

## Children Of The Nuclear Age

A popcorn (action adventure) Super Hero scenario for 2-5 players. The characters are students at an elite high school in upstate New York.

*With the detonation of the Atomic Bomb, the Nuclear Age has come and its children are more than human. O'Neil Mutations (first classified by Dr. Cornelius O'Neil), commonly called 'Nukies,' are a new strain of humanity with awesome powers and, often, a terrifying capability for violence. You are high school aged mutants, attending the Virgo Academy, an elite private school where normal humans and nukies mix under the eye of its first generation headmistress—a enigmatic figure of great power.*

Your characters are 50pt high school students with 4pts Weird Stuff and 4E/4D (standard) letters for super powers. Choose a handle (a superhero name) for your character.

- Nukies are often defined by their *tragedies* as much as their powers. A tragedy (described in the Supers Rules) is something that's wrong with you powers (in general) or wrong with *you* because of your powers. Your character should have a Tragedy (receiving either an A or a B additional letter). If you do not have a tragedy other nukies (especially highly mutated ones) may deride you as a 'pretty-boy/girl' nukie ... one who was not so cursed.
- Nukies are seriously distrusted if not outright hated by most of society. Your home-life before you came to the Virgo Academy (a journey described below) was probably very rough. Firstly not all Nukies establish their full strength immediately and secondly many go through transitions of uncontrolled power usage during which they are normally vulnerable to violence. Many of your characters may have lived on the street, been runaways, etc.
- Nukies are a *relatively* recent phenomena. There is a 'first generation' (including Virgo, who runs the school) but most Nukies are within 10 years of your age (about 16-17).

### The Virgo Academy

You attend the Virgo Academy (newly arrived). It is an elite private school run by a first-generation nukie, a woman with the handle Virgo (Kathryn De'Lenor). She is an extremely powerful mentalist with a Force Field which, when active, gives her an almost angelic appearance.

You want to make your attendance work: The Virgo Academy has a group of nukies like yourself and offers an excellent opportunity. It's the only place you've ever been that you fit in. Sometimes the rules and regulations are annoying (and no one like having chores or homework) but it has real opportunity ... and so far it hasn't been boring!

### Two Paths To Entry

Your character may have come to the Virgo Academy one of two ways: Scholarship or The Underground Railroad.

#### The Underground Railroad

It is a loose-knit group of safe houses, friendly truckers, and other people who help feed, clothe, shelter, and transport mutant runaways—a cliché in the social world of nukies—to one of the areas where the schools recruit. A man named Alexi, the dean of students at the Virgo Academy, met you and he offered you a home, a place to live, a place with people like yourself ... a place where you might fit in and belong.

- Characters choosing this method spent some time on the run and on the street.
- They usually have no home they can go back to. It is likely they have been disowned, abused, or otherwise expelled traumatically from their community.
- Such characters may be wanted by the authorities (but not for serious crimes).

### **Direct Recruitment**

You, your parents, or someone you know contacted the Virgo Academy. It's an elite prep school that, as it turns out, has an excellent diversity program geared toward nukies. You met with the school recruiter and signed up!

- This method should be chosen if the character is to have a good relationship with their family.
- The character may purchase a (small) amount of wealth indicating that he or she comes from a very wealthy family. The effect will be to give the character a slightly higher allowance.

### **The World**

The world of the Nukie-verse is one where nukies (super beings) have only been around for about 2 generations. The first generation came unheralded. The elder-adult age nukies are rare and they tend to keep out of the public eye. Although there are handles ('pyro-boy') and costumes (wonder-materials) there aren't many real 'superheroes.' This is partially because most nukies have a hard enough time just getting by and partially because if a nukie gets really out of control there are organizations that will step in—quietly—to put things right.

### **O'Neil Mutations**

Technically nukies are called O'Neil Mutations after Dr. Cornelius O'Neil of the National Science Foundation. He was the first person to isolate the 'high-energy-genome' that makes nukies work. Power usage is called an O'Neil Manifestation. The genome becomes active around puberty. It can be detected by a blood test (O'Neil Screening).

### **First Generation**

The first-gen nukies (aged between 40-50) are rare. Their children (between 10 and 30 years of age) are second-gen. The characters are third-gen. While nukies almost always breed true (and it's a dominant trait), even normal human couples can have a nukie child. Blood tests are usually *not* done until later in life. The O'Neil test doesn't work well on infants (the reasons are unclear). These first-generation mutants are thought of as being somehow nobler and a few of them are vastly more powerful than ordinary nukies.

### **The Destruction Trend**

The most disturbing thing Dr. O'Neil noted in his report was that nukies tended (with a strong statistical trend) to be not just capable of paranormal abilities but of paranormal violence. Almost as though they were designed as some kind of super-predator, many of them had either biological or (more surprisingly) energy weapons. There is no known explanation for this but it has not made Ma and Pa America sleep any easier at night.

### **Nukies In Sports/Entertainment/Etc.**

Nukies are banned from all national league sports. They don't exist in the entertainment field. Some famous people and even a few young sports heroes are or have been secretly O'Neil mutations. The sports figures, when discovered, are reviled and thrown out, even if their mutation had nothing to do with the game they play.

In the entertainment field it's kept quiet ... but there's always the danger. Being a nukie is political suicide (only a few nukies are old enough to be really active in politics anyway). Overall, if you can keep it quiet: you do.

### **Wonder Materials**

One of the scientific breakthroughs to come out of examination of the nukie phenomena is the science of Wonder Materials. These are materials that change properties in the field of an O'Neil manifestation. If a nukie has a costume made of Wonder Materials and activates her Body of Flame, it won't burn—the material will be transparent to it and allow the effect to travel through it. Most of the schools can get their students Wonder Material clothing—but it usually does not look normal (it might be bulky, slick, etc., depending on how it was constructed).

### **The Underground Railroad**

The Underground Railroad is the common name for a loose-knit chain of people, safe-houses, and assistants who find and help nukies who have been living on the street. They channel them (over the course of days) to one of the major cities (Chicago, New Your, Denver, Phoenix, Atlanta, and others) where they are housed until they choose a school.

### **The Schools**

There are several—no one knows how many—schools for nukies. A few of these are nukie-only. Others are charter programs at existing organizations. Many are private and a few are secret. When a person (usually at the age of puberty) starts displaying O'Neil Manifestations (super powers) they are often ostracized by their families. Many are thrown out, more run away. A few result in tragedies (friends or enemies being killed in a sudden, uncontrolled release of power).

The schools are where they wind up. Most nukies in the railroad haven't heard of them or don't imagine they could ever go to an elite private academy. The characters have traveled to New York where they were put in a hotel and interviewed by several different schools. They chose the Virgo Academy.

### **Toon Town**

There are several cities with 'toon towns' but none like New York. Toon Town is where the nukies live. These are 20-35 year old nukies (first or second generation but not ultra powerful). It isn't a place a normal human wants to be caught alone.

Toon Town is marked with huge swatches of day-glow graffiti that warn people coming off the exit ramp to turn back! The streets themselves are pretty clean but something's not right: the colors on the buildings look 'off.' Huge spike-backed monsters wander the streets. Toon Town is a rough place ... even for a nukie. The hotel where the characters stayed during recruitment was in Toon Town's heart and through their window they could see that they didn't want to spend their lives out there (especially for a human looking 'pretty boy/girl' nukie). For their part, the denizens of Toon Town didn't want the kids—they realized there was no life for them there in the freak show.

There are normal people in Toon Town, even tour buses (who pay protection money to the local syndicate). Not everyone is a freak but nothing's normal either. From the unidentifiable food you get at the semi-Asian restaurants (don't look too closely) to the utterly bizarre strip-clubs and speakeasies filled with smoke-borne chemicals that aren't on the FBI's narcotics list, the whole place has more than one foot in the surreal.

### **Outside the US**

Nukies are a commodity anywhere. In other nations they are recruited (often forcibly) into the military. The US has an abnormally high nukie population and some countries actively (and illegally) recruit in the US. The upshot of all of this is that normal people fear foreign government's alleged recruitment of Nukies (they paradoxically don't want nukies in the military and fear a "nukie-gap" with other nations). US isolationism is rising.

## Welcome to the Virgo Academy

All of us are different, some in subtle ways, others in more overt ones. These differences make us who we are but they can also be a source of conflict and confusion. At the Virgo Academy our revolutionary program puts you or your children into a safe, caring environment where they can get the acceptance and enrichment they require.

### For Students

At the Virgo Academy you'll meet people like yourself and get to learn and relax in a controlled, supervised, and safe environment. Our expert instructors have top-notch experience in assisting in the control of O'Neil manifestation effects.

When you aren't learning, you can relax in the estate pool or spa, go horseback riding, or use our state-of-the-art video and television entertainment center.

### Higher Education

There are several schools that cater to students in your position. None of them have a program as well suited to finding you a place in higher education as the Virgo Academy.

### History

The Virgo Academy has a lengthy and distinguished history—it was a preparatory school shortly after the nation was born and has been prominent for almost one and a half centuries. Despite this heritage, it has been kept modern with numerous updates.

### For Parents

Adolescence can be a trying time—even more so when you're different. The Virgo Academy understands the special needs of your children.

Kathryn De'Lenor is a nationally recognized expert in the field of O'Neil psychology and has received government grants and worked with the Department of Education and the Department of Defense on programs for unusual youths.

At the academy your children will learn and grow in a disciplined environment, one where we are capable of gently and caringly handling the sometimes wild tempests of youth.

Choosing the Virgo Academy is the right choice for a son or daughter who is facing a lifetime struggle to fit in—choose a place where he or she will find numerous friends, an enriching environment, and the instruction and discipline that other schools are often unable to provide.

### Special Facilities

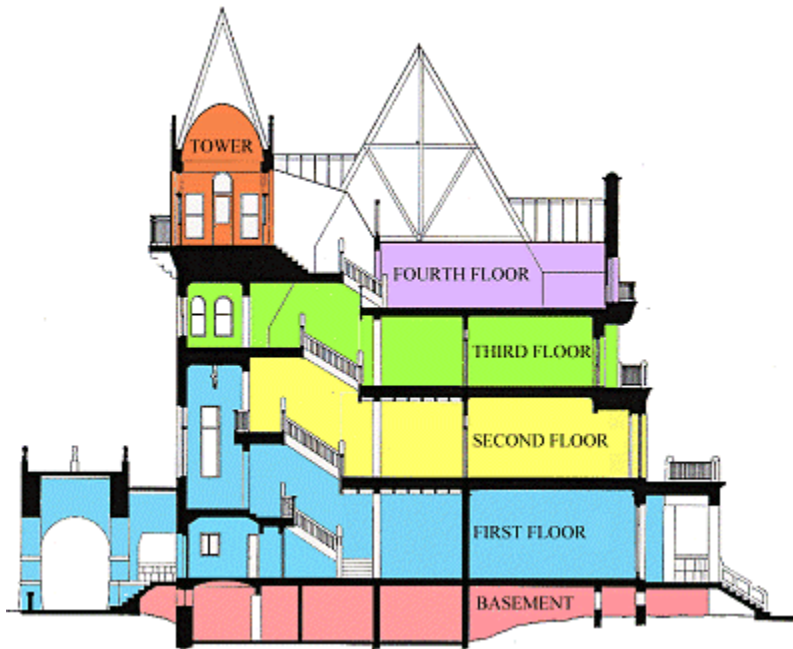
The Virgo Academy features the following unusual facilities:

- Weight machines capable of handling up to 3 tons of lift.
- Archery and target practice range (with titanium targets capable of withstanding 3,800 lbs tensile impulse and shear)
- Full medical facilities, on call doctor, and surgical theater.
- Computer network with its own multi-national satellite network and relay system.
- Equestrian riding ground.

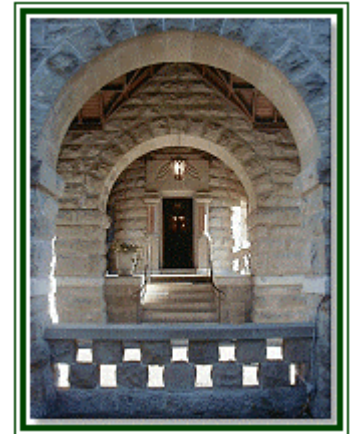
### The Rules (From the Student Handbook)

- No Special-Status student may exhibit his or her abilities in a threatening manner. If there is any question, the Special-Status student will be reprimanded and disciplined accordingly. It is best to avoid confusion by restraining in exercise of O'Neil manifestation.
- If a Special-Status student harms another student, even in self-defense, with an O'Neil manifestation, the special-status student will be subject to severe disciplinary measures (probably including expulsion).
- Use of an O'Neil manifestation to circumvent school rules (i.e. to cheat on an exam) will carry additional heavy penalties.
- Misconduct of any sort by a Special-Status student will carry additional penalties as they are expected to set a standard of behavior for the school.

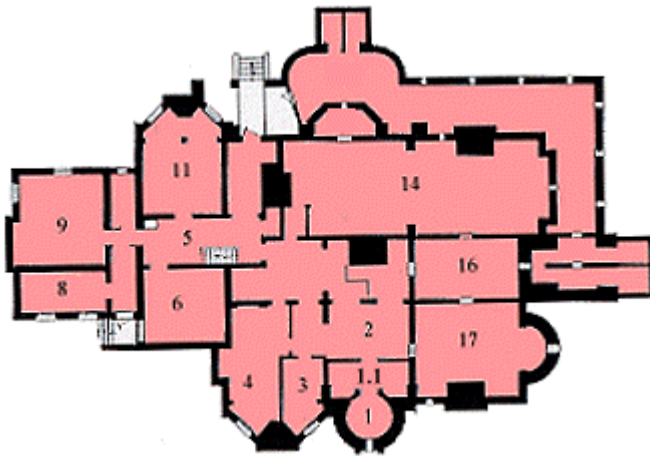
### Side View



The Virgo Academy Estate stands 5 stories tall including the tower. It's exterior is stone and it has a carriage house out front.

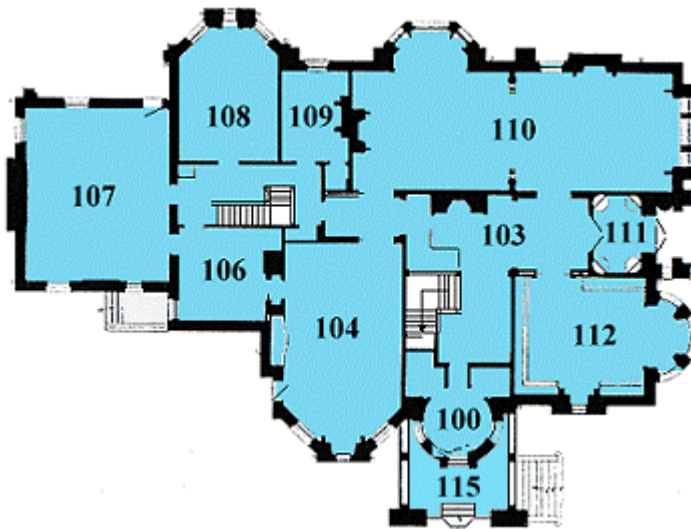


### Basement



1. Storage under the tower.
- 1.1 Armory.
2. Central security monitor and duty station.
3. Secure holding cell.
4. Generator room.
5. Entry from upstairs: security cameras.
6. Student lockers and showers.
8. Armory
9. Storage.
11. Clinic and medical theater.
14. Training hall / battle training facility / Gymnasium
16. Off limits
17. Off limits

## First Floor

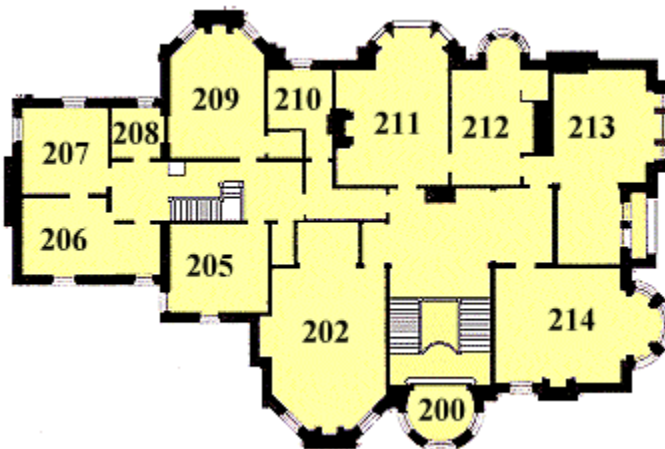


- 115. Carriage House.
- 100. Grand Entryway
- 103. Central Hall.
- 104. Formal Dining room
- 106. Pantry
- 107. Kitchen
- 108. Breakfast Room
- 109. Laundry/cleaning supplies
- 110. Formal Lounge
- 111. Garden Entrance
- 112. Library.

## Central Hall

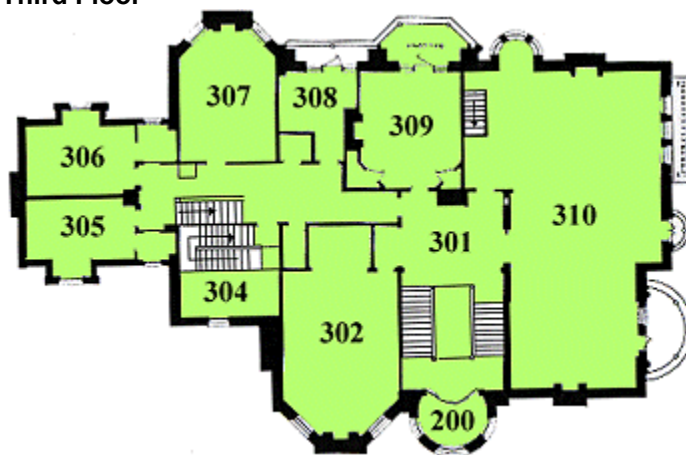


## Second Floor



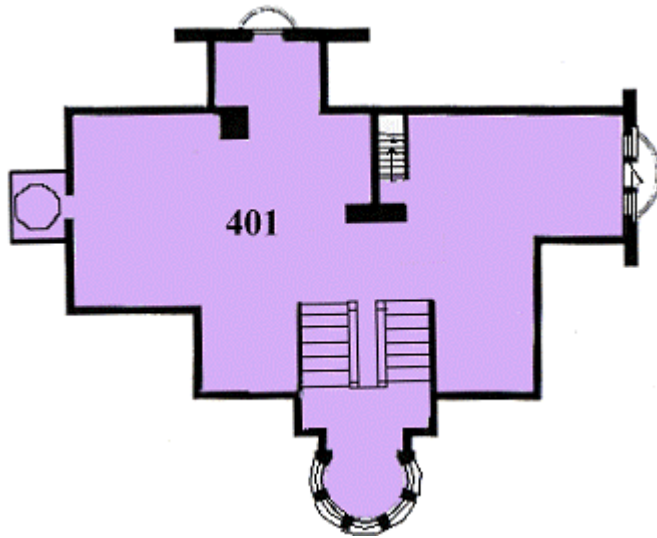
- 200. Tower Chamber
- 202. Alexi's Master Bedroom
- 205. Guest Room
- 206. Bedroom (boys) 1
- 207. Bedroom (boys) 2
- 208. Bathroom
- 209. Excel's Room
- 210. Bathroom
- 211. Trophy Room
- 212. Bedroom (boys) 3
- 213. Display room
- 214. Sitting Room (lounge)

## Third Floor



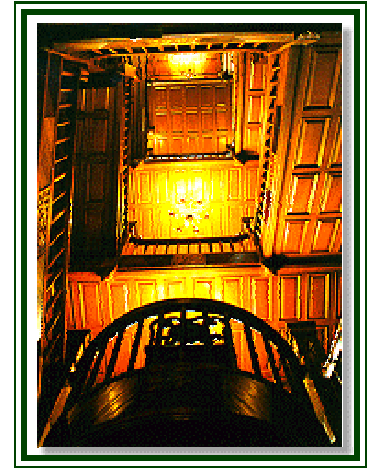
- 302. Virgo's Room
- 304. Virgo's Boudoir
- 305. Bedroom (girls) 4 w/ bath
- 306. Bedroom (girls) 5 w/ bath
- 307. Music Room
- 308. Bathroom
- 309. Upstairs lounge (game room)
- 310. Command/Media Center

#### Fourth Floor

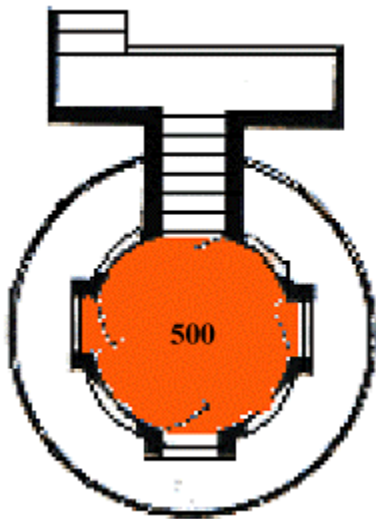


401. Gymnastics training hall  
ballroom

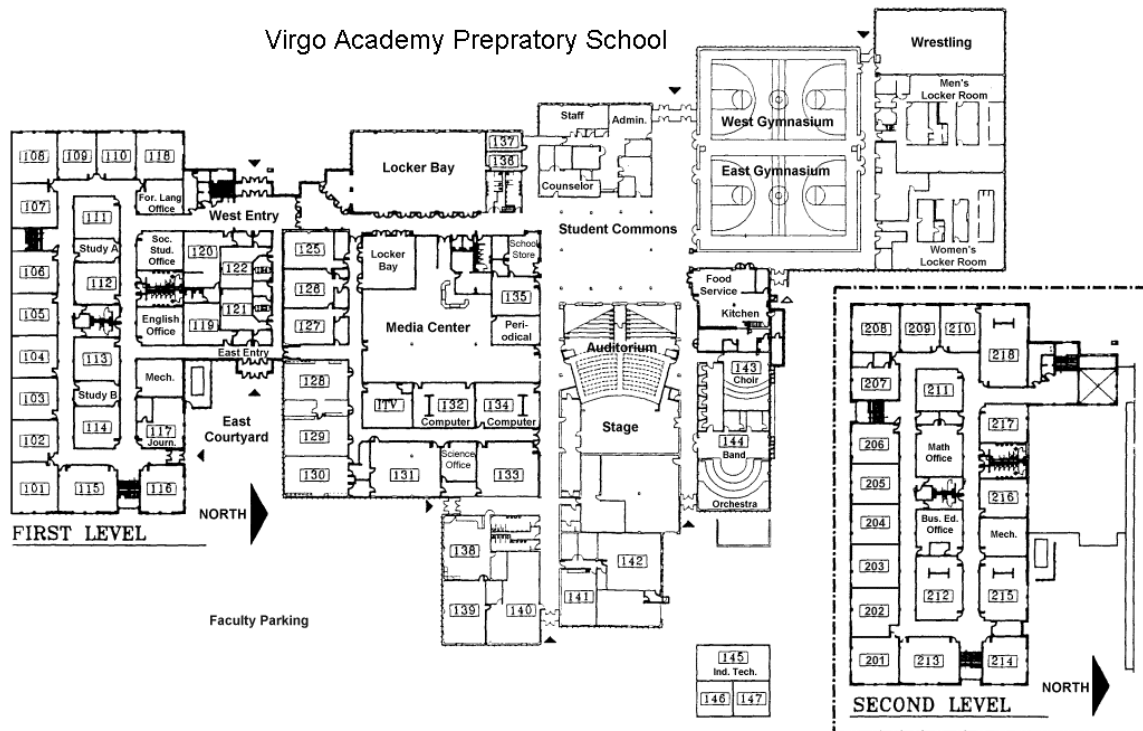
#### View Down Central Stair:



#### The Tower



## The Academy Grounds (the School Itself)



- **PLAYERS: STOP READING NOW** •
- **IF YOU CONTINUE READING YOU WILL RUIN YOUR ABILITY TO PLAY IN THE CAMPAIGN** •



## GM's Notes

This is a world-book setting (and a few adventure seeds). How exactly the characters fit in will need to be determined by you. Rather than being divided into Acts and Scenes (like JAGS modules) this is more of a reference.

## The Dark Secret

The characters have been recruited by a Cabal, a secret (or not so secret as the case may be) society run by powerful Nukies. Nukies, even less powerful ones, are valuable. They have a trait (not obvious, even to most medical examination) called suit (like a deck of cards). There are 5 Suits (called Hearts, Diamond, Clubs, Spades, and Joker). When you get a certain number of Nukies with the right suits together sometimes something happens. This something is called a Synergy Event. When this occurs, some or all of the nukies in the group vastly increase in power scale.

The characters (and most of the Nukies in the world) are Omega 1 scale. After a Synergy Event they will be Omega 5 or 10. Virgo and her co-conspirators (and, indeed the other Cabals) are groups of nukies that have gone through these events early on by accident. Thus, nukies (young ones capable of bonding into Synergy Groups) are like collectable cards: you want to collect, trade, and build out your hand or 'deck.' Some hands are better than others: some groups and combinations more readily undergo the flashover event. Some nukies are better examples of the suits than others. To know for sure you have to do genetic testing ... and there's a lot that's not understood about that.

Something that is known is that attitude and 'power signature' (or "Jungian Phenotype") have a lot to do with what suit a nukie has and how well he bonds with others. A nukie's Power Signature is how his powers look and work. It was noticed early on (by the nukies) that there were certain themes within their ranks. These themes (sometimes obvious, other times less so) were the initial clues as to how to form their groups.

### What Suit are the PC's (and NPC's)

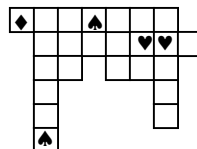
It isn't that important. Firstly, they're some of all suits with dominant and regressive traits. Secondly, whether they fit a theme or not is important. Thirdly there's a complex science of 'valences' and 'bonding' as to how they fit into a Synergy Event. Finally: no one really understands it all. It's still in the guesswork stage (lots of people *think* they have the answer).

As the Game Master you'll have to decide who eventually gets it all right—but the point is, it's complex and the reasons for these cabals warring with each other are fairly arcane. Have the character's turn up something like this and see what they make of it.

**Genetic Report:** Snow Devil  
Jungian-Phenotype Index: 8.33

H	D	S	C	J
HhHH	DdDd	ssss	CCcc	J?j?

O'Neil Blood Typing: 7/1.00e<sup>-9</sup> **[POSITIVE]**  
CDC Valence Graph:



#### Trait Index

CATGC	TACAG	TCGAC	AAGTC
GACCA	CATTG	CAXXF	XAHIG
CGGXA	GAXXY	CATAC	CATAG
SACCA	TAGGA	XXAGG	GGACG
GAXAC	GAGGA	GACAT	TAGGA
CAXAT	LAHAT	DAGAX	SAGAC

#### Gene Anomalies:

**X-S-L-H-?**

**E/I Ratio: Open**

**Volatility Index: 0.1**

## The Cabals

There are several active power-groups composed of nukies in the US and the world. The scope of this book isn't going to include all of them (and of course you can create your own) but here are some examples:

The Cabals are aware of each other and believe that if any one group gets too powerful (i.e. is too successful at recruiting and creating loyal or brainwashed Synergy Groups) they will destroy the others, all of them are playing with survival as one of their primary goals. After that, some of them are aiming for conquest, genocide, or even making the world a better place to live by keeping the peace.

### Zodiac

**Description:** an incredibly powerful group of 12 Nukies that run the school the characters attend (not all of them have zodiac themed powers—some barely fit the title. A few of them are dead on).

**Goals:** Varied. Some of the Zodiac members work for the good of mankind (Aquarius). Others are interested in personal power (Tarus). Together they are an extremely wealthy and powerful group. They meet once or twice a year and otherwise keep in contact with members they like.

**Schools:**

- The Virgo Academy (run by Virgo): an elite private school with both humans and nukies.
- The Tessel Academy (owned by Gemini and Scorpio): a private school that held only nukies. Since the nearby Virgo Academy has proved more successful, Scorpio's team is now there (and it's creating friction)
- Others not in the area (west coast schools)

**Personality:** The Zodiac are refined. They act like high-society aristocrats and, economically, are. Although there are many voices at the table, they, as a whole can be ruthless when they want something or are threatened.

### The Titans

**Description:** The leader of the Titans looks like the ancient monster Typhon (a man with a snake's body and large bat-wings). They live underground in a base built in the abandoned and walled-up pneumatic subway system in New York.

**Goals:** Survival. The Titans are not wealthy and believe that if they don't keep their location and existence a secret they will be destroyed by humanity or the other Cabals

**Schools:**

- None. They kidnap or recruit those who fit their mold.

**Personality:** The Titans are monsters—but are often noble ones. The majority of them are non-human in appearance. Although some are handsome (Icarus and his sister) they are usually circumspect about appearing in public.

## Isis

**Description:** Isis is the name of the head of a small government conspiracy. There are two other first-gen nukies allied with her. They have links to several powerful, liberal senators on their side.

**Goals:** The Isis project is on the black-budget in congress. It is supposed to be a weapons development program but it's really a series of secret schools designed to try to prevent an upcoming disaster: a war between nukie-kind and mankind.

### Schools:

- They have several secret bases posing as other structures. They make their recruits disappear or give them a cover story (some attend normal schools with their identities kept secret).

**Personality:** Isis is a progressive, kind, and immensely powerful entity. Her organization believes that the Cabals will eventually push mankind to the brink and it will result in genocide for one or the other. She and her fellows: Apollo and Zeus seek to prevent that.

If the characters leave the Virgo Academy, the Isis project would be a good place for them to disappear to.

## Pentacle

**Description:** Five nukies in high positions in the US Government. They are behind the nukie military recruitment project.

**Goals:** Control of the US and supremacy over the world. They have the stats from the government genetics study of nukies. They know the power they can wield if they can control the US politically and use their power against the rest of the globe.

### Schools:

- The Eagle Academy: a military academy with nukie cadets. It is very strict and regimented. There is an extreme focus on loyalty training.
- West Point: although nukies are not currently allowed to serve (the bill is adrift in a divided congress) they can attend and graduate.

**Personality:** The school is an elitist military academy. The Pentacle organization is disciplined, severe, and well informed. They represent the greatest threat of this group to Zodiac.

## Colt Bioforge

**Description:** The most active arm of a mega-multinational conglomerate run by humans. They have only two Omega 10 Nukies ... and they are both paid employees, not on the board.

**Goals:** They are trying to find ways to turn themselves and their soldiers into super-humans. They know more about the nukie genome than anyone else and control vast sums of money.

### Schools:

- The Pendragon Scholarship: This is a prestigious scholarship given to nukies who participate in programs at small private universities (which are paid handsomely). It comes with many rules governing the behavior of the nukies. There they are trained and (hopefully) made to feel that only Colt Bioforge really cares for them. More importantly, they are studied.

**Personality:** Ruthless and rich, the top of the corporation is a power-mad monster. There are cells in it, however, that think that its public do-gooder persona should be promoted. These are the people actually running the schools.

## The Hive Mind

**Description:** In the late 50's the police found a group of five people in a house in the wilderness. They lay on their backs in a pattern like a star. They were all dead.

Their bodies were, however, resistant to dissection, cremation, and examination. They were taken and still exist in storage in a government facility.

The cult had left their bodies. They had become a telepathic entity out near the moon: They had become the Hive Mind.

**Schools:** The Hive Mind has cults. Nukies are snatched and brainwashed in cults (usually held by other nukies). When they are vulnerable, the mind will contact them and they will become a conduit for the entity.

**Personality:** The cults range from public and seemingly harmless to secret and terrifying. When you know what's all behind it then it really gets scary.

**Goals:** Enslavement. The Hive Mind is infectious. It is a single mind with multiple-personality-disorder. It is, in essence, a hungry, angry god.

The creators were Telepathic Nukies. Their legacy is one of corruption and mental infection. All the law officers involved with the discovery of the bodies either went missing or committed suicide.

Even handling the documents concerning the Hive Mind is dangerous. People have become delusional and obsessed.

## Purify

The characters *may* have heard of these guys but they're not in the player's section. You can explain it to them. Purify is a North American terrorist organization dedicated to the genocide of nukies. They have had some help from a nukie called The Misanthrope. He is a Super Genius Nihilist nukie that has created several weapons systems for Purify (and other renegade world governments). The leadership of the organization realizes the hypocrisy of their benefactor: the troops have the impression that he must just be a really smart human.

<b>Heavy Mazer</b>	36pt Radiation Attack	-1/15y	1 turn charge up.
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The Heavy Mazer looks a little like a white, high-tech shoulder fired anti-tank weapon with a beam projector on the end instead of a barrel. Its attack is insidious: you get radiation poisoning even if you survive the initial burst. These are rare and expensive; a strike team will have (at most) one of these. It can fire 4 times on a standard charge.

<b>AFF Rocket</b>	41pt Explosive	-1/15y	4 rockets
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Anti-Force Field Missile: a man-portable rocket launcher (it takes 2 seconds to set up and get in aiming position). It is fired from the sitting or kneeling position (like the Army's Dragon Missile). It requires a to-hit roll at SKILL+1 (targeting system). The next turn it can be fired. It then makes it's own to-hit roll at 16- against Force Field using targets. If the target drops the field it's to-hit roll goes to a 13-. It goes 40 yards per second.

### E-Sensor

An E-Sensor is a bulky object that looks a bit like a large portable oscilloscope (about 20 lbs). It is designed to detect O'Neil energy signatures at range. It can detect use of powers (of many sorts) within 200 yards on an operator roll (Trivial Skill, MEM based, usually 13-). If the GM deems powers to be somehow quiet or purely biological they are at -3 to detect. Energy powers (Force Field, Powered Flight, etc.) are at +3. Once detected, the sensor can track the target while he is within range.

<b>Tranq Dart</b>	12 PEN, -20 Armor Reduction	-1/10"	3 shots
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The dart uses a special nerve toxin that will paralyze the target. It uses Paralysis toxin (See the attacks book). It must break the skin. Because of the (against a nukie) relatively low power of the dart, it is considered risky. If the 20pts of Armor-Reduction is more defense than the nukie has, the armor's PEN resistance is halved. The POWER of the attack is 15-, Strongly Resisted by CON.

<b>Frenzy Serum</b>	STR +29	BLD +10	Damage Pts +24
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The nukie Frenzy was captured and is held in a secret prison being drained, slowly, of her blood. This is used to make the Frenzy Serum, a kind of hyper-steroid. Some of the chosen troopers are given doses before a mission. On Frenzy, a human can stand up to a nukie (somewhat).

When taken it causes a sudden, immediate, increase in strength. It also raises the body temperature to 103F and begins converting body-fat into muscle. It is washed down with several gallons of nutrients and the subjects gain physical size in a matter of minutes.

The Frenzy Serum has horrific long-term effects: psychosis, mutation, massive hyper-fast cancer, etc. This is not widely known amongst the troops (after a few weeks the member will be transferred to a secret base in the mid-west and euthanized—his teammates will simply believe he was hidden out of the country).

Name: Gary Durham										Handle: White Knight			
15	PHY	12	STR	60	BLD	26	CON	12	Damage Pts	18	STC	15- (-1:10pts)	
5+8	REF	11	COR	13	REA	11	AGI	11	Basic Punch	55			
5	INT	10	RES	11	MEM	11	WIL	12	Basic Kick	66			
27	Enhancements								Skills				
4	Tough +4 DP								Ranged Combat		L2	14-	
									Street Fighting		L2	14-	
									Philosophy		L1	12-	
	Defects												
-2	Full of hate												
-3	Serious enemies												
	Tragedy: Suit [a]												
	Powers												
J	Power Armor (Standard) +49 STR, 150 DP +15 BLD												
F	--Armor 25/50pts												
E	9mm Mini-Gun: 6 DMG, -1/5", 32 ROF, -1/2 Ctrl												
E	Wrist-rockets: 38pt Explosive (+2 BLD, 20 rockets)												
F	Particle Beam (1 turn charge-up) 36pt (-14 to Force Fields)												
C	Flight Pack: Powered Flight 20												
A	Night/Infrared Vision												

## White Knight

The White Knight is one of Purify's ultimate weapons: a creation of the Super Genius nihilist The Misanthrope, it is a suit of powered armor that is designed for lethal combat with nukies.

**Appearance:** The White Knight suit is a high-tech suit of 'partial' plate mail over a slick, white, flexible-metal body suit. The wearer's muscles show through it. There is a large assembly on the right wrist that wraps around it ('wrist rockets') and on the left, a sealed belt of ammo snakes out from a box on a waist-belt (ammo for the gatling-gun style 9mm cannon). The particle beam is fired from the visor, a T-shaped glowing red indentation in the helm. It takes a turn to charge (onlookers will see it 'bleeding' energy).

The flight pack is a large backpack with two ½ yard diameter 'saucers' that extend from it (looking a little like wings). These are retractable. They are turbo-fans and allow the suit to hover. It's surprisingly quiet in operation.

**Personality:** The White Knight is a deeply unhappy man with ingrained hatred for nukies. He tells stories about how the half-breeds slaughtered his parents (they are alive and well in Montana). He, himself, isn't sure why he's on this road but sometimes he feels like a chosen holy warrior sent to slaughter infidels. Other times he simply twists inside with a longing for vengeance on those who've never hurt him.

He has studied radical, racist philosophy and can hold forth on topics like how the Holocaust never happened, why one particular race (his) is supreme, etc. His understanding of his own genetic superiority is a weakness: a quickly made, well-reasoned argument might slow him down (but not too much) while he takes time to explain to his adversaries why he's righteous in killing them.

**NOTE:** The White Knight is 'over letters.' He is meant to fight a group of opponents for some time. Also Note: There are several suits and people like him in Purify.

## Astral Entities

Another secret of the world is the existence of Astral Entities (other than the Hive Mind). These are what you would reasonably call ghosts. When a person dies, whatever happens to their 'soul,' there may be a residue left behind. This energy residue is the echo of their personality. Sometimes it is true to their legacy. Sometimes it gets twisted.

Most are hard to detect (even a telepath usually needs the unusual trait Sensitive) and can only make their presence known with a blast of cold air, a faint eerie wind, or a feeling of being watched. Others are more active. Even powerful psionics like Virgo believe this to be superstition.

*GM's Note:* One aspect to the Nukie-verse is that of the ghost story and astral travel. If you feel this doesn't belong in a super-hero game, feel free to ignore this aspect: in that case the Academy isn't really haunted, just creepy. A possible explanation for all this is that the presence of the Hive Mind has caused the astral ether to become 'active' again, calling these things up.

### Phantasm

A Phantasm is the embodiment of fear. It is a hungry, lonely being and will try to prey upon those it can. When a Phantasm finds a target (usually someone alone and mildly spooked) it will stalk them. The more the person believes in it, the more powerful it becomes. At first, things will be slight: moving objects, slamming doors, tilting pictures, etc. If the person becomes afraid, then it can sink its teeth in.

When a Phantasm strikes it will attempt to isolate the target (once the target believes, it can call out in only a voice the target can hear, make noises of rattling chains, etc.) It will attempt to frighten the target to death.

A Phantasm usually only gets one chance to feed on its victim. The POWER is based on the character's belief:

**Character Is Roleplaying Fear:** POWER is 13-.

**Character 'believes it is someone playing games':** Power is 12-.

**Character believes in ghosts:** 11-

**Character is being badly Roleplayed:** 14- (you get a break for roleplaying real unease)

**Character is really afraid:** 15-

Result	Effect
Minor Effect	Target feels the cold 'chill of death.' WIL+2 roll not to run from the place.
Standard Effect	Target sees a terrifying image. WIL roll not to run.
Major Effect	Target is terrified: WIL is reduced by 1 and Phantasm can try again (target is frozen with fear)
Critical Effect	Target is horrified. WIL is reduced by 2 and Phantasm can try again (target screams, cowers, etc.)
Catastrophic Effect	Target is petrified. WIL is reduced by 3 and Phantasm can try again (hair turns white, etc.)

### Abominations

Sometimes the dead bodies can be re-inhabited and get up and walk around. Abominations are dry animate corpses. They are *very* sneaky and supernaturally silent. They have odd motivations. Some are dangerous, some are curious. However, they feed on emotions of fear so you don't want one in your neighborhood.

#### Name: Abomination

PHY --	STR 24	BLD 8	STC 12-	DP 240	Armor: 12
REF 12	COR 10	REA 10	AGI 10		TBH -0
INT --	RES --	MEM --	WIL --		To-Hit 14-

**Description:** The Abomination appears as a rotted human corpse. It does not shamble—it moves with frightening fluidity. They are incredibly strong for their weight and can climb effortlessly.

**Stealth:** Level 3, 18-. They also have a -3 Cloak power (wrapped in shadows)

**Undead-Vision:** They can see perfectly well in the dark. They know where every living thing is within a 30 yard radius.

**Life Drain:** The Abomination can drain life. It Grapples and can drain 12pts (ignores armor, does not penetrate force fields). Draining will *replenish* its own DP by 2pts for every point it drains.

Minor Success: -2 DM

Standard Result: +0 DM

Major Success: +4 DM

Critical Success: +6 DM

**Emotovore:** They can feed on fear. Usually a sudden fright will sustain one but sometimes they get more and more hungry ... they may attack their prey with intent to stalk and kill it, driving the fear up to extremely high levels.

**Automaton:** they take no penetrating damage (use the Automaton damage rules)

### Guardian Geist

Spirits, (given a fancy German name) that have 'returned' to watch over something or someone. They may defend a possession they had in life (making life miserable for the new owner) or may actually defend a person—either someone they knew or a person who reminds them of someone they new. In this case it's like having a guardian angel.

Guardian Geists have POWER 12 TK (striking or lifting for 12pts of damage) but *very* rarely use their full strength. They also can't handle much attention. If they are being sought, they tend to hide. Usually they work in eerie, hit and run techniques (throwing something, making a mess when no one's watching, etc.)



## **The School Grounds And Descriptions**

The players should have the mansion described to them (as well as the grounds in general). They can go exploring when time permits.

### **The Mansion**

The mansion is a massive, pre colonial-era stone building that has been re-modeled many times in its 150+yr history. When you reach the school grounds you encounter a 12'-high Victorian iron gate and massive stone wall which surrounds the private grounds of the house (Virgo's property extends beyond that, encompassing the school and even the town). The road winds and twists through a shaded glen of evergreen trees. Coming around a sharp curve you see the house: a breathtaking mansion atop a small hill. Below it is a circular driveway with a coach house off to the left where several of Virgo's cars, including her personal transport—a Silver Shadow Rolls Royce—are housed.

Inside the house is a mixture of the modern and the antique. Unique chandeliers hang from the ceilings (the one in the entry-way weighs over 40lbs of Waterford crystal). The walls are dark wood with splashes of light from open windows and stained glass. The kitchen and dining room are modernized with facilities to cook for dozens.

Upstairs in the command chamber is a wide-screen TV, a computer network with several stations, and a global communication system that Virgo has the access codes to.

The rec-room includes a Brunswick Regulation pool table and a 1940's Wuritzler Jukebox (and a more modern sound system as well).

The library is an eclectic room with locked shelves (glass fronts) displaying originals by Dickens, Melville, and others. It is decorated with felt backed chairs, framed pictures of Virgo's ancestors, and pictures of odd, dismal landscapes. The room is crammed with nooks and crannies and odd statues. Often one has an uneasy feeling of being watched there.

The formal lounge is a vast hall. At one end it is furnished with exquisite designer furniture, much of it made at the turn of the century. A Steinway baby grand piano (which Virgo plays expertly) rounds out the room with a display of 200-year-old Royal Copenhagen Flora Danica china (which the students *never* eat with). At the other is a chamber with tall arched windows that is furnished with world maps and globes. The table in the center is a single piece of black marble with Greek writing carved into it—it came from Athens and was used by Julius Caesar. The grand hall is set with busts of Virgo's ancestors and hung with European tapestries. When the Zodiac is in town, they meet here (astute observers will note space for 12 chairs).

The sitting room is done with tasteful leather and suede furniture, a modest TV set, and a fireplace. It also has several small tables with antique lamps suitable as a quiet place to study or read.

Downstairs is the duty station: the house has its own monitors, grounds security and tracking systems but at times a student may be given monitoring duty. There are screens that show cameras to all the public halls of the house and most of the outside, radar screens for overhead tracking, perimeter monitors for the doors and windows, and motion-detection systems for the grounds. Getting stuck on night watch is sometimes a punishment since it's usually not necessary.

The Armory contains a number of mundane weapons under keypad combination lock (sub machine guns, a selection of Winchester antique collectable hunting rifles, and several modern Glock and H&K handguns).

The Trophy room contains turn-of-the century collectibles Virgo's ancestors picked up. Ivory from India, jade sculpture from Mexico, mounted heads of exotic beasts, shrunken heads in glass

display cases, etc. In the 21<sup>st</sup> century, Virgo finds it a bit tacky (Rhino horns, Elephant Tusks, and other pieces of endangered species are on display) but has left it out of some sense of history.

The combat training room underground consists of Nukie-scale weight machines (custom made), impact-resistant cement buttressed targets (for practicing with ranged attacks), fire suppression systems, and several pieces of gear that can be used to make 'obstacle courses.'

### **The Academy Building (the Preparatory School)**

The Virgo Academy School Grounds are located ½ mile from the mansion (due to the winding road and thick tree cover you can't see one from the other). It is a very old brick building with a great deal of heritage.

Polo Trophies line a gilded glass case inside. The school is done in dark wood and polished brass. Although reserved in tone, it is friendly as well. The lounges (reserved for upper-classmen and nukies, underclassmen don't have lounges) are friendly and comfortable.

The school shows its age 'around the edges.' The stairwells are dark, at night it can get positively creepy (not that anyone should be in there). The computer labs (215) are stocked with state-of-the-art networked computers (and their own generators) (security is Electronics Underground or Computer Skill L3, -2 to hack) but the rest of the school has a sometimes flaky electrical system.

The wrestling room (to the northwest) is also set up as a nukie 'workout' center (less serious than the underground training room).

## **Secrets and Facts About the Virgo Academy**

The house dates from the first colonies in America (heavily modified in recent years). Over the decades it housed the creepy, aristocratic Virgo line. When it fell into Virgo's hands (when her parents committed suicide just after her graduation of finishing school) she was working on building the Zodiac Society. The school was a natural vehicle for their recruitment efforts.

### **The Senior Team**

Before the current crop of nukies arrived, Virgo had an "Encounter Team." These were powerful second-gen Nukies who she had trained to Astral Travel. She had sent them to make contact/do combat with the Hive Mind and their souls never returned. When asked about them she tells people they are 'lost' (but does not tell the characters how—the assumption is that they went to some other country). Their bodies are in fact in the Bunker.

- Solar Flare (male): Energy Body, Plasma Blast, Heat Ray.
- Midnight (female): creates a telepathic darkness field. Has powerful Telekinesis.
- Machine (male): A character with perfect body control (enhanced dodge, hyper fast reflexes, and a low damage high-penetration attack).
- Lodestone (male): Very strong, magnetic powers.

### **Underground Areas**

Under the mansion are two steel walled (vault quality) rooms that are off limits. Room 16 contains several artifacts that Zodiac has captured (not specified here but to be named in later supplements). The other (17) holds a collection of Egyptian art that is 'infected' with mental memes (similar to what the Hive Mind does). These (according to what Virgo and the Zodiac believe) should not exist, being thousands of years old. They whisper to those who come near (telepathically). They are quite dangerous.

### **The Bunker**

The bunker is a hidden, sealed building. It has shifting e-mag fields that discourage phasers. It appears as a 1 story building out in the forest with no windows and only one door. Inside (should the characters find a way in: it takes L3 Disarm Security Systems at a -3 roll) are members of the original Senior Team in stasis sleep tubes.

### **The Grave Yard**

Virgo's aristocratic, sometimes insane ancestors are buried here. It is a creep, vine covered place. It is hard to get to (no paths lead to it, but characters flying over the estate may see it). There are several crypts. Virgo's ancestors believed they were under a curse and might rise from the dead. They buried their dead in sealed sarcophagi. Virgo believes this to be silly superstition and didn't do that for her parents.

- The plots have been dug up.
- The coffins are empty.
- It's up to you as the GM to decide what happened ...

### **House Construction**

- The exterior walls are steel with electro-mag sensors in them that detect out of phase characters. They have 800DP, 12 Armor, and 14- STC. A Major Failure will put a human sized hole in them.
- The grounds and the structure have a security and motion detection system. Movement on the grounds after hours will be detected on a 14-. Cameras in the area will be trained on it.
- The school is under the protection of a sky-watch radar early warning system. It has a 17-chance to detect a flying, human sized object. It gets three rolls starting at 12 miles range.
- There are 3 light AA guns on the roof in retractable turrets. They fire every turn with a 13-to hit, -1/300" range for 40pts PEN damage.

## **Life at the Virgo Academy**

The Virgo Academy is set on several square miles of land owned by Virgo. The mansion has been in her family (who were rich and powerful before she was a first-gen Nukie) when the US was 13 colonies. It is a sweeping, white, majestic structure with sprawling manicured lawns around it and a large, placid, blue lake.

It is nestled in a forest on several square miles of land that also house the prep-school and dorms (for the non-nukie students), an armored underground generator, a bunker (which is sealed), and a small graveyard, hidden in the woods with a gothic iron fence around it.

### **Day-To-Day Life**

If you're a nukie then it's ... strange. You get up in the morning in a vast, exquisitely furnished mansion (of which, under the thin skin of real wood paneling is hardened steel) and then, after breakfast (it's a two-person job to stay behind and clean up) you walk to school.

School is an elite prep school with a twist: you're the resident non-humans. You have special classes (paranormal-gym and a special ethics class) and you're watched closely.

### **Student Rooms**

Students at the Virgo Academy sleep 2 to a room (you can modify this as necessary to suit your number of players). Rooms have a modicum of privacy however:

1. Virgo or Alexi can search the rooms at any time.
2. The characters have computer terminals that have internet access—but it's tracked. Electronics Underground L3 or Computer Skill L3 can get around this.
3. Rooms may be personalized and generally are to reflect the character's personality.

### **Teachers and staff**

None of the regular staff are O'Neil mutations. There is elite security at the school (both to protect the students from outside forces and to protect them from rogue O'Neil mutations). In the event that a student becomes upset the teachers are trained to try to calm the student and diffuse the situation. If things get out of hand they've got a hot line to Virgo and the security will be on call.

### **Security**

The security response team wears hard-armor and carries stun-batons (high voltage tasers) and a special high-technology non-deadly nerve-gas. If they ever wound up using it on normal students there'd be a massive lawsuit. They hold it in reserve for a true emergency. They have a weapons locker with M-16's, a SAW, and a high-powered tranquilizer dart gun.

### **Courses**

The students take 8 hours a day of courses. This is one more hour than the normal students (and there is a fair amount of homework but with tutors and individualized instruction there's still plenty of free time).

The extra class is in Ethics and Control. It takes place in the gymnasium with a variety of instructors. There are also frequent field trips that Virgo sends the characters on (usually with Alexi to oversee them).

### **Chores**

All the nukie students are assigned chores (posted in the kitchen and available on the house's network). There is an allowance system, which gives them a moderate income (many of the students don't have families). Usually the students spend about 5 hours a week doing chores: washing windows, vacuuming, dusting, cleaning the kitchens, etc.

## The Town

On Virgo's land is a small town. Two traffic lights, four police officers, and a strip that still has a general store and a malt-shop. The town is sleepy and nameless (it has a mayor but it technically exists on private land). The citizens treat Virgo with almost reverent respect but are uneasy around her students (their ancestors lived on Virgo's ancestor's land—they have a healthy relation with her. They don't, however, like these new non-human people she's brought in).

## Discipline

The PC's are assumed to be pretty well behaved in general. If someone has made a killer character they don't belong at the Virgo Academy (Virgo's ethics aside, why would she put a super-powered psychopath in there with the students). On the other hand, if a character has violent tendencies but has a real wish to work on them and master them that may work.

Virgo expects to have to monitor some students closely and is capable of putting in mental blocks that will allow the staff to shut a character down if things go badly. If a character really and truly rebels, Virgo will expel him/her. Before that happens, however there are several measures.

- **Boredom Enhancement:** Writing lines on a chalkboard or scrubbing floors is nasty boring work. Doing it for Virgo if she's mad at you is even worse. By trapping your mind in a tight loop so that it nearly starves from lack of stimulation, the punishment can be effective against even hardened characters (WIL roll at -3 to avoid roleplaying serious regret—at least at getting caught).
- **Dream Therapy:** This is more therapeutic. If a character has poorly controlled violent tendencies she will run dream-scenarios where the character faces them and the consequences. This will cause sudden night terrors (character wakes up thinking he's killed his loved ones) and tossing and turning, moaning in his sleep, etc. It seems dreadful but the 'scars' are not lasting (any more than dreams are). The character will, after a week, get +2 to WIL rolls for about a month. Over time this can be permanent. It is pretty traumatic, though, so she only does it if someone asks for it (misbehaving).
- **Mental Observation:** For less serious offenses the character may be given some long-term annoying tasks (cleaning the windows, policing the grounds, etc.) Virgo will place a memory-observation meme in the character and track him/her. Through this, she'll know if the character was 100% dedicated to the task. If the character slacked off (WIL+1 roll not to slack) then she'll reset the time of the task.
- **Mental Strike:** If someone attacks her or she's *really* angry (unlikely—she keeps herself under tight control, but say a character spits on her) she may 'mentally' slap the target. This is a PWR vs. WIL roll with a 16- Power (strongly resisted).

Result	Effect
Minor Effect	Character is stung. Treat as stunned.
Standard Effect	Character reels. Treat as dazed.
Major Effect	Character feels a sudden 'ice-pick' of guilt or shame. Incapacitated for 2s
Critical Effect	Character is devastated. Incapacitated for 10min.
Catastrophic Effect	Character is nearly destroyed. Incapacitated for 10 days.

### **Normal Human Students**

During the course of the day the characters will interact with regular, non-nukie students at the Virgo Academy. The presence of both creates a certain amount of tension—tension that Virgo is acutely aware of.

The rules listed in the player section are well known to the student body and give some of the less tolerant mundane students a potential weapon against the physically superior mutants. Virgo allows this: she wants to force the characters to learn to compete on equal terms—without resorting to the use of their abilities. She is also aware that they may, in the long run be more distrustful of humans and (perhaps) more loyal to Zodiac.

Like most high schools there are cliques that have formed (the Virgo Academy being an elite prep-school makes some of the standard cliques non-existent).

**NOTE:** The team members have agreed to live by Virgo's rules. They will not tolerate a general violent response against the student body by PC's. This is not to say that they never do engage in physical intimidation, rather that there's got to be a certain style and art to it (and you have to be careful not to get caught—if a nukie sees another intimidating a student and doesn't stop it he or she is guilty too).

### **Friends of the Characters**

The characters will have a few legitimate human friends. These are the rare sort, who aren't fooled by appearance or species (or maybe they just like being friends with nukies). These characters sometimes pay a social price for their affiliations.

### **The Aristocrats**

The Aristocrats are the Crem de la Crem of the families at the Virgo Academy. Their parents went there before it was turned into a veritable *stable* for all kinds of non-humans and they're plenty unhappy about it. Despite living in the somewhat Spartan dorms, these students have it all (even cars parked in the city for use on weekends). They're well aware they have vast economic advantages over most of the nukie students and resent them bitterly.

### **The Polo Club**

It's the 'sport of kings' and the Virgo Academy students certainly fit the category of princes. The school competes in several polo matches a year and is second to the rival school The Cheltenham Academy. This creates several problems:

1. They wish they could have people like Excel play (so they could win—he'd be a master player).
2. They resent the athletic prowess that the nukies possess.
3. They're the darlings of the administration—but the headmistress favors the nukie characters.

### **The Swim Team**

The Swim Team is second in prestige to the Polo Club but they fall into the same category.

### **The Hackers/Geeks**

The bitter irony is that the historical whipping boys of the school hierarchy are sometimes above the nukies. Early on the small geeky clique decided that Danny, good though he might be, wasn't one of them. They've managed to rub his face in it for quite some time and, since none of them have ever seen him manifest a paranormal ability, they believe that whatever his powers are, they can push him around.

### Student Government

A subset of the Aristocrats who are even more elite than the rest: the class president is the king and the class vice-president the queen. They have plenty of adoring sycophants. They believe they can get rid of the nukies by causing some sort of incident. They are smart and careful and are working to find a way to cause the outsiders to seriously hurt normal students forcing Virgo to pull them out for all time.

### Some Students of Note

The majority of the students who attend the school get along decently with the characters. They are not persecuted (mostly). However, the above cliques have more enmity for the characters than one might expect considering the difference in power. Here are some friends and foes amongst the mundane student body.

**Name:** Macy Williams

**Clique:** Friend of char

**Description:** Macy is a short, black haired girl in the sophomore class. She's unusually kind and sensitive and has felt a real sympathy for the character's plight. She is one of the first normal students to come up and introduce herself to the characters. Roger and Kit feel protective of her since she takes flack for being friendly with them.

**Name:** Allan Jakar

**Clique:** Aristocrat

**Description:** Tall and lean, Allan has crisp Nordic good looks. He comes from an ancient political family in Denmark and already has practice wielding his wealth and power against enemies. He despises Excel, ignores Danny, feels that Roger and Kit are barbarians and similarly has contempt for everyone else.

**Name:** Stacy Grant

**Clique:** Swim Team

**Description:** A powerful swimmer, she resents the fact that for all her effort she will never be as fast or as strong as the nukies effortlessly are. She considers Excel (who has nukie blood but no abilities) to be different from the other 'freaks.' She is quite beautiful (statuesque) and has realized, with disgust, that Danny has a crush on her.

**Name:** Marcus Vandimir

**Clique:** Aristocrat

**Description:** Marcus is powerful (13 PHY) and a natural athlete (12 REF, 15- L3 Karate). He believes (wrongfully) that he could beat Excel in a fight. He has physically intimidated Danny (who, psychologically doesn't stand up for himself). He knows enough to stay away from Roger and Kit.

**Name:** Veronica Chase

**Clique:** Student Body Vice President

**Description:** The queen of the Virgo Academy. She is imperious, callus, and assured permanent popularity regardless. She plans to destroy the nukie presence that is sullyng the school.

**Name:** William Deverin III

**Clique:** Student Body President

**Description:** Heir to an oil fortune in the billions, Deverin plans to remove the annoying interlopers from his life. Any means will do. He projects profound confidence.

**Name:** Martin Laney

**Clique:** Friend of chars

**Description:** He's a reporter for the school paper: The Monitor. He sees the casual discrimination of his classmates and is disgusted by it. He prints stories about them in a favorable light despite being sometimes ostracized for it.

**Name:** James Linn

**Clique:** Hacker

**Description:** The heir to a telecom fortune, Linn has been around technology all his life. He runs the computer labs. The fact that one of those nukies can compete with him on an intellectual level strikes him as being cosmically unfair: the strong ones are supposed to be stupid.

**Name:** Maxwell Laurent

**Clique:** Polo Club

**Description:** The captain of the club and an excellent sportsman. He is a gentleman and doesn't let his prejudices show. He'll be cordial to the characters, even greeting new characters. When it comes down to it, though, he treats them like they have some fatal disease (he seems to almost feel sorry for them)

**Name:** Stephen Warrant II

**Clique:** Aristocrat

**Description:** He is a worm. His interest is in seeing those more powerful, popular, etc. than him toppled. He realizes that the nukies, due to their semi-outcast status, are safe targets (safer, say, than the other Aristocrats). He will pretend to be their friend and then try do get them involved in something humiliating: if he can get one expelled that'd be wonderful.

## Scorpio's Team

The characters and Virgo's team aren't the only nukies attending the school. The Tessel Academy (in a nearby mansion run by Scorpio, another member of the Zodiac) was not proving as efficient as Virgo's school so Scorpio petitioned Zodiac. Their decision was to merge the schools

Although the two women don't care much for each other, they have their orders. Now Scorpio's team transfers in to the Academy each day. They arrive in a private armored bus with one-way windows.

The two teams have only been together for a little while and they are uneasy with each other. They are not enemies—they are at worst rivals. Some members of the teams really like each other (but don't trust each other all that well)

### The Issues

- Virgo is training her students to integrate into society. Scorpio is training a 'Response Team' (she has advisors train them in military maneuvers and combat training). In practice Virgo's team gets this too—it's part of knowing how to manage your powers, but they don't practice ambushes. As a result, the Scorpio Team thinks of itself as a combat unit (while Virgo's team thinks they'd win in a fight).
- Tachyon (energy-body character from Scorpio's school) is infatuated with Amber (energy body character from Virgo's team). Amber isn't so taken (she's a creepy weird-science super-genius and he's a teenage male). That sometimes leads to conflicts.
- The two team-leaders (Excel and Anti Matter) are potentially in competition since they're being compared to each other.
- Neither team really knows about the Zodiac (but they do, of course, see the trend). They know their mentors don't like each other and don't trust the other team's motives.

### Contests

The result of this rivalry isn't all out warfare (well, there might be a scrape but both teams are afraid of what their headmistresses would do to them!). Here are some challenges that either team might arrange (note—depending on what the PC's are like, you may need to modify this quite a bit). Feel free to make up some of your own.

- Nukie Tag: in the gym (after hours) one player is declared to be it (on one team). The other team tries to 'tag' him (that is touch him: no ranged attacks allowed). The catch is that his team members defend him. If a member of the *it* team touches a member of the *catching* team—or hits with a low powered ranged attack, the tagged character must go back to 'base' (one of the baskets in the gym). The *catching* team gets to choose the *it* team's member they must catch (they won't choose Steam who can become insubstantial). Take turns alternating until one team is ahead by 2. The game lasts 10 turns.
- Hide and Seek: in the school, one team is the hiders and one team is the seekers. The hiders head out into the corridors. The seekers then go in a minute later. The idea is for the hiders to return to base (a chosen exit) without getting tagged. One member can be left behind to guard the base. Ranged attacks are allowed. The seekers have 10 minutes to find all the hiders or the hiding team wins (so you can't just put all your people around the base—you have to go out and scout). Leaving the building is cheating.
- One-on-one: two flying characters can take turns trying to out maneuver each other, sparing (both parties are trying to be controlled) is possible. Etc.



## Cast Of Characters

Name: Kathryn De'Lenor[Ω10]					Handle: Virgo			
2	PHY 10	STR 10	BLD 08	CON 11	Damage Pts	450	Minor	150
15	REF 12	COR 12	REA 12	AGI 12	Basic Punch	1	Major	450
30+7	INT 13	RES 13	MEM 13	WIL 14	Basic Kick	3	Critical	900
Enhancements					Skills			
	Attractive L4 (unearthly beauty)				3.25	Ranged Combat		L2 13-
	Telepathy L4 (from Psionics Book)							
	Mind blast L4 (from Psionics Book)				4	Psychology		L3 16-
	Memory Overwrite					Mathematics		L2 14-
G	Invasive Meme					Physics		L2 14-
	Astral Travel				2	Literature		L3 15-
						History		L2 15-
	Wealthy				2	Etiquette		L3 15-
	Social Status					Politics		L2 13-
	Etc ... etc. ... etc. ...				2	Diplomacy		L2 14-
						Musical Instrument		L3 16-
						Piano		
						Riding		L2 16-
Rank					Powers			
	Angelic Form							
F	Force Field (440pt field)							
J	Telekinesis 150pt STR							
G	Judgment Beam (Power Blast): 480pts of damage							
E	Toughness +500pts							
E	Powered flight (energy angel-wings)							

## Virgo

**Appearance:** Kathryn appears as a tall woman in her early 40's with faintly red hair. She has an aristocratic bearing, perfect posture, and walks like (and is) a graduate of a ladies finishing school. She dresses immaculately and with understated (but incredibly expensive) jewelry. Her voice is has a pleasant tone unless she is angry in which case it is often cold.

**Description:** When her form (force field) is active, she appears angelic: awesome, cool, and possibly even terrifying. Her body is surrounded with soft light and she has white, glowing, luminous wings (feathered in appearance). Her physical attack is a soft ray of light she casts from her hands that strike for 480pts of impact damage (!) More commonly she will engage in mental combat.

**Personality:** Virgo takes her position as headmistress seriously. She is analytical, political, and stern. Her motives are not entirely pure (she is a member of Zodiac and their goals are varied but involve the acquisition of power). However, she really does care about her students.

While she has no compunctions about discipline, she won't ever hurt (outside of a mental slap) any student who isn't about to injure him/herself or someone else. She is also an excellent counselor (psychology). She works with her telepathy and her technique to help ease the mental trauma many nukies suffer when going through their metamorphosis.

To the characters she will be an enigma: the school's top authority figure and disciplinarian on one hand and a ultra-powerful guardian angel on the other. The characters won't know she's Omega 10 scale but they'll get the picture that she's not to be trifled with.

She feels extremely guilty about losing her first 'Encounter Team' to the Hive Mind (at night she sometimes goes, quietly, to the bunker and stands over them, scanning for some evidence of their return.

**Soap Opera:** Virgo isn't involved with the lives of the students on a day-to-day basis ... but she does have to deal with Zodiac. She and her right-hand-man Alexi are often being called away or having their hands tied (Zodiac forbids them to interfere with something the characters are involved in). She trusts her students but doesn't want to see them hurt.

**NOTES:** Virgo is built using the Psionic Rules from the Psionic rulebook. This is not commonly allowed but the beta nature of the Supers Psionic rules and the complicated nature of her ability require it. She is not a general participant in the campaign and should be used sparingly. Her points and letters don't add up: she's not even remotely a fair fight for the characters.

## Invasive Meme

### Offensive/Dual Rank

**Description:** A Meme is like a mental Gene (Richard Dawkins coined the term)—it can be a belief, a thought form, or that song you can't get out of your head. This ability lets the telepathic character implant such a meme. This is a subtle way of exercising control.

Invasive Meme is a PWR vs. STAT attack of the Strong sort (G) against WIL. Use the rules for Chemical Attack to see how to buy it (yes, we know it's not a chemical attack but it uses the same rules).

The Meme has two modes: Behavior modification and trigger.

- **Behavior Modification Memes:** the infected character must make WIL rolls at the listed negative or engage or not-engage in the behavior. Each time a WIL roll is made, if the character makes it, he performs the action and the negative modifier is reduced by 1 (it becomes easier to break the next time). If the character tries to perform the action and is prevented, he can't try again for 10 hours.
- **A trigger meme** has some event (a spoken word, the sight of a certain playing card, etc.) that causes a behavior. This can be used to shut someone down, make them take a pre-defined action, etc. The action will seem perfectly reasonable to the infected character and thus, if others are present, might be a weakness (the character can be coaxed out of doing what he feels he should).

Effect	Result
Minor Effect	WIL roll at -1. Minor Meme. No Trigger.
Standard Effect	WIL roll at -1. Standard Meme. No Trigger.
Major Effect	WIL roll at -2. Major Meme. Trigger.
Critical Effect	WIL roll at -3 Critical Meme. Trigger
Cat. Effect	WIL roll at -6 Catastrophic Meme. Trigger.

**Minor Meme:** The character has as sudden thought like craving ice cream, doing something with his hands while watching TV, etc. This can counter-act a bad habit.

**Standard Meme:** The character does (or does not do) something they want fairly badly (i.e. retorting to someone who just insulted them).

**Major Meme:** The character does (or does not do) something they want *really* badly (the character will retreat instead of standing and fighting, will be forced to go to the aid of people he normally wouldn't help, etc.). With a trigger acting against the character he will roll at -3.

**Critical Meme:** The character will do whatever the thought-form says. If it's something really against his nature (killing people when he's not a killer) let him roll at +2 to resist. The behavior will last at most 10 minutes if strongly resisted. A trigger can incapacitate the character.

**Catastrophic Meme:** As above but no +2 and the behavior lasts as long as necessary.

**Note:** Memes modify behavior, not personality. A character infected and given the imprint to control his rage (a Standard or Major Meme) will still be spitting mad—he just won't be able to strike. At the Major level, he won't even defend himself.

Name: Leslie Tessel [Ω5]						Handle: Scorpio			
5+3	PHY 11	STR 109	BLD 08	CON 12		Damage Pts	263	Minor	88
15+5	REF 12	COR 12	REA 12	AGI 13		Basic Punch	99	Major	263
15+5	INT 12	RES 13	MEM 12	WIL 12		Basic Kick	119	Critical	526
27	Enhancements					Skills			
8	Attractive L3					3.25	Street Fighting	L2	14-
24	Wealthy					4	Economics	L3	
						2	Etiquette	L3	
							Politics	L2	
							Vamp	L2	
						2	Law	L3	
	Defects								
-2	Quick Tempered								
-1	Can be cruel								
Rank	Powers								
F	Ultra-Sharp Energy 'claws': Cutting Beam 55 / 193								
	If she hits by 4+ use the higher number								
E	Toughness +250								
A3	Bio Armor 45/90								
A	Super Strength +98								

### Scorpio

**Appearance:** Scorpio is one of the youngest members of Zodiac. She is an athletic 34-year old with blond hair and sharp green eyes. When she tries she can look like she's in her late 20's. She has a bright smile with a nasty edge to it. She is short (5' 4") and sensitive about it.

**Description:** Scorpio, in full battle mode, has energy claws and immense strength and durability. She is considered a 'weak' member of Zodiac (the characters will never hear that!) because she lacks powers that are outside the physical spectrum (being in Zodiac isn't about being able to eviscerate your enemies—it's about political power and that doesn't come ... usually ... from energy claws). Her body is infused with a red light when she's angry. She isn't in the Omega-10 elite but is still far stronger than the players (but all together they might conceivably beat her).

**Personality:** At first Scorpio seems far more hip and energetic than Virgo. She seems much more accessible (has seen the latest movies, drives herself in a sporty custom car, etc.) However, she has a serious nasty streak.

Where Virgo can be stern, Scorpio can be cruel. If one of her students upsets her, she may humiliate them (in addition to giving them lengthy, intricate punishment tasks—something she learned from Virgo). She resents the fact that *her* school failed and now her team is in Virgo's hands several hours a day.

With the characters from Virgo's team she'll be nice enough but may make offhand comments about mistakes she thinks Virgo is making (when Virgo begins teaching the telepathy and Astral travel she'll say things like 'you think she'd learn after what happened *last time*.'

Finally, to Virgo's disgust, she's not above physical discipline of her students when she's angry with them (Virgo can and has caused discomfort but has never done even the mental equivalent of 'roughing someone up')

**Soap Opera:** The characters could get invited to dinner at her house (her students better be on *great* behavior). They could witness a temper flare-up (scary—she's far stronger than they are). When she comes to the Virgo Estate the characters have to dress up nicely and act respectful ... that could be a problem for characters like Danny with run-away mouths.

Name: <b>Alexi Romarov</b>					Handle: <b>Alexi</b>			
5+3	<b>PHY 11</b>	<b>STR 12</b>	<b>BLD 11</b>	<b>CON 11</b>	Damage Pts	42	Minor	26
15+5	<b>REF 12</b>	<b>COR 12</b>	<b>REA 12</b>	<b>AGI 13</b>	Basic Punch	-1	Major	77
15+5	<b>INT 12</b>	<b>RES 12</b>	<b>MEM 16</b>	<b>WIL 13</b>	Basic Kick	2	Critical	154
27	<b>Enhancements</b>				<b>Skills</b>			
8	Photographic Memory				8	3.25	Jujitsu	L3 13-
12	Likeable L3				8	5.5	Tae Kwon Do	L3
2	Attractive L1				8	5.5	Firearms	L3
32	Keen Senses +8 to all senses							
					2	5	History	L3 19-
							Blind fighting	L3 15-
					2		Stealth	L3 15-
	<b>Defects</b>							
0	Blind, two glass eyes (he can see fine due to abilities, however)							
	<b>Unusual Traits</b>							
[8]	Instinct							
[12]	See Inner Person							
Tragedy: No-eyes (uses glass eyes)								
<b>Rank</b>	<b>Powers</b>							
B	Toughness +30							
4E,3D,1B	Immunity to all physical attacks							

**Alexi**

**Appearance:** Alexi is a tall, trim man with neatly cut hair, a slightly hollow look to his cheeks, and an air of refinement. He is the dean of the Virgo Academy and dresses in earth tones. His voice is soothing ... he sounds a very little like Mr. Rogers from television.

**Description:** Alexi has no abnormal appearance or handle.

**Personality:** Virgo found Alexi as an officer in a disintegrating Soviet army unit. She recognized his potential immediately and he has since been her right-hand-man. He knows most if not all of her secrets and is extremely loyal.

Alexi is good at heart—he has made war in the army but his concerns were always for his men. Now his concerns are for the students at Virgo's school (both hers and Scorpio's). He has the attitude of letting people learn from their own mistakes and as a result will sometimes not turn a student over to Virgo if they seem to have learned their lesson. He also recognizes that the strife between the nukie characters, the other team, the student body, and the world in general is something they need to work through themselves. He has a great deal of trust and respect for Barry (handle: Excel, the Virgo Team leader)—often more than Barry has in himself.

**Soap Opera:** Virgo doesn't generally use her telepathy to check and see if people are out of bed, where they're not supposed to be, etc. (although she can and the characters fear it). Alexi usually knows what the students are up to—his senses are very keen. He can operate normally despite the fact that he's blind (he can't read unless he touches the page). He can show up, unannounced to rescue or admonish the characters. They can come to him and know there's at least a chance they won't get in trouble.