BASE RAIDERS

DEATH TRAPS

Advanced Sentry: Flamethrower (ACTIVE)

Advanced Sentry: Plasma Gun (ACTIVE)

Intruder: Caped Goat (TARGET)

Basic Sentry: Minigun (ACTIVE)

Engagement Algorithms
[ACTIVATED]
Sensors 1 [ACTIVE]
Sensors 2 [ACTIVE]
Sensors 3 [ACTIVE]
Respective Sentry Turrets
[ACTIVATED]
Initiating threat analysis
Target threat scanned
[MINIMAL THREAT LEVEL]
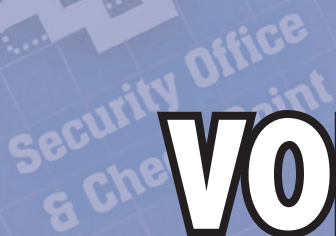Suggested Response Measure?
[EXTREME PREJUDICE]
End of Line.

VOLUME 1

Build-A-Base Bomb

by Caleb Stokes

Build-A-Base technology was rare even in the days before Ragnarök. In the salvage industry of base raiding, unused kits fetch exorbitant prices in the black market. Most units have been recovered already, and equally high percentages are used shortly after resale.

However, Build-A-Bases had to be produced, and the Ideal guarded the secret locations of their manufacture closer than any other secret. Furthermore, these "black factories" were just one stop along a distribution chain. The combination of organic, supernatural, and exotic energies that Build-A-Base units could be customized to consume meant that a variety of expertise was required. While a super-scientist might be responsible for the design software and nanobot programming, the result would then have to be shipped to an ancient mystic for the alchemical and thaumaturgic rituals necessary to install the unit's power source.

There are a number of bases still out there that, regardless of their former owners power set and focus, contain surplus Build-A-Base units by merit of being part of the supply chain. It stands to reason that not all of these units would have been shipped at the time of Ragnarök. Some villains like Omega also reverse-engineered the Build-A-Base and sold it to other villains. Similarly, it's hard to believe that everyone involved in this secretive endeavor resisted the urge to skim a few Build-A-Bases off the top.

Many of these embezzled units were no doubt used to create secondary facilities, but not everyone in the Ideal was a billionaire philanthropist. As easy as Build-A-Base makes construction, it still required land, supplies, and time: a set of arrangements that could easily fall through. A few former heroes and villains found themselves holding highly-illegal Build-A-Base kits they couldn't safely use or offload.

Every base raiders dream is to find such a secret stash and sell it off for a fortune. However, an unlucky few will find the old guard wasn't content to let their Build-A-Bases gather dust in a closet; they instead repurposed the technology into the final solution in base security.

USAGE

Why defend a base from intruders when you can just build an exact replica of everything contained within it? The enormous power of Build-A-Base technology begs this question. So long as the intent wasn't to remain stealthy (And why would it be? Don't you want alarms going off if someone breaks into your house?), each unit could create – or recreate – a massive facility in less than an hour. The old base itself serves as perfectly compatible feedstock for the nanofabricators, alchemical converters, and construction bots. If a few dumbass burglars get molecularly disassembled in the process, isn't that their fault? Besides, finding evidence of their murder would require sourcing individual atoms of carbon now built into the walls.

Standard Build-A-Bases were programmed with multiple fail-safes that prevented them from being turned into particularly cruel bombs. Efficiency programs canceled redundant construction plans, such as disassembling and reassembling an identical room in the exact same location. Furthermore, limited AI programs performed thorough scans for lifeforms to ensure a Build-A-Base was never triggered inside occupied facilities.

Of course, for those who designed the units for a living, subverting these safety measures was a simple as a few lines of code.

A Build-A-Base Bomb is primed to fire and ready to go off as soon whatever hacked sensory inputs it's connected to detects intruders. Upon activation, the Build-A-Base operates normally, gathering feedstock for its fabricators from the surrounding area. With safeties removed, this means the unit explodes into a ravenous tide of nanoswarms, transformative magical energies, and dangerous construction robots. Even being close to the waste heat let off by this massive reaction is enough to be fatal. Those caught in the wave of rapid molecular disassembly and recombination have no hope of survival.

By the time the construction was finished, any intruders would have either fled or been erased. If the base was remote enough, the break-in might not even be detectable unless the owner checked the Build-A-Base power levels…or noticed an uncharacteristically fleshy feel to the walls.
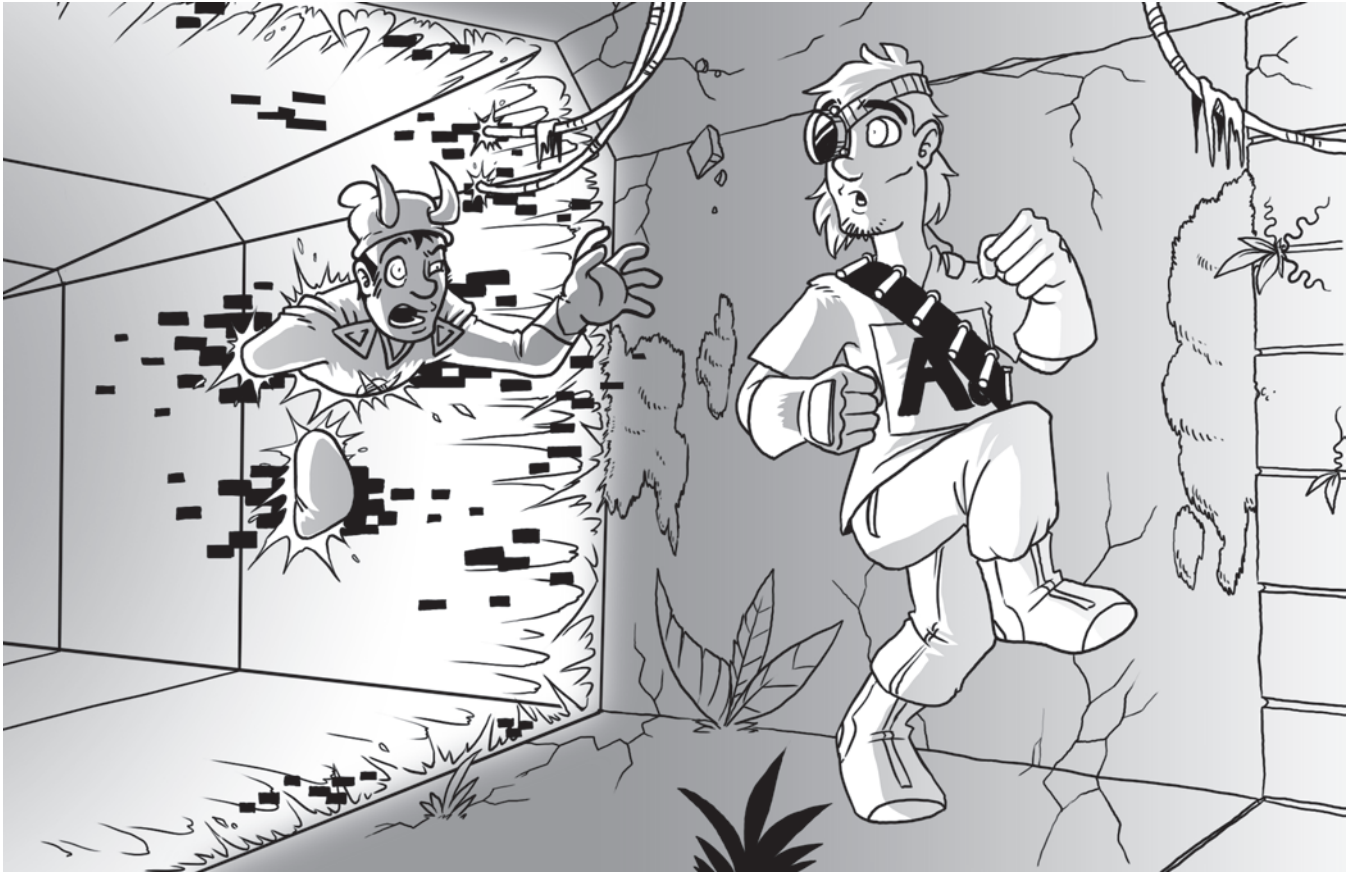
VULNERABILITIES

A Build-A-Base Bomb is an extreme measure. Sane base owners would want to make sure there was no way the device could trigger accidentally while they were inside, so most of these traps have an exhaustive set of conditions that must be met before they "explode." The sophisticated programming required to jailbreak a Build-A-Based unit means most owners would have no trouble installing a limited AI capable of identifying false alarms.

Those incapable of sophisticated hacking – such as the magical adepts along the distribution chain – made sure that their spare units were only rigged to activate if an innermost sanctum was violated. These failsafe bombs usually served as the last line of defense in an extensive security network, set to go off in order to protect some one-of-a-kind item that must be prevented from falling into the wrong hands.

The first task for a base raider is identifying which type of trap is present. If the bomb is only set to go off under the most stringent security violations, the trick is to maintain plausible deniability during the raid. Most Ideal members would be careful to avoid disintegrating hapless groups of spelunking teens and other innocent bystanders; keep the intrusion within the realm of possible false alarms, disarm the bomb, and get rich selling the unit.

In the case of hair-trigger Build-A-Bases set to go off the second some secluded inner sanctum is breeched… well…better know which door that is before you open it.

If a Build-A-Base Bomb does go off, death isn't entirely assured. While certainly faster than the average human, the event horizon of a base reassembly isn't nearly as fast as the shockwave of an explosion. In fact, numerous telekinetic or weather based powers can hold off nanoswarms, magical protections can stop alchemical transmutation waves, and any number of offensive abilities can disable construction robots. If all these abilities are present and in cooperation, a Build-A-Base Bomb could feasibly be disarmed mid-reaction. However, the coordination of such a feat would have to be flawless and nearly instantaneous. The true

danger of the bomb is the waste heat of trillions of molecular bonds breaking every second. The forefront of a speedy Build-A-Base reaction is a radioactive furnace infused with the transmutational magical feedback from a total violation of physics. It's possible for those with super-speed, teleportation, or exceptional physical endurance to survive these conditions for a short period, but evacuation must be as swift as possible.

The greatest vulnerability of a Build-A-Base Bomb is its single use. A Build-A-Base machine cannot reproduce itself. It cannibalizes itself to remake the base and cannot rebuild itself. If some other hapless base raider happens to set one off, the seismic tremors and heat signature – in addition to murdering the intruder – is likely to alert the Underground to the presence of heretofore secret facilities. From there, with power cells and feedstock depleted, a follow-up team of base raiders are left to loot a pristine, brand-new base. If the previous raiders were taking trips, stashing their loot at a secondary location, followers might even be able to loot the base twice: stealing all the pre-Ragnarok valuables and their recently constructed duplicates. In fact, a truly savvy team might clean a base out through stealthy infiltration, then remotely trigger the Build-A-Base Bomb in order to get a second printing of the goods.

GAME STATS

Detecting a Build-A-Base Bomb: Fortunately, an active and primed Build-A-Base machine is not very subtle. Characters with high tech sensors, such as thermal vision, can easily detect the general presence of the machine well before they can trigger it. In general, it requires a +3 Alertness/Notice skill check if the character has an appropriate sensor. This check can be done once a character is near the base, but outside of its triggering range.

Of course, knowing the machine is active does not mean the character knows what it is. Identifying the machine as a Build-A-Base Bomb requires a +2 Superhuman Technology/Information skill check. Failure indicates the character has no idea what it is.

Magical or psychic powers that warn of impending dangers automatically succeed, informing the character that an overwhelming danger is nearby. Identify-ing the nature of the threat requires a +4 Superhuman Arcana/Information skill check to decipher the vague mystical warning.

It is impossible to identify a Build-A-Base Bomb with normal human senses.

Avoid Triggering the Bomb: Once a character knows of the Build-A-Base Bomb, they can try to avoid its sensors to keep it from triggering. The Bombs are area denial traps. Stay out of its guarded area and it will remain safe. Characters can identify what the guarded area is by examining the base. This generally requires high tech gadgets and a +2 Superhuman Technology/Information skill check, as well as unrestricted access to the base — it cannot be done while other traps or guardians are around. Magical powers can also work, up to the GM's discretion.

If the character wants to enter the restricted area protected by the Build-A-Base Bomb, they must trick or disable its sensors. Typically disabling the sensors requires the appropriate tools, access to a control panel within the base and a +4 Ascendant Technology/Dismantle trapping skill check. Often, it will also require the character to access another section base guarded by other defenses such as sentry turrets or deathbot guardians. A failed skill roll will activate the bomb. Tricking the sensors requires a +2 Ascendant stealth check every round in order to avoid detection. Failure of a single stealth check activates the bomb. This is some of the most advanced technology ever built by the Ideal, so disabling or tricking it is difficult.

Most base owners had certain shortcuts to disable their bombs. Generally, this is as difficult as bypassing a Shrink Ray trap, as described on page 13.

Effect of the Bomb: Characters in the area of effect of the Build-A-Base Bomb when it is activated have between 1 and 3 rounds to escape, depending on how close they are to the exit and the size of the base itself. During this time, the GM can determine how difficult it is to escape and what kind of skill checks are needed. Usually, a +4 Athletics skill check is enough to run away before it activates. This assumes the characters know the Bomb has been activated. Characters who have not identified the trap will not know to run.

Once the machine activates, each character in its area of effect suffers a +4 Godlike Strike with Weapon

4 every round they are inside. Armor does apply for the first round of exposure to the machine. After that, the armor no longer applies because the Build-A-Base Bomb has already sufficiently damaged the armor to utterly compromise it. The Dodge trapping cannot be used to defend this attack because it is an area attack. Parry can be used if it has an Unusual extra that could work, left to the GM's discretion. Resist damage can be used normally to defend against this attack.

All consequences taken as a result of the Bomb must be based on the partial disintegration of the character's body. The GM may rule that consequences may take longer than normal to heal or cannot be healed without magic or advanced technology.

A character taken out of action by the Bomb has been utterly consumed by it.

Holding off the Bomb: Characters unable to escape the wave of destruction may pool their abilities to hold it off. Every character with an applicable power, such as one with Variable, or Shoot + Zone , can roll against a +0 mundane target. Add up all of their rolls together. If it is equal or greater than 12, then the team has held off the wave for that round. If the total is less than 12, then the wave has broken through and all of the characters suffer damage normally.

The GM has discretion whether a particular power can be used. The GM may apply penalties or limitations against certain powers. A super strong character could throw heavy debris to block the wave, but only as long as debris is available to throw, for example.

Escaping the Bomb: In order to escape, characters must make a +2 Superhuman Athletics/Move trapping skill check to outrun it. It generally takes at least one round to escape, but some base owners have built secondary traps that trigger when the Bomb is activated. For example, walls may close, blocking off exits. These barriers can further complicate escape efforts.

Gritty Gas

by Caleb Stokes

The Vyvtetra of Dragma II invented bioengineering technology centuries before spaceflight and telecommunication. The Vyvtetra evolved into a Type-2 civilization using only sophisticated animal domestication, selective breeding, and agriculture. By the time they slipped the bonds of their home planet, a biocentric conception of the noble Vyvtetrain "life architects" led them to enslave and harvest every species they encountered. Other sentient beings were seen as no more than alien technologies in need reverse engineering. Those lucky enough not be vivisected could look forward to being reduced to livestock.

Dragma II and its surrounding moons slipped further and further into decadence as the Vyvtetra brought more and more alien species under control. The average Vyvtetra had little to do as an entire ecosystem of subservience (checked by various races of predatory "managers") served its every need. Though Vyvtetrains thought it taboo to manipulate their own DNA, these bored elites had little to do but tinker with the genetic blueprints of the hundreds of species they'd come to dominate.

"Architectural Symposiums" became common events on Dragma II: events where various genetic prototypes would compete in tests of bioengineered fitness. But while these gatherings originally tested everything from crop yield to musical ability, they grew steadily more sensationalist until the only category that mattered was "survival of the fittest." What started as ethically reprehensible experimentation quickly descended into little more than gladiatorial combat.

The Vyvtetra would spend every spare moment incubating monsters or watching them fight in the arenas dotting the planet. An evolutionary arms race kicked off. Soon, exhibitions would feature creatures with carapaces hard as diamond, healing capabilities that could metabolize atmosphere, and engineered mind states of tactical genius.

In short, the fights got really, really boring.

Watching exhausted-yet-perfect killing machines exchange blows for weeks on end didn't satisfy what had become the all-consuming Vyvtetrain bloodlust, but, as always, they found a way to life-architect their way past it. The Symposium developed a plague of smart bacteria that could be released in a cloud of gas. This cloud – known to humans as "Gritty" – would quickly assess and strategically undermine combatants that inhaled it. Gritty essentially handicapped all combatants. While evolutionary traits still function, all physical and emotional damage inflicted was exacerbated by

the gas, speeding the bouts toward the deadly conclusion every Vyvtetra craved.

After an ill-advised Vyvtetrain raiding party abducted a number of humans in 1986, Dragma II came to the attention of the Ideal. Though typically cultural relativists of the highest order, Earth's heroes could find nothing worth saving in the Vyvtetra civilization. One look at the organ farms and breeding pits unified the group in a decision to launch the short-lived and little publicized Dragma Campaign of '87.

Though it would seem the life architects would be capable of an adequate defense, the Vyvtetra had no telepathic ability whatsoever. Their neurosurgery and artificial drug glands proved no match against the strange, supernatural manipulation of Ideal mystics and telepaths. The Vyvtetra soon found themselves fighting not only powerhouses like the Avalon, but the entire ecosystem of enslaved organisms upon which they'd come to depend. Despite best attempts to slow the assault as victory seemed imminent, the rage of the freed slave races saw the Vyvtetra totally wiped out in a genocidal rage that swept the whole planet.

The Ideal confiscated and sealed away the bioengineering techniques of the Vyvtetra (though it was rumored Pangloss made away with some of their most disturbing research). In greatest abundance was the "Gritty Gas" used in the symposium games. This remarkable proto-organic compound seemed completely compatible with any organic matter it touched, producing similar effects across all species. Furthermore, its damage-enhancing properties were temporary, noncontagious, and largely harmless in non-hostile situations. As such, Gritty Gas was the only spoil of war released for study by the Ideal at large. Canisters of the substance were distributed widely for examination and repurposing into base security systems.

USAGE

Gritty Gas is used as a force multiplier in concurrence with technological or magical countermeasures. When intruders are detected, canisters of the gas are deployed to boost the effectiveness of more mundane methods – such as sentry turrets or attack golems—that might otherwise prove inadequate to stop the super-powered. Gritty increases all physical and mental trauma experienced while under its effects. Flesh wounds become wall-splattering, arterial gashes. Stress and surprise lead to intense fits of rage, hysteria, and depression. The gas got its human name from the propensity to turn even the most minor encounters into gore-strewn disasters of noir-ish nihilism and horror.

The smart bacteria contained within the fog-like aerosol spray can be inhaled or absorbed through the skin. Effects are almost instantaneous. Surface tension of skin decreases as blood pressure and heart rate spike. Bone density decreases, the smart bacteria stealing and storing precise amounts of protein until the gas dissipates. In some more exotic biologies, perspiration glands have been altered to produce actual petrochemicals, making the victim literally flammable.

While these physical changes occur, Gritty is also flooding the afflicted with unprecedented amounts of stress hormones. Violence not only becomes more deadly, but more common. Perceived slights quickly lead to dangerous blood oaths. Psychological discomfort of any kind becomes trauma so severe it provokes what could only be described by the unaffected as melodrama. Unaware base raiders under the effect of gritty might not be attacked by other base security measures on the fritz, but they'll soon start acting like they're in an immature, poorly-written comic book before blowing each other to pieces.

VULNERABILITIES

Gritty Gas manifests as a fog that is easily visible. However, the versatility of the smart bacteria means even minor absorption through the skin can manifest symptoms.

The first key to beating Gritty Gas is identifying it. While not widely known, some research into medical applications on using the gas to perform surgery on the invulnerable did enter Gritty into the public record. Once raiders know that is happening to their bodies, it becomes a matter of defeating any secondary countermeasures before they can attack. If nothing attacks, in-the-know base raiders have a better chance to resist the sudden urge to lash out at teammates and monologue about "dead-end raider life in the bleak, rain-slicked alleyways of the Underground."

Those that escape the area of effect can expect to return to normal in a few minutes. The Vyvtetra programmed self-destruction into the smart bacteria shortly after the last exposure, figuring it meant the creature had one of its fights and could return to its enclosure.

Gritty Gas only works on organics, and it can be filtered out by technological and magical means. Like any other aerosol attack, disconnecting the container of Gritty Gas or the sensors which trigger release can prevent problems altogether.

GAME STATS

Determining who is affected: All organic characters not in environmentally sealed armor are vulnerable to Gritty Gas. Even characters normally immune to poison can be affected by the gas. Only robots, golems, and completely inhuman beings are usually unaffected by the gas. It is up to the GM to determine who is vulnerable to the gas and who is not.

A character exposed to the gas and is vulnerable to it is automatically affected by it. Affected characters cannot resist the initial effects of the gas.

Initial Exposure: Characters immediately gain Minor Weakness [Health]: (All) and Minor Weakness [Mental]: (All). This means that all attacks against the character's Health and Composure are treated as one tier higher than normal. A Mundane punch is now Extraordinary tier, for example.

Characters also gain a new Aspect: Gritty Gas Exposure. This aspect is immediately compelled to force the character to either commit an act of violence or monologue about their dark and conflicted past. A character can spend a Fate point to resist the temptation and act normally for one round. Characters that give in gain one Fate point.

On the second round, the character gains another new Aspect: High Pressure Blood. Whenever the character takes a health consequence or at least 1 point of Health stress, the aspect is compelled to cause blood to spray out of the character like a fire hose. The character takes an additional 1 point of health stress. Characters that suffer no stress from a physical attack may be compelled to suffer 1 health stress from over-dramatic bleeding from an insignificant wound. In this case, the attack causes exactly 1 physical stress. This means characters with a high power tier defense can still be worn down.

Every round after that, the character is compelled by Gritty Gas Exposure to act out violently or melodramatically. Self-destructive acts, like punching walls or mirrors, just to feel something, are encouraged. Monologues, rants, and sob stories are also encouraged. Remember that characters earn Fate points through these

compels, so, at most, a character must fulfill the Gritty Gas exposure half of the time. Gritty Gas Exposure must be compelled every round.

If the character survives one scene while being exposed to the gas, their weakness is upgraded to major. This means that all health and mental attacks against them are treated as two tiers higher than normal. A Mundane punch becomes Superhuman, for example.

Both aspects (Gritty Gas Exposure and High Pressure Blood) last as long as the character is affected by the gas.

Detecting a Gritty Gas dispersal system: A typical dispersal system is built into the walls of an Ideal base and not detectable by normal sight. A character with superhuman senses, such as X-ray vision, or abilities that forewarn of danger, like a psychic sixth sense or precognition, can make a +3 Extraordinary skill check to detect the trap before it is activated.

Characters with advanced knowledge of technology can also identify the traps by studying the base, but only if they actively search for traps. The difficulty is also +3 Extraordinary.

Triggering the Gritty Gas Disperser: The trap activates whenever another specific defense system or guardian linked to the gas dispersal system is activated in the base. If the linked trap is not activated, neither will the gas. If the linked trap is disabled or tricked, so will the gas dispersal system. It is not possible to disable the gas dispersal system without disabling its linked trap.

The affected area is filled with gas in 1 round. The gas is visible to the naked eye, so no roll is necessary to see it. Identifying the effects of the gas requires a skill check though. Characters who leave an affected area in that round are not affected by it. The gas will expand to fill the entire base, so the character must flee the structure or seal off an exit to escape the gas.

Identifying Gritty Gas: Once the gas is out, a character with science or an appropriate skill with the Information trapping may attempt to identify the gas before it affects them. This requires a +2 Superhuman skill check to succeed. If the character is aware of the effects of the gas before they are affected by it, they gain a temporary aspect: Meta-Gas Knowledge. This

can be used once, for free, for a +2 bonus on any Willpower/Resolve check to mitigate its effect.

Fighting off the Effects of Gritty Gas: There are several ways to negate the effects of Gritty Gas. The first is to simply leave the area filled with the gas. The effects naturally end a few minutes after exposure. This is not always possible in a base though. The gas will not dissipate naturally in a closed environment. Once activated, it will linger indefinitely until the area is cleared somehow, possibly by activating ventilation systems or using magic to dissipate the gas. Characters with powerful magic, gadgets, or reality altering powers (in game terms, Variable or Treatment [Health] and Treatment [Mental] trappings — both trappings are necessary because the gas affects the character's mind and body) can negate the effects with a +3 Ascendant skill check. Failure means the character cannot treat the gas at all. A successful skill check does not make the character immune to future exposure of the gas, only the current one.

Any character can mitigate the effects of the gas through self-awareness and willpower. After the character has been compelled to act out through the Gritty Gas Exposure aspect, they can make a Resolve/Willpower check at +3 Extraordinary difficulty — if they know they are being exposed to Gritty Gas, they have a +2 bonus to this check. If successful, the character realizes they are under the influence of a powerful mind-altering gas. Once the character realizes this, they can try to fight it.

Characters must spend 1 Fate point to fight the mental effects of Gritty Gas. This is normally a +3 Godlike Resolve/Willpower skill check. However, every time the character is compelled by Gritty Gas Exposure, the tier of the skill check goes down by one tier until it is Mundane. Once a character succeeds at the Resolve/Willpower skill check, then they remove the Gritty Gas Exposure Aspect and Weakness [Mental] (All). High Pressure Blood cannot be removed in this way.

Sentry Turrets
by Ross Payton

A robotic cannon set to defend a given point, sentry turrets are the backbone of Build-A-Base defensive
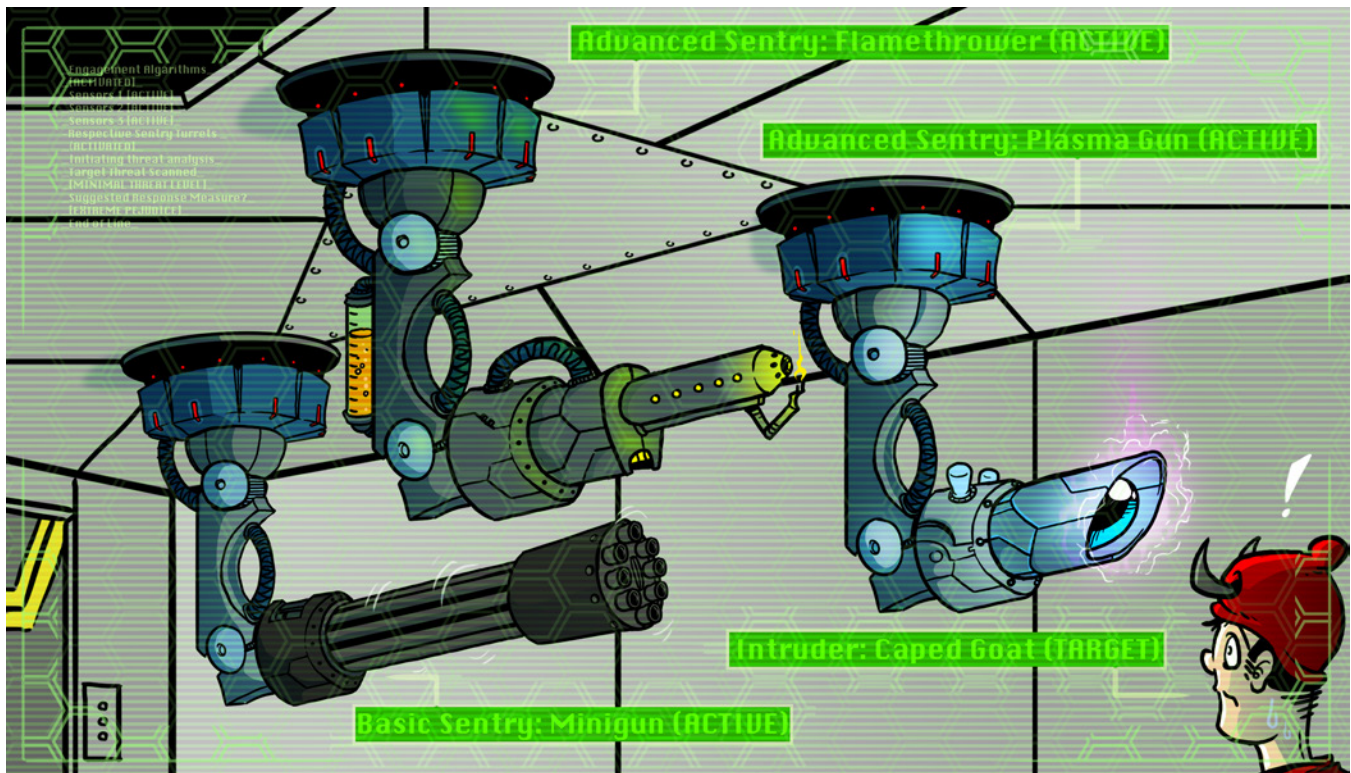
technology. Every Build-A-Base machine contained sentry turret schematics and the design software often recommended heroes place multiple turrets throughout their lairs to protect against attackers and infiltrators. They are the most commonly deployed trap in bases, as villains quickly pirated the technology from the Ideal. Hundreds of versions exist, using different weapons in different configurations, but all are built around several common features:

- A sentry turret is built into the base itself and cannot be removed without dismantling it first.
- Sentry turrets are controlled by an AI guidance system or have specific triggers that control when they fire.
- Sentry turrets are designed not to damage the base. A trap that causes more damage than the attacker is not a useful trap.

The standard sentry turret is a fixed minigun built into the ceiling of a base, which can rotate 360 degrees and fire armor piercing bullets at any intruder. An internal magazine holds thousands of rounds of ammo. Variations include:

- Different weapons such as plasma cannons, flamethrowers, stun cannons, or harpoons (for underwater bases).
- Mounted on tracks so the turret can pursue intruders throughout the entire base.
- Secondary weapons such as high frequency sound emitters, strobe lights to disorient attackers, or ECM suites to block radio signals or disable robotic attackers.
- Concealed/retractable versions that could pop out of the walls.

USAGE

Turrets are commonly linked to an AI guidance system that is programmed to attack anyone that violates security protocols in a given area of the base. Most turrets are designed to protect a single section, usually a choke point like the main entrance. The guidance system monitors the sensors of the base and go on alert whenever a visitor is detected. The AI runs a series of tests to ascertain if the visitor is allowed to be there or is an intruder. If the visitor is flagged as an intruder, then the turrets are activated. Turrets typically fire until the intruder is confirmed as dead or has escaped. Anyone else detected when the turrets are active will automatically be flagged as an intruder, unless they have a security override code or initiate some other special protocol to stand the turrets down. This is the standard protocol used in Build-A-Base structures and

an owner can always specify something different.

Sentry turrets are commonly placed in groups, with interlocking fields of fire, to maximize the damage output. Doors were usually keyed to close whenever the turrets were activated to prevent the intruders from escaping. Particularly sadistic base owners deployed other traps, such as nerve gas dispensers or pit traps to further maximize lethality.

Sentry turrets without an AI guidance system are usually area of effect weapons, such as flamethrowers or acid sprayers that trigger whenever a given sensor is triggered. They are typically deployed in low traffic areas, such as storage facilities for hazardous/dangerous objects. The turret simply opens fire whenever the sensor is triggered. These low tech solutions were either built by owners with low resources or could not deploy advanced technology for certain reasons. For example, if the owner wanted to contain a magical artifact that disrupted high technology, a mechanical turret that sprayed acid whenever someone stepped on a simple pressure plate might be used.

It should be noted that any area of the base that uses turrets would be reinforced against the turret's weapon. Canny base raiders might notice subtle differences in the walls that would indicate that a certain type of turret is nearby.

A typical Build-A-Base lair will have between 2 and 6 turrets per guarded section. They require power to run, so a base builder cannot simply build an infinite amount of them. Most builders thought that turrets had diminishing returns. If an intruder could get by six turrets, then they could get by any number of turrets that could be squeezed into a single room.

VULNERABILITIES

Deactivating the turrets requires either hacking the base's AI guidance system or figuring out what the security protocols are and using them. Research is invaluable in either case. Some bases can be remotely hacked, but others can only be done on site. Interviewing former visitors to the base, like ex-henchmen or sidekicks, can be invaluable. Base owners often used very simple protocols like a spoken password or easily-spoofed biometric identification system, like an eye scan or DNA check. Of course, testing the protocol usually means getting in range of the turrets, so if the

test fails, the turrets will open fire.

Sneaky characters can attempt to avoid triggering the sensors in the first place. Build-A-Base turrets typically used multiple sensors, including motion, thermal, pressure, and chemical sniffers to detect potential intruders. No normal human can avoid the sensors, no matter how stealthy they are. Magical and other exotic powers can override technological sensors in some cases. Otherwise, it is a contest of wits between the builder of the base and the base raider to figure out a technological way to counter the sensors.

If the turrets are activated, characters can either fight the turrets in normal combat or try to short them out. Some turrets have limited ammunition, so they can be baited into wasting it all. Others have effectively unlimited ammo (especially energy weapons tied into the power system of a base) so they can be overloaded by blinding their sensors or disabling the base's power grid. This usually requires access to the base's infrastructure or some kind of gadget.

GAME STATS

Sentry Turret - Good Quality Minion
Aspects: Ideal Technology, Programmed to Obey Orders, Motion Sensors
Scopes: +4 Physical (Extraordinary), +2 Mental
Gifts: Equipment - Minigun (Weapon 3 [Health]), Equipment - Armored Structure (Armor 1 [Health])
Snag [Major]: Stationary
Salvage: Each destroyed turret is worth 10 loot. An intact but deactivated turret is worth 30 loot.

Variations: There are multiple versions of the sentry turret. Feel free to modify them with these changes or make up your own.

Cutting Edge Tech: Increase Power Tier to Superhuman. Loot values double for salvage.

Flamethrower: Adds Unusual [Fire weapon] and Zone

Mobile Turret: Remove Snag [Major]: Stationary

Fortified Turret: Increase Armored Structure to (Armor 3 [Health])

Concealed: Gains aspect "Hidden Turret" which can be invoked for free for a +2 to its first attack roll unless the character wins a Notice/Alertness skill check against its physical scope.

Plasma Turret: Gains Unusual [Ignore all armor [health] bonuses from non-magical power sources] and Unusual [Ignores Resist Damage trappings from non-magical power sources]

Advanced Sensors: Increase mental scope to +4 (Superhuman)

Barriers: A typical barrier or door guarded by a turret can be broken with a physical force, strike, or shoot skill that meets or exceeds +4 at the superhuman tier.

Deactivating Turrets: Requires access to a control panel somewhere in the base, typically behind the area the turret is guarding. Teleporters, intangible, and similar characters are the best choices to access these control panels. Once the character has access to the control panel, the character must make an appropriate information or dismantle skill test against the turret's physical scope. Success indicates the turret has been deactivated. Failure indicates the turret cannot safely be deactivated. The character can attempt one more time to cause the turret to self-destruct, against the turret's physical scope. If successful, the turret slags itself and no loot can be salvaged from it, except scrap metal worth 1 loot. If the second attempt is failed, the turret cannot be disabled at all except through combat.

Avoiding the sensors of a turret: A normal turret cannot be avoided by a mundane tier stealth check. Its aspect Motion Sensors will be invoked automatically if someone attempts to sneak by it, causing the attempt to fail. Super powers that can bypass motion sensors must be used. If the character's abilities do not automatically negate the sensors, they must make an opposed stealth check against the turret's mental scope at +2 mundane.

Skill test to short turret out by wasting its ammo: This is an aspect maneuver and can only be used against turrets with a limited ammo supply (as decided by the GM). The goal is to apply the aspect 'out of ammo' to the turret. Characters can use dodge or resist damage to keep forcing the turret to attack, in which case the GM must determine how many attacks it will take to empty out the turret, usually between 6 to 12 attacks. Clever characters can trick the sensors of the turret, forcing it to fire at thrown objects. In this case, the character must use a skill with information, dismantle, guile, or a similarly appropriate trapping and make a single opposed skill check against the turret's mental scope. Success indicates the character can apply the out of ammo aspect without putting themselves at risk.

Shrink Rays

by Caleb Stokes

The ability to construct a shrink ray has long been considered the bellwether achievement for any young super scientist's career. The problems with matter miniaturization are myriad, and solving the complex interaction of biological, quantum mechanical, and energetic obstacles was a strong indicator of hyper-intelligence. In fact, for many years the Ideal ranked its more brainy members with a competitive shrinking contest. The intellectual elite of the world would meet and score each other on shrinking organic matter to the smallest possible size using the minimum amount of components.

Another reason shrink rays were used for bragging rights amongst uber scientists was their fundamental impracticality. Many members of the Ideal had innate size manipulation capabilities that made mechanical benefits redundant. The devices were equally useless to normal human governments. Any task requiring an incredible shrinking soldier could be performed by an AI-controlled nanobot for a fraction of the cost, and while almost every malfunctioning shrink ray doubles as a death ray, there are easier ways to kill people that don't require negating the strong nuclear force.

As a result of these factors, many of the hyper-intelligent population found themselves hording functional-but-useless shrink ray prototypes, unable to dismantle the nostalgic inventions that symbolized their entrance into the elite. It quickly became the fashion to integrate these shrinking technologies into the defenses of superhero bases as a non-lethal security measure.

However, a lack of maintenance in the wake of Ragnarök means that many of these whimsical theft deterrents have become diabolical death traps.

USAGE

Shrink "ray" is a deceptive term. In order to keep the victim from dying any number of horrific deaths, an array of quantum energy fields must be continually maintained around the target. This means the shrink rays are typically shrink rooms, with every surface concealing complex equipment systems and lined with force projectors. Victims can be shrunk by simply walking into the room, or the effect can be triggered by sensors similar to those used in sentry turrets.

The rationale for shrink rays in base security revolves around the concept of "logistical deterrent." Let's say, for instance, an intruder is trying to steal a diamond, located on a pedestal on the other side of a 10 meter square room. If the intruder is suddenly shrunk 2000x smaller than normal, the 10 meter room just became a 400 square kilometer desert. Similarly, the pedestal becomes an insurmountable monolith, and the diamond an asteroid-sized landscape feature. The base owner gets a notification of shrinkage sent to his or her phone, then retrieves the tiny intruder at leisure.

In a post-Ragnarök world, the problem for base raiders becomes instantly apparent: no one is coming with a pair of tweezers to pick you up. Base raiders could easily starve to death on the floor of a closet, staring up at a door handle that might as well be a satellite.

The deadliness of a neglected shrink trap only gets worse when considering two other factors: power consumption and neglect.

If any of the secondary systems in the shrink field fail, death ranges from agonizing to instant. Without nanoprojection lasers beaming entoptic images into the eyes, retinas will be unable to collect enough light to form images, rendering the afflicted blind. If the atmospheric miniaturization or microcurrent manipulators fail, the victims could suffocate with lungs no longer large enough to absorb oxygen. If the heat lamps are on the fritz, tiny burglars could quickly freeze to death as their metabolic rates become incapable of supporting their size. If the density recalibration is off, the shrunk might sink through all solid matter as Planck's Constant reasserts itself, or they might punch through the floor as the full kinetic force of their normal weight is applied to pinprick.

Most shrink traps won't trigger unless they have enough current to bring all systems online, but long abandoned power sources might fail soon after they trigger. The longer the shrink field is active, the more likely disaster becomes.

Even if power sources remain stable and all systems are go, base raiders can still be undone by something as simple as janitorial neglect. When nature reclaims a formerly sterile shrink room, a few vines and blades of grass can become lightless jungle labyrinths, and common vermin like rats and cockroaches become as large as kaiju.

VULNERABILITIES

Obviously, a shrink trap is only as good as its sensors. Disabling the sensory equipment attached to the trigger for the room renders shrink rays useless. However, the shrink ray may already be powered up and waiting for unsuspecting base raiders to cross into its invisible field of influence.

To disable active fields, remember that the only reason to implement as system a complex and delicate as a shrink ray is a dedication to nonlethal countermeasures, due either to ethics or a desire to interrogate intruders. This means most shrink traps are programmed not to fire unless full implementation of the life-saving secondary systems can be arranged. Lowering the power output of the base beneath this threshold usually means safety measures turn the whole the trap off.

Similarly, immaterial beings have neither atoms to shrink nor electron orbits to shorten. The ghostly among us remain immune to shrink traps. Those capable of generating their own size redistribution fields can reverse the effects of a shrink ray themselves.

If a shrink trap is triggered, all hope is not lost (though the situation is now dire). Teleportation and super speed powers can counteract the logistical deterrence more readily than normal. Super strength might actually be enhanced, depending on what direction density recalibrations fail towards. But the problem is that shrinking requires a reversal process; leaving the field quickly is not enough once it has been triggered. In fact, leaving the border once shrunk just means a faster death as secondary systems fall out of range.

Wireless devices should still work if a shrink field is fully operational, but their broadcast range will be
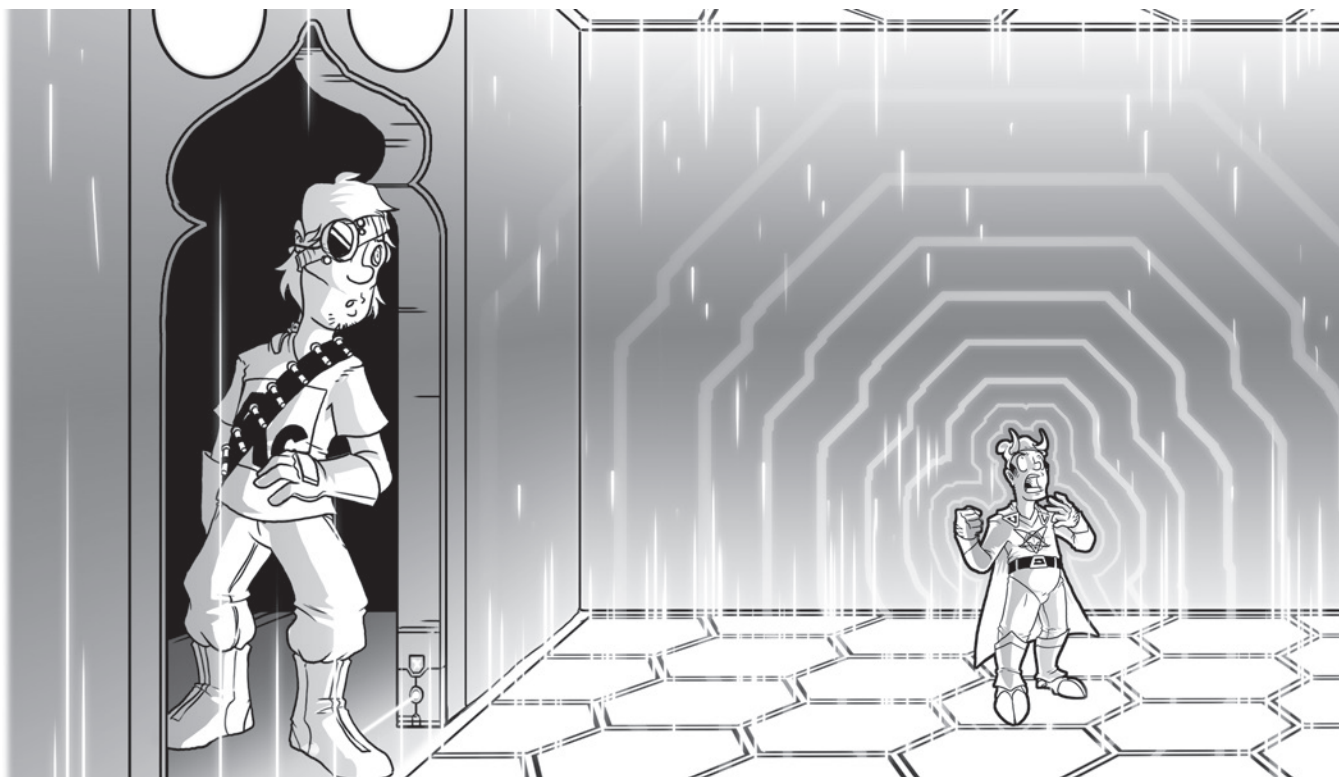
greatly reduced. The top priority is to reach some sort of node or access point, hack the base's network, and reverse the process. Failing that, get inside the walls, start sabotaging secondary support systems, and pray that the computer has been programmed with emergency abort command. If it doesn't, blasting the shrink tech will do nothing but accelerate a blind, suffocating fall through the micorverse.

GAME STATS

Detecting a Shrink Ray Trap: Characters looking for traps in a base may detect the shrink ray before they trigger it. Detecting the trap cannot be done with the Notice skill trapping or Alertness no matter what power tier. The trap is built into the structure of the base itself, so there are no obvious signs of its presence. Even characters with superhuman senses such as X-ray vision may not necessarily realize what the shrink ray is before it activates.

In order to detect a shrink ray, a character must have a skill with an information trapping related to super-science at the superhuman tier or above and a skill with Notice with an unusual extra related to superhuman senses, such as X-ray vision. If the character has both trappings, then they can roll the lower of the

two skills against a set difficulty of +4 Superhuman. Success indicates the character has detected the trap. Disabling or avoiding the trap require separate skill checks, as described below. Failure means the character has no idea that the shrink trap is there.

Triggering the Trap: Usually shrink rays are set to trigger whenever an unauthorized being enters a particular secure room. As soon as the character passes the threshold of the room, the trap triggers and the character is shrunk. There is no way to avoid this effect unless the trap is disabled or bypassed.

Bypassing the trap: This trap is only reserved for high security rooms that are seldom used, so they are set only to allow the base's owner to enter safely. How each trap identifies the base owner is different for each base, but is typically a complex puzzle that is designed only to be solvable by a superhuman with a unique set of powers. If a character can solve the puzzle, then the trap can be safely bypassed.

For example, the base of a superhero with the ability to project light in multiple spectrum might have a puzzle based around the construction of complex light patterns in infrared and ultraviolet. A hero from an alternate reality or distant galaxy might have to speak

an ancient poem in an alien language. In any case, determining the answer to the puzzle requires a player-established goal. This is commonly the equivalent of a city tier goal, with 4 milestones with Examine, Information, and Research as trappings, costing 5 skill points, or 50 loot, to achieve. The GM may modify the cost of this goal depending on the nature of the puzzle. The character may need to build a device to replicate a missing hero's powers, for example.

Tricking the trap into not triggering is mechanically the same as disabling it. It requires hacking or disabling the embedded sensors in the trap.

Disabling a Shrink Ray Trap: In order to disable the trap, a character must have access to a specific control panel in the base, usually in another guarded and hidden section. Finding it requires a skill with the information trapping related to technology at +3 superhuman power tier. Keep in mind that any competent base owner will place other traps and/or guardians to protect the control panel from intruders. It will never be in an area only accessible past the shrink ray though, because the control panel is necessary to repair or perform maintenance on the trap.

Once the specific control panel for the trap is found, it can be disabled with a +2 Ascendant dismantle skill check. This takes approximately 10 minutes and failure will lock the panel, raising the difficulty of the attempt to +4 Ascendant. If the character fails again, the system locks and requires a hard reboot, which requires a lengthy wait, usually between 2 and 24 hours (GM's discretion). Only the dismantle trapping can be used for this check. The shrink ray still works during the reboot and only the control panel is affected. Characters can study the control panel by making a +2 superhuman power tier skill check. If successful, the character gains a temporary aspect "Control Panel Examination" which can be used to grant a +2 bonus to a character's dismantle check.

All control panels are locked by a password, usually kept somewhere in the base. If the characters can find the password, no check is necessary to disable the trap, provided they can physically access the control panel to type the password in.

Shrink Ray Effects: Once a character triggers the trap, they are hit with a Godlike +6 Transport + Unusu-

al effect. It can only be resisted with an Ascendant or Godlike Resist Damage skill — the character is simply too resistant to physical change to be affected by the trap. If the character does not have the appropriate skill trapping, it works automatically. Even if a character resists the effect, they will have to make a new check every other combat round to avoid shrinking as long as they remain in the area of effect of the trap.

For game purposes, the character is transported to the micro world. Only a reverse of the shrink ray or a player goal may bring them back to the normal sized world.

If a character leaves the micro world, they suffer 1 health stress per combat round and gain the aspect "Blind". If the character is taken out as a result of this, they die. There is no way to stop this unless the character is returned to normal size or returned to the micro world.

All Intangible characters are immune to the shrink ray as long as they remain intangible.

Characters who find themselves shrunken must make a resolve or Willpower skill check to resist a composure stress attack at +2 Superhuman. It is quite scary to find oneself suddenly in the micro world.

THE MICRO WORLD

The micro world is a vast and mostly empty wasteland, populated only by dust motes (each now the size of a boulder to the character) and the occasional giant monster/tiny insect. Typically, a shrink ray reduces the character in size by 2000 times. The room protected by the shrink ray is normally 1 square zone in size. The micro world becomes 2000 square zones in size - assume 40 zones wide and 50 zones long. Characters with super speed can zoom around the micro world at a decent speed, but it will take other characters quite a while to travel from one side to the other.

Normally, the character would spend a few hours in the room until the base owner returned to capture the character. Now, the character remains shrunken until the effect is reversed. This means the character could die of thirst or starvation. If the character crosses the border of the micro world, they begin to take damage and become blind, as described earlier.

The hazards and enemies of the micro world constitute an encounter or full adventure in of themselves. A

typical small insect, such as a mite, would be treated as a minion with these stats:

An insect - Average Minion
   Aspects: Mighty Mite, Eat puny humans!
   Scopes: Average (+1) Physical (Extraordinary power tier)
   Strange Skill: Biting Bug — Power Tier (Extraordinary) Strike, Resist Damage

Safety Mechanisms: Every character in the micro world benefits from a number of high tech safety mechanisms that allow them to survive while shrunk down. In abandoned bases, there is a chance the safety mechanisms do not work correctly. The GM may inflict any or all of the following environmental aspects to characters in the micro world:

- **Blind** — all characters are blinded by a lack of available light.
- **Freezing cold** — the temperature is extremely cold. Inflicts 1 physical stress to all characters without protection per scene in the micro world. Requires a +3 skill check from an appropriate skill, such as endurance.
- **Pests** — the entire micro world is filled with dangerous insects and similar creatures.
- **Airless** — characters begin to suffocate unless they do not need to breathe or have their own air supply.
- **Dirty** — Every zone in the micro world requires a +2 athletics or move skill check or the character becomes stuck in one of the countless hazards of giant sized dirt particles and so forth.

The GM may make up additional aspects as well.

A character can mimic the effects of a safety mechanism with an appropriate power. A magic user could cast a spell to generate warmth or a super scientist could build a gadget so the characters can see again. Typically any skill must make a +1 superhuman roll or better to counteract an environmental aspect in the micro world.

Permanently repairing a safety mechanism cannot be done in the micro world. Other characters outside the micro world must either use the control panel or repair the machinery surrounding the micro world. A typical repair check is made at a +2 Superhuman difficulty.

Reversing the Shrink Ray: Anyone with access to the control panel can reverse the effects of the shrink ray. In game mechanics, it is treated the same as disabling the trap. Any character with knowledge of the Ideal's technology should know about the reverse switch.

Typically, a shrink ray trap built by a superhero will have one last ditch safety mechanism that will reverse the effects somewhere within the micro world in case an innocent person was accidentally shrunk and the hero could not reverse the effect. This means that shrunken characters can reverse the effect themselves.

First, shrunken characters must find the reverse switch somewhere in the micro world. It can be hidden anywhere in the micro world, but Ideal heroes typically place them somewhere where they will remember its location. There is usually one or more clues to its location — a series of marks in the floor, a strange pattern on the ceiling, or a marker revealed only by the usage of a particular super power. For example, a hero with heat beams might have directions hidden in thermally activated ink printed on the floor. Finding the clue usually requires a +2 superhuman Notice skill check unless the characters have the right power, where finding it is automatic.

Second, the characters have to get to the switch. They are usually far from the entrance of the micro world, and require traveling for hours at normal walking speed. Encounters may happen along the way.

Finally, once at the reverse switch, the character must either type in a password or hack the machine. Hacking the machine requires a +1 superhuman information or dismantle skill check. The password is usually hidden somewhere else in the base, but characters with certain powers might be able to guess it, at the GM's discretion. If the characters can't hack the machine or guess the password, they can just break it by inflicting at least 1 health stress to the switch. This will reverse the shrink effect but also cause all characters to gain 1 moderate consequence "Body Regrown Incorrectly". A character without a moderate or severe consequence available will be taken out of action.

The Vigil

by Ross Payton

Mystical wards and golems are the magical equivalent of alarms and sentry turrets and can be defeated in similar by skilled thieves. Cerulean, an Ideal hero and powerful wizard created a magical defense system that provided far better protection than ward or golem. He realized that any trap or alarm could be disabled or destroyed without notifying the owner of the base. Instead, the best protection always notified the owner of any infiltration while slowing down or stopping the intruders. Cerulean bound small communities of normal humans to the entrance of a base in such a way that they became a vigil, watching for thieves or vandals.

The vigil looks like a normal, if remote, village or community typical of the region it is located in. Farming or fishing are common occupations for the citizens of the town. Some are communes far off the beaten path. A few are religious communities, like a monastery or nunnery. They follow the laws of their nation and despite being insular, have ties to the rest of the region. They hold jobs, pay taxes, and some even leave the community for short periods of time. Most importantly, they have numerous communication systems so they can call local law enforcement at a moment's notice. What no one seems to notice is how no one in the community ages or gets sick. The citizens are unnaturally healthy and remain the same age as long as they maintain the vigil.

USAGE

A vigil consists of several dozen to a few hundred normal people, (called the vigilant) mystically bound to a base entrance. The entrance is typically in plain sight, although disguised as a statue, monument, or some other edifice. Opening the entrance typically requires a mystical incantation that can be learned by deciphering a series of runes on the statue, the magical equivalent of a padlock, easily broken by any trained scholar or magician. However, it is a time consuming task and the vigilant will not allow a magician to work in peace.

The vigilant go about their daily lives, but feel compelled to monitor the entrance, ensuring no one goes near it or interferes with it. They even sleep in shifts, so that the entrance is never unwatched. All of this is done subconsciously, so that the vigilant never really think about their activities. Most of the time, they live as normal people.

If an outsider gets near the entrance, the vigilant will do everything in their power to get the outsider to leave. At first, they will ask the outsider politely, then demand for them to leave. The longer an outsider stays near the entrance, the more angry and violent the vigilant will become. An outsider that stays too long or attempts to use violence will cause the vigilant to swarm over them. An angry mob, armed with whatever weapons are at hand, will do their best to stop the outsider. The vigilant will also contact the authorities. Normally, the mystic who created the vigil would be mystically notified at this time as well, but all of them are gone, thanks to Ragnarök.

When the police arrive, every member of the vigil will have a consistent story painting all outsiders as insane killers who need to be brought to justice immediately. If the first responders are killed, then the authorities will escalate. If the thieves continue to fight the authorities, they will eventually bring in the military. Breaking into a base is very difficult when the army has you surrounded, so most thieves will run before it reaches that point.

Of course, ruthless thieves may try to kill every member of the vigil without letting them notify the police. This invokes the final level of protection in the vigil. Every vigilant that dies a violent death while protecting the entrance becomes a murderous undead spirit fully obsessed with their duty. The spirits can only be harmed by powerful magic and even then, destroying them is practically impossible. They are bound to the entrance and will mystically reform if they are defeated in mystical combat. Permanently exorcising them is a campaign goal. In the mean time, the guardian spirits will drive out the living and transform the area into a haunted wasteland. Even the living vigilant are not safe from the guardian spirits. They will almost certainly be killed by the guardian spirits and thus become more guardian spirits.

If the entrance is somehow opened, then the vigilant go on standby, assuming they are still alive. They will leave the entrance alone and assume things are normal. Characters inside the base will be left alone by

the vigilant, although the base will undoubtedly have more defenses. Guardian spirits will relentlessly attack characters that enter the base, flying through walls to attack the intruders.

VULNERABILITIES

The vigil has four main weaknesses, which can be ascertained by clever scholars of the occult:

1. The vigilant are subconsciously compelled to protect the base entrance, but consciously they believe they are only normal people living normal lives. Characters who point out the inherent contradictions between these two mindsets will create a feedback loop in the minds of the vigilant. This loop can break the vigil if the character successfully debates the vigilant and convinces them of the truth. The vigilant will do their best to rationalize their odd behavior, but it is possible to change their minds. However, if the debate fails, the vigilant will become much harder to convince in the future.

2. The vigilant are normal and must sleep, even though they sleep in shifts to ensure that the entrance is always watched. This means that if all

of the vigilant are rendered unconscious, then characters can open the base entrance without interference. All of the vigilant must be knocked out at the same time or the ones left awake will sense something is wrong and call the police. Sedatives and sleep spells are very useful in this example.

3. The vigilant have normal human senses, so powerful illusions can fool them. Invisibility, holograms, and similar powers to conceal the presence of characters at the entrance of the base. The vigilant will intuitively sense something is wrong and will try to investigate it, but if the characters can keep them fooled long to open the entrance, then they can enter the base safely.

4. A sufficiently powerful dispelling ritual can destroy a vigil. Such a ritual takes a skilled magician weeks of work and rare and expensive material components. Anyone attempting to perform the ritual must stay near the vigil to study it and may do no other work. The ritual may fail even then, resulting in a disastrous explosion of magical energies.

GAME STATS

Average Vigilant Stats: Fair Minion
Aspects: Normal on the surface, obsessed guardian underneath
Scopes: Social +2, Physical +1, Mental +1
Special: Alertness checks made at +4.

Opening the Entrance to the Base: A character with the Arcana skill or an Information trapping related to the occult can learn the incantation to open the entrance to the base guarded by the Vigil by studying the sigils carved on the monument blocking the entrance. This requires at least ten minutes of study time and a +2 Extraordinary power tier roll or better. Failure means the character needs to study for another ten minutes before making a new attempt. Once the incantation is learned, anyone can be taught to say it. Getting near the monument agitates the vigilant. They will attempt to stop anyone studying the sigils, if they can perceive the character.

Detecting the Vigil: Any character with an appropriate Notice trapping skill can make a test against a +2 Superhuman difficulty to detect the general nature of the magical ward. Identifying it as a Vigil requires a +3 Superhuman Arcana/Information trapping skill test. If the skill test fails, the character knows it is a magical ward of some sort, but they cannot identify the Vigil unless they interact with the vigilant in a social encounter. This may alert them though. Every social encounter allows a reroll of the Arcana skill test to identify the Vigil.

Realizing the townsfolk are behaving oddly requires a +2 mundane tier Empathy/Insight trapping skill test.

Identifying Vulnerabilities: Each of the four vulnerabilities can be discovered with research into the occult, requiring a Superhuman Arcana/Information trapping skill test at +1 for each vulnerability. Alternately, Wealth or Networking can be used, as the character hires researchers or asks various experts for help.

Each vulnerability can be deduced through close observation of the site as well. This requires an encounter interacting with the vigilant and a successful +1 mundane Empathy/Insight check per vulnerability.

This may trigger the Vigil's defenses though.

Social Combat to Defeat the Vigil (Vulnerability 1): A character with Presence/Convince trapping may attempt to break the Vigil by pointing out the odd subconscious behavior of the vigilant. This is treated as a social conflict, but every attack must be made by pointing out something unusual in the behavior of the vigilant. The vigilant will gather as a group to hear the character's debate and defend as a collective. Treat the entire vigilant community with the following stats:

Presence: +4 Superhuman
Contacting: +1 Superhuman
Reputation: OOO OOO

The character can make one attack at a time, which the Vigilant defends with Presence. Then the Vigilant will attack the character's reputation, using Contacting.

Only one character can attack the Vigilant at a time, but other characters can use various skills for aspect maneuvers to create temporary aspects on the Vigilant. These only require a +1 mundane success to succeed usually. The Vigilant cannot defend against aspect maneuvers while it is debating a character.

If the Vigilant lose all of their reputation, then they will admit the truth and the Vigil is shattered. The wards end and characters can enter the base. The Vigilant lose their longevity and drift away from the town, disillusioned with life.

Knock out all of the Vigilant (Vulnerability 2): Rendering an entire town of vigilant unconscious is difficult but possible. It must be done simultaneously, because even if one vigilant is left awake, they will immediately call the police. The plan requires knowing the location of every vigilant, having a method of knocking them out, and a delivery system that can affect them all at once.

This cannot be done as an encounter. Rather, it should be treated as a city wide goal, requiring multiple encounters to resolve. One example method would be to create stealth gas pellets that could be distributed around the town without alarming the vigilant. Once the pellets are secretly distributed, they can be activated with a remote control.

As a city tier goal

   Cost: 11 skill points (11 x 1 for city tier)

   Default Skill Test Difficulty: +1 Extraordinary

   Trappings: *Shoot + Unusual + Zone* – Knockout gas is treated as an attack on the target's health. If the character is taken out of the action from the gas, they are rendered unconscious.

   Stealth + Unusual: The pellets remain undetectable until activated by remote control.

Milestones

   1. Negotiate with a black market dealer for a batch of Ideal-designed riot gas, which was meant to cause rioters to fall asleep for hours without any side effects. Totally safe and effective on humans.

   2. Salvage high tech stealth materials to build the pellets from a crashed alien ship in a remote region, like a desert or the bottom of an ocean. The wreck might have robot or mutant guardians or it just might be hard to get there.

   3. Create a cover to visit the town that won't alert the vigilant. This may involve building up an elaborate front company or just lots of magical or high tech illusions.

   4. Plant the pellets throughout the town so when they are activated, the entire town is saturated with the gas, all the while keeping the vigilant from realizing what is going on.

Deceive the Vigilant (Vulnerability 3): Deceiving the vigilant long enough to open the entrance to the base via the monument requires superhuman powers of illusion. These can be magical or high tech, but sophisticated holograms or magical mirages could be deployed to hide intruders messing with the monument.

   The vigilant have +4 alertness at mundane tier and normal human senses. Strange skills that can fool humans can work on the vigilant. However, any time someone draws near the monument, the vigilant become subconsciously aware of it and will attempt to investigate. They will wander around and try to figure out whatever is 'bugging them.' Characters will need to be alert and avoid revealing themselves. For example, invisible characters may have to sneak around vigilant patrolling around the monument.

   This means that PCs using this method to gain access to the base must be careful and quick or they will eventually alert the vigilant.

Dispel the Vigil (Vulnerability 4): Dispelling the vigil via magic is extremely difficult and time consuming. Characters with knowledge of the occult can attempt to perform a ritual that will end the vigil, but it requires fulfilling a goal. Use the following stats to describe the ritual:

As a city tier goal

   Cost: 4 skill points

   Default Skill Test Difficulty: +2 Superhuman

   Trappings: *Variable [Session]:* Dispelling the ritual requires various spells that can be represented by the Variable trapping.

   Information + Unusual: The magician must understand the nature of the vigil in order to dispel it.

Milestones

   1. The magician must map the entire region around the vigil to determine its exact borders. This requires time, discretion, and at least a few skill checks.

   2. Once the vigil is mapped, the magician can create an appropriate counter spell if they can summon an earth elemental and secure its aid to break the bond between the ward and the earth. This requires careful negotiation.

   3. The earth elemental needs the blood of a demon of the air as its fee. Fortunately, such a demon is haunting a nearby abandoned insane asylum. Go get 'em!

   4. After the elemental has been paid, the ritual must be performed. This is a taxing and hours long ceremony, which must be performed near the border of the vigil. The vigilant will probably try to interfere. Others must protect the magician while the ritual is performed.

Notifying the Police: If the vigilant contact the police, they will say whatever it takes to get a serious armed response from federal authorities. If the players linger too long at the site, feel free to throw overwhelming numbers of cops at them, until they are dead or have fled. Preventing the vigilant from being able to contact the police is incredibly hard — they will have multiple means of contacting them, most of which are concealed. This includes, cell phones, landlines, ham radios, flare guns, air raid sirens, and lighting their homes on fire. The vigilant are magically compelled to

do whatever it takes to alert the authorities.

Once the police are notified, the vigilant will ensure that the police stop the intruders. If the intruders can deceive or neutralize first responders (who are usually normal law enforcement officers, not vigilant) the vigilant will say or do anything to get the police to call for backup. The vigilant are magically compelled to sacrifice anything to protect the monument, so lying to cops is easy for them to do. If it takes calling in everyone from the local sheriff to the FBI, then that's what they will do.

The goal of the vigilant is to keep calling law enforcement until the intruders are stopped. No price is too high to pay. They will not consider the consequences of lying to the police, so even if the intruders are stopped, various police agencies may start to investigate the vigil itself. This may result in a Pyrrhic victory as the vigil lacks the resources to hold off such an investigation.

UNDEAD GUARDIAN

SPIRIT - ADVERSARY

Aspects
Normal Human: Revenant Guardian of the Vigil
Conviction: Protect the Monument!
Undead Rage

Strange Skills

Undead Guardian
Power Tier: Ascendant
Move + Unusual (Spirit flying), Resist Damage + Unusual (spirit form), Shoot + Unusual (spectral scream)
Description: The Guardians are hateful beings bound to protect the monument. Every slain vigilant becomes an Undead Guardian within seconds of their death. They will swarm over intruders.
Invulnerability: Non-magical Attacks — all attacks made against the guardian are treated as 2 power tiers lower than normal unless they are from a magical power source. If brought below mundane tier, they automatically fail.

Skills: Alertness +4, Undead Guardian + 4
Stress Tracks

Health: OOO
Composure: Immune to Composure stress
Reputation: Immune to Reputation stress

Special: Due to the magic of the Vigil, a Guardian Spirit taken out of action is automatically reformed at full stress one minute later.

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Need a Boost in your Base Raiders Game?

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Most super power sources have dangerous side effects and are permanent. Boost Patches are the exact opposite, instantly providing superpowers for a limited duration without consequence, as long as the user doesn't activate more than one patch at a time. Used by many of the missing heroes and villains, Boost Patches are now found in many bases. Highly valued on the black market, base raiders must choose between selling them or keeping them for their own use. One patch can turn a normal person into a powerful superhuman, at least for a while. This supplement allows you to add Boost Patches to your game of Base Raiders. It includes:

- 14 Boost Patches, each with a new super power – gain telepathy, super strength, and more!
- New Loot rules, including guidelines to determine the value of a super power source
- Design your own Boost Patches
- Adventure Seed: The Lost Treasure of the Candy Man, as featured on the RPPR Actual Play Podcast

Go to Baseraiders.com/store to get Boost Patches

ALSO BY THE AUTHOR OF BASE RAIDERS

Role Playing Public Radio is a podcast that looks at role playing games with humor and insight. Our mission is to make gaming more fun, whether it is celebrating a legendary session or making fun of dysfunctional games. If you have ever slain a gazebo by mistake, looted the body of a sass mouthed NPC, or died screaming in Call of Cthulhu, RPPR is for you!

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RPPR Actual Play is a weekly podcast of our tabletop role playing game sessions. We play a wide variety of RPGs, from popular classics like Dungeons and Dragons and Call of Cthulhu to recent hits like Monsters and Other Childish Things and Eclipse Phase. Some of our episodes are stand-alone scenarios and we also feature a complete 4e Dungeons and Dragons campaign called "The New World'. Give us a listen if you want to hear a great gaming crew fight evil, try outrageous plans to save the day and joke about it.

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