

Calling S.O.S.

The Heroes respond to a crisis at Quantum Mechanics and discover a threat far more powerful than they anticipated. For use with the Dawn of Legends setting.

Trouble at Quantum Mechanics

The Heroes are either out on patrol and stumble upon- or receive a call from their NCB liaison, Special Agent Gerard Beaumont, concerning- an intense crisis at Quantum Mechanics in the Hydesville district.

Quantum Mechanics is massive corporate campus. Occupying over 27 acres, it's composed over a half-dozen buildings, walkways, and private parks. A large fence, 35 feet high, runs the perimeter, with armed security personnel at the gates and situated within guard towers.

As the Heroes arrive, total chaos as erupted. The grounds are torn asunder, as though an earthquake hit a majority of the campus. The high-rise corporate windows are mostly shattered, and a strange force field surrounds the campus as Quantum Mechanics' emergency defenses initiated.

Over a dozen AAPD and NCB Troop Carriers are positioned outside the perimeter of the force field, and overhead several news helicopters are broadcasting live. Approximately a dozen NCB Ballista and Nullification Agents are standing ready.

Regardless of why the Heroes arrive on the scene, Special Agent Beaumont has been assigned the case and immediately approaches.

Approximately 30 minutes ago, all electricity within a 12 block radius around the campus suddenly went black. Approximately 10 minutes later, the grounds around Quantum Mechanics exploded, sending tremors for up to a mile and a half. A call went out to the AAPD and was transferred to the NCB. As agents arrived, the force field was already in place and they have been unable to get through.

Suddenly a scream pierces above all else. Everyone watches in horror as an employee of Quantum Mechanics plummets from a 15th story window to his death.

The Heroes must now find a way through the force field, which has a Toughness 30.

Into the Beast's Maw

One the force field is lowered, or the Heroes find another way inside (Hyper-Movement (Burrowing) for example), Special Agent Beaumont orders the NCB to stand ready. With Neo Champions on the scene, he's going to follow procedure and allow them to enter the complex first until the nature and level of the threat can be determined.

The Heroes make their way to the main Quantum Mechanics building (a 30 story high-rise) with no trouble. As they approach, they see that all power has been cut and the place looks like either a bomb exploded, or an earthquake has nearly shattered it.

NPC Opposition

Calling S.O.S. has the Heroes facing off against alternate Earth versions of the Sentinels of Society. The Sentinels are a powerful team on any Earth, and this one-shot special is not meant for Novice player characters.

If the GM decides to run this adventure with a group of Novice Heroes, the team will have to use teamwork and careful tactics to overcome their opponents.

The Heroes can enter through the main lobby, or use a movement power to enter through one of the upper floors. Either way, the GM should run the scene with a bit of tension: dead scientists and other employees, the screeching of stressed metal as the building threatens to come apart, flickering lights. The Heroes should know something is in the complex, but not what or where.

The GM might even create a few Extras: strange genetic beasts that were Quantum Mechanics experiments and have been released from their cages during the severe loss of power and all back-up generators.

Earth-N

For decades, Quantum Mechanics and VanCorp have been involved in a shadow war of espionage and corporate politics.

Several months ago, Quantum Mechanics agents managed to break into VanCorp and steal R&D plans for a new device that could tap anti-matter to create an unlimited source of energy. Unknown to Quantum Mechanics, however, VanCorp's spies are deeper into the corporation than Quantum realizes. The plans were not discovered through espionage and careful operations, but through planted clues and information. VanCorp, unsure as to the actual stability and safety of the device, put into motion a plan that would allow it to fall into the hands of Quantum Mechanics. When the device failed, and VanCorp knew the initial designs would, VanCorp would then make any alterations it deemed possible and eventually patent and release the machine.

VanCorp, though, didn't realize the full dangers of what they had created. Or, did they? The machine is capable of creating a sustained and renewable source of energy. Unfortunately, it does that by opening a dimensional gateway between the Heroes' own Earth and an alternate version. Siphoning energy from the alternate world, the machine would eventually drain it of all life and be forced to then tap into another, such world. When Quantum Mechanics activated the machine, it began siphoning energy from a dimension known as Earth-N.

Several hours later, the elite guard of the ruling Empire of the alternate Earth stepped through: members of the Society of Supremacy.

Realizing that whatever had opened the gateway to their own world was attempting to siphon all life-energy from it, the S.O.S. came through to not only stop it, but to destroy those responsible.

The Battle for Survival

As the Heroes make their way to the 30th floor, they see a dim, glowing circle of blue-black energy in the middle of an immense chamber. In the chamber, are 5 individuals, for all intents and purposes the Sentinels of Society: Dragonfly, Everest, Mach-1, Neutrino Jade, and Silverbelle.

As the Heroes arrive, they see Everest snap the neck of the final, remaining scientist. There are around 20 bodies littering the floor.

The S.O.S. (Sentinels of Supremacy) will view the Heroes as enemies, as part of whatever organization or force was seeking to destroy their world. Although a brief exchange might clue the Heroes in on what is happening, and that the Sentinels of Supremacy are an elite unit of Imperial Guardsmen for a foreign Earth's dictator, the only real clue is when Neutrino Jade turns to Dragonfly and comments: Emperor Stelleron will be quite interested in this world.

The Sentinels of Supremacy then attack the Heroes.

No doubt the battle will spill-over to the outside and across the grounds. The NCB Nullification Units will be of little use against the S.O.S., and even the Ballista Units should be made short work of.

As the battle starts to go badly for the Heroes, or as the Heroes are about to defeat the S.O.S., a scientist that was feigning death cuts the power to the portal. This causes a sudden feedback into the energy source and creates an intense vacuum. The entire 30th floor, scientist and all, is sucked into the reverse portal, which



now stands atop the remaining building.

The portal then begins to disintegrate, finally exploding in a massive energy wave that expands outward in all directions.

As the energy strikes the Sentinels of Supremacy and they start to fade back to their own dimension, Dragonfly looks at the Heroes and vows that they are not yet finished. Emperor Stelleron will be quite interested in this . . . new Earth.

Aftermath

Quantum Mechanics is in near ruins, but the physical grounds can be repaired easily enough by construction crews and the Neo Urban Renewal League.

The reporters want to interview the Heroes, and whether the Heroes mention that their opponents were not the real Sentinels of Society or not is up to them.

Dragonfly

Attributes: Agility D8, Smarts D12+2, Spirit D10, Strength D8, Vigor D8

Skills: Driving D8, Fighting D8, Guts D10, Investigation D12, Knowledge (Biology) D8, Knowledge (Computers) D12, Knowledge (Chemistry) D12, Knowledge (Electronics) D10, Knowledge (Physics) D12, Knowledge (Quantum Mechanics) D10, Piloting D8, Repair D12, Shooting D10

Charisma: 0 **Pace:** 6 **Parry:** 6 **Toughness:** 42 (Heavy Armor) **Mental Resistance:** 9 **Spiritual Resolve:** 7 **Wealth:** 6

Hindrances: Mean, Vow (Serve Emperor Stelleron, Major)

Edges: Arcane Background (Neo), Combat Reflexes, Common Bond, Connection (VanCorp), Financial Benefactor (VanCorp), Heavy Hitter (Energy Blast), Impervious (Super-Toughness), Inventor, Level Headed, Never Back Down, Power Development, Scholar (Knowledge: Physics, Knowledge: Quantum Physics), Take Charge, Wealthy

Powers:

Power Network 9 (Dragonfly Armor, Persistent [PNO], Set-up [2 minutes, PNO], Gadget [EPN], Difficult to Take [EPN], Power Source: Technology)

- Force Field 8 (+16, Limited: Versus Energy Only, AS)
- Hyper-Movement 5 (Flight, AS)
- Hyper-Sense 9 (Acute Direction, Darkvision 3, Directional Hearing, Full Vision 2, Telescopic Vision, Transmission Hearing, ES)
- Immunity 7 (Life Support, AS)
- Range Attack 8 (Energy Blast, 8D8, Heavy Weapon, AS)
- Sensory Shield 7 (Visual, Auditory, ES)
- Shrinking 6 (Blindside, Normal Density, ES)
- Super-Toughness 9 (+36, Heavy Armor, ES)
- Transmission 8 (Exponential Increase 13, ES)

Everest

Attributes: Agility D6, Smarts D8, Spirit D12+4, Strength D12+4, Vigor D12+3

Skills: Fighting D10, Guts D12, Shooting D10, Throwing D8

Charisma: -4 **Pace:** 6 **Parry:** 7 **Toughness:** 41

Mental Resistance: 6 **Spiritual Resolve:** 30 **Wealth:** 0

Hindrances: Alien Form, Bloodthirsty, Trouble Magnet, Unable to Heal, Vow (Serve Emperor Stelleron, Major)

Edges: Arcane Background (Neo), Combat Reflexes, Harder to Kill, Immortal (No Aging), Impervious (Super-Toughness), Improved Fortified Soul, Improved Level Headed, Improved Nerves of Steel, Intimidating Presence, Iron Jaw, Power Development, Resilience

Powers (Usable Only in Earthen Form, Power Source: Natural):

- Eldritch Defense 8 (+16)
- Hyper-Edge 5 (Combat reflexes, Harder to Kill, Improved Fortified Soul, Improved Nerves of Steel, Resilience)
- Resolute 8 (Spirit)
- Super-Spirit 4
- Super-Strength 4
- Super-Vigor 3

Power Network 10 (Earth Manipulation, Persistent [PNO], Needs Earth Materials [EPN], Usable Only in Earthen Form [EPN], Power Source: Natural)

- Entangle 8 (Earth Grab, ES)
- Environmental Manipulation 8 (Earth-To-Mud, Slow, ES)
- Environmental Manipulation 8 (Seismic Control, Knockdown, ES)
- Force Field 6 (Earth Shield, +12, ES)
- Growth 4 (ES)
- Hyper-Movement 10 (Earth Teleportation, Improved Distance, Exponential Distance Increase 11, ES)
- Range Attack 8 (Earth Blast, 8D6, Heavy Weapon, ES)
- Regeneration 6 (Attribute Damage [1 hour], Immortal, Limb Regrowth [1 day], Reconstruction [1 week], ES)
- Super-Toughness 8 (Earth Armor, +32, ES)
- Telekinesis 8 (Earth Moving, Large Burst, Exponential Lifting Increase 4, ES)

Mach-1

Attributes: Agility D10, Smarts D6, Spirit D8, Strength D6, Vigor D8

Skills: Driving D8, Fighting D10, Guts D8, Notice D10, Piloting D10, Shooting D8, Stealth D8, Throwing D6

Charisma: 0 **Pace:** 6 **Parry:** 15 **Toughness:** 6

Mental Resistance: 5 **Spiritual Resolve:** 6 **Wealth:** 3

Hindrances: Cocky, Distinctive Appearance, Overconfident, Vow (Serve Emperor Stelleron, Major)

Edges: Arcane Background (Neo), Impervious (Super-Toughness), Improved Dodge, Improved First Strike, Improved Frenzy, Level Headed, Sweep, Instant Stand, Power Development, Quick, Quick Change, Quick Draw, Windfall

Powers (Power Source: Mutation):

- Deflect 6 (Spinning Top, Limited: Redirect Only)
- Ethereal 6 (Sound Wave Body, Permanent)
- Evasion 8
- Hyper-Edge 7 (Improved Dodge, Improved Frenzy, Level Headed, Quick, Sweep)
- Hyper-Movement (Burrowing) 6 (Spinning Drill)
- Hyper-Parry 8 (+8)
- Hyper-Sense 2 (360 degree spin-vision, Full Vision 2, Maintained)
- Melee Attack 7 (Area Effect, 7D6,)
- Range Attack 7 (Spin-and-Release, Area Effect, Limited: Held Objects Only, 6D6 damage)
- Super-Speed 6
- Super-Toughness 8 (Spinning Top, +32, Maintained)

Power Network 1 (Nullifying Boot, Persistent [EPN], Gadget [EPN], Difficult to Take [EPN], Power Source: Technology)

- Negation 10 (Ethereal Power, Can Exceed Power Rating Limit, Self, Limited: Must Wear Boots)

Neutrino Jade

Attributes: Agility D8, Smarts D6, Spirit D8, Strength D10, Vigor D12

Skills: Driving D6, Fighting D8, Notice D6, Persuasion D6, Shooting D8, Streetwise D6

Charisma: +4 **Pace:** 6 **Parry:** 6 **Toughness:** 8

Mental Resistance: 5 **Spiritual Resolve:** 6 **Wealth:** 6

Hindrances: Bad Luck, Dead Man Walking, Vow (Serve Emperor Stelleron, Major)

Edges: Arcane Background (Neo), Power Development, Sweep, Very Attractive, Wealthy

Powers (Power Source: Mutation):

- Absorption 7 (Limited: Radiation Energy Only, Power Sponge, Enhance Trait: Vigor)
- Disintegration 6

- Force Field 7 (+14)
- Range Attack 7 (Radiation Blast)
- Range Attack 7 (Force Field Ram, Small Burst)
- Sicken 7
- Super-Strength 2
- Super-Vigor 3

Silverbelle

Attributes: Agility D6, Smarts D6, Spirit D10, Strength D12+4, Vigor D12+2

Skills: Driving D6, Fighting D6, Knowledge (Acting) D8, Persuasion D6, Shooting D8, Throwing D6

Charisma: +2 **Pace:** 6 **Parry:** 5 **Toughness:** 45

Mental Resistance: 5 **Spiritual Resolve:** 7 **Wealth:** 3

Hindrances: All Thumbs, Bad Luck, Trouble Magnet, Vow (Serve Emperor Stelleron, Major)

Edges: Arcane Background (Neo), Attractive, Dirty Fighter, Immortal (Slow Aging), Impervious (Super-Toughness), Windfall

Powers:

Power Network 7 (Silver Form, Persistent [PNO], Power Source: Mutation)

- Absorption 9 (Vibration Absorption, Power Accumulation, Superior Redirection, Limited: Kinetic Energy Only, Enhance Trait: Super-Strength, Enhance Trait: Melee Attack [Heavy Weapon], Linked to: Enhance Trait 9 [Density, Misc Enhancement: Automatically gains 1 Point of Density Whenever 4 points of Energy Are Absorbed], AS)
- Hyper-Edge 1 (No Vital Areas, ES)
- Immunity 2 (Environmental Cold, Environmental Heat, ES)
- Super-Strength 6 (ES)
- Super-Toughness 9 (+36, ES)
- Super-Vigor 5 (AS)

Absorption and Density

Whenever Silverbelle absorbs Kinetic Energy, she becomes heavier until that energy is used or released. The increase in Density is automatic for every 4 points of energy absorbed, and does not effect her ability to use that same energy for other effects of Absorption.