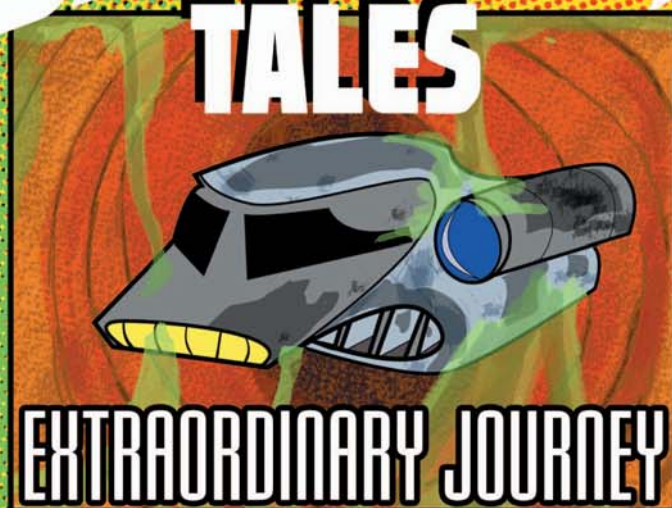


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# IMPROBABLE TALES



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A VOYAGE OF EPIC PROPORTIONS



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**PRESENTS**

## EXTRAORDINARY JOURNEY

**WRITTEN BY JOHN POST**

**BASED ON A CONCEPT BY ANDREW COOK AND MIKE LAFFERTY**

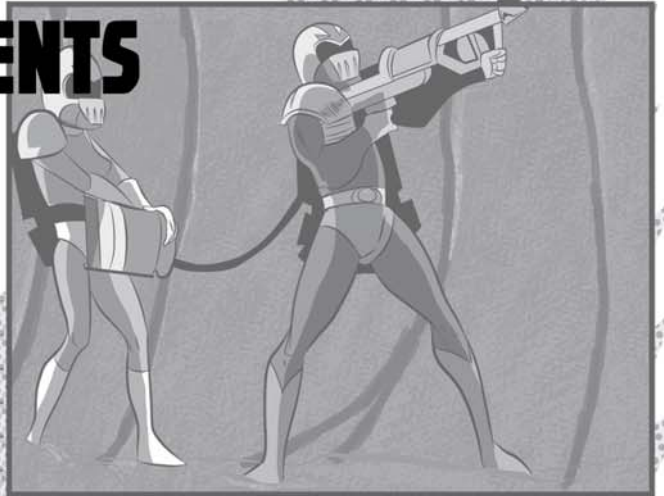
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# Introduction

This adventure pays homage to the 1966 science fiction classic *"Fantastic Voyage."* The story follows a similar plot, with some improbable twists. When would-be assassins attack a foreign diplomat, scientists shrink the characters to allow them to enter the diplomat's bloodstream to save him—and various complications ensue.

## 411 for the Gamemaster: Here is what's going on

### Plot Points

**1)** The heroes attend the first visit of the Caudatians, creatures from a parallel dimension. Kid Impossible has invited the Caudatian entourage to come to Earth after communicating with them for several months. Many heads of state and foreign dignitaries attend.

**2)** The Minuteman and his group of xenophobic terrorists attack the Caudatian ambassador to prevent the formation of diplomatic relations with Earth. The heroes fight to protect the Caudatian ambassador and the other dignitaries. During the attack, a high-tech, armor-piercing, exploding bullet strikes the Caudatian ambassador. Although the bullet does not detonate, it lodges in the ambassador's skull.

**3)** Kid Impossible suggests using his experimental miniaturization ray to reduce a submarine and its crew to microscopic size and then inject them into the Caudatian ambassador's body. The crew can then disarm and extract the explosive bullet.

**4)** The heroes who crew the vessel must enter the wound and locate the bullet. To do so, they must overcome environmental hazards that slow their movement. The Caudatian ambassador rapidly regenerates, and his body's defense mechanism causes foreign objects to be cocooned by tissue and then ejected through the digestive system. This slows the heroes, who have to fight off the ambassador's bodily defenses, and also places time pressure on the heroes to get to the bullet before the ambassador's body encases it and begins moving it through the body, making it harder to

locate and possibly causing it to detonate.

**5)** After the heroes disarm or destroy the bullet, two choices face the crew: (1) take the direct route out, which will do serious harm to the Caudatian ambassador, but guarantees escape, or (2) take the indirect route, which will do no harm to the patient, if successful, but could result in the crew returning to full size while still inside him.

**6)** During the heroes' exit from the Caudatian ambassador, Kid Impossible notifies the crew that the Minutemen are attacking his lab. The lab's defenses will not hold forever. The heroes need to get out as soon as possible.

**7)** The adventure ends either with the ambassador thanking the heroes for their assistance or the Caudatian second-in-command warning of the dire situation the death of the ambassador has caused.

### Enemies

The Minutemen (mundane followers of the Minuteman)

Mavrocytes of Ban-Jenes's immune system

### Important NPCs

Kid Impossible (CEO and Chief Technologist of Impossible Technology, Inc.)

Ban-Jenes (extra-dimensional ambassador)

The Minuteman (leader of the Minutemen, super-soldier)

Deadeye (member of the Minutemen, hypersensitive sniper)

Contagion (member of the Minutemen, villainous diseased soldier)

Dominatrix (member of the Minutemen, mind-controlling illusionist)

### Action Scenes

**Scene 1:** A Diplomatic Visit

**Scene 2:** The Assassination Attempt

**Scene 3:** Inside the Laboratory of Kid Impossible

**Scene 4:** Inside the Ambassador

**Scene 5:** Outside the Ambassador

**Scene 6:** The Final Battle

**Scene 7:** Aftermath



## Set-Up:

### How the Heroes Get Involved

There are several ways to get the characters involved in the adventure.

- 1) If the characters have technological backgrounds, they know Kid Impossible. He invites them to attend the ceremony, or they come out of intellectual curiosity.
- 2) If the characters are known to be from other dimensions or have had dealings with extra-dimensional beings in the past, they are invited for their expertise.
- 3) If the characters (in their secret identities or otherwise) are heads of industry, elected officials, academic leaders, or other luminaries, they are invited as representatives of their respective constituencies.
- 4) If any of the characters have military or police backgrounds, they may have the Minuteman as an enemy. If so, they hear rumors that he plans to disrupt the Caudatian welcome ceremony.
- 5) If characters have military or police connections, they are asked to supplement the security detail for the event. Although the government is prepared and not expecting anything unusual, the characters are asked to attend "just in case."
- 6) If the characters are residents of Stark City (or the city where the gamemaster sets this adventure), they may attend the event simply to enjoy the spectacle of Earth's first face-to-face contact with the Caudatians.
- 7) If the characters have a background in espionage or intelligence, their handlers might instruct them to attend in an effort to obtain information on Kid Impossible's extra-dimensional communication device and the portal.

## Action Scene 1: A Diplomatic Visit

Approximately two weeks ago, Kid Impossible, one of the chief technologists of Stark City, announced that he had created a device that allows extra-dimensional communication. As if that announcement were not enough, Kid Impossible also announced that he had been in contact with an extra-dimensional civilization, and they would soon be arriving to open diplomatic relations with Earth.


The announcement has caused a great deal of controversy. Many feel that Kid Impossible should not have communicated on behalf of the entire planet. Others feel that relations with an extra-dimensional species could usher in a new age of technological advancement. Still others feel that the visit is merely a ruse to allow the creatures to plan an invasion of Earth. The news has caused widespread celebrations, protests, and riots. During his communications with the visitors, they have instructed Kid Impossible how to prepare an inter-dimensional portal, which he has assembled in an area near his research facility.

### Tesla Industrial Park

An industrial warehouse facility serves as the location for Kid Impossible's inter-dimensional portal. The lot is very large—big enough for dozens of tractor-trailers to maneuver and deliver trailers to the warehouse. The warehouse, although unused for many years, is now filled with activity. Security personnel have established their headquarters in it, and Kid Impossible's technicians are tending to various electronic devices and bizarre-looking machinery that connects to the inter-dimensional portal.

The inter-dimensional portal is located in the center of the lot. It is circular in shape with a ramp leading to its center. The ramp is easily fifteen feet wide and forty-five feet long. The diameter of the portal is approximately forty feet wide. The exterior of the portal is metallic and covered with flashing lights, arcs of electricity, and spinning gyroscopic devices. The entire apparatus emits a loud hum and the smell of ozone is thick in the air. The center of the portal is a pitch black that seems to absorb the light in the immediate area surrounding it.





There is a large reception platform for dignitaries near the portal, and a hundred yards away from that, there is a very large area cordoned off for the crowd of bystanders. Thousands of people are attending the event, and tens of thousands more surround the fenced off lot.

The Secret Service is nominally in charge of the security detail, but because of the international importance of the event, United Nations security forces are also present, as well as the personal security details of the foreign dignitaries. The net result is chaos. The Secret Service has attempted to screen the bystanders for potential troublemakers, but because the foreign delegations also received blocks of tickets for the general crowd, the screening efforts have been less than comprehensive.

### Meeting Kid Impossible

Assuming the characters are in costume when they arrive at the facility, Kid Impossible rushes to greet them. If the characters have never met him, they are likely to think that Kid Impossible is a lab assistant. He looks no more than sixteen, with short, curly brown hair, glasses, and a cheerful, almost naïve expression on his face. His lab coat gives him away, however, because he has filled the pockets with strange-looking electronic devices that glow, spark, or hum with energy. One can only guess as to what their intended purposes might be. When he sees the characters, he says:

***“Welcome. I’m so glad you could join us for the Caudatians’ first visit—they have so much to offer us. I’m sure everything will be all right. Won’t it? Humans will finally be able to become an inter-dimensional race! I’ve learned so much from the Caudatians in creating this portal. When we establish permanent ties, my research will improve even more. Oh my, a message is coming in.”***

Kid Impossible rushes off to a large humming machine with two large silver dishes protruding from it (one concave and the other convex) and begins typing furiously. He ignores any attempts by the characters to communicate with him, telling them that he needs his full attention to maintain the inter-dimensional portal for the Caudatians.

### Meeting Earth’s Dignitaries


The Vice-President of the United States, the Secretary-General of the United Nations, and many diplomats from other nations are also present. Characters with any knowledge of politics realize that no world leader is present. The leaders have sent ambassadors or others in their stead. Unless invited, characters are not able to approach the dignitaries without causing a scene, but representatives of their respective countries approach those characters with positive or patriotic reputations. The official does not have anything important to say, but poses for a photo with the character and, where appropriate, asks for his or her support in the upcoming election.

Characters with military or police backgrounds, who ask around, discover that the controversy regarding the extra-dimensional creatures and the fear that they are an invasion force has kept the leaders away and only expendable officials are in attendance. Characters with specialties in Criminology or Military also learn that the organizers are prepared for civil unrest. Characters with a Military specialty of Expert or better can learn that the United States Air Force has fighters on patrol in the area and the Army has a combined unit combat brigade containing infantry, armor, and artillery forces from the 1st Cavalry Division prepared to intervene. The remainder of the Division is on standby, one day’s travel away. The same information is available to anyone with Telepathy who selects the correct individuals to read.

### What’s known about the Caudatians

Characters may be or become suspicious of the Caudatians and seek additional information about them. If they have sufficient resources (after their arrival) or time (before their arrival), they can find the following information in publicly available sources:

**1)** “Caudatian” is a name given to the creatures by Kid Impossible. The name they use to refer to themselves is unpronounceable by humans. Anyone with a Science (Biology) specialty knows that “Caudata” is the biological order to which newts and salamanders belong.



2) The Caudatian ambassador with whom Kid Impossible has been communicating is named Ban-Jenes.

3) Kid Impossible has created a device that translates Caudatian text to English. He has started working on a speech converter, but has not completed it.

4) The Caudatians are traveling here because they have expressed interest in exchanging knowledge with humans.

5) Kid Impossible, an atheist, has not engaged in any conversations with the Caudatians regarding their beliefs in a creator deity or an afterlife.

There is additional information that Kid Impossible has not released to the public. Characters must either use Telepathy on Kid Impossible or infiltrate his lab's computer system. Kid Impossible's statistics are in the Dramatis Personae section.

To infiltrate Kid Impossible's computer system, a character needs to have a Computer specialty and must succeed in an Intellect test against a score of 10, if the infiltration is attempted from outside the facility, or against a 7, if it is attempted from within the facility. The degree of success determines the number of things the character discovers before Kid Impossible's security takes the system offline.

1) Kid Impossible has received many death threats for communicating with extra-dimensional aliens, alerting them of this dimension's existence, and inviting them to visit. He does not consider these threats credible and has not informed the authorities of them.

2) Kid Impossible believes the Caudatians are from a parallel Earth where there was no extinction event for the dinosaurs and mammals did not rise to supremacy. He believes that they evolved from creatures similar to terrestrial salamanders. The Caudatians do look like large salamanders, are cold-blooded, and have powerful regenerative abilities.

3) A fusion energy plant powers the Caudatian side of the inter-dimensional portal. They have offered to

provide Kid Impossible with assistance in developing fusion technology for his efforts in creating a portal in this dimension.

4) The portal is a one-way device. For the Caudatian's, or anyone else, to travel to another dimension, a much more powerful device must be constructed. The Caudatian ambassador is the only person authorized to communicate a request that Caudatian technicians travel to Earth to construct the device, which would allow the delegation to return.

## Action Scene 2: The Assassination Attempt


Characters (and their players) are likely to smell an attack coming and attempt to prevent it, or at least take measures to protect the likely target of the assumed attack. Should the characters provide protection to one or more targets, it is not terribly effective. The target of the assassination is the delegation, which does not arrive until immediately before the attack.

Attempting to secure the area by identifying the culprits and apprehending them is more likely to be successful, but is not easy.

The Minuteman and Deadeye are the villains who play the major role in the first action scene. Deadeye is the sharpshooter of the group and intends to kill the entire Caudatian delegation, starting with the obvious leader, the ambassador, and working his way down. Deadeye is hiding in a cellphone tower approximately 1000 yards away from the inter-dimensional portal. Even after he begins firing, it is difficult for characters to locate him. An Awareness test against a target of 6 is needed. A moderate success determines the general direction, i.e., north, south, east, or west. A major success determines the general direction and distance. A massive success determines the exact location of Deadeye.

The Minuteman has waylaid one of the National Guard service members and is sitting in a Humvee not far from the portal. His appearance is unremarkable, so unless the characters make it a





point to read the minds of, or otherwise interrogate, all of the Guardsmen, he is effectively undetectable. The Dominatrix is hiding in plain sight. She stands with the crowd and does not attempt to conceal her identity. The Minuteman's troops, the Minutemen, are interspersed among the crowd. Several are also moles planted in the security forces of some foreign dignitaries. Contagion is hiding in a nearby warehouse and only ventures out if needed. The Minutemen plan to sow confusion and create a diversion should the Minuteman and Deadeye need assistance to escape. Likewise, Contagion only reveals himself if needed to prevent the capture of the Minuteman.

### **Precognition, Telepathy, and Danger Sense**

A deliberate attempt at Precognition requires a power test, rolled secretly by the GM against a difficulty of 6. A moderate success gets the character some cryptic visions of chaos: the hero sees the crowd fleeing the scene and diplomats running for cover after the spaceship door has opened, and hears the sound of automatic weapons firing. A major success allows the character to see the faces of the Minuteman, the Dominatrix, and Deadeye. A Criminology specialty or a successful

Intellect test against a difficulty of 4 allows the character to recognize the villains. A massive success allows the character to have a vision of the Caudatian delegation under attack from Deadeye while the Dominatrix causes security forces to fire on the foreign diplomats.

Telepathy gathers more accurate and dependable information, but there are thousands of people to read. Any character using Telepathy must narrow her focus to have any chance for success. The Minutemen know only that they are supposed to attack the foreign dignitaries if they see a green signal flare from Deadeye's position. If he fires a red signal flare, they are to remain incognito and flee the scene. If the characters are able to locate the Minuteman, the Dominatrix, or Deadeye, they can uncover the villains' entire plan, assuming the Telepathy is successful.

Danger Sense provides no warning of the attack, but does allow any character to substitute his Danger Sense level for Awareness in attempting to locate Deadeye. It also provides a substitute for Coordination, in the event that the hero cannot locate Deadeye and he fires at the character.

### **Playtest Notes**

In three of the four playtest sessions, the characters were unable to keep Deadeye from shooting the ambassador. Two of the unsuccessful groups attempted to conceal the ambassador, with smoke or darkness, but Deadeye's sonar allowed him to still target the Caudatians. The other used an ice dome, which Deadeye destroyed, before hitting the ambassador. The one group that was successful used a Teleportation stunt to grab the ambassador and retreat to cover before Deadeye could take his second shot.

After Deadeye failed, Contagion surreptitiously infected the ambassador with a disease. The characters had no opportunity to prevent the infection—when hypothesizing about how it occurred, they assumed Contagion was made invisible by Dominatrix or he used a ranged attack that they failed to notice. The disease, which is non-fatal to humans, is life-threatening to Caudatians. The characters took the ambassador to Kid Impossible's lab and determined that he had been infected by Contagion. Kid Impossible told the characters that he could not treat the ambassador, but if they could get a blood sample from Contagion, then he might be able to create a treatment. The characters tracked Contagion to a base in Geartown where he was rallying the Minutemen to rescue their captured comrades. The characters infiltrated the lair, discovered the plan, gathered evidence of the Minutemen's illegal operations, and thwarted the rescue attempt.

## First Contact

Once the players have had a chance to ask questions about the layout of the warehouse facility, the security arrangements, and the Caudatians, the gamemaster should start the action scene by describing the opening of the portal and the entrance of the Caudatians.

*You hear the portal's constant hum raise an octave and the smell of ozone becomes overpowering. Although the interior of the portal was dark before, it appears to be even darker now. A sphere of deep shadows cloak the area around it. The center of the sphere is so dark that the portal is no longer visible.*

*From the center of the darkness, you notice signs of movement, and five creatures begin to emerge from the inky black sphere. They half walk and half crawl down the ramp.*

*When they emerge from the deepest shadows, you see that the creatures appear to be giant salamanders. They are approximately ten feet*

*long, including their tails. Four of them are purple with black markings along their sides and the one in the middle of the pack is black with yellow markings. The purple creatures flank the black one. The purple creatures wear harnesses and carry metallic silver devices attached to them. The black one has no clothes and carries nothing.*

*When they reach the end of the ramp, they stand upright and walk toward Kid Impossible. The leader approaches Kid Impossible, opens his mouth, and flicks his tongue at the Kid's face.*

Players should make Alertness or Danger Sense tests against a difficulty of 4. Those who succeed notice a Humvee driven by the Minuteman. As the truck gets closer to the dais, it picks up speed. The Minuteman leaps out of the moving vehicle and yells, **"Earth is for humans, not for monsters!"**

Combat begins with the Minuteman attacking the nearest character or defending against the heroes' attacks. The Dominatrix directs the security





personnel, who she previously controlled, to fire at the heroes. The Dominatrix controls a number of personnel equal to the number of heroes; when one of her thralls is incapacitated, she controls another one to replace him.

In the confusion of the attack, Deadeye takes aim at the Caudatian ambassador. His first attack strikes one of the ambassador's guards, who heroically dives in front of the ambassador, and its chest explodes in a spray of blood and guts before the tell-tale sound of the sniper's bullet is heard. At this point, heroes making an Awareness test against a difficulty of 6 realize that the ambassador is the real target of the attack.

For the remainder of the encounter, the Minuteman and the Dominatrix's thralls attempt to distract the characters while Deadeye tries to shoot the ambassador. If the Minuteman gets within throwing range of the portal, he attempts to destroy it with a thermite grenade. If the heroes defeat either the Minuteman or the Dominatrix, or prevent Deadeye from striking the ambassador, Deadeye fires a green flare into the air and the Minutemen attack. There are twice as many Minutemen as heroes.

The villains begin retreating when Deadeye strikes the ambassador. If a character acts to prevent Deadeye from striking the ambassador, Deadeye shoots that character. Otherwise, he focuses on the delegation and any other known foreigners, aliens, or extra-dimensional beings. He only attacks the characters to distract them and allow the Minuteman and the Dominatrix to retreat. Once their objective is accomplished, the Dominatrix directs her thralls to begin firing on the foreign diplomats still in the area, and the remaining Minutemen do the same.

### Security Personnel

Prowess 4	Intellect 3
Coordination 3	Awareness 4
Strength 4	Willpower 3
Stamina 7	

**Specialties:** Military, Weapons (Guns), and Drive

**Notes:** These are professional bodyguards or Secret Service agents. They have significant combat training. Each one has either a sidearm (shooting damage 4) or a submachine gun (shooting damage 4, Fast Attack 1 (2 attacks per panel)) and ballistic vest armor (Invulnerability 2).

### The Minutemen

Prowess 4	Intellect 3
Coordination 3	Awareness 3
Strength 4	Willpower 3
Stamina 7	

**Specialties:** Military, Weapons (Guns), and Drive for enlisted troops or Leadership for officers

**Notes:** Most Minutemen are ex-soldiers with some combat training. Each one has a pistol (shooting damage 4) or an assault rifle (shooting damage 5, Fast Attack 1), tactical body armor (Invulnerability 3), and two fragmentation grenades (shooting damage 6, explosive).

**Qualities:** Protect America from foreigners and aliens

**Challenges:** Xenophobic

### Option: Master Villain Combat Rule

A common trope in superhero cartoons and comics is for the master supervillain to be able to counterattack every hero who attacks him. This is a useful deterrent to the common, and strategically sound, tactic of heroes ignoring the minions and ganging up on the main villain in an attempt to "cut the head off the snake." The gamemaster should feel free to allow the main villain in an adventure, in this case the Minuteman, to have a counter-attack on every hero who attacks him. The gamemaster may add a single point of Determination to the heroes' team pool when the villain takes additional attacks using this optional rule.

## Kid Impossible

The gamemaster should determine Kid Impossible's fate according to the needs of the adventure. His role is to provide the characters access to an advanced medical laboratory and to give advice in saving the Caudatian Ambassador. If one of the heroes is able to fill the role of super-genius, the gamemaster should have Kid Impossible take a backseat during the remainder of the adventure or simply have him incapacitated during the assassination attempt.

If the characters need Kid Impossible's expertise to advance the story, however, he activates a short-duration force field device during the attack and cowers until the fight is over. If he's not needed, Kid Impossible is caught in an explosion and knocked unconscious.

## Dignitaries and Other Innocent Bystanders

Once the attack starts, security guards swarm the dignitaries and begin escorting them to safety. The security personnel only attack in self-defense. The Minutemen do not intentionally target the crowd, but instead focus their attacks on the ambassador's delegation or other known aliens and foreigners.

The civilian crowd does not know this and panics. While the civilians attempt to flee the attack, they shove their way past security, but come up against a barred access point. If nothing is done, those in the front may be trampled. If the gamemaster needs another distraction to allow the villains to escape, the screams of innocent bystanders alert the characters to this problem. The military guards attempt to protect the crowd and only fire on individuals attacking them. The soldiers' statistics are on page 117 of *ICONS: Superpowered Roleplaying*.

## Post-Attack Actions

After the villains have fled, medical personnel begin attending to any injured bystanders, and the military are able to control the crowd, now that the villains are gone. Kid Impossible, or one of his assistants if he is incapacitated, asks the characters to assist the ambassador by transporting him to a medical facility. He explains that keeping the ambassador alive is much more important than tracking down the attackers at this time. If the characters insist on chasing down the villains, Kid Impossible suggests that the Minutemen might attempt to finish the job by killing the ambassador when they discover that he still lives.

## Action Scene 3: Inside the Laboratory of Kid Impossible

Kid Impossible's laboratory is in the nearby Tesla Industrial Park district of Stark City. It is a large research and manufacturing plant occupying several city blocks. It has an advanced medical facility containing many inventions of Kid Impossible that are beyond state of the art.

## Caudatian Physiology

Kid Impossible, or anyone passing a difficulty 6 Intellect test—adding Science (Biology) to the roll—determines that the Caudatians probably evolved from a salamander-like species. They are oxygen-breathers with an ectothermic (cold-blooded) biology. Their regenerative capabilities appear much enhanced compared to a salamander's. External wounds begin closing within minutes. Caudatians remove foreign bodies from their system by encasing them in tissue and then transporting the body through the Caudatian's digestive system.

## Ramping Up/Ramping Down

This encounter should work well with three or four heroes, but with larger groups, the gamemaster can increase the difficulty by having Contagion wade into the crowd. Likewise, the gamemaster could increase the number of thralls and Minutemen by 50 or 100 percent. To decrease the difficulty of the encounter, use the optional Minion rule (page 71 of *ICONS: Superpowered Roleplaying*) for all military personnel and security guards. Further, the Dominatrix does not replace any of her mind-controlled victims once the heroes disable them.



## Medical Options

The examining physician, Kid Impossible or one of the player characters, discovers that the Caudatians were attacked using exploding bullets. The ambassador lost one of his arms to a bullet; the explosion separated it entirely from his torso. Another bullet is lodged in the ambassador's skull, but it has not exploded. Obviously, if it did explode, the explosion would destroy the ambassador's head and kill him instantly. The physician estimates that the ambassador's immune system will finish encasing the bullet within the hour and begin moving it, which may cause it to detonate.

The physician says that surgery is too risky to attempt. In addition to the risk of accidentally setting off the explosive bullet and killing the patient, the Ambassador's immune system aggressively attacks the surgeon's tools if surgery is attempted. The doctor suggests that either the immune system must be disabled or the surgeon's tools must be shrunk to a size smaller than that recognizable by the Caudatian immune system. The examining physician warns against disabling the immune system, ***"if that is even possible,"*** he says, ***"because the Caudatian's regenerative capability is repairing the ambassador's other wounds around his body."*** Reducing the body temperature of the Caudatians slows their regenerative abilities greatly.

Characters with the Teleportation or Phasing powers are normally only able to affect themselves, but may attempt to use a stunt to extract the bullet from the ambassador's body. The stunt requires spending a point of Determination, tagging a quality to attempt the stunt, and passing a Power test using the character's Power level as the difficulty. If the test fails, nothing happens. With an effect of 0, the stunt works, but there are side effects. With an effect of 1 or more, the stunt works as planned. This test must be successful for the character to even attempt the stunt. To remove the bullet from the ambassador's head, the player must have a massive success against a difficulty of 7 if the character is only looking at an MRI image or X-ray of the ambassador's skull. If the character is able to touch the bullet, the difficulty is reduced to 4.

Transmutation could turn the bullet into a harmless substance. The player must have a massive success against a difficulty of 6 if the hero has only an MRI or X-ray image to guide the attempt. If the character can touch the bullet, the difficulty is only 3.

Characters with the Healing power may attempt to use it to assist the Caudatians. It is helpful in keeping them alive, but its use on the ambassador causes problems. Healing causes the ambassador's immune system to speed its efforts to encase the bullet and remove it from the ambassador's body through his digestive system. This may cause the bullet to detonate.

After the characters have discussed several possible solutions, Kid Impossible suggests using his experimental miniaturization device to shrink the characters and his submarine to extract the bullet before it explodes. Kid Impossible suggests the characters travel in the submarine to assist because it is unarmed. If the characters do not have a qualified pilot, Kid Impossible volunteers to drive himself.

## Decision Time

If the players come up with an ingenious plan to remove the bullet and save the ambassador without using the miniaturization device, let it work. There are other encounters to be had in the adventure. Don't railroad the characters. Make them spend their Determination and roll for success. If they fail, reduce the ambassador's likelihood of survival. If they succeed, move to the next scene and defend the ambassador and his allies from the next attack.

## Action Scene 4: Inside the Ambassador

Kid Impossible directs the characters to a large sterile room with a miniature submarine sitting on a raised platform. The submarine is large enough for four adults and their scuba gear. The device also carries its own miniaturization ray, but is otherwise unarmed and unarmored.

Once the characters are inside, Kid Impossible directs the technician to activate the miniaturization ray. The characters feel a strange sensation of vertigo as the device affects them and shrinks the submarine to a mere 10 microns in width and 20 microns in length. Kid Impossible activates a device that magnetizes the hull of the submarine. The technicians then use another magnet to levitate the submarine and transport it to the entry wound of the ambassador.

### Traveling to the Bullet

During the transition, the characters are unable to see much of anything because of their microscopic size. Despite the care taken by the technicians, the heroes are jostled around the submarine until they are inserted into the open wound of the ambassador. Once inside the ambassador's body, the characters see only a dark green substance outside the windows.

The submarine's lights illuminate the interior of the patient's body. A dark green liquid rushes past the sub's windows as it motors toward the ambassador's circulatory system. As the submarine approaches the nearest capillary, Kid Impossible tells you to prepare for entry. A surgical laser extends from the sub and slices into the blood vessel's wall. The submarine enters the gap and bounces against the walls of the capillary as it is swept up by the current.

Once inside the body, the command center directs the characters to proceed toward the bullet. The

pilot of the submarine must make a difficulty 5 Coordination test, with Pilot (Submarine) providing a bonus. The characters must achieve a massive success to reach the bullet, but may also do so through achieving four moderate successes or two major successes. If the pilot fails any of these Coordination tests, the ambassador's immune system attacks the submarine.

### Overcoming the Body's Defenses

Cells that look similar to human leukocytes (white blood cells), but much larger and darker in color, fill the ambassador's circulatory system. Kid Impossible refers to the cells as "mavrocytes." Although white blood cells make up about 1 percent of the volume of the blood of a healthy human, the ambassador's bloodstream appears to have five to ten times as many mavrocytes present.

*As the submarine careens in to one of the jet-black cells, the cell attaches itself to the vessel. Kid Impossible says, "You must destroy the mavrocyte. I can't risk it damaging the laser scalpel. Do it quickly before they swarm and envelop the sub."*

The ambassador's mavrocytes do not retreat from damage. They attempt to destroy the foreign invader until the characters destroy them. Their method of attack is to envelope, cocoon, and disable any foreign bodies. If a foreign body is too large for a single mavrocyte to cocoon or resists the attempt, the blood cell sends out signals to nearby mavrocytes to assist it. If a mavrocyte suffers damage, it signals to surrounding blood cells to assist it on the next page. In two pages, another mavrocyte arrives. If the characters do not focus their attacks, the number of mavrocytes grows exponentially, as each wounded blood cell summons others and those blood cells summon others to assist in the attack.

### Fighting Outside the Ship

Fighting under water—or in this case in Ambassador Ban-Jenes's bloodstream—imparts a -1 penalty to all actions. The Underwater Combat specialty negates this penalty. See page 27 of the *ICONS: Superpowered Roleplaying* book for a full description of the benefits of this specialty.



## Mavrocytes of Ban-Jenes's Immune System

Prowess 3                      Intellect -  
Coordination 3              Awareness 4  
Strength 5                   Willpower -  
Stamina 8

**Specialties:** Underwater Combat Expert

**Powers:** Binding 6, Invulnerability 3

**Notes:** These are blood cells, and as such, they do not have Intellect or Willpower and are unaffected by powers that influence the mind. Because the heroes are half the size of the white blood cells, they receive a +1 to all attack rolls. If a mavrocyte binds someone or something, it does so by enveloping the target with its body. It ceases attacking anything else, attempts to crush the enveloped victim, and transports it to the body's digestive track for expulsion.

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### Extracting the Bullet

When the heroes arrive at the location of the explosive bullet, near the base of the ambassador's skull, they see that the bullet is many times larger than their vessel and surrounded by mavrocytes. A number of mavrocytes equal to twice the number of heroes in the submarine have begun to envelope the bullet in preparation for moving it out of the body.

The heroes have several options before them to save Ambassador Ban-Jenes, but they must act quickly. The mavrocytes are summoning more blood cells to completely envelop the bullet. When they envelop the bullet (in 10 panels if the characters do nothing), the mavrocytes dislodge it, and it detonates. The resulting explosion causes 10 points of damage to any miniaturized characters and causes 2 points of damage to anyone in close range to the ambassador. The explosion, of course, kills the ambassador.

Characters with specialties in Military or Electronics may attempt to disarm the explosives of the bullet.

The characters must breach the outer shell and gain access to the explosive switch. A successful difficulty 8 Strength test allows the characters access. Use a success pyramid to disarm the bomb. A massive success, two major successes, or four moderate successes are necessary. Characters may attempt a difficulty 6 Intellect test to disable the trigger. They may attempt to remove the explosive material surrounding the trigger or otherwise separate the explosives from primer and trigger. The characters could break the bullet into multiple pieces and let the mavrocytes dispose of it for them.

The submarine is armed with a miniature miniaturization ray to allow for the replenishment of oxygen and other supplies for an extended voyage. The heroes could attempt to shrink the bullet to make it easier to remove. The miniaturization ray only works on stationary targets and requires five panels to activate. During that period, mavrocytes (equal to the number of heroes) attack the characters' vessel and any characters outside of the submarine.

A successful Teleportation stunt and a Teleportation test against a difficulty of 4 removes the bullet from the ambassador's body. A hero with Transmutation can touch the bullet and turn it to a harmless substance with a successful test against a difficulty of 3.

### Escaping the Body

Once the characters have dealt with the explosive bullet, they must escape Ambassador Ban-Jenes. Kid Impossible or a character with a Medicine specialty can inform the other characters that they have two choices for exiting the ambassador. The heroes can take the same path out as they did coming in, as described above, or they can follow the mavrocytes out of the body through the ambassador's gastrointestinal tract. The first way is quicker, but more likely to lead to damage to the ambassador's healing process. The second way is safer, but takes significantly longer.

### Taking the Long Way Out

If the characters decide to take the quicker way out, use the guidelines in "Traveling to the Bullet" section. If the heroes travel through the digestive

## Ramping Up/Ramping Down

Increase the number of mavrocytes to make this section more difficult. To make it less difficulty, use the optional Minion rule (page 71 of *ICONS: Superpowered Roleplaying*) for the mavrocytes. Do not be afraid to make the trip tough on the heroes; tag their challenges whenever possible. They are going to need the extra Determination for the final battle.

tract, the gamemaster may use the following text to describe the trip. It is uneventful until the lab technicians contact them in the “Final Battle” section.

*The submarine attaches itself to a green blood cell and follows the current of the bloodstream. The passengers see an orifice on the wall of the blood vessel, near which mavrocytes congregate. When a group large enough to cover the orifice is present, it opens and flushes the cells, their contents, and the surrounding blood and plasma into the ambassador’s digestive tract. The pilot directs the submarine through the opening. The heroes tumble down the ambassador’s esophagus and into his stomach.*

## Action Scene 5: Outside the Ambassador

If some of the heroes do not want to enter the submarine, the gamemaster should not discourage them from remaining in the laboratory. Anyone with a military or security background is likely to suspect that the ambassador is especially vulnerable to attack while he is in surgery. Below are optional events that the gamemaster can use to keep the characters outside of the ambassador involved in the story.

### Giving Directions to the Submarine

The submarine receives a feed from the laboratory’s monitors and can reach the bullet of exit Ambassador Ban-Jenes’s body without assistance from the outside, but making the journey is easier with a competent guide. Characters may use the Combining Abilities option (page 57 of *ICONS: Superpowered Roleplaying*) to allow the navigator (Intellect + Medicine) and pilot (Coordination + Pilot (Submarine)) to assist one another. Given that it is unlikely one of the heroes is a trained submarine pilot, this may be a useful option.

### Saving the Bodyguards

Kid Impossible, or the treating physician, can use the bodyguards as a source of transfusion or organ transplants for the ambassador. Their recovery improves the odds of his survival. Heroes with medical training may attempt an Intellect + Medicine or Intellect + Science (Biology) test against a difficulty of 4 to assist the injured bodyguards. Any success allows the treated bodyguard to survive, and a major or massive success speeds the healing process. This test is easier than one might expect, given the damage to the bodyguards, because of the advanced medical equipment available in Kid Impossible’s laboratory. Likewise, the Healing power can greatly speed the Caudatians’ ability to recover.

### Stopping a Saboteur

Not everyone on Kid Impossible’s staff is happy about his interactions with the Caudatians. One or more of the staff may attempt to sabotage the operation to save the ambassador. After Kid Impossible has miniaturized the submarine, Xenophobic Scientists attack the medical unit—two for each hero outside of the submarine or healthy Caudatian bodyguard. They incapacitate the other scientists, blast their way into the clean room, and kill the ambassador and his bodyguards.

The medical unit has a password-protected door and blast-resistant walls. The walls have a structural Strength of 6 (see “Bending and Breaking,” page 60 of the *ICONS: Superpowered Roleplaying* book), Invulnerability 2, and Stamina 7. If the wall’s Stamina is reduced to zero, the scientists blast a person-sized hole in it.

If the saboteurs are successful in damaging the control room, the characters on the submarine must navigate blindly until communication can be re-established. Kid Impossible has additional lab space with the necessary equipment, but someone must bring it online. This requires an Intellect + Electronics test against a difficulty of 5. The greater



the success, the more quickly the machines are functional. A moderate success means that the system is not back up until four panels after “The Final Battle” starts. A major success means that it is operational two panels after “The Final Battle” starts, and a massive success brings the systems online before the “The Final Battle” starts and the hero may give directions to the submarine as described above.

## Action Scene 6: The Final Battle

As the characters make their way out of Ambassador Ban-Jenes’s body, the gamemaster should try to lull the players into a state of relaxation. She could begin talking about the next session, start arranging game materials, or grab a drink and lean back in her chair, as if the session is about to end. When the players look relaxed, make the loud sound of a claxon.

**BRAAAH! BRAAH! BRAAH! Intruder alert! Breach in sector 3G. Intruder alert! Breach in section 7B. BRAAH! BRAAH! BRAAH! Over the sounds of the alarms, you hear gunfire and explosions.**

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The Minuteman and his allies have regrouped and are attacking Kid Impossible’s research facility in an attempt to finish the job. The uncaptured supervillains from the first battle and one of the Minutemen for every hero converge on the medical facility. Kid Impossible’s automated defenses are not much match for a team of supervillains, but they may have some scorch marks or wounds when they arrive at the medical center.

### Escaping the Ambassador

If the heroes took the quick way out of the ambassador, the degree of success of the pilot’s

### Xenophobic Scientist

Prowess 2                      Intellect 5  
Coordination 3              Awareness 3  
Strength 3                    Willpower 3  
Stamina 6

**Specialties:** Electronics, Medicine, and/or Science (Biology, Chemistry, Genetics, or Physics)

**Notes:** The scientists have no superpowers, but may have access to one of more of Kid Impossible’s prototype devices. A Blast (explosive) 5 Device, Blinding (burst) 4 Device, or Paralysis (close range) 5 Device are possible options. All of the devices have the following Challenges: prototype, unreliable, and unpredictable.

Coordination + Pilot (Submarine) against a difficulty of 5 determines when the submarine escapes. A moderate success means that submarine is not out until four panels after “The Final Battle” starts. A major success means that it exits two panels after “The Final Battle” starts, and a massive success allows the characters to escape before it starts.

If the heroes decided to take the long way out, they must cut their way out of the ambassador to escape before the end of “The Final Battle.” Use the same standards as above, but the test difficulty is 7, and each failure causes damage to the ambassador and affects his likelihood of survival, as described under “Aftermath.”

### The Minuteman’s Tactics

The Minuteman wants to destroy the characters for interfering with his plans. He focuses his attacks on

### Ramping Up/Ramping Down

To ramp up the final battle, increase the number of Minutemen. You may wish to still use the Minion rule (page 71 of *ICONS: Superpowered Roleplaying*) for them. With the number of supervillains attacking, the characters should have their hands full.

To ramp down the final battle, inform the heroes that the armed forces have surrounded Kid Impossible’s research facilities and are repelling the Minutemen. Only the Minuteman and one supervillain for every two heroes make it past the defense forces and into the laboratory. They arrive four panels after the initial alarms sound.

the strongest-looking hero before moving to the next one. His teammates and minions do the same. They go one-on-one with the characters and the ambassador's bodyguards, until all are defeated. If the villains outnumber the heroes and bodyguards, the extra villains begin bashing their way through the walls protecting Ambassador Ban-Jenes. The villains flee if the Minuteman falls or they make three or more successful attacks on the ambassador.

## Action Scene 7: Aftermath

Assuming the heroes are victorious, or at least drive off the Minutemen, the gamemaster must still decide whether Ambassador Ban-Jenes lives or dies. There are multiple ways for the gamemaster to handle this question. The gamemaster could decide by fiat whether the ambassador lives or dies. Either ending is acceptable. If he lives, the heroes gain a valuable ally, potential access to Caudatian technology, and worldwide acclaim. If he dies, the Earth may be drawn into inter-dimensional war. The characters, as the closest thing the Earth has to experts, are naturally asked to mount a resistance or broker peace with the Caudatians.

If the gamemaster wants to use a random method of determining the ambassador's fate, she may use the following guidelines. One of the characters must achieve a massive success on an Intellect test against a difficulty of 10, with Medicine adding to the chance of success. Alternatively, the characters

may succeed by achieving 3 major successes, 6 moderate successes, or some combination of the two. The players may accumulate successes in any number of ways. The following examples are provided for the gamemaster:

- for every Caudatian bodyguard who lives through the assassination attempt, the players achieve a moderate success;
- if the characters avoid doing any harm to the ambassador while inside, they achieve a major success;
- if they do only minor damage, they achieve a moderate success;
- if the characters take the safe way out of the ambassador, through the digestive tract, they achieve a major success;
- if the characters use Healing on the ambassador after the bullet is removed, they achieve a major success for replenishing all of his lost Strength and Stamina.

If the ambassador suffers any damage while in surgery, the gamemaster subtracts one moderate success from the total. This damage can come from the characters accidentally injuring the ambassador or the Minutemen harming him.



**Playtesters:** John Clark, Sterling Heibeck, John Schwarz, Aaron Cilwa, Mark Lowrie, Eric Henning, Shawn Schultz, Tina Thompson, Arron Stamper, Lori Arend, Ben Beaty, Ryan Mason, Scott Hall, Walt Robillard, Ade Smith, Joe Bardales, Steve Perrin, Mike Lafferty, and Stacey Montgomery.



# Dramatis Personae

## The Minuteman

**Name:** Captain Roger Stevens

**Origin:** Trained

Height: 6' 2"    Weight: 195 lbs.

First Appearance: Improbable Tales #8

Prowess 7

Coordination 6

Strength 5

Intellect 5

Awareness 6

Willpower 6

Stamina 11

Determination \*

### Specialties

Leadership

Martial Arts Expert

Mental Resistance Expert

Military

Power (Paralysis) Expert

Stealth

Weapons Master (Guns)

Wrestling Expert

### Equipment

Invulnerability Device 3 – Tactical Body Armor

Blast Device 5 (Shooting) – SCAR-H Mk 17

Assault Rifle

Fast Attack Device 1 – SCAR-H Mk 17 Assault Rifle

Super-Senses Device 1 (Infravision) – Night Vision

Goggles

Explosive Blast Device 6 (Shooting) – M67

Fragmentation Grenades

Elemental Control Fire (Attack) Device 8 – ANM-14

Thermite Grenades

### Powers

Danger Sense 8

Paralysis 5 – Pressure Points

### Qualities

Identity : Former Marine Recon Special Forces

Epithet : Super-soldier



Motivation : Unit. Corps. God. Country.

Connections : The Minutemen

### Challenges


Social : Talks only in military jargon

Personal : Overly sensitive to disrespect

Personal : Hates foreigners and aliens

### Background:

Roger Stevens was an all-American boy. The captain and star quarterback of his high school football team turned down several athletic scholarships to join the Marine Corps. He married his high school sweetheart and began a career as a Marine. A natural athlete and leader, he excelled and joined a Force Recon unit before moving to Special



Operations Command. After five years in the Special Forces unit, Stevens went on to become an officer. He made captain in record time, seeing combat in both Iraq and Afghanistan and receiving a bronze star for valor in combat.

After returning from Afghanistan, he went hiking through a California state forest with his wife and two young sons. They stumbled upon an illegal marijuana operation run by a Mexican drug cartel. Stevens tried to lead his family away from danger, but his youngest son slipped and let out a yell. Stevens told his family to run; he confronted the drug runners to give them time to get away. Stevens killed a dozen of them, but reinforcements found and murdered his family.

When Stevens discovered their bodies, he snapped. He resigned his commission and dedicated himself to fighting the drug cartels. He took the name Minuteman after the Revolutionary War forces that fought the British. Public officials and the newspapers initially lauded his actions, and state and federal law enforcement turned a blind eye to the vigilante. The Minuteman started attracting followers, many of them ex-military personnel and survivalists, who wanted to keep the cartels out of California's forests. They took the name "the Minutemen" and aggressively scouted for operations and shut them down. Unknown to most, they confiscated weapons and sold the marijuana to finance their operations.

The drug cartels started fighting back and more aggressively armed their guards, set booby traps, and defended their operations continuously. The Minutemen, under Stevens's leadership, took few losses, but public opinion started to turn against them as innocent bystanders were dying in the crossfire. Stevens told the press that if the cartels were killing unarmed people, those people who didn't arm themselves deserved to die.

Public opinion soured on the Minutemen, but Stevens didn't care. He was trying to win a war, not a popularity contest. He decided that the best way to do it was to prevent the cartels from crossing into the country. Stevens set up some of his Minutemen

along the border and they detained anyone they caught crossing illegally. After several months, they noticed that they had caught some of the same individuals on multiple occasions. Stevens gave the order to use deadly force in preventing any border crossing. Many of the Minutemen refused the order; Stevens had them shot as traitors. What remained of the organization was a group of men who would blindly follow Stevens anywhere, regardless of the consequences.

With public support drying up and in need of funds to continue the fight, Stevens ordered his men to start robbing large banks, chiefly those receiving government assistance or foreclosing on homes. The Minutemen needed the money and Stevens considered the banks to be thieves themselves, so he saw no problem with redistributing the wealth they had unlawfully obtained. These acts moved him from the category of unpopular vigilante to supervillain.

The Minutemen have no rational reason for targeting the Caudatians. They believe all extra-dimensional or extraterrestrial aliens present a danger, not just to the United States, but to the entire world. They are convinced that the first contact is only a scouting mission to assess Earth's defenses and full-scale invasion is imminent.



# Deadeye

**Name:** Robert Jones

**Origin:** Transformed

**Height:** 5' 11" **Weight:** 180 lbs.

**First Appearance:** Improbable Tales #8

Prowess 4

Coordination 5

Strength 4

Intellect 4

Awareness 9

Willpower 4

Stamina 8

Determination \*

## Specialties

Military

Stealth Expert

Martial Arts

Weapons Master (Guns)

## Equipment

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Blast Device 6 (Shooting) – M91A2 Sniper Rifle

Invulnerability Device 2 – Bulletproof Vest

## Powers

Super-Senses 9 (Sonar, Enhanced Vision, Enhanced Hearing, Extended Vision x3, Extended Hearing x3)

## Qualities

Identity : Former Navy SEAL sniper

Epithet : Super-sniper

Connections : The Minutemen

Motivation : Revenge

## Challenges

Enemy : U.S. government

Social : Always wears very dark sunglasses and earplugs

Weakness : Susceptible to loud noises and bright lights

## Background:

Bobby Jones was a Navy SEAL sniper in the Gulf War. He loved his job. He enjoyed the camaraderie that military service offered. He loved the prestige and excitement that being in an elite military unit



offered. He planned to devote his life to service to his country. All that changed after he began to develop medical problems.

When command offered him some experimental drugs prior to the invasion of Iraq to counteract possible exposure to nerve agents, Jones took them without hesitation. The drugs interacted with the chemical weapons released in the war. Shortly thereafter, Jones developed photosensitivity and started hallucinating. He heard voices all around him. Over several years, his symptoms grew worse until he could no longer function in the military. Military physicians could not diagnose his ailment, ignored his complaints, and labeled him a malingerer. Despite his exemplary service and sterling combat record, Jones received a dishonorable discharge.

Jones later discovered that the chemicals had changed him. He wasn't hallucinating; he was hearing conversations of people who were hundreds of yards or even miles away. (He can hear Visual Range conversations as if they were at Personal Range, and see details at Visual Range as if they were at Personal Range.) Jones's hearing is so sensitive that he learned to close his eyes and navigate solely through sound. This is very useful

because his senses of sight and hearing are so sensitive that he usually keeps his eyes closed behind dark sunglasses while wearing noise-reducing headphones and earplugs. He can ignore the sensory overload and control it for short periods, but it is mentally draining and he prefers sensory deprivation when possible. He tends to remove this equipment only when in combat.

After his discharge, Jones kept a low profile, drifting from town to town doing odd jobs. When he heard that the Minuteman was recruiting soldiers, Jones contacted him immediately. The two had met while serving in the Gulf. Jones liked Stevens and saw service with the Minutemen as a path to get back at the government and military, which had ignored his problems and kicked him out on to the street.

## Contagion

**Name:** Joseph Maricopa

**Origin:** Transformed

Height: 5' 8" Weight: 200 lbs.

First Appearance: Improbable Tales #8

Prowess 3

Coordination 2

Strength 3

Intellect 3

Awareness 3

Willpower 4

Stamina 7

Determination \*

### Specialties

Criminology

Military

### Powers

Affliction 6 (affects targets at Close Range)

Invulnerability 5

Life Drain 6 (affects targets at Close Range)

Increases maximum Stamina

### Qualities

Connections : The Minutemen

Identity : Former police officer

Epithet : Disease-carrying Soldier

Motivation : Keep the country free of illegal aliens

### Challenges

Enemy : Centers for Disease Control and Prevention officials

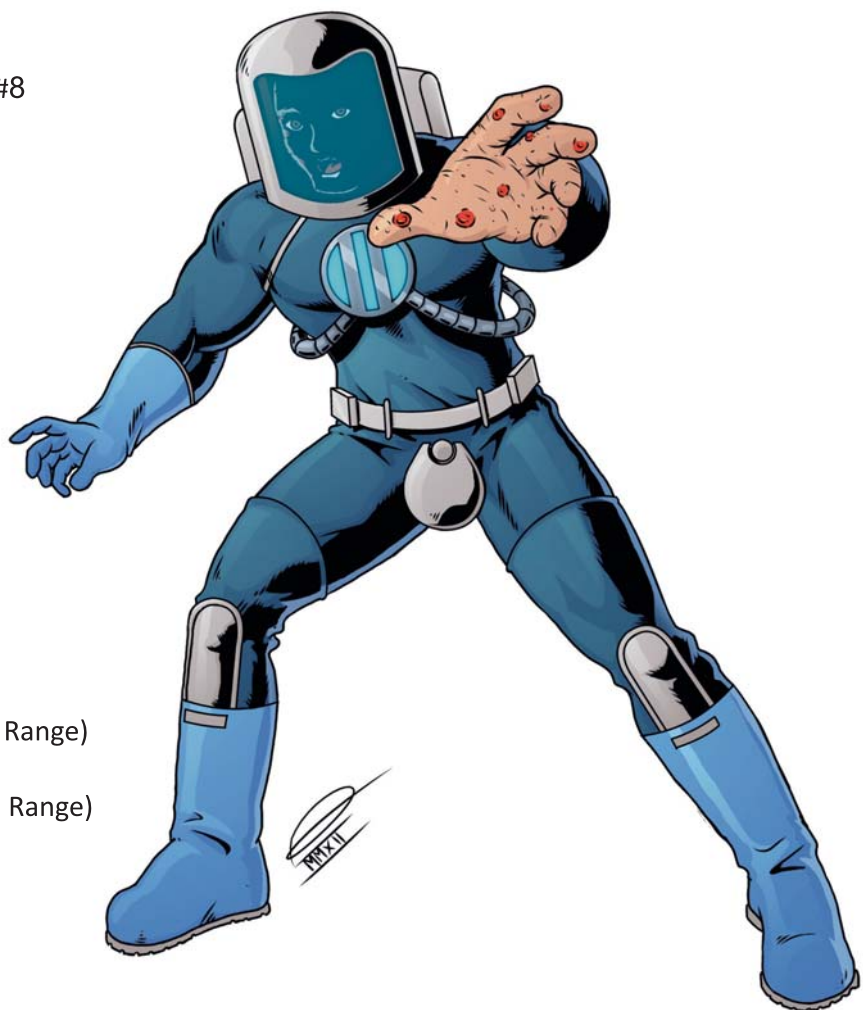
Personal : Racist

Social : Hideous, diseased, leprous appearance


Weakness : Powers cannot affect anyone in a sealed environment

### Background:

Joseph was born on a reservation in New Mexico. His father was Native American, and his mother was Caucasian. His early life on the reservation was difficult because of his racial heritage. The other children, and some of the adults, ostracized and ridiculed him. When his parents divorced, he and his mother left the reservation, but the children of the







rural community did not accept Joseph either. He was a very unhappy child, and directed his anger at the only group of people more reviled than he was—illegal immigrants.

Joseph joined the Air Force when he turned 18 and enlisted as an M.P. He liked the power that came with being a police officer. He served without distinction for 12 years before leaving under questionable circumstances. Joseph was accused of abusing his authority and using excessive force in several arrests. Prosecutors offered him the opportunity to leave under other than honorable conditions; he took it.


He returned to New Mexico and joined the sheriff's department. He made a name for himself by targeting people who had entered the country illegally. After only a few years on the force, he ran for sheriff under a nativist, anti-immigrant platform. He won the election by a landslide. He implemented an aggressive, and likely unconstitutional, program of profiling individuals who looked like they might not be in the country legally. He then ensured that they were deported.

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While on a raid of an illegal drug manufacturing operation, Joseph was exposed to a mixture of toxic chemicals. The exposure changed him. He became ill shortly thereafter. Physicians were unable to identify the reason for his illness. Joseph seemed to be simultaneously stricken with multiple diseases. They attempted an experimental treatment on him involving a radiation treatment developed by Kid Impossible. The regimen did not work exactly as expected. Joseph continued to exhibit symptoms of multiple diseases. The number increased almost daily, but he remained alive and able to function. His contagious diseases became even more virulent. They quarantined him, but he disabled the medical safeguards and overwhelmed the hospital staff with his powers. The press dubbed him "Contagion" in describing his escape.

Contagion went on a rampage, robbing Hispanic communities and spreading sickness and death. State and local officials attempted to capture him, but he resisted their efforts. Only a fully outfitted team in bio-chemical protective gear had any

chance of resisting his powers. The government is very interested in his ability to survive numerous otherwise fatal diseases. The Centers for Disease Control and Prevention outfitted a mobile group of scientists and law enforcement personal to track and apprehend him. Although they came close on several occasions, Contagion always escaped. Contagion decided that he could not continue to operate alone. When he heard of the Minuteman's exploits, he offered his services and has been a member of his group ever since.



# The Dominatrix

**Name:** Maureen Norton

**Origin:** Birthright

Height: 5' 4"    Weight: 120 lbs.

First Appearance: Improbable Tales #8

Prowess 3

Coordination 3

Strength 2

Intellect 4

Awareness 3

Willpower 7

Stamina 9

Determination \*

## Specialties

Psychiatry

## Powers

Mind Control 7

Illusion 5

Mind Shield 4

Telepathy 7

Invisibility 4

## Qualities

Connections : Criminal underground

Identity : Former CIA assassin

Motivation : Mercenary

## Challenges

Enemy : P.A.T.R.I.O.T.

Personal : Individualist

Weakness : Must concentrate to activate or maintain powers

## Background:

Maureen Norton was selected from birth for a secret government project to genetically engineer super-soldiers. The program had limited success, with very few subjects surviving the process. A rogue element in the Central Intelligence Agency took over the program with the intent of training the children to be assassins. Maureen's powers made her a very valuable asset. She completed



dozens of missions.

During one her operations, a P.A.T.R.I.O.T. operative foiled her assassination attempt and uncovered the rogue CIA operation. P.A.T.R.I.O.T. recruited Maureen with the promise of amnesty for her cooperation. She took the code name "Dominatrix." The Dominatrix had always followed orders and continued to do so while working for P.A.T.R.I.O.T. She was instructed to infiltrate the villainous group MAKO and uncover their plans. After several months of deep cover, she stopped transmitting information. Only later did P.A.T.R.I.O.T. discover that she had abandoned the mission and become a high-priced mercenary.



The Dominatrix decided that she had worked for others long enough with little or no autonomy. She was done risking her life for some patriotic ideal or loyalty. Instead, she would be doing only what she wanted and for the only reward that mattered—money. The Minuteman hired her a few months ago. The Dominatrix doesn't like his mission or his followers, but he's paying her a pile of cash, so she is loyal for now. The Dominatrix has received a substantial portion up front and does not hesitate to flee rather than avoid capture. The Minuteman knows this, but is willing to risk her desertion for the unique abilities that she offers.

## Kid Impossible

**Name:** Andrew Cook

**Origin:** Trained

Height: 5' 11" Weight: 175 lbs.

First Appearance: Improbable Tales #8

Prowess 2

Coordination 3

Strength 3

Intellect 7

Awareness 4

Willpower 3

Stamina 6

Determination 1 (0 if used as an NPC)

### Specialties

Computers Expert

Electronics Master

Mechanics Expert

Medicine Expert

Science Expert (Biology)

Science Expert (Genetics)

Science Expert (Chemistry)

Science Master (Physics)

### Powers

Wizardry 7 (Gadgets (Intellect))

Alteration Ray Device (miniaturization ray)

Force Field Device (limited to 7 pages)

Teleportation Device (only allows return to laboratory)

Binding Device (attacks everyone within Close



Range of target)

### Qualities

Connections : Scientific community

Connections : Matteo Rodrigues, CEO of Valkyrie

International

Epithet : Scientific super-genius

Identity : CEO and Chief Technologist of Impossible Technology, Inc.

Motivation : Create the future

### Challenges

Bad Luck

Personal : No business sense

Social : Awkward teenager

Weakness : Clueless academic

### Background:

Andrew Cook was a child prodigy. He spoke at six months, passed his high school equivalence exams at age three, and got his first Ph.D. at eight. Despite his obvious brilliance, few were willing to put an eight-year-old in charge of an R&D lab. Matteo Rodrigues, CEO of Valkyrie International, saw Cook's potential and hired him. After working for several months at Valkyrie, Cook decided to pursue another Ph.D. in medicine. His dissertation led to a dozen patents in advanced bio-technology—none of which earned him a penny.

Cook had several problems relating with his co-workers and subordinates. Few took the pre-teen seriously in the lab. Cook would often propose outlandish, overly complicated solutions to problems that might require an entirely new field of science to work. His co-workers almost uniformly dismissed his solutions as "impossible." When Cook created an engine that got 250 miles to the gallon, he proved his colleagues wrong. Of course, the engine was completely impractical and contained over a million dollars of exotic materials. His colleagues took to calling him "Kid Impossible," and the name stuck.

Kid Impossible cashed out his stock options in Valkyrie and started his own company. Rodrigues was one of his earliest and most generous backers. He didn't know what Kid Impossible would create, but he knew it would be cutting-edge. Rodrigues was not disappointed. Kid Impossible's first major invention was a device that allowed communication with dogs. The \$50,000 device was something that only the ridiculously wealthy could afford. Once they discovered that their beloved dogs wanted nothing but to play, eat, and sleep, the novelty wore off. Cook did sell enough units to pay off his backers and expand his business.

Kid Impossible's most recent work is another device of limited use. It allows for extra-dimensional communication. Of course, with no means of traveling to other dimensions, Kid Impossible's device was not likely to see use until he invented a means of travel. It was only by random chance that he contacted the Caudatians and got a response. Kid Impossible couldn't understand the response, but

knew that it was created by intelligent life. He spent the next several months working on a translation device. Through his efforts, the Caudatian delegation instructed Kid Impossible on how to create a receptor portal to allow them to enter our dimension.

## Caudatian Ambassador

**Name:** Ban-Jenes

**Origin:** Unearthly

Height: 6' 5" Weight: 195 lbs.

First Appearance: Improbable Tales #8

Prowess 3

Coordination 5

Strength 4

Intellect 4

Awareness 4

Willpower 5

Stamina 9

Determination 1 (0 if used as an NPC)

### Specialties

Deception Expert

### Powers

Regeneration 5 – 1 Stamina every other page

Wall Crawling 3

Extra Body Parts 4 (Tail (Fast Attack))

Strike 3 – Claws

Invulnerability 1 – Leathery hide

### Qualities

Connections : Caudatian government

Identity : Caudatian ambassador to Earth

Motivation : Assess threat of Earth

Epithet : Giant, talking salamander

### Challenges

Personal : Mixed loyalties

Social : Weird, alien salamander

Weakness : Cold-blooded

### Background:

Ban-Jenes is a life-long member of the Caudatian diplomatic corps. This is his first opportunity to initiate first contact with an extra-dimensional species. He has been an observer on previous



missions, so he knows what the Caudatian government expects of him—assess the potential threat and resources of the target planet for possible colonization or subjugation.

Years ago, Ban-Jenes lost his taste for inter-dimensional conquest, but he has hidden his feelings from his overlords. Based on his extensive conversations with Kid Impossible, Ban-Jenes has developed an affinity for Earth and its inhabitants. He doesn't want to see it crushed under the heel of Caudatian tyranny. He thinks that despite Earth's poor technological infrastructure, the presence of super-powered humans might even make Earth a worthy ally. The Caudatians are engaged in several wars both in their dimension and against other dimension-traveling races. Of course, his opinion of the suitability of Earth could be affected by the events of this adventure.

#### **Appearance:**

Ban-Jenes is a giant black salamander with yellow markings. He carries and wears nothing. In Caudatian culture, servants carry things. Workers wear protective clothing, depending on their professions. The upper classes have no such need.

## **Caudatian Bodyguards**

**Name:** Varies

**Origin:** Unearthly

Height: 7'      Weight: 250 lbs.

First Appearance: Improbable Tales #8

Prowess 5

Coordination 5

Strength 4

Intellect 3

Awareness 5

Willpower 4

Stamina 9

Determination 1 (0 if used as an NPC)

#### **Specialties**

Military

Power (Blast)

#### **Powers**

Regeneration 5 – 1 Stamina every other page

Wall-Crawling 3

Extra Body Parts 4 (Tail (Fast Attack))

Strike 5 – Claws

Invulnerability 2 – Leathery hide

Blast Device 6 (Blasting)

Explosion

#### **Qualities**

Connections : Caudatian military

Identity : Bodyguard for Caudatian ambassador

Motivation : Protect Ban-Jenes

Epithet : Giant, talking salamander

#### **Challenges**

Personal : Humorless, unquestioning loyalty to Ban-Jenes

Social : Weird, alien salamander

Weakness : Cold-blooded

#### **Background:**

Caudatian bodyguards are bred and raised to defend their masters.

#### **Appearance:**

The bodyguards are giant purple salamanders with black markings. They wear harnesses for their gear, but no other clothing.

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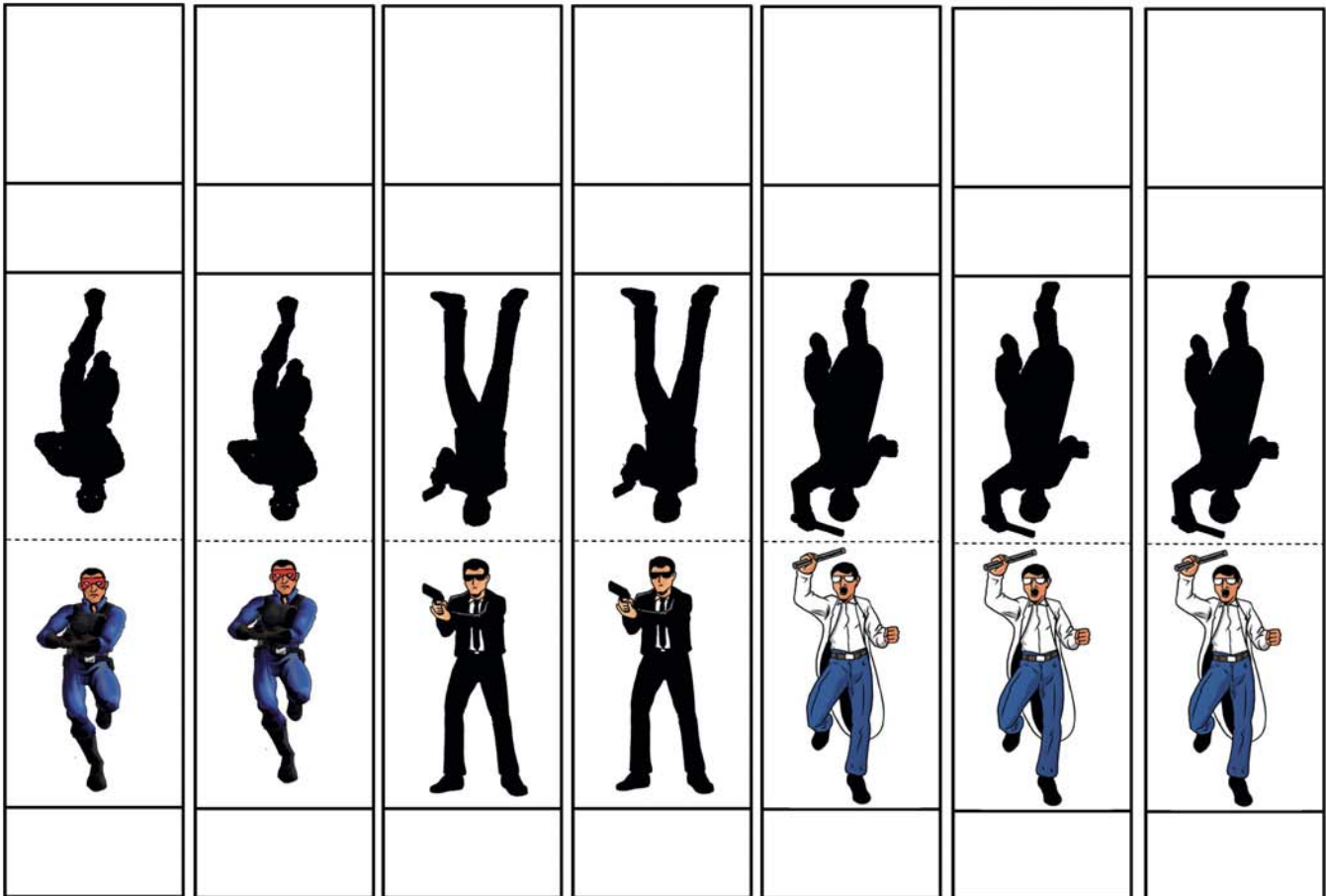
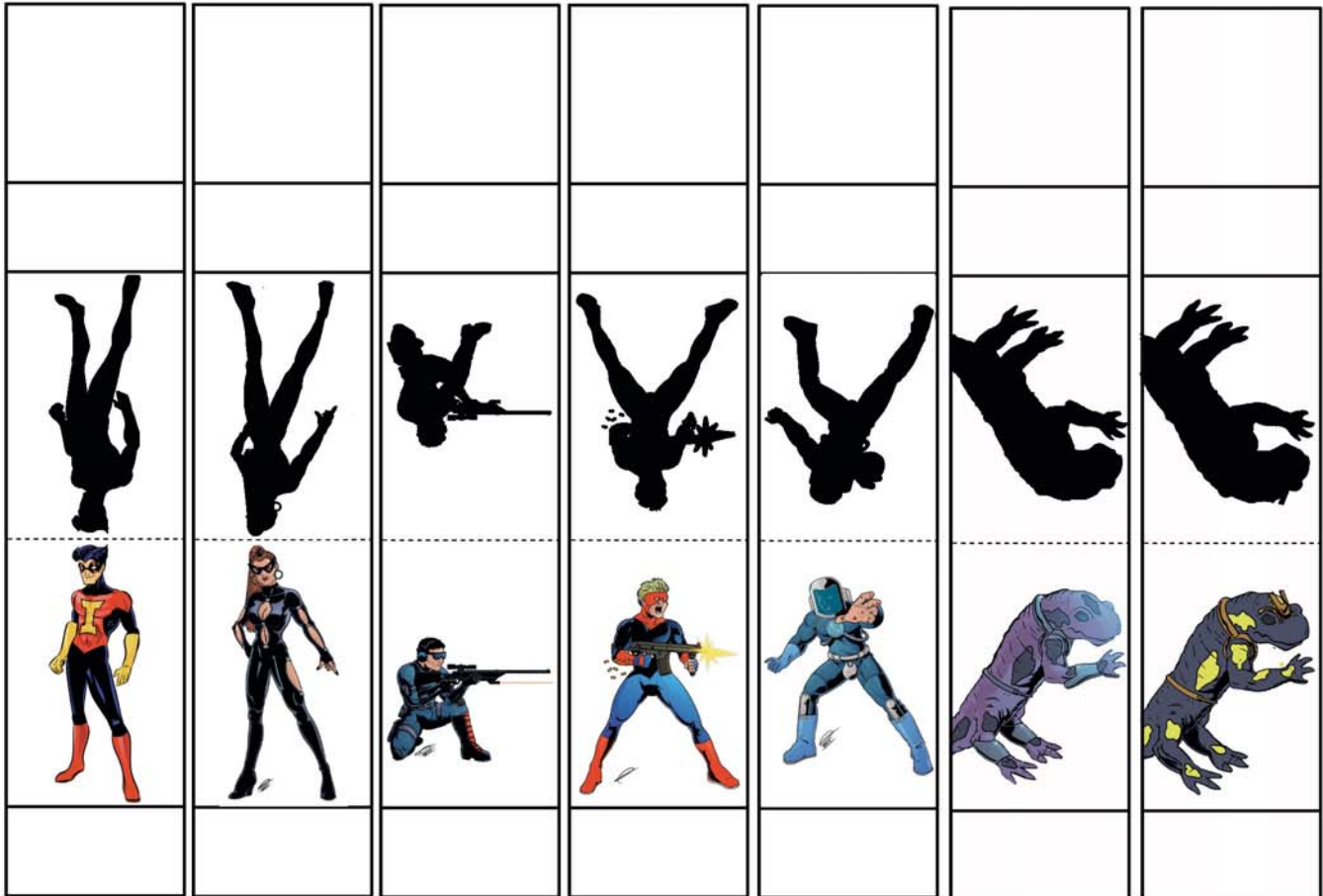
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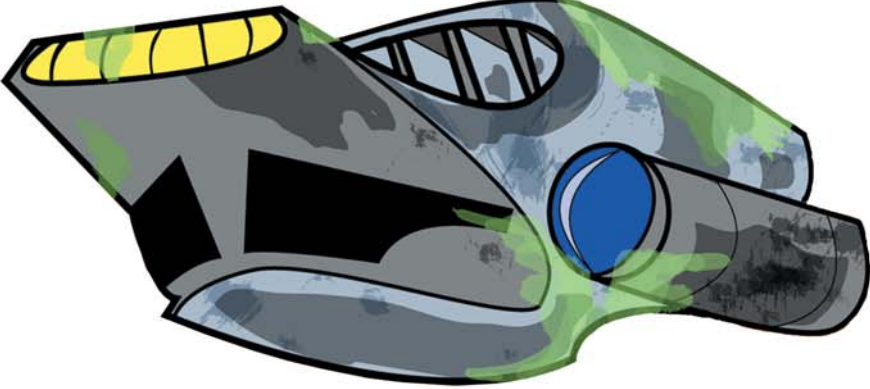
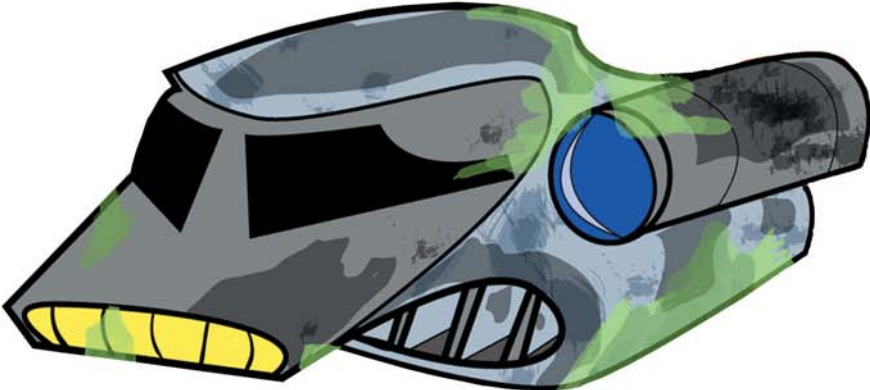
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