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WARGAMES: SOVI-APE

Written By: Mike Lafferty Art By: Dan Houser

Layout By: Jessica McDevitt

SOVIE-APE

Attention - oppressed citizens of this debased and corrupt society! I have taken control of your airwaves to inform you that the Brookston Dam just north of your city will be destroyed by the righteous revolutionary army of the Post Human Liberation Front in exactly 45 minutes. This act is intended as a strike against the warmongers of the Maythcreon corporation who have built a weapons development lab in your city. As much as we wish to cripple the running dog militaryindustrial complex - we have no desire for collateral damage amongst our working class brothers and sisters. We urge you to grab only what is essential and evacuate your city immediately.

Viva La Revolution! Know that the Glorious Uprising is not far off!

#

Sovie-ape (who goes by the name Pavel in private) was a genetically engineered combination of man and ape - the only one of his kind. He was the sole success of the human and chimpanzee hybrid program of Soviet scientist Ilya Ivanovich Ivanov in the late 1920s.

Ivanov was like a Father to the human-ape hybrid for the first few years of its life and he trained the highly intelligent creature as a scientist. However, Ivanov was never able to replicate the experiment that led to the creation of the hybrid and this resulted in his falling from grace with the Soviet scientific establishment.

Ivanov was sentenced to 10 years in a Siberian gulag on a trumped up corruption charge and Pavel became property of the state and his scientific training ended. (Pavel never saw his adoptive father Dr. Ivanov again. He received a letter notifying him of his death in 1932 several weeks after it had occurred.)

Pavel was inducted into the official state-sponsored super-team, The People's Revolution, and was renamed Sovie-Ape where he was trained in hand to hand combat and group tactics by Red Hammer, the team's leader. With his keen intellect and enhanced strength and constitution he was a valuable member of the team throughout its' battles with German metahumans in World War 2 and through the covert conflicts of the Cold War. One of his colleagues on the People's Revolution - the pyro-kinetic super-soldier Revolutionary Fire - took Pavel under his wing and treated him as a brother. The two were inseparable through World War 2.

It became clear in the late 1940s that Ivanov's experiments had also gifted Sovie-Ape with a resistance to the ravages of time - and he became a constant stalwart of the People's Revolution. He saw two generations of his comrades die or retire while he was on the team. After the death of Revolutionary Fire while putting down the Hungarian Revolution of 1956, Pavel never again formed a lasting friendship with another human.

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As the years went by, his Feelings of isolation and abandonment deepened. In the mid 1970s, Sovi-Ape defected and immigrated to the US with the hope of resuming his scientific training. His defection was a major propaganda coup for the US and was heralded in international media.

Pavel was startled by this initially warm welcome and hoped that in a country Famous For its open-mindedness, he could be accepted as something more than just a loyal soldier or biological curiosity. He hoped that there he could pursue his dream of a career in academia and a chance to resume his adopted Father's work.

Sadly, he was disappointed. No credible American university would admit him - and the only employment offers he got were from circuses and the occasional bottom-dwelling entertainment industry agent. He even, grudgingly, took a few unfortunate cameo roles in Hollywood movies and sitcoms to supplement his dwindling savings.

Eventually his resentment at life among humans in general and life in the US specifically peaked and he snapped. Too proud to return to the Eastern Bloc, he turned to crime to Finance his independent scientific work and to lash out at the society he felt has rejected and mocked him.

He robs banks, armored cars and the occasional museum to maintain the Funds For his experiments. He also conducts bombing raids of corporate HQs and other Facilities. He sends rhetoricladen manifestos to newspapers claiming responsibility for his attacks. Although eloquently written, his political invective is empty posturing. His attacks are motivated by his greed and drive for revenge against humanity - but the political grandstanding gives it a shred of revolutionary credibility.

The miracle that imbued him with sentience, massive intellect, enhanced physical abilities and longevity appears to have been a Fluke. He has tried - unsuccessFully - to recreate the work of Dr. Ivanov. He's determined to continue his creator's research but it is Frustrating work. What has proved much easier is mutating reluctant humans by splicing their DNA with that From animals.

Recently - he's taken to raiding high tech weapons and bioengineering labs - stealing the supplies he needs. He's considering kidnapping other scientists to help him with his work. But he's yet to take that step. He's a short term thinker - but he has the eventual goal of establishing a hidden compound/nature preserve/communal farm where he and his creations can live in peace.

That day always inevitably gets pushed off in Favor of the next big score.

Real History: Ilya Ivanovich Ivanov was a historical Figure and actually was a Soviet scientist whose research did revolve genetic hybrids - including attempts to create a human and primate hybrid. According to some sources, Stalin was especially interested in his research and was very disapointed when it didn't prove successful.

THE POST HUMAN LIBERATION FRONT

Sovi-ape kidnaps homeless men and mutates them in a series of painful experiments to create human and animal hybrids. At first - he tried this process with animals - other apes specifically. Unfortunately - this always ended in failure (and death of the primate subject). He feels no kinship with the mutated enforcers he creates but - until he can modify his techniques to be able to successfully create other enhanced apes like himself - they're all he has.

He kidnaps homeless men For these experiments - rationalizing that the new life he is giving them would be better than the hardscrabble existence on the streets. UnFortunately - he doesn't feel the kinship with these animal-human hybrids that he thought he would. They still seem too human. (He hopes that if he can ever successfully recreate Ivanov's experiment and create "true" hybrids that he won't feel so isolated.) In the meantime, those who survive his mutation process are forcibly drafted into his criminal operation. He affixes mind control collars around their necks and he has complete control of them via a specially built helmet that imposes his will on anyone wearing one of these devices. He calls his group of reluctant mutated collaborators the Post-Human Worker's Collective. (But most of his 'comrades' would desert him if their mind control collars were ever turned off.)

The reluctant mutants in the Post Human Liberation Front (PHLF) resent Sovi-Ape For what he's done to them (the mutation process is both long and painFul). Their distrust and resentment of Sovi-Ape is mutual, but he keeps them in line with the mind control collars and most of the PHLF would desert without this Failsafe.

The more aggressive of the mutates have begun covertly sabotaging their missions shortening fuses on explosives - sabotaging getaway vehicles; whatever they can do without being noticed. They hope to one day cause the death or capture of their captor.







SPECIALTIES:

Science Expert (Biology) Athletics

POWERS

Swinging 5 Mind Control Device 8 (Mind Control Helment - limited to anyone wearing a mind control collar)

Point Total: 49









Qualities

Only successful experiment from Stalin's cross-species eugenics program

Lonely genius

Challenges

Appearance: Bizarre looking ape Enemy: Law Enforcement Social: Alienated From humans



POST HUMAN LIBERATION FRONT MAN-BAT COMMANDO

Description: The Man-bat commandos are used for recon and fast raids. They are often employed on snatch and grab raids- where speed and evasion would be paramount.

MAN-BAT COMMANDO	
PROWESS	5
COORDINATION	7
STRENGTH	5
INTELLECT	3
AWARENESS	4
WILLPOWER	2
STAMINA	7
<i>SPECIALTIES:</i> Athletics Drive Stealth Weapons (<i>Blades</i>)	
POWERS Strike Device 4 - Katana Extra Body Parts 3 (Wings (Flight), Supersenses 1 (Sonar) - Enhanced	

Point Total: 38





POST HUMAN LIBERATION FRONT CHEETAH-MAN COMMANDO

Description: These Feline warriors are the muscle of the Post Human Liberation Front. They are deployed for tasks where security forces will need to be engaged and eliminated. Sovi-Ape is most concerned about these mutates rebelling and takes the extra precaution of keeping them caged when they're not in the field.

CHEETAH-MAN COMMANDO	
PROWESS	5
COORDINATION	6
STRENGTH	6
INTELLECT	3
AWARENESS	3
WILLPOWER	2
STAMINA	8
<i>SPECIALTIES:</i> Athletics Orive Stealth	
POWERS STRIKE 3 - CLAWS SUPER-SPEED 1 - CHEETAH-SPEED EXTRA BODY PARTS (TAIL/FAST AT SUPERSENSES 1 - ENHANCED SM	TTACK) 1

Point Total: 34

Qualities

Hates Sovi-ape

Mind Controlled Foot soldier in Post Human Liberation Front

Human/animal hybrid henchman

Kept in line by a specially designed mind-control collar

Challenges

Enemy: Law enforcement

Personal: Grotesque Appearance

Adventure Hook 1

A series of kidnappings plague the homeless men on the Skid Row of the PCs home city. Rumors abound in the homeless community about a "BigFoot" that kidnaps drunks and addicts who are too addled to put up a Fight. Ignored by the media and the overworked police - a concerned shelter volunteer brings these cases to the attention of the PCs.

Adventure Hook 2

A rash of robberies focusing on high tech and bioengineering firms strikes the PCs' city. The Mockheed Corporation is concerned and has decided to relocate one of their labs. Mockhead has been developing a new type of military weaponry (rail guns, gravity manipulator devices, amnesia bombs etc - pick the McGuffin of your choice) at their R+O lab in the PCs city. They've asked the PCs to provide additional security for the secret midnight convoy that will be relocating the weapons and research material to a safe, hardened location. Unfortunately, Sovi-Ape has learned about the convoy and he and his Post Human Liberation Front are planning an ambush...



Adventure Hook 3

Depression and isolation have gotten the better of him - and Sovi-Ape decides to make his mark on the world in a glorious suicide run. With a platoon of his mutated henchmen, he plans to seize a symbolic target - a state or national capital, a significant landmark or even the Pentagon. His plan is to hold off the authorities and supers for as long before detonating a massive explosive device he is carrying. His goal is to go out in a blaze of glory and thus (in his mind) becoming a martyr/icon of Che Guevara-like proportions. As the PCs are engaging his minions - they get a call from the authorities who have uncovered his suicide note that has been mailed to several major newspapers. If the PCs can keep Sovi-Ape from dying in the battle - they can defuse his status as a cultural rallying point and short circuit the chance of copy-cat attacks.

Adventure Hook 4

The Red Directorate has Found the location of Sovi-Ape's lair. The PCs are tasked with infiltrating the US, capturing or killing the traitorous simian and then returning without being detected by American authorities.

Optional Complication The Supreme Commissar (who the PCs have heard through informal channels has been acting "oddly" lately -(see the entry on the Supreme Commissar For more information)) has chosen to invite himself along on this mission with the PCs. It quickly becomes obvious upon arrival in the US that the Commissar is unhinged. Managing to keep the Commissar alive and keep his grand-standing ways from attracting official attention will complicate the mission considerably.)



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