BASE RAIDERS

NEW SUPERPOWERS

VINTAGE VILLAINY

VINTAGE VILLAINY

Although superhumans have walked with humanity since of the beginning of time, masked heroes and villains only became popular in the 20th century. Many of the villains were criminal masterminds and super-geniuses who only sought money and power for themselves. They built strange machines which had amazing powers, seemingly breaking the laws of nature. However, their machines were also bulky, expensive to build and operate, and often dangerous to their users. Their builders jealously guarded the secrets to their construction and usage, so few ever managed to build this kind of tech. When the Ideal formed after World War 2, the superhero group took out almost all of the first generation of masked villains. The next generation of villains stole their technology from the US government, the Soviets, the Greys or the Ideal rather than develop their own. The vacuum tube machines of old villains were forgotten about and the world moved on.

After Ragnarok, a team of small time crooks thought that robbing the grave of an old villain known as The Mountebank might be profitable. The Mountebank was a costumed villain mastermind who operated between 1925 and 1942, robbing banks and pulling heists with the aid of his strange gadgets and ruthless fedora-wearing henchmen. He fell from a zeppelin and was buried by a loyal henchman in a remote cemetery. His nemesis, a vigilante named Quick Lass, asked the police to keep The Mountebank's identity secret. His grave was left alone and the matter was forgotten, except by historians.

The grave robbers found a cipher ring on his corpse, which they figured out was the key to his secret lair in a nearby canyon. The lair contained an assortment of large machines, each lined with unlabeled dials, buttons, and levers. At first the robbers were disheartened because they wanted super soldier drugs, diamonds, or something else they could easily fence. However, one of them flipped a machine on by accident and became invisible. Impressed by the machine's power, the criminals spent the next month experimenting with the machines and determined that the machines had several powers. They decided to use the machines to rob banks and armored cars, which worked surprisingly well. The machines could unlock

doors, disable diesel engines, hypnotize guards, and grant X-ray vision, among other things. Unfortunately, the gang got too greedy and tried to rob a black market superpower dealer. The dealer had her own powers and easily captured the thieves. She interrogated them and raided the lair, taking the machines for herself. The machines were quickly put up for sale in the black market and word spread that 'vintage' super gadgets were still effective.

Vintage Gadgets

Super-geniuses are commonly thought of as baseline humans, except for their exceedingly high IQ, but in reality, many super-geniuses have minds that have little in common with the rest of humanity. They are often latent psychics or mutants, whose powers allow them to make intuitive leaps in thought that defy our ability to understand. A super-genius can independently develop theories of science that are centuries ahead of conventional knowledge or represent parallel disciplines that humanity will never develop. Some receive their knowledge unconsciously from other-worldly sources,

through dreams or visions. Other geniuses are simply talented liars, who subtly use 'normal' superpowers to make their gadgets appear to work. Each super-genius is unique, just like their creations. This means that the creation of a super-genius villain working with 1930s technology might achieve than the latest and greatest of 21st century science could ever hope to accomplish.

This is not to say that these gadgets are superior to the ones base raiders commonly use. There was a reason why villains discarded them. They are often unwieldy devices, even the ones meant to be portable. They usually have noticeable side effects when they are being used, creating excess noise, heat, or radiation. They use strange materials for fuel and cannot easily be repaired, if at all. Some machines cannot be reverse engineered, breaking the mind of anyone who attempts to do so. This says nothing of their reliability or lack thereof. They are temperamental contraptions, prone to malfunctioning at crucial times, if not outright exploding. Reasonable people would never think to use such dangerous machines. Base raiders are not reasonable though, so they have become a profitable business for the black market.

New Rules

Since the discovery of The Mountebank's machines, base raiders have found dozens of old lairs and hideouts crammed with vintage gadgetry. They were built in era before the integrated circuit was commonly available, but can somehow outperform alien technology in certain areas. A vintage gadget does not behave like other technological devices and may seem to be more powerful than more recently made devices. This is balanced by its many flaws and drawbacks. The following rules apply to these machines:

VINTAGE GADGETS

A vintage gadget was built by a super-genius before 1960. They offer power at the cost of many drawbacks. A vintage gadget is treated as a strange skill with the item-based power feature and uses all of the standard rules. See p. 186 of Base Raiders for more information on item-based powers. In addition to this, vintage gadgets have the following properties:

Fixed Costs: A vintage gadget gains any skill trapping for 2 skill points. It can gain any number of trappings. It does not use the skill trapping diagram. Just pay 2 skill points for every trapping. Every extra costs 1 skill point.

Loot value: A vintage gadget is slightly cheaper than other power sources, but there is a huge demand for any superhero or villain gadget. They are worth 1 loot point per skill point and 20 loot points per power tier above mundane.

Drawbacks: A vintage gadget must choose a drawback from the following list for every power tier of the skill. A mundane power tier gadget has one drawback, an extraordinary one has two, a superhuman one has three, an ascendant gadget has four, and a godlike one has five drawbacks. A vintage gadget must take one additional drawback if it costs 10 to 19 skill points. It must take two additional drawbacks if it costs 20 to 29 skill points, and so forth.

Vintage Gadget Drawbacks

Size
Each level of size counts as 1 drawback.
- **Bulky**: The gadget is heavy and awkward to carry. It takes two hands to operate and carrying it requires a +2 might or physical force skill test.
- **Cabinet**: The machine is at least five feet tall, three feet wide and two feet deep. Picking it up requires at least a +4 might or physical force skill test to move.
- **Room sized**: The gadget is actually a series of linked machines that take up most of a 20 by 20 foot room. It can only be moved by a large truck. If any part of the machinery is removed or broken, the entire device ceases to work. It requires one operator per power tier. A mundane tier gadget requires one operator, an extraordinary tier requires two and so forth. Any skill test made with an under-manned device takes a -2 penalty per missing operator.
- **Building**: The machine is at least as large as a two story building and may be even larger. Operating it requires a team of three operators per power tier. Any skill test made with an under-manned device takes a -2 penalty per missing operator.

Operator Knowledge

A character who wishes to use the gadget must have an appropriate skill to even use the machine. The skill is typically academics or technology, but the GM may choose any skill. The character's skill bonus must be at least +1 to use the gadget, but the GM may require a higher score to use the machine. This skill is not used to make rolls for the gadget, but rather is a prerequisite to even turn the machine on.

Power Hungry

The machine requires a high amount of power to use. It must have a dedicated power source based on the power tier of the device:
- **Mundane**: approximately 3000 watts - portable gas-powered generator
- **Extraordinary**: approximately 30 kilowatts - towable diesel generator
- **Superhuman**: approximately 1 megawatt - diesel generator the size of a cargo container
- **Ascendant**: 1 gigawatt - the output of a large power station - counts as 2 drawbacks
- **Godlike**: Requires trans-dimensional/unnatural power sources - unmeasurable by conventional scientific means. Counts as 3 drawbacks

Exotic Fuel

The machine requires a special type of fuel that is very hard to acquire. It may be illegal, rare, dangerous, or extremely hard to find or manufacture. Some good exotic fuels include plutonium, vampire blood, moon dust, or the feathers of the Dodo bird. Generally, acquiring more fuel should require effort on the part of the character. The exact fuel efficiency of the machine is left to the GM, but it should not be very efficient. It should cost at least 10 loot per unit of fuel, assuming it is even available. A single unit should last for one usage or one scene at most.

Proximity Danger

The gadget is harmful to anyone near it. This may be because it emits radiation, poisonous fumes, or heats up the air around it. It automatically inflicts 1 point of health stress on anyone within 50 feet of it every minute the gadget is activated, unless they have an invulnerability to that type of damage. Characters cannot use the resist damage trapping to negate the damage.

WHAT REALLY POWERS VINTAGE GADGETS?

It is possible that the room sized machine built with vacuum tubes and cast iron is not really a machine in the conventional sense of the word. The GM may decide that these gadgets are powered by a secret power source. Some possible power sources include:
- The result of an infernal pact between a demon and the villain who built the machine.
- The machine is nothing more than a container for a scavenged alien device.
- The inventor was actually a powerful psychic who imbued the machine with its power through sheer force of will.
- The device is fueled by souls of the damned.
- The inventor was really a sorcerer and just made her magical items look like technology so she wouldn't be burned as a witch.
- Uses a turbine that catches ether winds constantly blowing through earth
- The drive shaft of the generator is attached to a strange rotating cube that stops moving whenever someone is looking at it.

Any attempt to understand the true nature of a machine with a secret power source suffers a -4 penalty until the character can determine its true nature. The GM may also decide that items with secret power sources cannot be resisted or countered by specific powers. An anti-technology spell would fail against an item secretly powered by ghosts, for example.

Fragile

A single point of health stress disables the machine. Regardless of trappings, the machine always resists damage at +0 mundane tier.

Maddening Design

The machine is impossible. It is made of exactly what

it seems to be made of and yet does things neither super science nor sorcery say it has any business doing. Characters who prod its origins and function risk becoming unbalanced. Any attempt to research or reverse engineer the device triggers a composure attack on the character of the same power tier as the device itself at a +4 bonus. This effect is only triggered by conscious investigation; using the device just does… Whatever it does.

Chaotic

Once per game session, the GM may trigger this drawback when the machine is used to either give it a new target or give the machine a new trapping. For example, It may blast its user or a bystander instead of an enemy or it may turn an enemy invisible, by giving them the stealth trapping. If the GM uses this drawback more than once per session, the character using the machine gains a Fate point for every time Chaotic is activated.

Side Effect on User

The power creates a negative side effect in the user, in the form of a health consequence - the extent of which is based on the power tier of the device.

- **Mundane**: The user gains a minor health consequence for 1 scene, every time he uses the device. If he cannot add a new consequence, he takes 1 point of health stress. The consequence disappears after the scene ends.
- **Extraordinary**: The user gains a moderate health consequence for 1 scene, every time he uses the device. If he cannot add a new consequence, he takes 2 points of health stress. The consequence disappears after the scene ends.
- **Superhuman**: The user gains a moderate health consequence or takes 4 points of health stress every time he uses the machine. The consequence is treated normally and must be healed like any other consequence.
- **Ascendant**: The user gains a severe health consequence and a moderate composure consequence. If the user cannot gain both consequences, the user takes 4 health and 4 composure stress, with no chance to resist the damage. If the user loses all of their health or composure as a result of this damage, they are removed from the current scene and

may die, left to the GM's discretion.

- **Godlike**: The user gains a severe health consequence and a severe composure consequence. If the user cannot gain both consequences, the user takes 6 health and 6 composure stress, with no chance to resist the damage. If the user loses all of their health or composure as a result of this damage, they are removed from the current scene and may die, left to the GM's discretion.

Usability Problems

The machine is hard to use. Even under optimal circumstances, the gadget may refuse to cooperate. Difficult is counted as 1 drawback, Perplexing counts as 2 drawbacks, and Impossible counts as 3 drawbacks. Difficult: Every time the user activates the device, she must roll a single Fate die. If the die comes up with a -, the character must spend an additional round to activate it. The user may negate this penalty once by spending a Fate point.

- **Perplexing**: Every time the machine is used, the user must choose between taking a -2 penalty on its roll, taking 3 additional rounds to operate it, or spending a Fate point.
- **Impossible**: Every time the machine is used, the user must choose between taking a -2 penalty on its roll, taking 3 additional rounds to operate it, or spending a Fate point.. In addition, The user takes 4 points of composure stress (superhuman tier), which may be resisted with the resolve skill or a skill with the Willpower trapping.

Environmental Consequences

The machine contaminates everything around it, the form of which is chosen by the GM. It may release air pollution or leak acid. It could even be radioactive. Whenever the machine is used, it creates a zone aspect. This aspect may be invoked on all characters once per scene. For example, the aspect "dust-choked air" may be invoked to blind characters (the dust is too thick to see through) or stun them (they have a coughing fit when they breathe). Normally, the aspect disappears 1 scene after the machine is turned off. At superhuman power tier, the aspect is permanent. At Ascendant, it affects every zone adjacent to the zone the machine is located in. At Godlike, the machine affects a massive area, equal to a large city.

The Mountebank's Machines

The following three machines are representative of the kind of machines built by old villains. Attempts to build knock offs of the Mountebank's machines have met some success. Players may find imitation machines on the black market, if they want to purchase them. They work the same, although the GM may secretly add another drawback.

THE HYPNO-INVISIFER

Item Based Power: Training required
Power Tier: Superhuman
Cost: 13 Skill points 0 refresh
Loot value: 53 loot points
Trappings: *Convince + psychic, Dexterity, Dismantle, Guile + Unusual, Initiative [Physical], Stealth + Unusual + psychic*
Drawbacks: Room-Sized (3) and Fragile (1)
Snag [major]: Lasts one hour and cannot be turned off ahead of time.
**Snag [minor]**: only affects living creatures.
Description: The Hypno-Invisifer bombards a single person with waves of exotic radiation that hypnotize all living creatures around the target creature into ignoring it. The user can sneak around, pick pockets, and sabotage machines at leisure . The hypnotic properties of the machine also allows the character to whisper commands or lies into the ears of unsuspecting characters, making them think the voice is their own mind. The user is effectively invisible and characters attempting to detect it must use the willpower trapping or the resolve skill in order to beat the Hypno-Invisifer in an opposed skill test.

The user must activate the machine in order to become invisible. Considering the machine takes up a large room and there is a one hour time duration on invisibility, its utility is limited. Still, a few enterprising base raiders might fit it into a trailer truck or use teleportation in order to gain more use out of the machine.

THE COMBUST-O-TROLLER

Item Based Power: Accessible
Power Tier: Superhuman
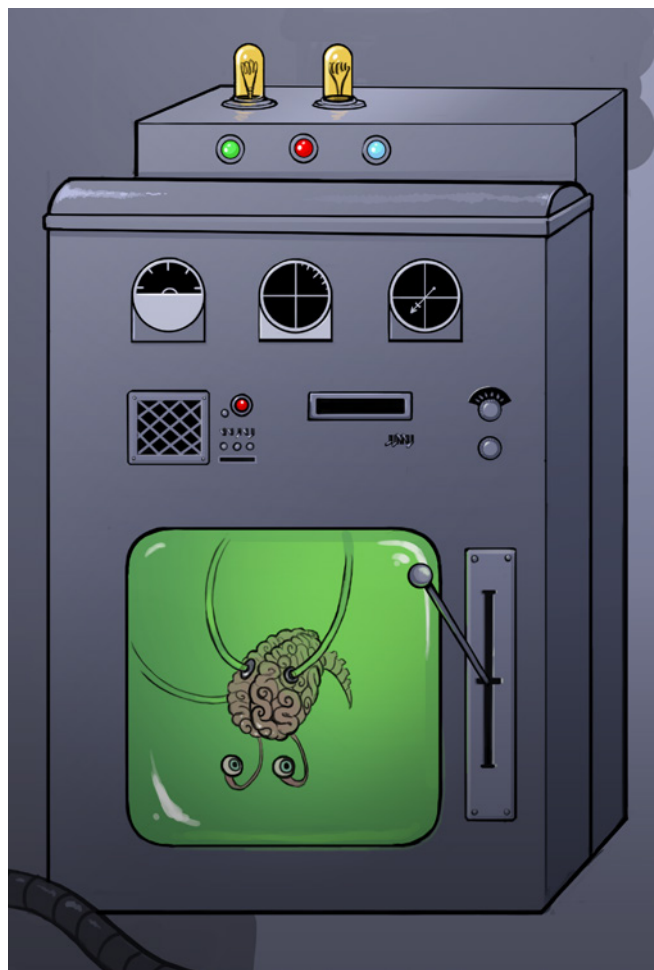
Cost: 0 skill points and 0 refresh
Skill point value: 10
Loot Value: 60 (3 point bonus for being accessible)
Trappings: *Notice + unusual + range, Transport + unusual + range x4*
Drawbacks: Cabinet sized (2) and Difficult Usability (1)
Snag [minor]: Can only control vehicles with an internal combustion engine
Description: This device allows the user to take over a vehicle with an internal combustion engine within a 10 mile radius. The user can monitor the vehicle through the viewing screen, flip a switch, and then pilot the vehicle as though he were behind the wheel. There is no roll to resist this ability, although sapient vehicles with an internal combustion engine are automatically immune to this power.

THE MEGA-ZETON-RADIATION-INDUCER

Item Based Power: Training required - cannot be activated without paying full skill point cost.
Power Tier: Ascendant
Cost: 11 skill points
Loot Value: 71
Trappings: *Menace + Unusual + Zone, Resist Damage + Unusual + Zone, Shoot + Unusual + Zone, Willpower*
Snag [minor]: Only one trapping can be active at a time.
Drawbacks: Bulky (1), Operator Knowledge - Academics (1), Maddening Design (1), Exotic Fuel: moon dust (1), Proximity danger (1)
Description: The crown jewel of the Mountebank's gadgets and one of his most deadly creations. It resembles a bulky World War 2 era radio set, complete with antenna. When activated, it releases a zone-wide field of 'mega-zeton' radiation, which the user can 'agitate' to disintegrate everyone else in the same zone (the shoot trapping), raise a force field (resist damage), a 'terror field' (menace), or shield the user's mind from harmful hypnotic effects (willpower). Using the inducer for one scene consumes one ounce of moon dust, which is quite expensive on the black market (10 loot per ounce).

Ray Guns

Many villains and heroes used ray guns up until the 1960s. Most were early efforts in reverse engineering alien technology, crude imitations of weapons carried by cosmic explorers and scouts. In particular, the alien species known to humanity as the Greys sent many scouts to Earth during the early 20th century. Some of these scouts traded technology to humans in exchange for information or service. The Greys wanted to conquer Earth, which they attempted to do so in 1957. The invasion failed because of the Ideal and other superheroes, but ray gun technology spread throughout the criminal underworld.

Ray guns are inferior to plasma weapons, but offer several advantages over conventional firearms. They can harm energy beings and some magical creatures that are immune to mundane firearms. A single blast can melt a large hole in a security door. A single fuel cell can last for years.

Ray guns are built like any other item-based power. They do not suffer from the same flaws as vintage gadgets, as they were built upon advanced alien technology. The three following ray guns are the most commonly encountered types and can be found in the black market and in many bases.

SATURDAY NIGHT BLASTER

Item Based Power: Accessible
Power Tier: Extraordinary
Cost: 0 skill points and 0 refresh
Skill Point Value: 2 skill points
Loot Value: 40 loot points (+10 loot for being accessible)
Focus [Major]: Improvised Energy Weapon
Snag [Minor]: Held together with duct tape and glue
Trappings: *Shoot + Unusual (energy weapon) + Unusual (+ weapon 1) + Unusual (+ weapon 1)*
Description: This is the simplest type of ray gun, a cobbled-together mix of alien and human technology. Typically, the blaster was constructed from spare parts of other ray guns, while earth technology was used to fill in the missing parts. For example, one blaster could just be the central firing mechanism of an alien weapon placed inside the housing of a firearm. Other times, pieces from multiple ray guns were jury rigged together to function. Despite this, the blaster is a potent weapon. All attacks made with it have Weapon 2 applied and as an energy weapon, the Blaster affects many types of incorporeal and otherworldly beings.

GREY RAY GUN

Description: A standard ray gun produced by the Greys for their invasion of Earth. Thousands were confiscated when the invaders were captured in 1957. The weapons were mostly taken by the US government, but the Ideal and a few villains got their hands on them. Over the decades more ray guns were 'lost'

in storage and wound up on the black market. They are extremely durable and reliable weapons and their fuel cell lasts for centuries, thus making a vintage ray gun just as deadly today as it was in 1957. A few attempts were made to reverse-engineer the technology, but it requires certain metals not found on Earth. A few prototypes were made though but they are the equivalent to Saturday Night Blasters.

Equipment: Grey Ray Guns are treated as equipment with Weapon 1 and Empowered: Shooting - Superhuman.
Loot Value: 60 loot points (equipment is worth 20 loot points per 3 points worth of improvements).

DISINTEGRATORS

These weapons represent the pinnacle of ray gun technology. Built by Ideal super-scientists for a team of heroes who patrolled the outer solar system during the 1960s and 70s, these ray guns outperform every ray gun known to humanity. The secrets of their construction are held only in a few Ideal databases, which have yet to be found by any base raider. The schematics would be worth a fortune in the black market. Rumors of a Mark 10 Disintegrator, capable of destroying planets, are common among base raiders, but no proof has ever been found that the Ideal built such a deadly weapon…

Mark 5 Disintegrator
Power Tier: Superhuman
Item Based Power: Accessible
Cost: 0 skill points and 0 refresh
Skill Point Value: 7
Loot Value: 100 loot points (+25 points for being accessible)
Trappings: *Shoot + Unusual (energy weapon) + Variable [Scene] + Range x3*
Snag [Minor]: Variable can only be used to declare an Unusual extra for the Shoot trapping.
Focus [Major]: Ideal-tech Energy Pistol
Description: The Mark 5 Disintegrator is a pistol-sized weapon with superior range and handling. It was used by Ideal heroes fighting against dangerous aliens in deep space. It has a programmable dial to allow the user to fire the weapon in many different

frequencies and ray types. This allows the user to harm beings or creatures with resistances or immunity to certain types of damage. It also has a long range. Some Mark 5s have been recovered in Ideal and villain bases, but no one has been able to reverse-engineer the technology yet. They are highly prized by base raiders for their versatility and durability.

Mark 6 Disintegrator
Power Tier: Ascendant
Item Based Power: Accessible
Skill Point value: 20 skill points
Cost: 0 skill points and 0 refresh
Loot Value: 460 loot points (+300 loot points for rarity and for being accessible)
Trappings: *Shoot + Unusual (energy weapon) + Unusual (+1 weapon 1) x5 + Spray + Zone x2 + Range x10*
Focus [Major]: Ideal-Tech Heavy Energy Weapon
Snag [Minor]: Must be mounted or Extraordinary Physical Force skill at +1 or better to use
Description: The Mark 6 Disintegrator is a heavy weapon approximately the size and shape of a M2 Browning machine gun. Every attack has Weapon 5, Spray, and affects everything in a 2 zone radius. It has incredible range, especially in space. The Ideal scientist who designed it was a veteran of World War

2 and liked the Browning's style. It was used as an anti-spaceship weapon and could blow apart a Grey scout ship with a single shot. Many were mounted on Ideal vehicles, although a few were carried by Ideal heroes with superhuman strength. Only one is known to be on Earth, mounted on a captured Grey spaceship used by the US Air Force as part of the US government's orbital defense task force. Even though almost all of the Mark 6s were sent into space, surely a few must be on Earth…somewhere.

The Art of Haphazard Fighting

Old villains and vigilantes did not just look to strange gadgets and ray guns for power. Many turned to mysticism and esoteric lore. At the turn of the 20th century, an unknown scholar discovered a scroll of ancient Atlantean lore, which offered mastery of the martial arts. Before the scholar could finish the translation, a masked villain stole the scroll and the translation. The villain ordered his henchmen to learn the secret arts, but unknown to him, a costumed vigilante had infiltrated the ranks of the villain's goons. The henchmen and the hero spread what they learned to their respective allies and the new fighting style became popular to both heroes and villains. By the 1960s, other Atlantean scrolls turned up with more advanced techniques. The style fell out of use, but many manuals, written by anonymous henchmen, sidekicks, and vigilantes, were left behind in various bases. The original scroll disappeared and its ultimate fate is unknown. It would be worth quite a bit of loot to any base raider who could find it.

Had anyone finished the translation though, they would have discovered the truth of this school of martial arts. To the Atlanteans, it was known as the Jester style. It emphasized avoiding damage, at all costs. Practitioners look like drunken buffoons in combat, swinging wild hay makers at their foes, and falling over at the slightest touch. However, they can easily avoid taking damage, rolling with any strike, even gunshots, if the style is fully mastered. Conversely, a fighter using the Jester style finds it nearly impossible to actually inflict

damage on his foe. He can stun them, trip them, or even pin them with a hold, but their punches and kicks fail to inflict serious damage. In the 1930s and 40s, when the Jester Style was at its height of popularity, fedora-clad henchmen would battle masked vigilantes and sidekicks dozens of times over the course of a single caper, stunning or temporarily incapacitating their enemies, only to flee when they had won a fight.

HAPHAZARD FIGHTING

Power Source Type: Hand to Hand Fighting Manual for Henchmen
Power Tier: Can range from Mundane to Superhuman (chosen by character)
Cost: 4 Skill Points to gain the power at +0 and 0 to 2 refresh (depending on power tier chosen)
Time To Gain Power: 1 week to study manual, after which the character gains the power at +0. The character may raise the skill up to +4 normally, assuming the character has spare skill points. If the character cannot pay the 4 initial skill points, it will be considered an untrained power, as per the power interaction rules until the 4 point debt is paid off. A character cannot raise the power tier of this ability without paying the refresh cost when it is acquired.
Loot Value: 30 loot points (low value due to low appeal of the power)
Trappings: *Dodge + Unusual, Strike + Unusual*
Snag [Major]: Cannot inflict health stress with this power.
Snag [Major]: If the character uses the dodge trapping of this skill, their next attack must be made using this strange skill.
Complication [Minor]: Any character who uses this power looks like an untrained fighter, regardless of actual ability.
Snag [Minor]: Cannot attack unconscious foes.
Description: A character who uses haphazard fighting cannot physically harm a foe. They can perform aspect maneuvers by using this skill against the defender's unarmed skill. If the character is successful, they may apply a temporary aspect such as grappled, knocked down, stunned, or dazed. If the character gains spin on the roll (3 points above the defender's roll), the character may automatically knock out the

opponent for 1 round, long enough for the other character to flee or tie up the enemy. This is in addition to any other benefits the character gains from the spin.

LABYRINTH LAIRS

In the early years, villains preferred to use obfuscation rather than elaborate death traps to protect their hideouts. A villain known as the Empress pioneered a technique in blending, magic, mesmerism, and architecture to create a nearly impenetrable barrier. She wrote scrolls imbued with subtle magic that misdirected and confused the unwary and then embedded it the walls of her lair. She then surrounded her base with nearly identical buildings and structures, all designed to the throw visitors off. The end result was a seemingly endless maze of identical hallways and rooms.

Some described the experience as being stranded in a cheap movie set, a shoddy warehouse with fake crates and flimsy walls. It was surprisingly effective as a trap, because it meant that many enemies could not reach her lair at all or even if they could find a way into the base, the Empress would have time to prepare an ambush for the intruder. Eventually the Empress was betrayed by one of her own minions and was arrested by the FBI.

In prison, she traded the secret to her labyrinth lair trap to another villain in exchange for a prison breakout. After she escaped, she disappeared and was never heard of again. The villain sold information on the trap to many other criminals. However, the technique fell out of use during the 1960s, when heroes with high-tech gadgets easily bypassed the trap. Today, many old lairs are protected by this trap, because it does not require power or maintenance to work.

Power Tier: Superhuman
Trappings: *Menace + Unusual + Zone + Stealth + Unusual + Zone*
Skill bonus: +1 to +4, depending on the skill of the lair's creator. The Empress was the master and only her lairs had a +4 bonus.
Snag [Minor]: Does not work on characters with X-ray vision or similar advanced senses.

Description: Whenever a character enters the labyrinth lair, they must make an opposed notice/alertness

skill test against the trap. This roll should be done in secret in order to not tip the players off. If the alertness check fails, they fail to notice the real entrance into the base, although they will think they are in the base. The character may make another opposed alertness check to realize they are lost in a maze. If this check is successful, the character must immediately make a resolve/willpower skill test against the Labyrinth Lair. Failure will cause composure damage to the character equal to the margin of failure. A character who loses all of their composure in the Labyrinth Lair panics and gains the aspect "Fear of the Labyrinth", which can be compelled to cause the character to flee any maze or labyrinth. A character can find the real entrance to a base protected by a Labyrinth Lair by making 2 opposed notice/alertness skill tests in a row or by destroying the labyrinth lair. Destroying the lair may bury the real entrance to the base though.

Characters trapped in the labyrinth can always escape. If a character chooses to leave before they find the real entrance, they gain a temporary aspect "Fear of the Labyrinth", which the GM can compel for free to prohibit them from re-entering the labyrinth. The aspect lasts for 1 day or until a Treatment [Composure] skill check is made to remove the aspect.

Need a Boost in your Base Raiders Game?

![Base Raiders: New Superpowers — Boost Patches cover]

Available now in PDF

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 today!
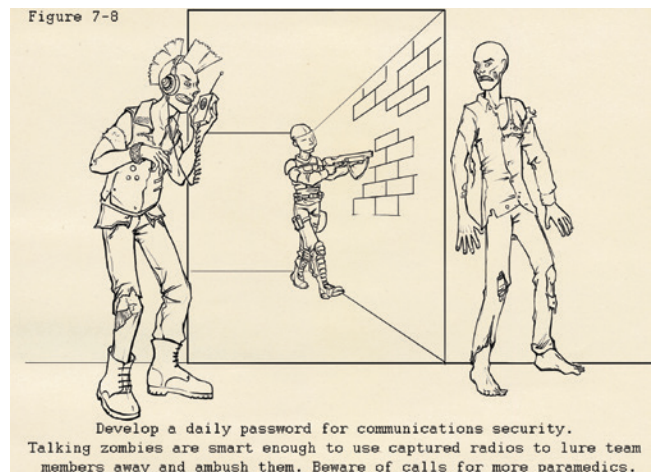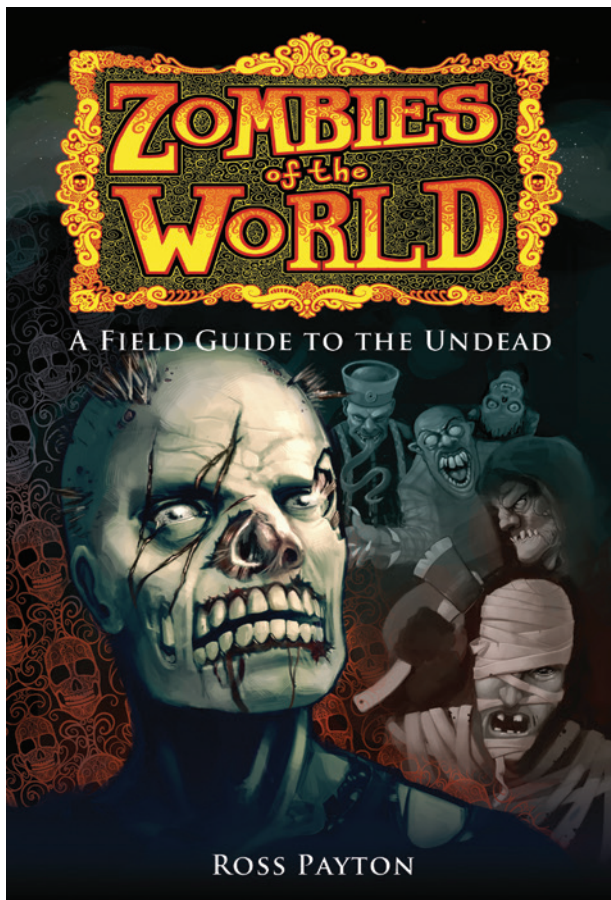
New Heroes Incoming!

Available now in PDF

Elizabeth Solomon wanted to become a vampire and found her own way after raiding a base, but she's only just gotten started! Even though she's undead, she prefers to get her sustenance from her part time job at a blood bank. As a hobby, Elizabeth uses her knowledge of the occult to investigate supernatural mysteries and help heroic base raiders. Of course, vampire hunters don't see the distinction between her and the other undead, but no one's life is perfect, right?

This PDF contains a full write up of Elizabeth Solomon as a medium power hero. She can be used as a player character or NPC for any Base Raiders game. It includes her full stats and powers, including using her as a high power hero, and a scenario seed featuring her, vampire hunters, and more!

Go to **Baseraiders.com/store** to get Elizabeth Solomon today!

ALSO BY THE AUTHOR OF BASE RAIDERS

Figure 7-8

Develop a daily password for communications security.
Talking zombies are smart enough to use captured radios to lure team
members away and ambush them. Beware of calls for more paramedics.

Zombies of the World: Zombies menace humanity, yet we barely understand them. Now available in print, PDF and Kindle. There are books that show you how to kill the undead but this is the first study to explain the importance of zombies to us. Zombies of the World reveals the undead to be a valuable part of our ecosystem and the key to new discoveries in medicine and technology. No other book covers these topics.

Zombies of the World brilliantly documents that evolution has led to a wide variety of species. Few outside the scientific community even realize that creatures like the Egyptian Mummy *(Mortifera mumia aegyptus)* are actually zombies. Some species are even harmless to humans. The Dancing Zombie *(Mortifera immortalis choreographicus)* only seeks to thrill humans with elaborate dance routines.

After decades of research, we have no idea why zombies never tire or stop. They possess an endless source of energy to shamble or (in some cases) sprint after us. Unlocking this mystery could benefit all humanity. Only Zombies of the World tackles this issue and many other paradoxes.

www.zombiesoftheworld.com/the-book

Use the coupon BASERAIDERS at to save 10% on your order!

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!

Our website: http://slangdesign.com/rppr/
RSS Feed: http://slangdesign.com/rppr/feed
iTunes link: http://itunes.apple.com/us/podcast/role-playing-public-radio/id220096150

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.

Our website: http://actualplay.roleplayingpublicradio.com/
RSS Feed: http://actualplay.roleplayingpublicradio.com/feed
iTunes link: http://itunes.apple.com/us/podcast/rppr-actual-play/id339817701