideal related news and events post-Ragnorak in great detail. This information is valuable to many people and is an excellent way to foreshadow future events or drop plot hooks for future adventures.

### Alien Crystal Power Generator

Because Scion cut the power down drastically the communications hub can't run properly. So the Selachius have brought in one of their own generators and spliced it into the local power supply. Capturing the generator gives players their first look at Selachius technology.

The hub area will contain several Selachius War-

riors and their shark-hound which must be defeated prior to exploring the room. Their exact number should be adjusted based on the size of the party and their combat capability. Generally one Selachius and one shark-hound for each player will be a significant challenge. See page 58 for their stats.

### Room Aspect: Unpoppable Bubbles

The dimensional anomaly in the communications hub consists of strange bubbles that cannot be popped by conventional forces. They range in size from an inch to several feet. They do disappear after a few minutes, but new bubbles phase in and out at irregular intervals. When they strike anything solid (walls, people, other blobs) they do not pop but bounce off and continue floating.

**Possible declarations and invocations:** Climbing the bubbles to reach a higher level, drawing attention by throwing a bubble at one of the Selachius, +2 to Dodge due to interposing bubbles, +2 to Stealth due to bubbles acting as cover.

### Characters

Octobot Lifters x3 and Octobot Swarms x3 in the tram tunnels. Variable number of Selachius Warriors and Shark Hounds in the Communications Hub.

## MEETING HALL

The main gathering hall for Ideal members, this massive room has a descending center, forming tiered seating leading down to a dais in the center. Twenty seats line the rings with stairs going from the dais to the top on either side. On a small stand by each seat is a swivel tablet linked into the base's information monitoring systems. All are presently offline but they can be reactivated with a +3 (M) Science test. Spin allows the user to log into the base system as a guest, allowing them to browse information collected but not to download or edit. Disconnecting the tablets without triggering their anti-tampering mechanic requires a +3 (E) technology test. This cuts them off from the base's information network but the tablets are still valuable on their own.

Anyone who examines the doorway to the communications hub will find it welded shut and barricaded using chairs and rubble from around the room. Scion ordered this passage sealed to prevent the Selachius from advancing farther. However this wasn't needed as after they seized the communications hub the shark men set up their own defenses, having secured their objective. The barricade is fairly formidable requiring a super strength test against +1(S) in order to simply smash it down. Anyone with the Technology skill and a few hours can take it apart but this will alert the Selachius on the other side and they will prepare an ambush.

### Magical Portal (In Meeting Hall)

On a corner of the room, near the refreshment machine, is a sealed room bearing a notification "special arrivals". This small room houses a magical portal which allowed magically inclined Ideal members to enter the base directly. The portal requires a location spell to trigger it and provide it with another portal to connect with. Entering the room requires a +2 (E) test to bypass the locks or an "open" spell against a similar difficulty. Shelves and hangers line the portal room with a few discarded magical components left to be claimed.

### Inventory

Base Components x20; Alchemical Reagents x 10 (in portal room)

## ACCOMMODATIONS

Semi-private accommodations were provided to guests of Hot Water. It begins as a lobby connecting to the meeting hall and the reserve laboratories and leads into a sort of barracks. Thin walls separate out small areas along the walls with beds (a few at the ends lack beds to allow for non-humanoid or technological guests). Each has a locker containing an emergency breathing device in the event of flood. There is a screen which will close upon command attached to each section allowing for limited privacy. Twenty spaces total are available, ten on either side. The center of the room has tables, chairs, and assorted furniture all of which as some degree of integrated technology (view screens, control panels, etc.). For those who desire to do so the furniture can be pulled up and taken though with difficulty given it is quite large.

INVENTORY: Base Components x 30. Small personal effects and costume pieces might be found left in the rooms. While they are worth nothing directly if they can be authenticated than Ideal obsessed fans will purchase them for 1 loot point each. If players have named Ideal members in their background (perhaps the individual they stole their stuff from or the one they idolize) then this would be a good place to insert something connected with that hero.

Scion and the remaining octobots, four lifters and two swarms, are currently holed up here with Scion attempting to come up with a cause of action. Scion left a group of bots in the power station to cause the reactor to explode if the Selachius could not be repelled within two days but does not know if they managed to avoid notice. Likewise it knows several bots were left behind during the retreat but is not sure of their location. Scion's goal is to protect the base and it will attempt to keep players from looting the base. However it can compromise and will work with the players if they express a desire to drive out the aliens.

### Characters

Scion, Octobot Lifters x4, Octobot Swarms x2

## THE DOCKING FACILITY

This is the largest room in the entire base measuring a quarter mile in length and two hundred feet in width



and height. Designed to allow for the storage of vehicles exceeding the size of modern military submarines, it uses a system of tiered doors located in the floor to allow vessels to rise into the hangar. The smallest doors can accommodate personal craft while the largest allow for vessels over four hundred feet long. A specialized track on the ceiling holds a machine comprised of dozens of mechanical arms (nicknamed 'Grabber') designed to lift and move any sized ship onto supports which rise out of concealed placements on the floor. At full capacity the hangar can store four full sized submarines, a dozen compact submarines, or over one hundred personal water craft. Such impressive machines are impractical to remove but can be easily recorded and examined for documentation purposes. Additionally the maintenance storage areas can be scavenged for some fairly advanced spare parts.

## Dimensional Shifts

As the closest area to the Rift in The Boiler, the Docking Facility is heavily affected. The first thing that players will see upon entering from the transport tram (or through the doors below if they managed to do so) is a huge submarine floating in the air with no apparent supports.

Water is pouring from above, seemingly out of empty space near the ceiling forming a series of little water falls as it splashes onto the hull of the ship, running down the sides and splashing into a salty misty on the dock where the water appears to spiral down into an invisible drain, vanishing into the floor. The broken ruins of two smaller craft lay on their sides on the other side of the hangar, torn open as if by great steel hands.

## Selachius Guards

The players can spot a group of Selachius commanding a dozen shark-hounds. The beasts have been chained to a section of one of the vessels and in a frenzied mob rush forward, ripping the metal open, exposing the interior of the submarine. In the center of the ceiling floating globs of water slowly orbit a massive spire of metal arms and grasping claws.

Disrupting the Selachius activities in this area will get the attention of their commanders in the Outpost below. Please refer to the "Diplomacy" segment prior

to the Selachius Outpost outline for details.

**Characters:** Apex Warrior, Selachius Warrior x3, Shark Hound x12.

## Moon Pool Doors

The floor doors can be opened for any of six terminals spread around the hangar by anyone with the passcode for them. This code can be found elsewhere in the base or cobbled together with a +2 (S) science test. For those so inclined they can be forced open or destroyed with powers at +4 (S), see Base Raiders, p.176 for details on breaking objects.

## Loot

Tech Documentation x15, Tech Supplies x5, Mundane supplies x20. Selachius Beacons, one on each Warrior. Bulk 1; no value but can be used to bypass later obstacles.

## The Grabber

The docking system can be accessed through panels located on the walls on all levels. These panels are not powered at the moment but can be rewired with a +2 (E) Science or Technology test, allowing anyone at the panel to access three different settings.

**Trap: Clear debris:** +2 (S) *Strike + Zone*

Activating this function causes the Grabber to regard all entities in a given Zone as debris and clears them by force.

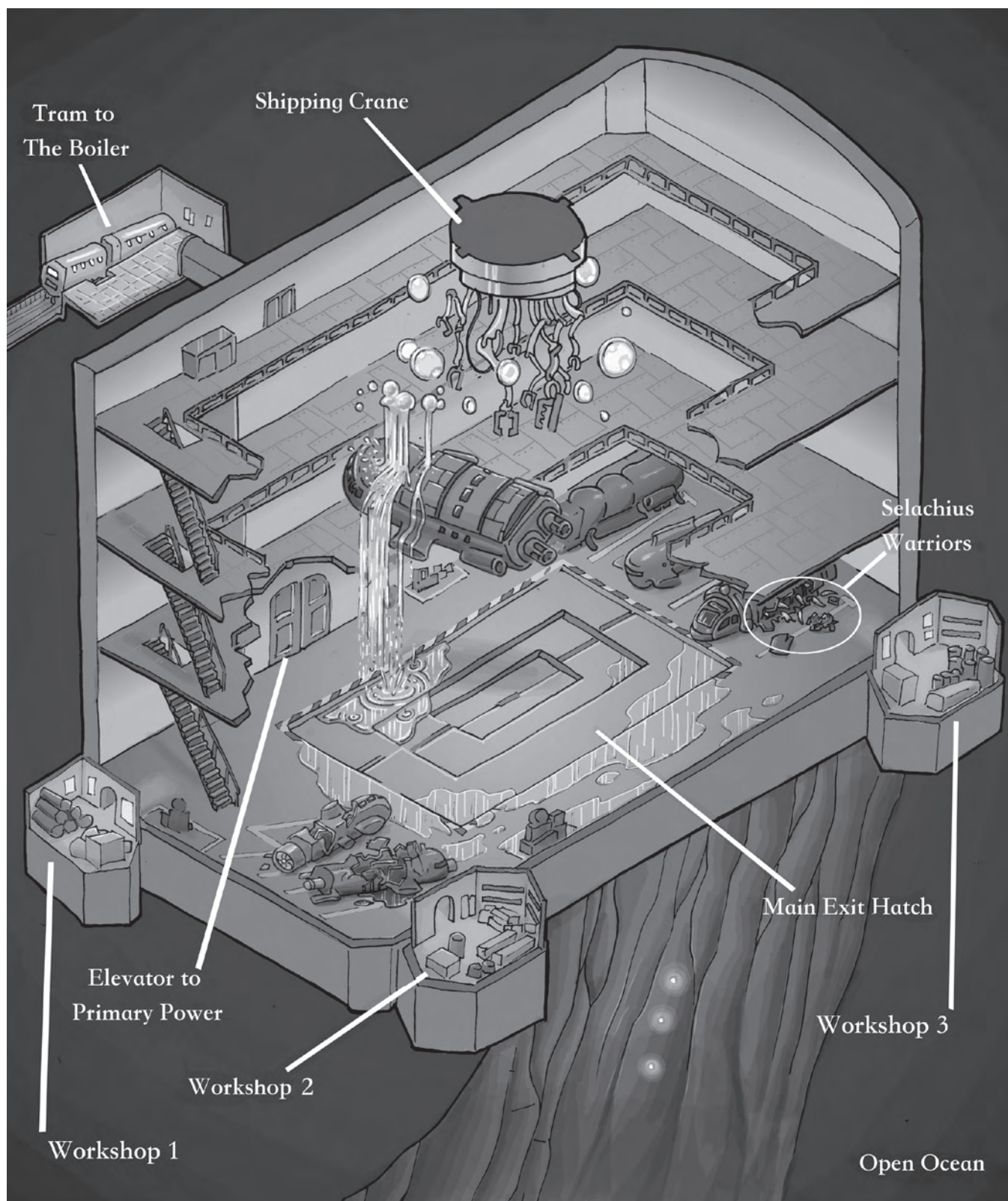
**Trap: Overclock system:** +2 (S) *Strike + Zone x2*  
Hitting all the buttons at once overloads the systems of the Grabber and causes it to lash out at everything in its range. This lasts for 2 rounds before the wild machine breaks down and stops working. Another skill test at the same difficulty can turn the Grabber off before it breaks.

**Trap: Relocate:** +2 (S) *Physical Force + Unusual + Range*

Activating this causes the Grabber to seize the target and move it to another location in the room. This can target individual Selachius or shark-hounds or it can be used to move a player. Opposed by Dodge or Physical Force.

## Power Source: Grabber Arm

One of the ending 'arms' from the Grabber can be



ripped off and slipped over the forearm of a humanoid. The control wires are so finely engineered that they can be operated by simple finger movements. The arm's grasper extends allowing the wearer to attack multiple enemies at a time, swing from place to place, or climb up and down vertical faces quickly.

Only two such arms can be salvaged from the Grabber though. A character can only realize the arms can be salvaged with a +1 (S) technology skill test. One arm can be salvaged with a +3 (S) physical force skill test by ripping it out of the Grabber. This destroys the Grabber but it only takes one round to pull an arm out. Two arms can be salvaged with an hour long +1 (S) technology skill test. This also destroys the Grabber.

**Item Based Power:** Training required

**Cost:** 10 skill points, 0 refresh (see p. 186 of Base Raiders)

**Time to Gain Power:** Instant to use with the untrained power aspect. Variable time required to train with it.

**Value:** 70 loot points.

**Power Gained:** Grabber Robotic Arm (10 skill points and 1 refresh)

**Tier:** Extraordinary

*Strike + Spray, Move + Unusual (Swinging), Climb*

**Focus (Minor):** Robotic Arm

## Workshops

Three work shops are connected with the docking facility. Each is equipped with the tools and supplies necessary to repair vehicles brought into the hangar. Each is about twenty feet wide and thirty feet long with shelves to store the spare parts and equipment. Each workshop contains 10 bulk of tech supplies.

**Workshop 1:** The interior workshop to the right of the tram entrance has been left alone by the Selachius but contains an octobot swarm that was trapped during the invasion. Lacking orders it has been making use of the parts present in the workshop to construct defensive systems. They have constructed a device that will fire super heated blades at anyone who opens the door using spare parts for engines and propellers. Whoever opens the door must oppose a +3 (E) Shooting attack with Weapon [Health] 3. The octobots will fire a shot every round unless convinced the PCs aren't

with the Selachius. If they are talked down the octobots will ask to move back through the tram to try and find Scion. The blade launcher can be picked up and used by a PC but is only good for four shots (minus any shots the octobots fired).

**Workshop 2:** An exterior workshop across from Workshop 1, this shop has been broken into by the Selachius and is being used to store food for the shark hounds. In place of the normal door, which the Selachius have removed, is a buzzing force field (to keep the shark hounds out) connected to a tiny power fountain (about one foot tall located just inside the doorway).

Filling the center of the small room is a literal pile of raw fish collected from the seas around the trench. While the PCs probably have no use for the fish the shield device and generator are extremely valuable. Touching the field results in a +2(E) Strike and a PC can attempt to push through the field by opposing this attack with a Resist Damage test. The field does not resist magic, teleportation, or telekinetic abilities but will zap anyone who tries to phase through it.

**Workshop 3:** Located directly across from the doors to primary power this workshop is especially valuable because it contains a fabricator device capable of taking in materials and reorganizing them into a wide range of forms. This particular fabricator is a fourth generational model and is only able to create super science components relating to large scale machines. Any fabricator is very valuable on the market (they are also very illegal under the law) and this one is worth 30 loot points.

The room has been trapped by the octobots to try and prevent the fabricator from falling into enemy hands. Anyone who gets close to the fabricator needs to make a +3 (E) Notice test to detect the proximity explosive attached to the device's side. The charge is a +2 (S) Strike + Zone explosion which will affect anyone in the workshop or in the doorway and destroy the fabricator and any equipment in the workshop. Disarming it is a +3 (E) Technology (or related skill); spin allows the player to detach the explosive and keep the trigger live, creating a single use grenade with the damage listed above.

## PRIMARY POWER

Located below the docking facility, power generation for the base is a two part system. The core component is a compact nuclear reactor while the primary system is a high-tech enlarged water wheel system connected to a series of capacitor batteries. Due to his ability to excite water molecules, Hot Water personally generated secondary power for the base by regularly spinning the water wheel system at high speeds for a few hours. The capacitors are entirely drained at present and the reactor is operating at minimal levels, barely enough to keep the base functioning. While the reactor cannot be safely removed it can be easily documented. The capacitors and batteries can be dismantled and sold.

The door to primary power out of the Docking Facility is partly underwater, meaning that some will spill in with the players if they open it. When it does the water will flow forward a few feet before it drops sharply into the floor, as if going over the edge of a cliff. Physical examination shows nothing but the perfectly flat floor with water simply vanishing through it.

A collective of octobots, two lifters and two swarms, are holed up in the power room avoiding the attention of the Selachius in the main hangar. They are on a countdown timer per instruction from Scion, the leader of the octobots. When the count reaches zero they will break the reactor and cause a highly destructive nuclear event. This will destroy the base and the Selachius within it. Unfortunately Scion does not know that the Selachius in the base are merely the tip of a larger invasion coming from the rift below and that destroying the base will only slow them down, not stop them. The bots will talk to the players but without orders from Scion they will not leave the room and will fight to protect the plan. This includes preventing the characters from interacting with the reactor.

### Inventory

Mundane supplies x10, Tech Documentation x5.

### Characters

Octobot Lifter x2, Octobot Swarm x2

## Below The Boiler

Super hero media has a long tradition of unrealistic

underwater activities. For this game you as the game master are being provided with a number of rules that reflect some of the complications of operating at extreme depths. The underlying complication is this: the deeper you go the more water is above you. Water has weight so the more above you the greater the pressure upon you. Humans can survive down to about one thousand feet with proper training and equipment but most divers limit themselves to 150 feet for safe diving and this scenario goes much deeper than that.

Rather than worry about specifics like oxygen consumption rates and organ/blood reactions to extreme pressure we're going to abstract down, as per FATE's normal processes. Any player that passes from the docking facility into the Selachius Outpost without being protected from the pressure will suffer from decompression sickness upon entering a reduced pressure area. This is represented by a Moderate Health Consequence: "The Bends". Going from the Selachius Outpost to the Bermuda Pyramid is even worse and represents a Major Health Consequence: "Indescribable Pain". For those unaware these refer to a real condition in which gas bubbles can form inside of blood due to rapid pressure changes. These bubbles tend to gather at joints and under the skin, causing pain and restricting movement. In more severe cases they can gather in the lungs, the spinal column, or even the heart. These Consequences can be temporarily ignored if the character enters a similarly pressured environment but resume when they return to normal pressure.

A number of ways to avoid being squished are available for players with the primary being underwater vehicles available inside of the hangar. If the players are able to save some octobots and win their assistance than even if they players do not know how to operate the vehicles they can simply seal themselves inside them and allow the octobots to maneuver them from outside.

## The Ocean Trench

Underneath the docking facility the water is cold and dark. The automated lighting on the underside clicks on after a short delay, changing the black water into



blue and white as huge lights flare out in all directions. Those in the water are suddenly able to see walls of rock on either side which slope down into darkness below. It quickly becomes clear that the dock is built into an overhang above a deep ocean trench. An energy shield extends from the outpost, blocking the path deeper into the trench.

Upon looking down into the depths under the hangar it is also immediately apparent that something is wrong. There is a faint shimmer of purple in the dark ocean water below and occasional flashes of bright light. The canyon narrows to an end except for fissures which dive deeper into the rock. It is in one such fissure that the glow shines. Against the rock face sits a metallic bulb, slightly hour glass shaped. This Selachius Outpost was constructed shortly after the resumption of the invasion, moving materials in along with new troops and scavenging others from the area itself.

## The Selachius Outpost

By the time the players approach the Selachius Outpost they should be aware that the Selachius are a species which has been encountered before and was defeated by the Ideal but they lack details. They also do not know why or how the Selachius have returned to our world. Inside the base they will discover Commander Teeth-Always-Shown, the threat that the aliens pose, and the riches that await deep below in the blackness of the ocean.

If you are using this as a resource for other scenarios and not following the provided plot than the Selachius Outpost makes for an excellent guard outpost, security check point, or other closed off base section. Simply change the orientation of the base slightly from vertical to horizontal and you can use it for a traditional bunker or a military forward command point.

## COMMON FEATURES

### External docking systems

Interlocking metallic scales close over the portal into the base. One of these docks is located on either side of the base, oriented vertically to allow individuals to swim into them easily. Inside is a canister room with

rounded walls and a water lock system. While the Selachius themselves are fairly comfortable in Earth's oceans much of their technology does not respond well to our salt water mixture requiring them to keep their base cleared of standing water. As a result the doorway to exit the canister is a horizontally oriented and connected with a stairway leading down (or up in the case of the lower dock) into the base proper.

### Locked corridors

The passages inside of the base are locked using Selachius technology and will only open with proper manipulation of electrical current. Getting past these depends first on characters ability to understand the lock system.

## THE DOORS

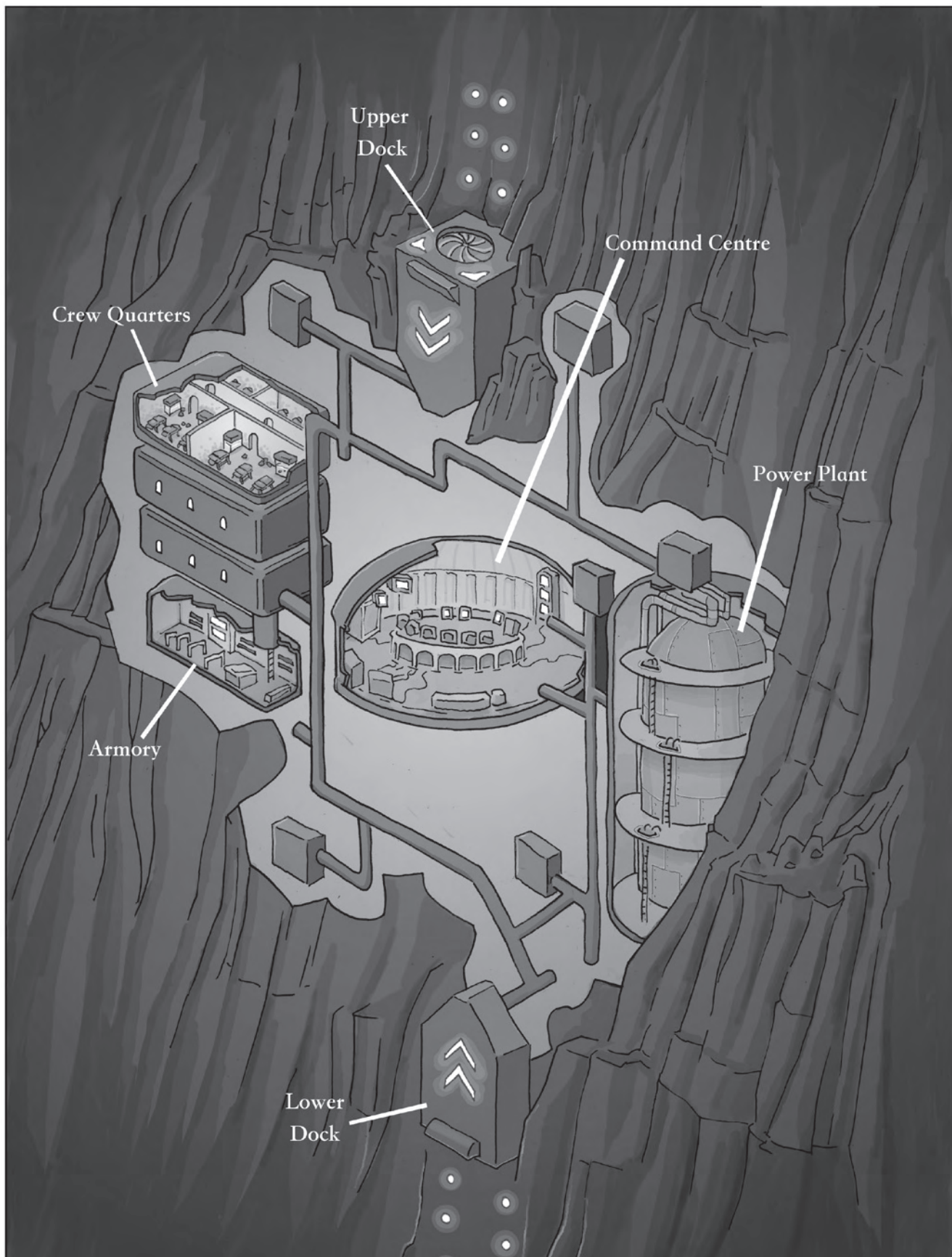
The exterior doors seal to water tight but were hastily built, requiring a +4(E) strength attempt to pry open despite the weight of the water. Unfortunately if they are pried open than they cannot be resealed, preventing the water lock from cycling. A +3(E) technology or science test with the theme of alien technology can reproduce the passcode through trial and error, opening the doors. If the players managed to get a Selachius beacon (see Docking Facility Loot) from the warriors in the base above then it will contain codes to open the water lock. Because the base is designed with military use in mind the doors are large enough to allow a full group of warriors to leave at the same time making them just wide enough for a submersible to enter the water lock within.

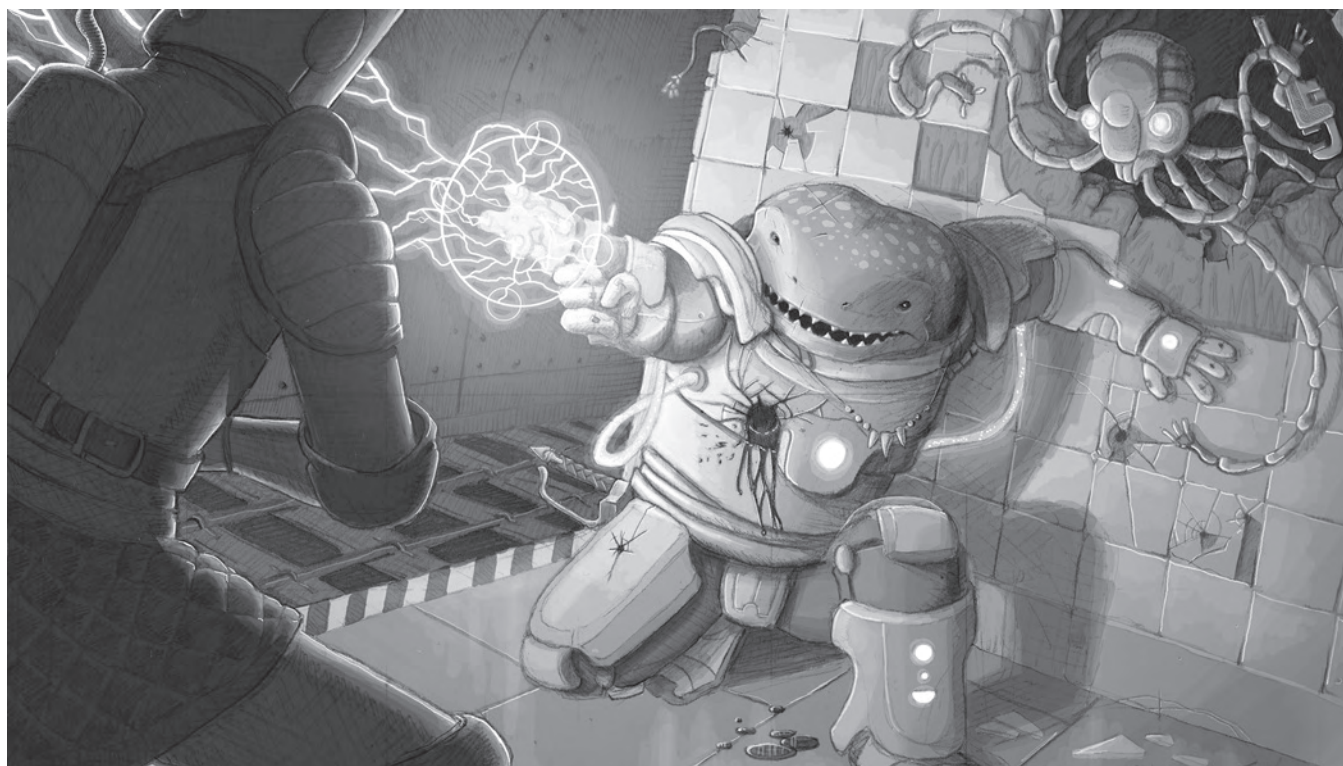
**Break the door:** Tearing the door from its frame or cutting through it is a significant feat requiring an attack or strength power with a difficulty of +3(S).

**Pick the lock:** Actually solving the lock puzzle is possible using Security with a difficulty of +4(E), making it one of the more achievable options, but this does require the player have access to a controlled electrical source (players may want to make Declarations using appropriate Aspects).

**Bypass the lock:** Hacking into the mechanics of the door is a Technology test against +2(S) and allows for the door to be permanently unlocked. If the player gets Spin than they can relock the door anytime they wish.

**Special powers:** Powers that allow the user to pass





through solid matter or teleport can freely use them; the doors are not designed to protect against this sort of movement. However, the door also cannot be unlocked any easier from the other side, meaning that unless this person can bring others along, they will be alone.

## COMMAND CENTER

The heart of the military installation is a large circular room with strange bulges erupting from the walls and floor in seemly random places and a raised circular command area for a commander to stand upon. The bulges are data terminals for Selachius technicians and scientists to control the functions of the base. There are twelve stations around the room. They are impossible for humans to interface with because they are controlled by bio-electrical energy which the Selachius emit from their skin. A +2(S) technology test is required to properly connect a human interface. An advanced or alien technology themed Strange Skill with the psychic extra can bypass the interface.

### Using the base

Once the players have access to the command center they can exercise a lot of control over the base. They

can shut down the shields blocking the way deeper into the trench and they can gain access codes for some of the alien technology. Anyone in the command center can effectively see the rest of the base and can place a scene aspect on any other zone. Examples might include "Flooded", "Bad Air Mixture", "Spark-ing Control Panels", and other environmental mayhem. They cannot directly attack anyone however.

An Apex Warrior (see p.58) is on duty in the command center, regardless of when the players arrive. It will not leave the command center unless absolutely necessary. Triggering alarms or decoys will not get it out but will lure out the secondary enemies, a group of four Selachius Warriors and six Science caste.

In addition to the Apex Warrior, Commander Teeth-Always-Shown might be present in the Selachius Outpost. His actions will depend on the players. If the forward team of warriors in the upper base was neutralized without communicating a message he will be preparing a new squad to go look for them. If a message was sent that mentions the players he will be instructing the Apex Warrior to get an assault team together. If the players are known to be in the Selachius Outpost itself he will be suited up and prepared to fight. He will fight alongside the Apex Warrior but will



retreat to the Pyramid if the fight turns against him. If the players are taken out they will awaken in the Brig of the Pyramid.

**Characters:** Apex Warrior, Selachius Warriors x6, Science Caste x6.

## POWER

The power for the Outpost was brought from the Selachius home world. To human eyes it appears to be a decorative fountain with many asymmetrical, organic looking extensions draining into one another from a central flow in the column. Close examination reveals that the glowing, bluish liquid flowing through the fountain is not water at all and has the consistency of an extremely well blended smoothie. This liquid is actually comprised of tiny crystals which storage and transport energy throughout the base like artificial blood vessels.

### Powering down the base

Destroying or deactivating the generator will cut power to the shield being projected outside, allowing passage, as well as blacking out the base itself (see Count Down Scenario below).

### Massive explosions

Disrupting the generator fountain can have extreme side effects. If a foreign body of significant size, such as a Selachius warrior, enters the generator "water" than they will instantly sink into the energized crystals and the whole fountain will begin to glow purple. This glow will increase over the next minute and the room will begin to rumble. No check is required to determine that the generator is about to explode. For escaping the facility see Count Down Scenario below.

## CREW QUARTERS

The small crew quarters for the base might seem unusual to humans since Selachius do not use beds in the same way. The shark men's head are horizontally aligned so they lay on their stomachs with their jawline on the same plane and allow their arms, legs, and tails to dangle off of the edges. The crew space consists of ten of these pedestals which are oval shapes and are raised about four feet off of the floor. There are also several large tanks of water containing live alien fish. These tanks are the soldier's rations.

## Example fish descriptions

- A shellfish extends segmented purple limbs from a yellowish-white shell which bears a remarkable resemblance to a human skull.
- Several long fish similar to eels but with narrow tail fins. Each has a bloated grow hanging below it and each growth is differently colored.
- A perfectly spherical thing with fins arrayed in a circle around its center. It bobs around the tank blindly, occasionally disgorging acid green tendrils as if tasting the water.

## Inventory

Advanced technology (alien) x 10

## COUNT DOWN SCENARIO

Like any proper military installation, the outpost is designed to prevent it from falling into enemy hands. Should the players cause enough damage to the base to render it non-operational or they disable the main generator, the contingency plan activates. The pulsing liquid begins to drain into the master pool and glows much brighter. Within a few moments the whole base begins to rumble and a static shock zaps all of the players (no damage, just a shock). This is the Selachius equivalent of screaming "run for your lives".

The top and bottom access ports both automatically open and the entire base depressurizes. This causes a massive rush of air from the bottom up towards the top as water jets into the base. Characters must contend with the wind, water, and fleeing Selachius as they attempt to make their way back to their ships (or just out if they didn't use ships).

Escaping requires a group test against a difficulty +4 (E). Allow players to use whichever skills they can make a case for using to escape; Move skills work great but so does Leaping, Physical Force, or Dexterity. Total up everyone's results and see if they reach the +4 threshold. In both cases apply any Consequences for extreme depth, see Below the Boiler.

If so, the party is able to flee quickly enough to make it clear of the blast and get treated to the sight of the Selachius Outpost disappearing in a brilliant flash of purple and white light followed by a massive wave of pressure and then a counter wave as the water crushes back into place.



If not, they are caught by the edge of the explosion. Everyone automatically takes a Mild Health Consequence; if Mild is filled then it rolls up to the next level. Additionally, the party is forcefully relocated to either the Pyramid (they slam into the top of the ship) or the surface by the pressure wave of the explosion.

## The Dark Depths

The trench continues north and south above the Boiler but a narrower canyon dives down below it. From the Selachius Outpost's underside a group of small white lights can be seen in the darkness, the only sign that anything exists in the depths of the abyss.

Cold seeps into everything, even hardened suits and diving vehicles, fogging helmets and windows, letting people see their breath. Dimensional distortions are actually visible occasionally as small flashes of purple and red or patches of discolored water. All the animals look alien here, regardless of their dimensional origin, covered with tiny lights and shaped like creatures from nightmares.

The eerie sights are enough to act as a +2 (E) Composure Stress attack against the players, requiring Resolve rolls to proceed with their calm fully intact. Any players taken out by this attack are afflicted by temporary waking nightmares and must replace their Trouble with "Visions of things from beyond" which the game master is encouraged to Compel often.

Alternatively players may opt to suffer a physical alteration due to their exposure to the interdimensional forces involved and replace a Free Aspect with "Un-sightly bodily mutation". If the player lacks a Free Aspect then they must replace their High Concept, temporarily changing the core of their identity. Again, Compel this often.

## The Bermuda Pyramid

Hot Water did very little to change the Bermuda Pyramid after he seized it. After he stabilized the dimensional rift, he sealed the doors and left it, not even bothering to remove the corpses. The treasure had no appeal to him. The ship is in remarkable shape.

## AIRLOCK

If approaching the Bermuda Pyramid from above (more or less the only way to approach it) a dim red light is visible near the bow. The light is coming from a control panel with a high pressure control panel attached to it. Set into the hull just behind the Captain's Bridge and beside the panel is a tall vertical slit about twelve feet tall. This the airlock entrance and its doors are capable of opening up to ten feet wide allowing small personal water craft to pass inside.

### Accessing the airlock

The control panel asks for an access code consisting of ten characters making simply guessing the code unlikely. However the panel isn't especially secure and a +2 (E) Science or Technology test can get it open and bypassed. A suitable magic skill can also divine the correct code. If a character has phasing or teleportation then the doors can be opened from the inside without the need of a code.

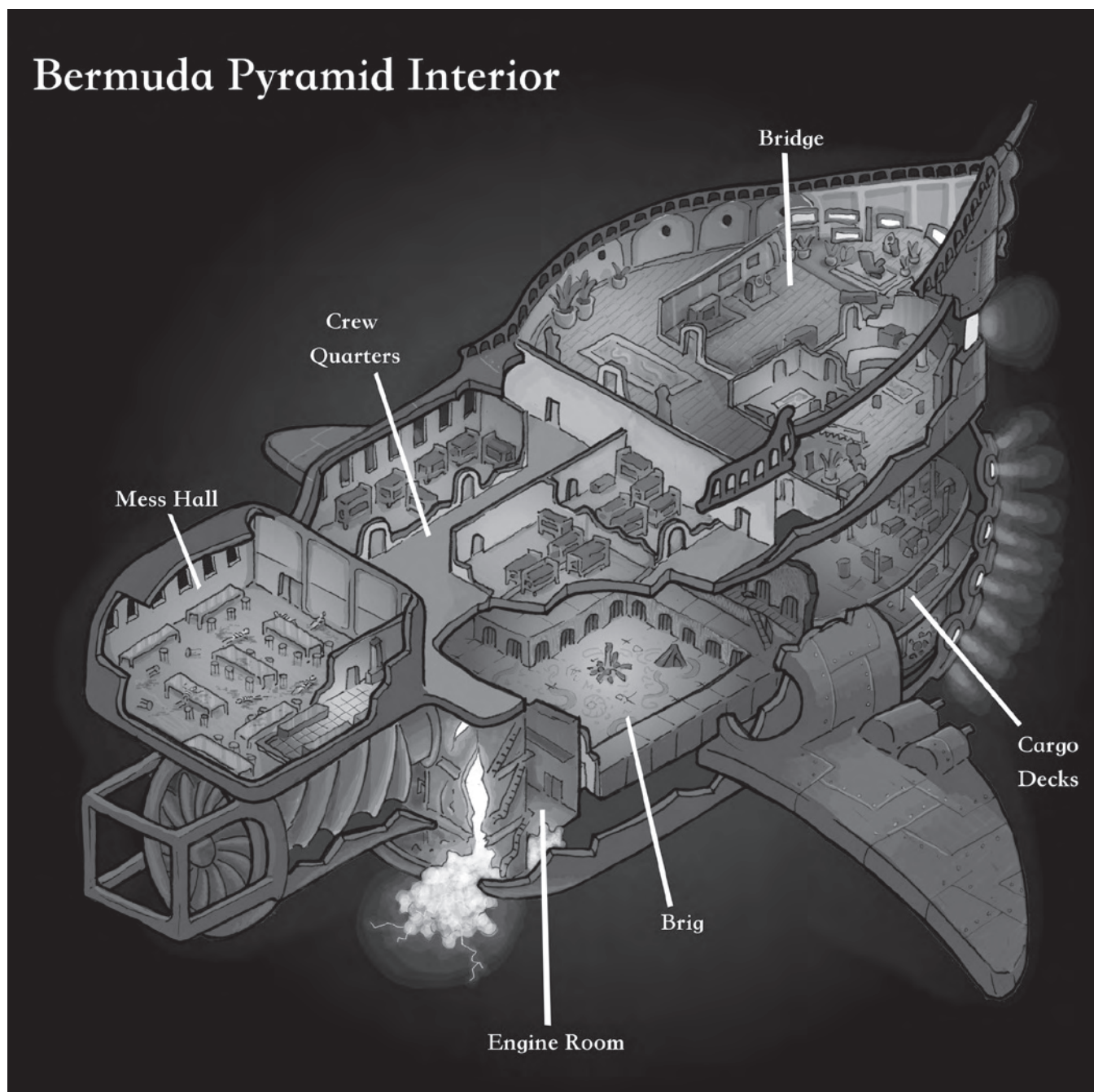
Inside the doors is a sharply descending staircase which drops twenty feet to a deck covered by small panels. The room is a cube: twenty feet wide and long to match its height. A single red light shines from the far right corner. If a personal watercraft enters the airlock and descends then the panels spring open revealing dozens of tiny mechanical limbs with pads which extend to 'catch' the vehicle. Once everyone is inside the doors close, the red light blinks, and the water level drops quickly. When the room is totally drained the light turns green and the interior doors open leading into the well decorated lobby which adjoins the Captain's Deck.

## CAPTAIN'S DECK

The entire area around the bridge would look more like the interior of an opulent whaling captain's ship but for the tastefully placed control panels, screens, and other high tech machinery. Gold filigree dots the whole area, worked into mahogany and ivory with models of great galleons lining the edges of the room.

Unlike every other room on the ship the bridge is shielded against the effects of the reactor. This means that it appears to be entirely normal with none of the water effects seen in other parts of the facility. It is

## Bermuda Pyramid Interior



also without significant intrusion from the Selachius because they still partly exist in their own dimension and find crossing into the bridge extremely uncomfortable.

### Chrome Beard

The body of Chrome Beard remains in the captain's chair of the ship, a dried skeletal corpse. He is fully dressed in his captain's uniform, splattered with dried blood, and his metallic facial implant is still attached. The body is extremely dry and fragile but can be moved. It has a Bulk of 20 and will break if it or the

person carrying it suffers Health Stress.

If the players have the appropriate powers (necromancy or psychic medium, for example) they can attempt to speak with Chrome Beard's ghost. The ghost was trapped by dimensional wards in the glass and is currently in a deep slumber. If awakened, Chrome Beard's spirit will willingly tell the players what happened and impart how to overload the ship's generator to destroy the rift.

**Security footage:** The security footage from Hot

Water's invasion of the ship can be discovered by interacting with the security systems here. The systems have been locked but by someone who is not a skilled computer operator. A +2(E) Technology or Science test can access the video logs. Succeeding with spin allows the player to recognize standard Ideal lock code. The video logs show several minutes of footage from across the whole of the ship showing individual crewmen erupting into red haze or blistering up and falling to the ground with Hot Water doing little but walk quickly through the hallways. The last shot of the footage is in the Captain's Deck itself and it shows Chrome Beard desperately accessing the security controls and then being forced off screen by Hot Water.

### Inventory

**Chrome Beard:** no really, his whole body. He's basically mummified and very fragile but if the players can get it out he's good for a creepy 50 loot points. Many eccentric collectors and necromancers will pay a fortune to have the intact corpse of an infamous villain. Players can instead take Chrome Beard's cybernetic jaw implant off if they so desire. It can be sold for 10 loot points. This destroys the value of the corpse.

## TREASURE HOLD

Money, art, personal valuable, and actual gold can be found in the hold of the Pyramid. The horde of treasure once housed here has mostly been removed, given by Hot Water to the Ideal to assist with funding various activities or to be repatriated back to the rightful owners. However, some of the valuables (specifically the ones difficult to trace) were left by Hot Water when he repurposed the ship, a rainy day fund for himself in the event he needed it. The Selachius value many of the same things as humans and as such the treasure hold has been made the barracks house for the warrior caste. The whole room is scattered with weapons, armor, and bits of gold and silver ready for looting. However, the off duty warriors in the chamber are unlikely to let their prizes go without a fight. The room is split into three tiers with different values of treasure stored there, Gold, Silver, and Copper deck. The hold is entered either by descending from the Captain's Deck to the Gold Deck or by coming from the Brig onto the Copper Deck. No side doors exist.

The Treasure Hold is not at full capacity because many warriors were at the Selachius Outpost or at work in the upper base's hangar and communications center. This means there is plenty of room for a fight to break out. If the players blew up the Selachius Outpost then an Apex Warrior is present at whatever time the players arrive. If they did not, then one will not be here. In either case, the room should hold enough warriors to make the fight a challenge. Three warriors for every two player characters should work. Regardless of the destruction of the Selachius Outpost if the players have been fairly quiet in the Pyramid so far then the Selachius will not be aware of them when they enter the hold. Players can try to use stealth. Warriors are bunking in the gold deck, laying on makeshift beds of art and coins. The silver deck has been cleared to make space for a fighting arena. The Apex Warrior sleeps there. The copper deck is used for garbage.

**Zones:** The Silver Deck (fighting arena), the Gold Deck (bunks), and the Copper Deck (garbage dump).

### Inventory

Advanced technology x15, Gold & Treasure x10

## BRIG

The large prison hold for the ship has been transformed by the shaman of the shark men into a place of dread and icy death. The cages once used as cells now hold effigies in the shapes of species conquered by the Selachius. Water sloshes around on the floors, an inch or so deep, and drafts of broken shark-like teeth can be seen on the floor, leftovers from the ritual combats. The shaman Dressed-In-Bones can be found in the center, which is filled with crafting tools and strange effigies of impossible alien creatures and one partly completed mannequin-like effigy bearing a shirt, boots, and goggles. These are shrines, from which the shaman contacts spirits to seek council.

Dressed-In-Bones keeps a special shine for Hot Water in the very center of the brig as part of the special collection of 'super predator' spirits. This is because Hot Water defeated many Selachius in their previous invasion and Dressed-In-Bones (and Teeth-Always-Shown) have discovered the old security footage on the Pyramid showing Hot Water's rampage through the vessel. They now know that he beat them without using his full

power, making him a very powerful being indeed. The shaman believes him dead and has collected as many belongings of his as possible to construct an effigy to summon his spirit. This has not worked which means the effigy is not complete or Hot Water is not dead.

### Talking to Dressed-In-Bones

When the players arrive in the brig the Selachius shaman will speak to them unless they instantly attack him. He will inform the players that the fact they have reached him is reason to respect them as predators but they are not worthy of the Selachius. Several social options are open to the players:

**Conversation:** Dressed-In-Bones begins as "Negative". If a skill test moves his position to "Neutral" he will discuss Selachius culture with them and explain why they are invading the planet as well as why he has shrines scattered about the Brig. If pushed to "Positive" he will reveal information about Commander Teeth-Always-Shown and even tell the players how they can stop the invasion: by proving that Earth has predators on par with the Selachius or by closing the Rift.

**Convince:** If moved to "Neutral" or better, as per above, this can be used to get the shaman to talk about other rooms in the Pyramid or to reveal more information about the Rift such as the existence of the Hound at the Door.

**Menace:** Though difficult to defeat in social combat if Dressed-In-Bones can be cowed he can be made to recognize the players as superior predators. He will gift them with tokens which if presented to any Selachius Warriors or Scientists stops them from attacking or opposing the players. The token does not stop Commander Teeth-Always-Shown or the Apex Warriors from attacking.

**Guile:** Functions largely the same as Convince but only if the character is lying. This can be used to get Dressed-In-Bones to believe that Hot Water is still alive and present somewhere else on Earth which would be a reason for the Selachius to retreat.

### New Power Source: Bone Fetish

Among the tokens which Dressed-In-Bones possesses is a simple fish bone fetish which stands out from the others as an Earth species of fish. Any character who examines the tokens can identify the Bone Fetish with a +2 Arcana skill test. If it is picked up the holder feels

a tingle of power in the bones. To claim the power one simply has to willingly ask for the blessing of the Ocean's Shadows out loud.

If asked, Dressed-In-Bones will reveal it is a talisman he created but it only works for Earth natives. He may give the fetish to a worthy human as a reward, which would be nearly impossible under normal circumstances. Otherwise, it can only be claimed if the characters steal it or take it off Dressed-In-Bones' corpse.

**Type:** Magical fetish - Power Interaction

**Item Based Power:** Accessible

**Cost:** 10 skill points, 2 refresh

**Value:** 90 loot points

**Time to Gain Power:** One round to activate the fetish. The fetish can only be used once.

**Power Gained:** Blessing of the Ocean Shadows

**Tier:** Superhuman

*Move + Unusual (Swim), Transport (Water), Dodge, Environment (Ocean), Information + Unusual + Psychic, Conversation + Psychic + Unusual*

**Transformation (Minor):** Octopus tentacle hair, fish scale skin, and huge black eyes.

**Snag (Minor):** Transformation activates when character gets wet.

**Description:** The Blessing transforms whoever asks for it, changing their hair into octopus tentacles, causing fish scales to grow out of their skin, and swelling their eyes into two inch wide black orbs. The user can survive underwater indefinitely, swim at amazing speeds, and communicate with sea creatures

### Brig Inventory

Alchemical Components x 8. Pieces of Hot Water's old costumes x3 (worth 1 loot point each to collectors if they can be found).

## MESS HALL

A large room located in the upper stern of the ship, the mess hall once featured a large window in the very rear, allowing the crew to look out upon the sea. Now, the external shutters are closed on the window due to the extreme pressure of the water outside, granting only a view of gray metal and the horror show inside. Large tables and stools fill the room, bolted to the ground to prevent them moving. Among these stools lay dozens of cracked and broken skeletons in the partly burned



remains of crew uniforms. Every surface in the room has been stained a light and uneven reddish-brown. An open serving window thirty feet long reveals that the kitchen is filled with scraps of rotten food, pots, and pans.

**Trap: Horrific Sights:** The room attacks the Composure of anyone who enters it with a menace of +2 (E), players defend normally. Give players a +2 to their defense if they listened to the last log of Chrome Beard on the bridge and know to expect something like this. This effect only happens once per player.

The Selachius find this room soothing to their sensibilities and it serves as an "off-duty" area of the ship for them to conduct recreational activities. They have farther taken the time to collect and arrange the human remains into an aesthetically pleasing design. If they players arrive at this room without having set off any alarms or alerted the Selachius they will find seven of the creatures here. Three (science caste) are playing a complex board game consisting of different colored lights on a hexagon board. Two are engaging in a hand to hand fight (resolving a disagreement over the placement of a particular skeleton) with the last two looking on in interest (all warrior caste).

**Characters:** Selachius Warriors x4, Science Caste x3

## GENERATOR ROOM

The massive beating heart of the Bermuda Pyramid is the generator room, in which the rift has been partly exposed, erupting from its containment device. The rift itself is a swirling cloud of brilliant blue and white light. The metal and glass which forms the outer containment shield can be seen bowing outwards from the expanding rift, near to the breaking point. Catwalks line the walls and surround the central pillar container of the generator, four levels of them throughout the room.

The floor of the Generator Room has a massive rend in it revealing the stone cavern which the Pyramid covers. Getting down into the cavern without harm requires a Movement skill test against +3 difficulty.

**Zones:** Catwalk Levels 1 through 4, Floor, and the Rift Container.

## The Rift

The rift is a literal tear in the center of the cavern, a horrible red emanation from a cracked stone floor. It seems to fill the whole of the space but at the center of the cavern is where the cracks join and expand, creating a seemingly bottomless pit of purple and red light. The cracks run through the ceiling as well and those who look up can see water trapped within, unable to flow into the cave despite it being entirely empty.

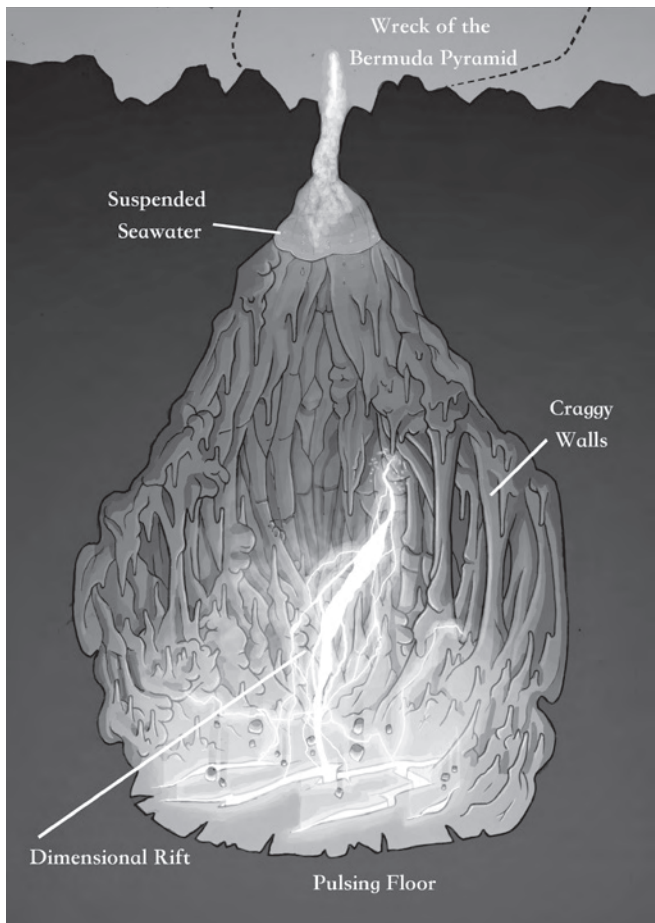
The cavern is protected by a great spirit, summoned here by the shaman to defend the portal to the Selachius home world with all of its might. This spirit is called "The Hound at the Door" and takes the form of a massive black creature combining the characteristics of shark, snake, and wolf. Its exact form shifts constantly and it appears to be comprised entirely of a thick black smoke.

Sealing the rift without involving the generator above is virtually impossible, requiring a player generated goal. However, by defeating the guardian spirit of the Selachius in battle the players can stall the invaders, who will be impressed by their predator strength. The controls for the generator are located on the fourth level catwalks. Making adjustments to the generator will summon the Hound at the Door. A series of +2 (E) tests with scientific skills can change the generator to stabilize the rift, locking it and preventing the Selachius from using it. A single test can activate the emergency dump which will drop the generator into the rift, destroying both. If Chrome Beard's ghost is present then test difficulty drops to +2 (M).

## The Pulsing Floor

The entire floor of the cavern is run through with deep cracks filled with red light. These occasionally flare up, sending walls of energy ten feet into the air and widening the cracks a few inches. The Hound is immune to this effect. Everyone on the floor at the end of a round is attacked by +2(E) Strike. This can be dodged, parried, or resisted normally. Roll once for the attack, which every character on the floor must defend against.

A character with super science, magic, or a Strange Skill with the variable property may attempt to shut the



pulses off. This requires an opposed skill check against a +1 (E). Every point of success shuts it down for 1 round. Spin indicates the pulses can be shut off for the rest of the scene or may be changed to harm the Hound as well. The Hound takes 1 point of health stress per round if this is done but PCs will still be affected.

### The Craggy Walls

The walls of the cavern are lined by large spikes of rock and cracked stone crevices. These can be climbed into to gain height. Any character in this zone may opt to duck into one of the rents in the rock face in order to make themselves harder to hit. They must make a +3 Athletics check to cling to the rocks and avoid being struck by the pulses.

### The Vibrating Air

For characters with access to flight abilities the air itself is in motion, creating a whirlwind that circles the rift. Anyone in this zone must make an effort to stay in it. Any character with free zone passage due to high tier in their movement skill may spend a free movement to stay in the zone. Otherwise they must take a supple-

mental action against a +2(E) difficulty to avoid being forced into another zone.

### The Eye of the Storm

Standing directly next to the rift itself is surprisingly calm. This is because the turbulence felt in the cavern is the result of a struggle between the two dimensional portals rather than either of them alone. Close to the portal there is no wind or shaking floor but touching the portal is an automatic +2(E) Strike + Psychic attack.

## The Selachius

The Selachius have a dualistic society, partly comprised of military duty and partly from spiritual predation. The Selachius believe that predators must hunt prey and prey must in turn be hunted. They generally consider themselves to be the greatest of predators and as such may only hunt worthy prey leading to a constant stream of military campaigns against new foes. But in turn they respect greater entities than themselves and anyone who is able to fight back and win might be accepted as a predator of Selachius, in which case it is all Selachius duty to act as prey. Selachius do not believe in peaceful coexistence as humans would understand it; they believe that predators must know to hunt in moderation so as not to entirely remove prey.

They have no plans to conquer Earth or to destroy all humans but if they identify humans as a prey source than they would likely cull their humans by a measurable percentage and the war itself would cause untold damage to the planet and infrastructure.

## SELACHIUS WARRIOR CASTE

The most commonly encountered of the Selachius in the bases are warrior caste fighters. These soldiers are six feet tall when hunched, wear full body armored suits, and generally carry an electrical gun for ranged fighting. They use hands and teeth in melee combat. They are Good Minions (+3 Physical, +2 Social, +1 Mental) most often found in groups of three or four. If the players are combat focused then feel free to add a few additional warriors to any given fight to make it more of a challenge. Warriors are surprisingly eloquent warrior poets. If the PCs can understand their language they

will be treated to a poetry slam while the sharkmen attempt to kill them.

### Warrior Caste – Good Minion

**Aspects:** The dance of predator and prey, Well-spoken despite the teeth

**Scopes:** Good (+3) Physical (E), Fair (+2) Social, Average (+1) Mental

**Strange Skill:** Warrior Caste Predator - Power Tier (E)

*Environment (Sea), Conversation, Strike, Shoot, Parry, Leap*

## SELACHIUS SHARK-HOUNDS

Work and war animals employed by the warrior caste, shark-hounds appear similar to earth sharks but with greatly enlarged torsos, heads and mouths, shortened tails, and four stocky legs instead of pectoral fins. Shark-hounds are Fair Minions (+2 Physical, +1 Social) found in groups of three to six with the exception of the hangar where two dozen of the creatures are being used for manual labor.

### Shark Hounds – Fair Minion

**Aspects:** Like a pit bull with fins, The smell of blood excites

**Scopes:** Fair (+2) Physical, Average (+1) Social

**Strange Skill:** Alien Shark Dogs – Power Tier (E)

*Resist Damage, Strike, Notice, Environment (Aquatic)*

## SELACHIUS APEX WARRIOR

The elite of the warrior caste these fighters have advanced technology on their side as well as years of fighting experience. Each apex warrior is considered an adversary.

### Apex Warrior – Adversary

**Villainous Past:** Fought in the last invasion

**Conviction:** Become the Greatest of Predators  
Call the spirits of death and battle

Battle Hardened Power Armor (from Equipment)

**Strange Skills-** Alpha Predator Power Tier (S)  
(Strike, Parry, Move, Leap, Physical Force)

**Complication, Minor:** Must fight the strongest foe

**Skills:** Alpha Predator +4, Athletics +3, Presence +2, Resolve +2

**Gift:** Equipment x2 Powered Armor Suit Protective 1

[Health], Rugged 2 [Health], Aspect; Skilled

### Stress Tracks

Health 000 00 00

Composure 000

Reputation 000 00

Low Level: 4 refresh, 20 skills

**Medium Level:** +2 refresh, +5 skills

Athletics raised to Extraordinary Tier

Presence raised to Extraordinary Tier

Add Shooting at +3

Increase Presence and Resolve to +3

**High Level:** +2 refresh, +5 skills

Raise all skills by +1

Athletics raised to Superhuman Tier

Add Equipment Lightning Gun Deadly 1 Well-Made 1.

## SELACHIUS SCIENCE CASTE

Noticeably smaller than warriors, science caste Selachius do not wear armor. Instead they wear full body suits. They are Fair Minions (+2 Mental, +1 Social) typically found in groups of five. Players will generally not fight them physically (though they will attempt to fight if required to) but rather must overcome their counter-actions (locking doors, directing security defenses, etc.) during the later sections of the scenario.

### Science Caste – Fair Minion

**Aspects:** Bigger brains than teeth, School together for safety

**Scopes:** Fair (+2) Mental (E), Average (+1) Social

**Strange Skill:** Inter-dimensional Science Sharks

*Environment (Aquatic), Security + Range, Craft*

## DRESSED-IN-BONES,

## SELACHIUS SHAMAN

One of the two central authority figures involved with the invasion, Dressed-in-bones is a mystic responsible for ensuring that the prey hunted and killed during the coming war is of proper quality and pleasing to the spirits. His skin is jet black except for white and red markings which cover his head and back. Great age is clear from the loose skin and thin frame but a predatory menace hangs in the air about the shark. Though he wears no clothes he is covered by coils and coils of



beads made from teeth and bone.

Dressed-in-bones will talk to the players if they attempt to enter a dialog but isn't likely to cancel the invasion on their say so. However if the players can prove to Dressed-in-bones that the spirits of Earthlings make for poor or unhealthy prey than the shaman can be convinced to withdraw the blessing of the spirits from the invasion. Other options for convincing the shaman are outlined in "The Brig", p.55.

### Aspects

**Alien:** Shaman Of Alien Spirits

**Villainous Past:** I Am The Black Shark

**Conviction:** The Old Ways Are The Best Ways

**Conviction:** The Spirits Have Spoken Through Me

**Complication:** Not So Young Anymore

**Conviction:** A Predator Of The Mind And Soul

**Other:** A Shark Willing To Talk

### Spirit Shaman: 15 points

**Power Tier:** Superhuman

*Networking + Unusual + Psychic, Willpower, Guile, Influence, Esteem, Convince, Stress Cap. [Reputation], Stress Cap. [Composure]*

**Conviction [Major]:** The spirits speak through me

**Description:** The ways of spirits are manifold and a shaman must know them all, lest he be swept up and drowned by their power. Dress-in-bones has survived the trials of the spirits and knows their ins and outs. With his command over the court of the dead mere conversation with the living is of little concern.

### An elder among shark men: 5 points

**Power Tier:** Extraordinary

*Menace, Inspire, Environment (Underwater), Languages, Information, Notice*

**Complication [Major]:** Not so young anymore

**Description:** Studied in his people's ways and the ways of dozens of crushed species across the galaxy, Dress-in-bones knows surprising things. Little escapes his attention, even if his sight is blurrier than it once was. And should he feel the need he is more than able to inspire fear in those who lack respect for their elders.

### Battle fury of the Black Shark: 10 points

**Power Tier:** Superhuman

*Strike + Spray, Parry + Unusual, Dexterity, Move, Leap*



### Charges [Minor]

**Conviction [Major]:** A predator of mind and soul

**Description:** Undying within all true Selachius is the burning desire to be at the very top, to be unconquered by anyone. Dress-in-bones is old and no longer is the strongest of his kind but his spirit capable of temporarily overriding the frailty of his body. For a short time



he is able to unleash the fury of a warrior upon his enemies, a blur of speed and cutting savagery. While he will speak calmly in nearly all other situations when he is goaded or derided as weak or lacking in predatory stature the rage can overcome him.

## Skills

Fantastic: Spirit Shaman +6

Superb: An elder among shark men +5

Great: Battle fury of the Black Shark +4

## Gifts

Skilled x3

## Tier Benefits

Armor 2 [Composure]

Armor 2 [Reputation]

Weapon 2 [Reputation]

Speaks 10 additional languages

Defends normally when surprised

## Stress Tracks

Health 000

Composure 000 000

Reputation 000 000

**Refresh** 1 (8 base, -5 powers, -2 gifts)

## TEETH-ALWAYS-SHOWN, COMMANDER OF THE INVASION

A commander in the Selachius equivalent of the military, Teeth-Always-Shown is a survivor of the previous assault on Earth and still carries the facial burn scars given to him by Hot Water. The burns removed much of the flesh on the left side of his face, leaving his many rows of teeth exposed and prompting his new name. When the rift began to allow passage once more he convinced the council of spirits to allow him to attempt another invasion of Earth but they only allowed a small expedition until Teeth-Always-Shown could provide evidence that prey and not predators could be found.

Teeth has been slowly taking control of the trench and the base. While he is personally convinced Hot Water and other heroes are no more he must provide proof to the council, which is why he is searching for information on Ragnorak. The commander wears an enhanced version of Apex Warrior armor that is adorned on the shoulders by glowing anemones and

decorative corals.

## Attitude:

Teeth-Always-Shown desperately wants to crush the Earth and the humans which dwell upon it, not as a predator hunting prey but as a human might use a water hose on a bee hive after being stung once. His motive is personal vengeance for his previous failure and his scars.



All of this is heretically against the predator ways of the Selachius but Teeth-Always-Shown has thus far managed to conceal his intention to wipe the Earth clean from the council of spirits, his own men, and Dress-in-bones, the shaman assigned to monitor him.

## Aspects

**Alien:** At The Front Of The Pack

**Villainous Past:** Give Better Than I Was Given

**Conviction:** A Blood Thirst Is Never Quenched

**Conviction:** All Battles Are Frenzies

**Complication:** Prove Myself To The Council

**Frenzied Warrior:** 20 skill points

**Power Tier:** Ascendant

*Parry, Strike + Spray, Shoot + Unusual, Leap + Unusual, Physical Force, Dodge*

**Conviction [Major]:** All battles are frenzies

**Description:** In combat Teeth-Always-Shown uses the oldest of combat styles among the Selachius: blind frenzy. He becomes a blur, moving from one enemy to another faster than the eye can follow. He fills the air around him with cuts from his blade and snaps from his jaws, leaving no safe place to stand. The Selachius ancient art of electrical communication becomes a weapon in his hands as he no longer needs a lightning gun to augment his power and can throw electrical bolts on his own. Such is his reverence for this ancient art that he can hardly tell friend from foe while within its haze.

**Selachius Commander:** 16 points

**Power Tier:** Superhuman

*Conversation, Convince, Esteem, Guile, Influence, Information, Insight, Minions, Networking, Stress Capacity [Reputation], Inspire, Willpower*

**Complication [Major]:** Prove myself to the council

**Description:** Commanding an invasion force, even a small one, requires management skills. Teeth-Always-Shown has had years to plot his revenge upon the Earth and to hone his leadership skill. Now he is eager to begin but before he can be given greater command he must prove his worth to the council of spirits on the home world. He faces considerable scrutiny on his actions and must tread carefully.

## Skills

Frenzied Warrior +5

Elite Commander of the Selachius +4

## Gifts

Skilled x3

Equipment x3 "Commander Powered Armor Suit" Protective 3 [Health], Rugged 3 [Health], Rugged 2 [Composure], Aspect: Powered Battle Armor

## Tier Benefits

Weapon 3 [Health]

Weapon 2 [Reputation]

Armor 2 [Reputation]

May take an additional Minor Reputation consequence

## Stress Tracks

Health 000 000

Composure 000 00

Reputation 000 00

**Refresh 2** (Base 12 -6 powers -6 gifts)

## THE HOUND AT THE DOOR

This spirit is the bound guardian of the Selachius' rift. It will only be encountered if the players descend into the rift cavern itself or if the players begin attempt to either realign or drop the generator.

## Aspects

**Alien:** Guardian Of The Alien Rift

**Villainous Past:** Bound By Dark Magic

**Conviction:** Enslaved Ghost Of A Dead World

**Complication:** No Peace In Death

**Spirit of Torment and Vengeance:** 20 points

**Power Tier:** Godlike

*Dodge + Unusual, Move + Unusual, Strike, Notice, Shooting + Spray, Stealth + Unusual*

**Snag [Major]:** Only work in close proximity to the rift

**Description:** As a being from beyond the veil of death, the Hound is intangible causing attacks to simply pass through it. Likewise it is not restrained by gravity, flying as it will through open space. Should it be desired it can vanish, becoming invisible. Unluckily for others it is able to manipulate the mortal world, imparting kinetic force either from a distance or in close proximity. For all of its power, however, it is bound to the rift and is unable to move more than a short distance

away from it. It can only interact with entities in the cavern or in the generator room

### Strength of Death: 5 points

**Power Tier:** Godlike

*Stress Capacity [Health], Willpower, Environment [Aquatic], Menace, Physical Force*

**Complication [Minor]:** No peace in death

**Description:** Dark magic binds the Hound together, lending it great strength as well as a resilience to damage. Though it no longer has its body it maintains its form and finds the undersea world easy to move about. However this strength isn't a desired quality: the Hound is enslaved and knows no peace.

### Skills

Spirit of Torment and Vengeance +5

Strength of Death +5

### Gifts

**Impact:** Spirit of Torment and Vengeance

### Tier Benefits

Armor 1 [Health]

Weapon 1 [Health]

### Stress Tracks

Health 000 000

Composure 000

Reputation n/a

**Major Weakness:** Particle Beam Weapons

**Major Weakness:** Magic

**Refresh:** 4 (16 -12 powers)



## COVERED-WITH-MUCK

A single worker left in the main hangar working on converting some of the materials into useful bits for the science caste. He is visually very different from the warriors, being much smaller and muddy brown instead of dark blue or off white. Covered-with-muck is useful as a source of exposition, comic relief, and a possible ally in future scenarios. He lacks the fervor for the invasion that the others have but was the only one of the laborer castes to survive exposure to Earth's ocean water so he's stuck here.

**Aspects:** Last laborer caste alive, Sharks can be vegan if they try

## SELACHIUS CULTURE

The Selachius have a complex social hierarchy with a deeply entrenched class system. Individuals are both into their class and cannot leave. Social engineering has driven selective breed to the point that the various castes probably could not interbreed.

A simple breakdown of the caste system divides the population into warriors, shamans, scientists, and laborers. Gender roles are mostly unknown among the Selachius, males and females are nearly identical except that females tend to be larger. In general either gender can do any job within their caste. Any Selachius whom the players engage in conversation will extol the virtues of the class system (except for Covered-in-



Muck) and happily explain its details.

Warriors fight and seek to become the top predators in the universe. Higher ranked warriors act as officers, organizing the rest of the caste. If they do well enough they eventually rise to command a school of warriors, whom they instruct in their own specific style of predation. The militant schools in turn join together to form shoals, which acts as armies for the invasion of new worlds.

The shamans speak with spirits, both those conquered by the Selachius and those discovered for the first time. They act as judges and councilors to the warrior caste and must be consulted to determine if a newly discovered species is a predator or prey. They travel with invading forces to judge the spirits of any new worlds and bring captured spirits back to the home world for long term study.

Scientists create and maintain technology and are closely watched by the shamans to make sure they do not attempt to stray from the ways of the spirits. This creates a lot of friction between the castes with the warriors caught in the middle, desiring to be stronger but also to keep the favor of the spirits.

Laborers catch everything that falls through the cracks. They learn to operate the creations of the science caste and to do the cleaning and preparing that none of the others can recall. Without laborers the other castes would crumble to infighting as their infrastructure dissolved under them. Laborers care the least about predation and spirits and so must be watched so they are not corrupted by alien ways during invasions.

### **Names**

Selachius are named based on the thing that others of their kind deems significant about their appearance. Names have more nuance in the native tongue of the Selachius, in Earth languages many of them sound nearly identical. This also means that some Selachius will go through multiple names during the course of their life as their appearance changes, like with Commander Teeth-Always-Shown.

## **SELACHIUS TECHNOLOGY**

The technological basis for the Selachius is considerably different than that of humans. Having developed in an aquatic environment prior to discovering gaseous

(i.e. air) processing species they use a liquid crystal as their method of power distribution. This means that everything they use is filled with fluids and is capable of operating at extreme pressures.

### **Warrior Armor**

Worn by all members of the warrior caste, this armor is flexible and light weight, similar to look and feel to leather but interwoven with glowing threads. The glow comes from the battery powered lighting systems the suits use to identify one another and to communicate. The lights can be altered by the user to display simple messages to other Selachius. It can be worn by humans but would need to be refitted due to the differences in body shape and size.

Any captured warrior armor counts as Advanced Tech, bulk 3. One set can be worn at no bulk cost but it can become damaged if worn into a fight. Damaged armor (the kind pulled off any killed warriors) is bulk 1 (lighter but worth much less).

### **Apex Warrior Armor**

Much more mechanical than normal warrior armor, the Apex Warrior gear is closer to powered armor. The leather is intermixed with bone and high density coral plates. Hundreds of vein-like constructs convey high pressure liquid crystal to joints. It is extremely durable and allows the wearer to achieve brief bursts of speed or strength. Refitting this armor for human use is possible but should require a character goal (and the expenditure of 2 Refresh to pay for it).

A captured set of apex warrior armor is Advanced Technology, bulk 20. Because it is fitted to the individual and requires training to use properly it cannot be worn to offset bulk without causing 2 Refresh burn unless the player has that much free to spend.

### **Terminals**

Computers are entirely crystal mixtures, their displays holographic projections, and commands entered with controlled electric current. It is extremely difficult and technologically cumbersome for a non-Selachius to make use of their computers but it can be done. Anyone with a focus on alien technology can use their Technology skill to cobble together an interface tool in a few hours. Strange skills might be able to accelerate this considerably.

A terminal is bulk 5-10, depending on size. While a functional terminal should be Advanced Tech it is



only useful with other Selachius technology and as such has a poorer exchange rate. These components net 1 loot per 30 bulk.

### Generators

Portable power generators resemble large glass balls with glowing centers. The ball has a number of small glass tubes which feed off of it and are connected to gel-like pipes which connect to any machinery the generator is powering. Thick, glittering liquid pumps out through half of the tubes and dim, dark liquid comes back through the other half. The center point is a dimension rift, almost immeasurably small in size, which connects to a star providing a constant flow of heat energy which is absorbed and transferred by the liquid crystals. These generators produce functionally unlimited power but are extremely dangerous if broken.

A broken generator results in a Strike + Zone + Zone +4(S) attack, hitting anyone in the same room as the generator when it erupts. The attack can only be resisted, not dodged or parried (health armor applies normally). The attack rolls into initiative at +0 so there is enough delay that individuals can attempt to flee the area before it goes off.

A fully functional captured generator is bulk 10 and is worth 20 loot points. Disabled or broken ones are Debris (1 loot point for 200 bulk).

### Warrior lightning guns

Advanced Technology, bulk 3 each.

## Diplomacy

**IMPORTANT NOTE:** Commander Teeth-Always-Shown cannot be negotiated with. His motivation for the invasion is personal vengeance and he is only paying lip service to his bosses by gathering information. If things turn against him then he will turn against his own people to have revenge (roughly half of the Warrior Caste is totally loyal to the Commander and will turn traitor with him).

### Selachius response to The Boiler being taken

It takes about fifteen minutes (the check-in interval for the Warriors stationed in the Communication Hub) for the Selachius Outpost to realize that communication has been disrupted with The Boiler. Once they realize

what has happened the Apex Warrior in charge of the Outpost will spend roughly twenty minutes instructing the Science Caste to try and reestablish a connection. If any Selachius Warriors remain alive and have their armor intact they will have a message from the Outpost will play on a speaker in the collar of the armor. The message, which is in the Selachius language, is asking for an update and justification for why a check-in was missed. If the PCs have a working suit they will also receive the message as well and can respond by speaking into the collar of the armor.

## RESPONSE

### The PCs are unaware of the message or choose not to respond

If the Apex Warrior in the Outpost does not get a reply within about two minutes he will conclude that the robots in The Boiler somehow overwhelmed the Warriors. He will inform Commander Teeth-Always-Shown (who is presently in the Pyramid) and request his presence at the Outpost then inform the shaman present in the Outpost of the situation (the shaman will in turn inform Dressed-In-Bones). The Apex Warrior will then assemble a team to retake The Boiler consisting of eight Selachius Warriors, four shark-hounds, and three Scientists. This process will take roughly two hours.

When the Commander arrives they will depart for The Boiler, possibly encountering the PCs on the way. Give any PCs in transit a +2(E) difficulty Notice test to spot the Selachius war party soon enough to avoid them. Avoiding them is difficult due to the Selachius good underwater vision but possible requiring a +2(E) on a Stealth test.

If the war party finds the PCs they will attack, very likely taking the PCs out. If the PCs are all taken out they will awaken in The Brig of the Pyramid being guarded by Dressed-In-Bones and one Warrior for each PC.

If the players avoid the war party they can attempt to surprise attack them or let them pass and continue on to the Outpost unchallenged. If the PCs loudly attack the Outpost then war party will turn around and chase them down (this takes about twenty minutes). Otherwise the war party assaults The Boiler directly by breaking into the Hangar. If the PCs are still there by this time then the war party attacks with the Commander at the

front. If the PCs are not there than the Selachius begin hunting down and destroying any octobots which remain including Scion. In their search they will discover the primary power station which the Science Caste will shut down entirely, cutting all power to the base. If they PCs left any craft docked with The Boiler than the Selachius will find it and, if possible, destroy it.

If the power supply is still in the Communications Hub than they will resume the data search for one day before Commander Teeth-Always-Shown will declare enough to be enough, take what they have, and destroy the Communications Hub before returning to the Pyramid to seek an audience with the Council of Spirits to make the case of full invasion.

### **The PCs respond to the message**

The Apex Warrior commanding the Outpost quickly grabs a nearby Science Caste who is capable of operating a translation device and demands to speak with the greatest predator among the PCs. The Apex Warrior opens by demanding the PCs enable visual communication. If the PCs agree and press the small button on the collar then a flat holographic circle will pop up in front of the suit showing the interior of the Outpost Command Center (it also begins capturing video on the PCs' side using sensors housed in the suit allowing the Apex Warrior to assess the situation in The Boiler). The Apex Warrior is centered on screen with Scientists visible working around him (the one operating the translator is not visible).

The Warrior opens with posturing and threats but moves quickly into poor attempts at guile, trying to lure the PCs into a trap. At some point early in the conversation he will forget that he is being translated and speak to an off screen Science Caste to send the communication log to the Commander. He will attempt to play dumb if probed about the Commander. The Apex Warrior has no real interest in negotiations but will play along to attempt to get the PCs to move into a vulnerable position; ideally this means attacking them in the water between The Boiler and the Outpost where the Selachius advantage is largest.

After a few minutes of conversation the Outpost's Shaman will arrive. The shaman actually is interested in negotiation, specifically discovering what kind of predator the PCs represent. Selachius society respects a predatory nature but understands there are multiple

methods of predation (see Selachius politics below). The Shaman wants to know whom the PCs venerate as their great spirit and will be interested in discussion.

If the PCs can make the case that they are powerful warriors than the Apex Warrior and Shaman can be convinced to allow the PCs to travel to the Outpost for a summit.

## **THE SUMMIT**

Dressed-In-Bones will come up to the Outpost for the Summit but Commander Teeth-Always-Shown will not (he has no interest in negotiation since his entire aim is to punish the Earth). The PCs will be allowed to dock or enter the Outpost under Warrior guard and brought to the Command Center where the Apex Warrior, the Shaman, a representative for the Science Caste, Dressed-In-Bones, Covered-In-Muck, and a collection of Warriors (one for each PC) can enter negotiations. Scientists continue to work in the central area of the command center while the talks go on.

### **Positions**

The Science Caste representative, Reopened-Portal-To-Earth, is the one responsible for discovering that the Rift here on Earth had stabilized to the point of allowing travel once more. Having just earned his achievement name (he was formerly Watches-Screens-Expectantly) he is unwilling to back off of the invasion because it would likely mean closing the portal. He can be convinced to recommend against invasion if a solution can be found that allows the Rift to stay open (such as a military alliance or a scientific alliance). He will completely side with the PCs if they offer to allow the Selachius to occupy and convert The Boiler.

Covered-In-Muck will be summoned if he did not already arrive with the players to represent the Worker Caste. Since he has no significant political standing (Covered-In-Muck follows The Many Who Are One, the spirit at the very bottom of the political order at the moment) his option on the invasion isn't really important but it does affect his relationship with the PCs.

The Apex Warrior will make an excuse for the Commander not being present and act as the representative for the Warrior Caste. At least one of the Warriors present is absolutely loyal to Teeth-Always-Shown and will update him on the progress of the negotiations

as soon as possible so the Commander will not be surprised later.

Dressed-In-Bones is the single most important person to convince because he is the only individual present with a rank that can equals Commander Teeth-Always-Shown. He is personally interested in what spirits might be present on Earth. He has already begun attempting to bind the spirits of Earth but has had little success and is greatly interested in trying more outside of the trench. Promising to allow him access to spirits he can bind will more easily win his favor in negotiations.

Dressed-In-Bones' positions are simple:

If the Earth is challenging prey, meaning they could fight back but will ultimately lose, than he is pro-invasion.

If the Earth is poor prey, meaning they cannot fight back, than he is neutral on the invasion and can be convinced to advise the Council of Spirits against it.

If the Earth is another predator than he believes that it must be determined where they stand in comparison to the Selachius. Should the Earth's population as a whole prove to be a sufficiently powerful force than he will recommend that the Selachius will decline to invade the planet. This option is fairly difficult as the PCs would have to convince Dress-In-Bones humanity has performed a feat on the level of invading, conquering, and partly devouring another planet to qualify them as on the Selachius level.

The Apex Warrior is fairly set on invasion but is susceptible to arguments regarding grand victories in the past. If the players can make the case that the Ideal will return than the Warrior can be convinced to recommend against invasion. This recommendation will be ignored by Commander Teeth-Always-Shown but if the players can convince the Apex Warrior to aside with them then they ensure any Warriors who side with the anti-invasion faction will have a military leader.

## RESOLUTIONS

Ideally the players can convince Dressed-In-Bones to side with them against invading the Earth. This creates a major divide in the Selachius present, splitting them down the middle between those who respect or fear Teeth-Always-Shown and those who will obey the Council of Spirits. Each individual beyond Dressed-In-

Bones converted to the players' side tilts the total odds farther. If everyone else is convinced than that leaves only the Commander and a handful of fanatically loyal Warriors to stand against the PCs.

If no one is convinced than the PCs will be allowed to leave the Outpost to return to the surface to prepare for the invasion as they see fit since the Selachius do not see them as a significant threat. Alternatively, if the PCs are powerful warriors but do not convince the Selachius not to invade than the might be invited to join with the Selachius in assaulting the Earth with the promise they may so as they wish with whatever remains after the conquest.

If things begin to turn in the PCs favor than the Warrior present who is loyal to Teeth-Always-Shown will send a communication to others like himself within the Outpost as well as the Commander. At a fitting moment these Warriors will attack the Summit, attempting to kill any Selachius representatives and PCs present. A small group of three Warriors will make their way to the Power Plant and begin the process of overloading it to try and ensure that none of the traitors will survive.

## SELACHIUS POLITICS

For the Selachius the best predator is also the best leader. This applies to individuals but also to plans. Each Selachius maintains a personal dedication to a powerful spirit representing a manner of predation. Whichever servant of these spirits has the greatest victory over prey is in the command position of Selachius society, claiming the right of first approach which requires all Selachius to open their predations with this ruling method. Many of their purviews overlap (was it the warrior who won the fight or the spear that he used?) leading to arguments about who actually inspired the victory and therefore deserves acclaim.

Presently the Trickster Lord is in the command position, requiring all Selachius to attempt trickery as the first option when seeking prey.

Selachius also respect the spirits of alien worlds even if they do not allow them to take positions within their own political system. They believe that spirits can transcend planets, so spirits on alien worlds are possibly different aspects of their own spirit lords. If the PCs claim they follow (or represent) a spirit of some sort

the Selachius will match whatever they describe with the closest parallel in the Selachius' own culture and respond accordingly.

## GREAT SPIRITS

### Great Predator

The lord of the direct hunt, Great Predator maintains that the best way to win prey is by attacking it directly. Most of the Warrior Caste follows Great Predator.

### Trickster Lord

The Trickster stands for outsmarting other predators and claiming prey through deception. Members of call Castes venerate him.

### Master of Elegant Design

Tool use is important and the Master of Elegant Design claims the creation and use of tools is the ideal method of hunting. It encourages the creation of new technology (or alteration of existing technology) to deal with any new situation. Most of the Science Caste follows this spirit.

### Patient Trap Prince

Why risk harm to yourself when prey can be so easily be gotten with traps? Pushing rocks, snares, or land mines are all equally viable. Though they are technically neutrals many Shaman Caste personally support the Prince.

### The Many Who Are One

Hunting as a pack to bring down larger prey is the hallmark of this spirit. Seen in some ways as a guiding mother much of the Worker Caste supports her.

## SELACHIUS NAMES

**Warrior names** are directly physical and focus on combat features whether they are advantageous or otherwise. They are not always direct physical descriptions but rather observations of combat behavior.

- Teeth-Such-As-Claws
- Jaw-Which-Is-Very-Large
- Bite-That-Cuts-Bone
- Eyes-Black-As-Deep-Water
- Frenzy-Seeing-Blood
- Alien-Blade-Which-Cannot-Be-Removed
- Scarred-By-One-Hundred-Blades
- Always-Cuts-Deep

- War-Cries-Too-Soon
- Unusually-Broad-Tail-Fins
- Gray-Like-Stone
- Extremely-Violent
- Mates-With-Others-Female-Parent

**Science castes** are most commonly named for their ambitions.

- Seeks-Stronger-Lightning
- Wishes-For-Strength
- Needs-To-Shut-Up
- Studies-Dead-Cultures
- Has-Potential-Deep-Down (this is the science caste equivalent of "Steve"; lots of them around)

**Scientist leaders** have their names changed based on their accomplishments.

- Created-Cure-For-Fin-Itch
- Discovered-New-Rift-Creation-Calculaton
- Engineered-Military-Base

**Workers names** are often forced upon them by higher classes and as a result they often carry two names: one for the higher castes and one for use among their own kind. Here their enforced names are written first and their internal worker name is second.

- Yellow-Marked-Head ; Tolerates-Life-Well
- Broken-Weird-Feet; Manages-Gracefully
- Loser-Of-Items; Remembers-Own-Name
- Mover-Of-Bodies; Preventer-Of-Plague

**Shaman names** are evocative and only given after they are formally declared. Young shamans go through their life using transitional names until they are able to claim their lasting name.

- Quiet-Bordering-On-Strangeness
- Voice-That-Ends-Discord
- Claimant-Of-The-Dead

## Octobots

The octobots are why the base itself is entirely intact and mostly functional despite none of the nonessential systems functioning properly.

### Octobot Swarm

A collection of small octobots, these are designed for more detailed work on minor damage and in small spaces like the air ventilation and water bulge systems.



The ten units that make up each swarm are operated by a single AI system but the individual swarms aren't directly linked. This means that each one has a personality, if a fairly subdued one.

### Octobot Swarm – Average Minion

**Aspects:** Keep the base together, Many bodies with one mind

**Scopes:** Average (+1) Mental (E)

**Strange Skill:** Swarm of tiny robots – Power Tier (E)  
*Dodge, Repair, Dismantle, Environment (Aquatic)*

### Octobot Heavy Lifter

An individual unit rather than a collection of small bots heavy lifters are large, "standing" seven feet tall when walking and capable of lifting loads of rubble when required to do so. While the swarms repair systems lifters build new elements to bolster the base, putting up new walls or digging passages. Their AIs are stored onboard and just as developed as the swarms' giving each a minor personality.

### Octobot Heavy Lifter- Fair Minion

**Aspects:** Surprisingly flexible for a robot, An arm for every job

**Scopes:** Fair (+2) Physical (E), Average (+1) Mental

**Strange Skill:** Eight Armed Machine- Power Tier (E)  
*Physical Force, Resist Damage, Craft, Environment (Aquatic)*

## SCION

After Ragnorak the AI in charge of maintaining the base's structure decided to save power and increased security by shutting itself down but before it did so it copied a basic version of itself into one of the blank octobot shells. This created a leader for them that could direct repairs without having to power the entire computer system. However when the Selachius attacked it also meant that the defense systems couldn't be organized from a central point. Now Scion is cut off from the main computer entirely and can't bring it back online.

### Aspects

Commander of the Octobots

Complication: Too little body for this brain

Complication: A leader but not a fighter

**Leader of the Octobots:** 13 skill points

**Power Tier:** Superhuman

*Treatment [Health], Craft, Repair, Esteem, Influence, Insight, Inspire, Minions*

**Complication [Minor]:** A leader but not a fighter

**Description:** Scion knows the design information on all of the octobots, allowing it to repair damage



done to them. They automatically look to Scion as their leader, drawing hope and courage from the AI's instructions.

### **Hyper Computer AI:** 3 skill points

**Power Tier:** Superhuman

*Information + Unusual, Research + Unusual, Menace + Unusual*

#### **Charges [Major]**

**Snag [Major]:** Using this skill causes 2 Composure Stress due to limitations in the octobot hardware.

**Description:** Scion's computational capability was designed to function in a base computer hundreds of times the power of the current shell it occupies. It can extrapolate information from a few details, knowing things about people and objects that would normally require careful research. It can turn this capability against humans to pick at their insecurities and fears. However, doing so causes strain on Scion's programming and it can easily lose control if it overclocks for too long.

### **Skills**

Hyper Computer +4, Leader of the Octobots +3, Alertness +3, Technology +2, Science +2, Bureaucracy +1, Might +1

### **Gifts**

Skilled x2, Signature Aspect (Commander of the Octobots)

### **Tier Benefits**

Can clear a Severe [Health] consequence. Difficulty +6 (S), reduces severity by 1 or by 2 with spin.

### **Stress Tracks**

Health 000

Composure 000

Reputation 000

## **Goals**

The Character Goals rules (p. 151 of Base Raiders) provide players a way to change the campaign setting in their own games. Boiling Point provides many opportunities for player characters to change the world, for better or worse. The following goals can be picked up by any character or characters. Remember that ev-

ery 10 loot points is worth 1 skill point when paying for a goal.

**Default skill tests:** Every goal will have a default skill test difficulty. For certain milestones, a skill test will be required and unless otherwise specified, use the default skill test difficulty for that goal.

**Milestone Requirements:** Every milestone will have a requirement to fulfill. This may be a single skill test, an entire scene or an adventure composed of at least three or more scenes.

## **CLOSING THE RIFT**

### **Global Tier**

**Cost:** 27 skill points (9 x3=27)

**Default skill test difficulty:** +1(S)

Created using dimensional alien science and shamanistic magic, the rift is a passage through dimensions between the Selachius home world and the planet Earth. To safely remove the rift and ensure it cannot simply be reopened requires unlocking the secrets of the Selachius' arcane technology synergy and constructing counter measures.

- *Research + Unusual:* Research arcane-technology by examining the remains the Outpost and the Pyramid.
- *Workspace + Unusual:* Develop a working space around the rift itself that allows it to be analyzed.
- *Craft + Unusual:* Build and place the required equipment.
- *Environment + Unusual:* Properly protect the research area to avoid dimensional drift.

### **Milestones**

- 1) Establish the method of travel into the area of the rift. Requires a science or arcana skill test.
- 2) Recruit a scientist who is an expert in the field of dimensional distortion; possibly the famous Dr. Axiom, former henchmen of arch-villain Omega who went legit years ago. Requires a social scene.
- 3) Find the notes of a magician who has experience with tunneling through dimensional barriers; the Underground knows of such an individual, Madame La'Strang who disappeared during Ragnarok, but it means finding the materials before anti-wizard extrem-

ists within the Underground itself can do so. Requires an adventure.

4) Secure the large amount of specialized construction materials without being arrested for illegal materials transport. This almost certainly requires negotiations with organized criminal elements. Requires a contacting/networking skill test.

5) Part of a powerful magical creature is required to deal with the magic elements of the rift. A dragon's tooth would do the job and the Underground does know of one. A unicorn's horn could also do the job. Requires an adventure.

6) Capture or kill inter-dimensional creatures in the trench and relocate them the rift to lower dimensional instability. Requires a combat scene.

7) Someone must enter the rift to test the stability so the final calibrations can be made. This means someone must be suspended between Earth and Selachius' home world for a full minute. Requires an adventure.

## HARNESSING THE RIFT

### Global Tier

**Cost:** 27 skill points (9 x3=27)

**Default skill test difficulty:** +2(S)

Possibly the most dangerous of all possible options is for the raiders to attempt to take control of the rift itself and to turn it to their own ends. By unlocking the secrets of how to create and control the rift they could attempt to redirect it to other places. If they are successful then they potentially have the whole of the universe at their fingertips.

- *Transport + Unusual:* Control of the rift and the science/magic behind it allow for connection to points across dimensions, space, perhaps even across time.
- *Workspace + Unusual:* A highly specialized control room and monitoring area will need to be used.
- *Research + Unusual:* Potentially unparalleled research into scientific and magical travel between dimensions will be needed.
- *Networking:* Many experts will need to be consulted before any travel is attempted.
- *Languages + Unusual:* The creation of a universal

communication tool will be required prior to interstellar travel.

### Milestones

1) Neutralize the effects of the rift by properly reconfiguring the generator on the Bermuda Pyramid. However this renders the generator useless as far as a power source. Requires a technology skill test.

2) Create a control center around the rift and dig out space for the new equipment required. This is likely going to require a fabricator, given the scale of the cavern. Requires an adventure.

3) Insert a cold fusion reactor to allow for the massive power requirements. Rumors of an operational one left in the Amazon following the alien invasion some years ago have recently begun to circulate but any number of bases may also have one. Requires an adventure.

4a) Convince a powerful spirit to allow itself to be bound into the reactor so that the magical energies can be properly intertwined with the conventional power. Requires a social encounter.

OR

4b) Enslave a spirit or an especially potent ghost or other metaphysical entity (soul of a true hero, avatar of a deity, personification of a natural force, etc.) and create a method of compelling it to comply with instructions. Requires a combat encounter.

5) Establish connections with as many alien researchers as possible to facilitate both the rift research and the creation of a translation device. This will require connections to a significant network of medical researchers, such as the World Health Organization or a network of alien professors within the Underground. Requires a social encounter.

6) Arrange to acquire safe test coordinates for a location in another dimension. The Ideal had access to such information but the lacked database information commonly available isn't always reliable. Only a secure database from an Ideal base is likely to be truly safe. Requires an adventure.

7) Test what happens on a 'bad' connection by sending something (or someone) with proper monitoring equipment through the rift without establishing proper coordinates on the far end. Requires an encounter.

8) Conduct a full scale test operation of opening up a location, sending a group through, closing the portal,

then reopening it later and allowing the subjects to return with whatever they were able to acquire. Requires an encounter.

## SENDING A WEAPON THROUGH THE RIFT

### Global Tier

**Cost:** 45 skill points (15 x3 = 45)

**Default skill test difficulty:** +1(S)

Striking at the Selachius directly with an inter-dimensional weapon of mass destruction might be the only way to prevent a full scale invasion by the shark men. If it is then the players face the daunting task of creating not just a dangerous weapon but also attempting to make use of the alien rift.

- *Workspace + Unusual:* Constructing an arcane-tech bomb isn't done just anywhere.
- *Craft + Unusual:* Either retrofitting an existing device or constructing a totally new one.
- *Shoot + Unusual:* Since no one is eager to hand deliver the device a launch system will need to be created.
- *Stealth:* The weapon cannot be detected too early by the Selachius.
- *Wealth:* Large amounts of explosive and launch systems do not come cheap.

### Milestones

- 1) Block the rift from additional Selachius aggression in the short term by using the generator in the Bermuda Pyramid. Requires a science skill test.
- 2) Acquire large scale destructive material. Barring top level government connections this is going to require interacting with the dangerous underground world of weapons smuggling. Requires a social encounter.
- 3) Magic is required for the weapon to be fully effective. A sufficiently destructive magical material must be added to the bomb. Crystallized mana, solidified magical energy, fits the bill but only especially powerful magicians can make the stuff. There might be some on the market now that bases are being raided but those could be tainted. To be sure the crystals would be to be direct from storage in an actual Ideal base. Requires an adventure.

4) The stealth system needs to be tested against Selachius technology and biology. That means repurposing whatever could be salvaged from the Outpost and, possibly, making use of surviving prisoners. If none remain then the rift needs to be opened, baited, and a trap sprung to acquire the necessary subjects. Requires an arcana AND science skill test.

5) The guidance system for the bomb needs to be able to withstand the rift's dimensional tunnel without frying and the only way to test that it to send someone in while wearing it. The testing should only require a minute but that's a minute the rift is open and someone is stuck between worlds. Requires an action encounter.

6) Test fire conventional weapon into the rift to judge reactions. The possibility exists that Selachius may attempt to enter through the unblocked rift or launch weapons of their own. Requires an action encounter.

7) The device must be test fired, at least in miniature. Of course the only place that can't possibly be made any worse by such a weapon is the wilderness at Tunguska which presents some problems. Requires an adventure.

8) Release the blocks on the rift and launch the device then deal with whatever blow back may occur. Requires an adventure.

## ESTABLISH MILITARY AND POLITICAL PARTNERSHIP WITH THE SELACHIUS

### Global Tier

**Cost:** 39 skill points (13 x3 = 39)

**Default skill test difficulty:** +1(S)

Commander Teeth-Always-Shown's brash behavior aside, the Selachius are not a savage people. If convinced that Earth as a whole or that sufficient representatives of the planet are worthy predators then they will be willing to enter negotiations for long term relations. This will require creating a neutral ground facility for diplomatic relations as well as significant cultural exchange to breed cooperation.

- *Craft + Unusual:* The Pyramid will need to be refitted to be converted into a Selachius embassy.
- *Environment + Workspace + Unusual:* While stay-



ing in the embassy the Selachius will need space properly designed for them to live and work.

- *Conversation + Insight*: Two way communication will be required to have an effective exchange. Additionally the more Earth can find out about the Selachius the better.
- *Networking*: Networks of diplomacy must exist on both sides and reputations will need to be established.
- *Information + Unusual*: The things that humanity learns from the Selachius is likely to change

1) Allow the Selachius to stabilize the rift to present additional dimensional side effects. This means shutting down the engines on the Bermuda Pyramid, forcing another power source to be found. Requires a technology skill test.

2) Rebuild the Pyramid to serve as temporary housing for Selachius assisting with the project. This requires large amounts of high tech components due to the advanced nature of the ship. Requires a wealth and technology skill test.

3) The environmental controls on the Pyramid were designed for human use and cannot keep things comfortable for guests. A more versatile system needs to be acquired from an Ideal base and installed. Requires a technology skill test.

4) Arrange for a sufficiently difficult or exotic hunt that can be used to impress the Selachius' leadership. Any significantly large and dangerous monster will do but to make it really impressive it should be something properly storied, like a rogue dragon. Requires an adventure.

5) Entertain a delegation from the Selachius. Keeping a group of alien shark men happy and interested in negotiations is no easy task. Requires a social encounter.

6) Send a delegation of Earth representatives through the rift to the Selachius' home world. This requires tact, social graces, and probably a lot of willpower to resist freaking out. Requires an adventure.

7) Talk to the Underground to try and arrange for additional alien species who can attend the summit as observers. Unfortunately this will require resolving underlying disputes between the guests to prevent anything flaring up during the event. Requires a social encounter.

8) Hold a full summit with representatives from planet Earth. These might be national representatives from the USA or other world powers or it might be members of the Underground or other base raiders. The Selachius will send a member of the Council of Spirits as well as multiple representatives from their castes. Requires an adventure.

## Hot Water

The Ideal hero and builder of The Boiler, Hot Water was a powerful superhuman. He, like every other powerful hero and villain, disappeared during the Ragnarok event. However, he could reappear in your campaign.

If you would like to include him, use the following stats as a guideline. Keep in mind that he is an extremely powerful superhuman and could easily overpower a team of base raiders.

### Aspects

Heroic Past: Aquatic Ideal Member

Complication: Getting tired of "heroing"

Complication: Lying to the world through omission

Complication: Different since birth

Conviction: My base is my sanctuary

Conviction: What is life without water? Nothing

The ocean is mine

### Strange Skills

**Molecular Control**: 39 skill points

**Power Tier**: Godlike

*Shoot + Unusual, Move + Unusual, Physical Force + Unusual + Range + Zone, Notice + Unusual + Zone, Resist Damage + Unusual, Stress Capacity [Health] + Unusual, Initiative [Physical], Variable [Scene] x2*

**Conviction**: What is life without water? Nothing

**Description**: Hot Water's more fearsome ability is to excite water molecules at will. He can effectively direct energy in whatever direction and to whatever end he wishes, so long as water is present. Furthermore he is able to sense water molecules, making hiding from him almost impossible. When attacked he can excite his own molecules and bleed off the energy, creating an

extremely powerful shield of energy around himself. Should be desire to do so he could flash boil hundreds of gallons of water in an instant or simply convert all the water in a human body into gas.

**Ideal Member:** 16 skill points

**Power Tier:** Superhuman

*Esteem, Willpower, Wealth, Networking, Menace, Stress Capacity [Reputation], Stress Capacity [Composure], Minions*

**Conviction:** My base is my sanctuary

**Description:** As a member of the Ideal, Hot Water considers himself above the petty world of humanity and the Ideal's heavy history shields its members from scrutiny. It also provides access to resources and assistants, often in the form of robots but sometimes human ones as well.

**Social Outcast:** 8 skill points

Power Tier: Mundane

*Insight, Conversation, Convince, Guile, Influence*

**Complication [Minor]:** Different since birth

**Description:** For all his power Hot Water is largely inept at social interaction. He has difficulty communicating his ideas or convincing others of his views. Among humanity he is a silent, menacing deity but among the Ideal he is more like an awkward party guest.

## Skills

Molecular Control +7

Ideal Member +5

Social Outcast +1

## Gifts

Signature Aspect: What is life without water? Nothing  
Impact: Molecular Control

Equipmentx3: Ideal Armored Costume (Rugged 3, Protective 3, Well Made: Ideal Member)

**Refresh 3** (16 – 8 Tiers – 5 Gifts)

# Dimensional Anomalies

As stated earlier in the book, the dimensional rift affects every the region around it. This means that strange

events happen on a regular basis to visiting characters. Unexplainable anomalies manifest when the players least expect it. The following encounter ideas can be thrown in any scene in Boiling Point. The GM can make up random encounters as well.

1. Throughout the room drops of water jump up to cracks on the ceiling out of puddles on the floor.
2. A rift into another dimension tears open suddenly in the middle of thin air with a crackle of red lightning. Through the opening a giant robot is wrestling with a massive creature, apparently on the seafloor. The rift snaps closed after only a few seconds.
3. A sea turtle swims lazily into the room through one of the walls. For a few moments it simply swims about as if the air were water, then goes back out through the solid wall it entered from.
4. A distant clicking sound grows closer over a few seconds and suddenly dozens of large crabs rain from the ceiling. This is not an illusion; the crabs remain, clicking about on the floor and pinching anything that comes to close. The ceiling appears entirely solid the entire time and attempts to push the crabs back out fail.
5. There is a crackle of red light and a distortion in the air but no major visible signs of change. However, the rules of kinetic force have altered. For the next three combat rounds Shooting attacks cannot leave the Zone of the shooter and Strike can only hit adjacent Zones, not targets within the same Zone.
6. The PC at the rear of the party suddenly sees everyone outpacing them, as if the other PCs were on fast forward. Conversely the PC at the front notices everyone else falling behind as if they were in slow motion. This lasts for only a few seconds.
7. When the PCs round a corner or open a door they find what, for a moment, seems to be a mirror. However it is actually a parallel universe and they are seeing doppelgangers of themselves. This lasts for thirty seconds after which the alternate versions of the PCs vanish with a thunder clap and a flash of red light as the universes separate.
8. A shoal of fish whips through the room suddenly, erupting out of a solid wall, swirling around the

PCs, and then exiting through the opposite wall. After a few seconds a large shark erupts out of the same wall and follows after the fish.

9. Entering a room the PCs see several massive tentacles disappearing into one of the walls. It is unclear what they belong to but it is undeniably enormous.

## Pregenerated Base Raiders

The four characters starting on page 76 are pregenerated high power heroes suitable for use in any Base Raiders games. After Image, Foot High Science Guy, Professor White, and Violet Vision were the characters of the original playtest group for Boiling Point. You can listen to the original playtest on the RPPR Actual Play podcast through these links:

Part 1: <http://actualplay.roleplayingpublicradio.com/2014/09/systems/fate/base-raiders-fate/base-raiders-boiling-point-part-1/>

Part 2: <http://actualplay.roleplayingpublicradio.com/2014/10/systems/fate/base-raiders-fate/base-raiders-boiling-point-part-2/>

These characters can be used as player characters or as NPC allies or rival base raiders. Feel free to use them in any Base Raiders games.





# After Image

High power hero

Like many hopeful refugees before her, Abigail Hess wished to make a new life for herself on the shores of New York City. Unlike those escaping poverty or the shackles of a totalitarian regime, Abigail was fleeing a dying world. After the sun of her universe prematurely entered its red giant phase, the world government attempted to evacuate as many citizens as it could through an untested quantum entanglement gate. Though Abby was one of the lucky ones to make it through, it exiled her to a world already paranoid of those with alien origins.

Living hand-to-mouth for a few weeks, Abby was eventually found by a sympathetic member of the Underground. Helping her establish a cover identity, Abby found a job as a waitress and managed to eek out a meager existence for a year in blissful anonymity. However this all came to an end during the New York Transit incident. While attempting to escape a subway tunnel that had been collapsed by a robot, Abby and her fellow passengers stumbled upon an abandoned base of the villainous Cut-Out Man. Taking armor and weapons from the base, she helped to repel the attackers, but was quickly arrested by the police. Handed over to the EPSA, Abby was forced to reveal her true identity and connections to the Underground.

Quickly realizing the potential asset they had on their hands, the EPSA offered Abby a deal; Assist the government in base raiding or face deportation through the Tunguska Portal. Fearing the possibility of being returned to a dead world or worse, Abby reluctantly accepted. After being put through a EPSA crash course, she was outfitted with an experimental armor equipped with a hard-light holographic generator and sent into the field.

Though not happy with the fact that she's being forced into acting as a double agent, Abby is content to know that she's able to protect her new home. Hopefully she can find a solution before the Underground discovers her deal with the EPSA.

## ASPECTS

**Adventurer:** Conscripted Super-Spy

**Non-Human:** Exiled From A Doomed World

**Conviction:** I Will Protect My New Home(world)

**Conviction:** Solve Crimes the Police Cannot

**Complication [Major]:** Big Brother Is Always Watching

**Snag [Major]:** Fuzzy on the Details

The Woman of a Thousand Faces

You can Trust Me, Right?

## UNIQUE AND STRANGE SKILLS

**H.E.I.R. Armor:** 15 skill points

**Power Tier:** Ascendant

*Dexterity, Disguise+Unusual + Range, Guile, Stealth + Unusual, Stress Capacity (Health), Resist Damage*

**Complication [Major]:** Big Brother Is Always Watching

**Delay [Minor]:** One full action to use Disguise

**Item-Based Power:** Specific User

**Description:** The Holographic Espionage Infiltration and Reconnaissance Armor, though only in a prototype stage is considered to be one of the crowing achievements of the EPSA research labs. Reverse-engineered from Ideal stealth technology confiscated after Ragnarock, the armor can create near-perfect disguises utilizing hard-light projections, vocal synthesizers and olfactory desensitizes. In addition, the holograms can be extended a short distance from the Abby, enabling her to create various illusions. The armor is also comprised a a tough carbon nanotube weave that provides excellent protection from melee weapons and firearms.

The armor is keyed to Abby's bio-metric signature, so it will only recognize her as an authorized user. However as Abby is considered a probationary agent of the EPSA she is not fully trusted, she is monitored daily by a kill switch device within the suit. The EPSA also requires that Abby bring back any items found from base raiding in order to pay for the "upkeep" of her armor (10% of loot found).

**Spy Savant:** 8 skill points

**Power Tier:** Extraordinary

*Conversation, Convince, Information, Networking,*

*Notice, Research, Security*

**Snag [Major]:** Fuzzy on the Details

**Description:** Abby is capable of performing the duties of a trained EPSA field agent. Instead of years of training most agents get, Abby was trained over the course of six weeks. She has an incredible aptitude for field work though and has become the equal of the most experienced undercover agents in a short period of time.

Abby does have one weakness. She almost always forgets important details while on missions. Whether it's the alarm code for a security system or the address of a safehouse, she will forget something vital.

## SKILLS

**Great:** H.E.I.R. Armor +4

**Good:** Spy Savant +3, Athletics +3

**Fair:** Empathy +2, Resolve +2, Survival +2, Unarmed +2

**Average:** Resources +1, Technology +1, Science +1

## GIFTS

Skilled x2

## TIER BENEFITS

**Armor 3** [Health]

**Weapon 1** [Reputation]

Can take 1 additional minor consequence for health.

Can clear 1 minor health consequence per scene

Gain up to 3 aspects when disguised as someone else

May move any number of zones without affecting her ability to remain unseen

May pay a fate point to use Dexterity trapping of this skill as a free action

Can defend even when surprised

## STRESS TRACKS

Health: ○○○ ○○

Composure ○○○ ○○

Reputation: ○○○

**Refresh 4** (10 base - 5 powers, -1 gift)



# Foot High Science Guy

High power hero

At the time it happened, Ragnarok meant very little to Jack Hellman. The disappearance of all the superheroes and villains meant nothing next to paying the rent on his tiny Manhattan apartment, and making sure he was able to refill his supply of microwave meals for the week. Jack worked as an office IT technician at a major corporation in downtown New York.

Jack didn't really understand what it was the company did. All he knew was that he was supposed to keep the office computers running and babysit people who acted like they never used a computer before. All he had to look forward to after a long day at the office was a girlfriend who treated him like crap, an unappetizing spaghetti dinner from the microwave, and an evening of television shows that all seemed identical.

All that changed the morning his subway ride to work was interrupted by robots in the tunnels. Jack found himself in the subway tunnels with a handful of other passengers, trying to escape. They found the entrance to a base that used to a villain known as the Cut-Out Man. Inside, they found supersoldier drugs.

To this day, Jack would insist he did what he did to escape the robots. In reality, Jack was tired of his lifestyle and wanted something more. Jack and some of the other survivors took the drugs. Jack imagined himself flying through the air, or firing lightning from his fingertips. When it cleared, Jack's IQ had gone from slightly above average to almost impossible to measure. He also found himself changed into a foot high amphibian, trying hard to wriggle out of his own clothes. The other passengers fared better in their results. Together, they managed to escape. Unfortunately, that was not the end of Jack's troubles. No matter what his driver's license said (now the size of a large sweepstakes check to the tiny creature) Jack Hellman was no longer human. He couldn't go back to his job, his apartment, or his few friends. Jack was a non human, and there was only one place he could go; The Underground.

Ironically, living under the streets of New York turned out to be better than his old life. No one so

much as blinked at his appearance. And it turned out The Underground was a place that really valued his new talents. Jack set up a business called Blue Matter Technologies. He also joined a group of base raiders, eager to explore the old bases for new technology and research material. It was a member of his raider team, Violet Vision, that gave him the nickname that would stick to him forever; Foot High Science Guy. Done as a joke to a certain television personality, Jack thought it was the dumbest thing he had ever heard. The nickname spread like a disease throughout the Underground, and Jack realized he was stuck with it. Jack Hellman would forever be Foot High Science Guy from that day forward.

## ASPECTS

**Super Genius:** Alien Augmented Mind

**Normal Human:** Former Human IT Office Drone

**Conviction:** I Will Show Them All

**Conviction:** Solve Crimes the Police Cannot

**Snag [Major]:** Literally One Foot High

## UNIQUE AND STRANGE SKILLS

**Scientific Genius:** 9 skill points

**Power Tier:** Superhuman

*Craft, Dismantle, Information, Repair, Research, Treatment (physical), Workspace,*

**Snag [Major]:** Literally One Foot High

**Description:** The alien substance that Jack encountered in that subway tunnel not only gave him an IQ that is difficult to measure, but also filled that brain with several doctorates worth of scientific knowledge. He doesn't understand how he knows this stuff, he just does. In the time it takes him to watch an episode of one of his favorite shows, Jack can work out a design for a highly advanced micro black hole generator. Given the right resources, he could probably build that generator while watching a different show.

The substance also made him one foot high. Normal tools and equipment are much too big for him to use. And he has to worry about many things most people don't, such as being attacked by a stray cat, or being eaten by a coyote.



**Tiny Amphibian:** 9 skill points

**Power Tier:** Superhuman

*Environment (Aquatic) + Unusual (Breathe Underwater), Leap, Move + Unusual (swimming) + Unusual (wall climbing), Stealth*

**Complication [Minor]:** Requires moisture to climb walls.

**Description:** Jack is a salamander-like creature. His smooth, slimy skin makes him fully at home in the water, and sticky pads on his hands and feet allow him to scale any surface as easily as he can walk. His small size also makes him very hard to see when he doesn't want to be seen.

## SKILLS

**Great:** Tiny Amphibian +4

**Good:** Scientific Genius +3, Resolve +3, Resources +3

**Fair:** Endurance +2, Burglary +2, Investigation +2, Athletics +2, Shooting +2

**Average:** Alertness +1, Resolve +1, Contacting +1, Survival +1

## GIFTS

Skilled x2

## TIER BENEFITS

Workspace can make mundane to superhuman scientific devices.

## STRESS TRACKS

Health: ○○○ ○○

Composure ○○○ ○

Reputation: ○○○

**Refresh** 5 (10 base - 4 powers, -1 gifts)





# Professor White

High power hero

Professor White used to have a job and a normal life before Ragnarok. He even had a normal name, Telford, he thinks? Whatever. It doesn't matter. The details of his earlier life elude him at times, but he thinks he was happy. He worked in a lab, the kind of lab that required a security clearance. The kind that experimented with alien technology and extra-dimensional artifacts. White clearly was not that happy because he began to use an experimental substance derived from an alien artifact. The substance was a powerful hallucinogen and it was only a matter of time before he was caught.

After he was fired, White bottomed out. He couldn't get the substance anywhere. This was before Ragnarok and only Earth-made drugs were available. Nothing came close to the alien drugs he took. He had no choice but to go cold turkey but by the time he sobered up, he was homeless. White barely noticed Ragnarok as he struggled to survive as a bum in New York.

A few months later, White was in the subway when a pack of marauding robots shut the trains down. He and a group of passengers fled from the train and stumbled across an abandoned base. White found a stash of super soldier drugs and other experimental serums inside the base's lab. He instantly recognized it as a way to raise himself out of homelessness and took several of the drugs. He gained tremendous resilience and energy projection powers, but his hair turned stark white. He gave another passenger one of the drugs, which transformed the man into a foot high amphibian, but also granted him incredible scientific knowledge. Together, they managed to escape and loot the base.

The newly self-titled Professor White began a career as a base raider and black market dealer in super soldier drugs. Given his background in dealing with alien artifacts, he quickly became known as a reliable merchant in the Underground. Of course, finding product was part of the challenge of being a dealer. He teamed up with Foot High Science Guy, Violet Vision, and After Image on multiple adventures. They've found and looted many bases together.

## ASPECTS

**Super Soldier:** Black Market Dealer and User

**Normal Human:** Former Military Scientist

**Conviction:** One Deal At A Time

Former Addict

Sparkles the Unicorn is a Menace

## UNIQUE AND STRANGE SKILLS

**Peak Performer: Survival:** 9 skill points

**Power Tier:** Superhuman

*Resist Damage, Stress Capacity [Health], Stress Capacity [Composure], Willpower*

**Complication [Minor]:** Slightly paranoid

**Description:** White first took a variant of Peak Performer, a super soldier drug that enhances the physical attributes of the subject to peak human levels. The version he took focused on resilience and mental endurance. As a result, White is incredibly durable and strong willed. However, he isn't used to being this tough and surviving multiple near-death experiences has made him a bit paranoid.

**Upsilon Drug User:** 4 skill points

**Power Tier:** Superhuman

*Shoot + Range [2 zones] + Unusual (heat beam)*

**Snag [Minor]:** Does not work in extremely cold environments.

**Description:** The Upsilon drug (page 81 of Base Raiders) imbues energy-based powers in users. White can blast enemies with energy beams, although it does not work in very cold environments.

**Black Market Dealer** 12 skill points

**Power Tier:** Extraordinary

*Convince, Guile, Information, Insight, Menace, Networking, Wealth*

**Complication [Minor]:** Supply chain problems

**Description:** The Professor has made a sizeable fortune selling loot from the bases he has raided with his friends. He's picked up quite a bit of knowledge about all kinds of base loot, from the occult to the super-scientific. He knows a lot of people in the right places as well. His biggest problem is his supply chain. He has

only been to sell what he can personally find, which has made expanding his business very difficult. If he could find a way to manufacture super soldier drugs, he would be a very happy dealer.

## SKILLS

**Great:** Upsilon Drug User +4

**Good:** Science +3, Black Market Dealer +3

**Fair:** Alertness +2, Peak Performer: Survival +2, Presence +2

**Average:** Athletics +1, Academics +1, Bureaucracy +1 Stealth +1

## GIFTS

Skilled x3

## TIER BENEFITS

**Armor 2** [Health]

**Armor 2** [Composure]

Can take 1 additional minor consequence for health.

Can take 1 additional minor consequence for composure.

## STRESS TRACKS

Health: ○○○ ○○

Composure ○○○ ○○

Reputation: ○○○ ○○

**Refresh 3** (10 base - 5 powers, -2 gifts)



# Violet Vision

High power hero

Before Violet Vision was a mystical base raider, he was a graduate student name Ashley Wyatt Sigal who studied ancient history and the occult. He was an excellent student and gained the attention of his professors. They invited him to join their secret society, The Order of Alhazred. It was a small but influential group which sought magical power for its own sake.

Before Ragnarok, the Order was very cautious, doing everything it could to avoid the notice of magical heroes and villains. University professors and businessmen could do little to fight superhuman warriors and magical beings, after all. As a result, the Order acquired very little in the way of magical artifacts. They did learn quite a bit about the occult though, including potential locations of artifacts like the Crystal Eyes of Syreth. The Order never tried to get the artifacts, because their leaders feared the Ideal.

After Ragnarok, Ashley sought out the Crystal Eyes and found one of them in only a few months. Its guardians were gone and the traps protecting the Eye were easy to disarm. Realizing the others in the Order would take the Eye from him, Ashley activated it on his own. In a burst of magical energy, the artifact burned out one of his eyes and took its place. Ashley was no longer a normal human being as the powers of the Eye rippled through his body.

The newly empowered and renamed Violet Vision abandoned the Order and went into hiding. He soon found the Underground and became a member, raiding bases and performing odd jobs to support himself. The Order learned of his betrayal somehow and informed on him to a mysterious group of witch hunters known as the Inquisition. They tried to assassinate Violet but underestimated his power. Violet barely escaped with his life but now fears they will return, sooner or later.

He has since teamed up with Foot High Science Guy, Professor White, and After Image. He is also friends with Sparkles the Unicorn, a feat few other base raiders can manage.

## ASPECTS

**Magical Being:** Enchanted Human

**Normal Human:** Grad Student Who Saw Too Much

**Conviction:** I Know What I See!

**Conviction:** Sees it All, Know-It-All

**Snag [Major]:** Crystal Eye is a Target  
Man in Purple

Avatar of Androgynous Lawlessness

## UNIQUE AND STRANGE SKILLS

**Crystal Eye of Syreth:** 15 skill points

**Power Tier:** Ascendant

*Examine, Information, Initiative [Mental & Physical], Insight, Notice, Languages, Menace, Shoot*

**Complication [Minor]:** Impossible to Hide

**Snag [Major]:** Crystal Eye is a Target

**Conviction:** Sees it All, Know-It-All

**Description:** The Crystal Eye of Syreth is an ancient mystical artifact of tremendous power that has permanently fused with Violet Vision. It rests in his eye socket and emits a purple light, based on Violet's mood. When calm, the Eye has a soft glow, but when angry, it emits a harsh purple light. Even though the Eye is an item, it is permanently connected to Violet and so does not use item-based power rules. If the Eye is removed, Violet will probably die or at least lose all of his powers.

The Crystal grants Violet enhanced perception and knowledge. The Eye can also blast enemies with mystical energy or terrify them. Violet can only see the normal spectrum of light, like a normal human, but he instantly understands far more than any normal human with quick glance. The Eye also grants knowledge of all earthly languages, living and dead.

Alchemists, occultists, and evil base raiders see the Crystal Eye as valuable loot and will attack Violet Vision if they think they can pry it out of his skull. It is worth 130 loot points on the black market, but it cannot be sold in the Underground. It is easily recognizable and anyone who tries to fence it there will have to answer to Violet's friends. Of course, evil characters can try to use the Eye for themselves. Whether it will work for someone else is left to the GM to decide.

**Crystalline Transfiguration:** 4 skill points

**Power Tier:** Superhuman

*Resist Damage, Stress Capacity: Health*

**Transform [Minor]:** Sparkly Transformation

**Description:** Violet can spend an action to transform his body into an unearthly crystal. He becomes incredibly tough and resistant to damage in this form. The transformation is very obvious as Violet must spin around and pose while emitting bright sparkly purple lights.

## SKILLS

**Great:** Crystal Eye of Syreth +4

**Good:** Crystal Transfiguration +3, Presence +3

**Fair:** Arcana +2, Athletics +2, Resolve +2

**Average:** Burglary +1, Contacting +1, Drive +1  
Stealth +1, Resources +1

## GIFTS

Skilled x1

## TIER BENEFITS

**Armor 2** [Health]

Can take 1 additional minor consequence for health.

Can clear one minor health consequence once per scene.

Speaks and reads all earthly languages plus 4 exotic languages. May spend a fate point to learn a new language.

## STRESS TRACKS

Health: ○○○ ○○

Composure ○○○ ○○

Reputation: ○○○ ○○

**Refresh** 4 (10 base - 6 powers )

