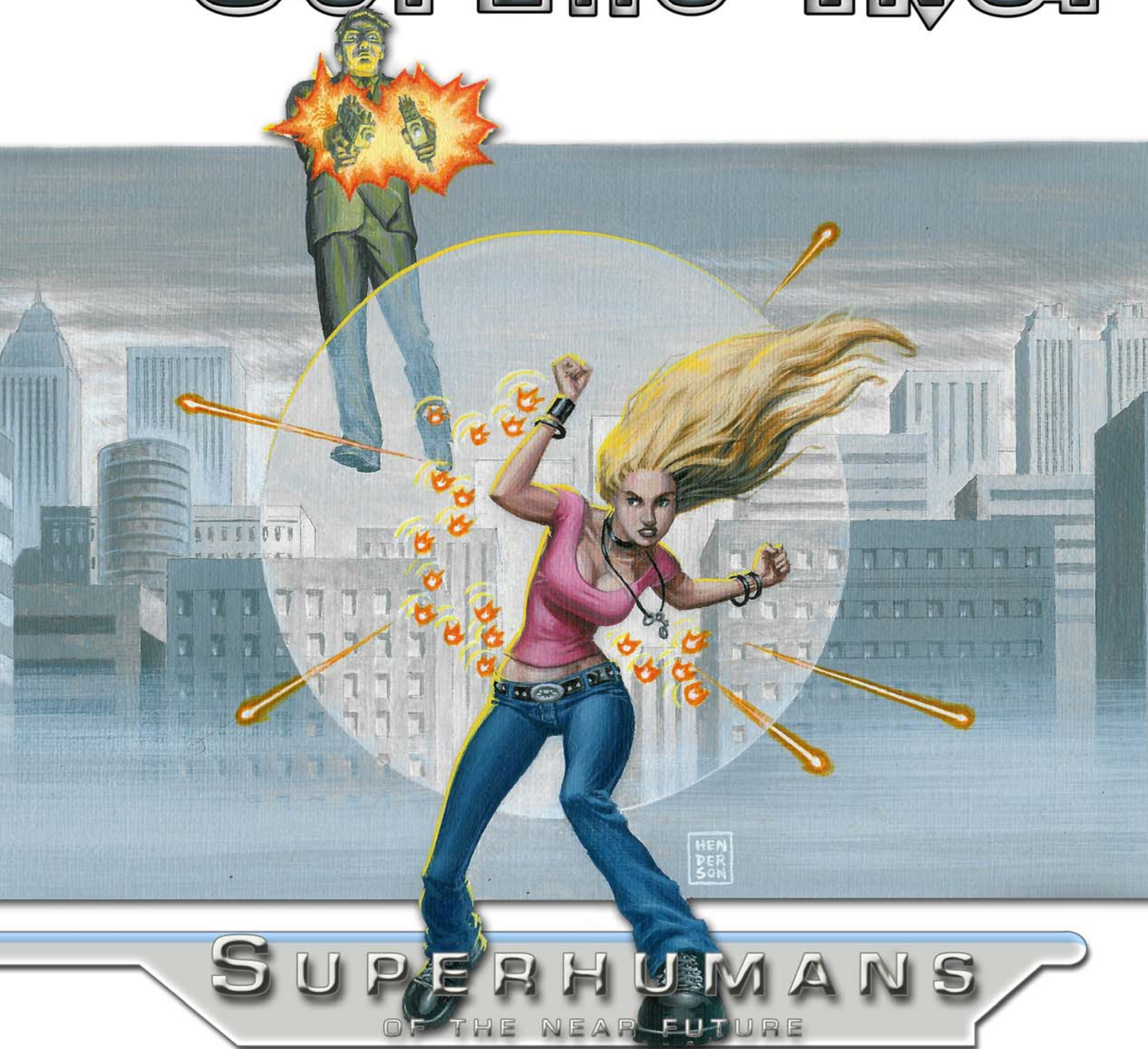


SUPERS INC.



SUPERHUMANS

OF THE NEAR FUTURE

HINTERWELT ENTERPRISES
IRIDIUM LITE
CORE RULES

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WHAT IS ROLE-PLAYING?

The best way to think of role-playing is to consider it a form of structured make-believe. You gather some of your friends and tell a story where each of you play a part. To avoid disagreements like who shot who and "You missed! No way, I hit you!" there are rules to resolve the outcome of different actions.

This resolution is usually done with dice in order to develop a random outcome. In the case of Supers Inc. we use a range of multi-sided dice such as dice with 20 sides. These are available both at online stores and at local hobby shops.

DESIGNER NOTES

Supers Inc. is not a super hero game in the traditional sense. It is far more deadly and there is a real chance of a metahuman being killed or maimed. This was done to bring something I always missed to the genre of super hero games, a sense of risk. Being knocked out and taken captive by the main evil doer is true to the genre but I have always longed for a game where the bad guy would be someone you would be scared of in real life.

There are still many of the elements of the comics that I enjoy. Heroes like Batman influenced me a lot in my play of supers RPGs. Supers Inc is all about the trial of a hero come to grips with their mortality. Doing a mission even though you might be killed. Facing the fear and defeating it.

If you are looking for a supers game where you have meaning to your heroism, where you risk your life to push your will on the world, to reshape it, then Supers Inc. is your game. Supers Inc is definitely my game also.

Good Gaming!

Bill Corrie

HinterWelt Enterprises

DIARY OF A SUPER HERO

I need to write this down somewhere since I do not dare tell anyone. They call me Iron Hand and I am a shill for the World Motors Consortium. The public sees a shining example of all that is good. The PR handlers spin it for the different countries we play to but the main audience is North America. I guess I really do not have much to complain about with the cars, apartments, money and women but it all changed earlier today. It seemed like a normal photo op. The Motor City Saviors, me and my team, would swing in on a tour boat on Lake Michigan under attack by a group of terrorists. We would save the day, be the heroes. John, A.K.A. Redwing, would fly in and we would come up in the Turbo-sub. So simple, but I am getting ahead of myself.

I should have guessed something was up two weeks ago when Henry Jonston, the exec in charge of promotions, called me into the high brass meeting on the future of the MCS. The talk was all about how Lenny Brent had been killed while working for the Health Food Council. He had been shot in the back while his team tried to stop a bank robbery in New York. Then there had been that girl in Cuba who had died for the Revolution. That was the way the media wanted it but I know she had stood on the wrong end of a firing squad.

"We need something flashy, you know, to get the public's attention. Real Hero stuff." Jonston puffed on his stogy, a habit I detested but could do little to resolve.

"Umm, we could, um, stage a...an...um, a save the whales?" That was Rince, Foley Rince, head of research and personal physician to the team. I don't really like him, never did, but it does not pay to tell your doctor that. He looked nervous and like he had run a marathon. Black hair covered a greasy scalp in a way that made his grey eyes look blank.

"No, it's already been done by that environmental group in Alaska. No, we need something new and big. Any ideas I.H.?" That was Jonston, everyone an initial. I had been a steel worker before this. Times had been hard but simple. I did my job and came home to my family. I wondered what Jill and the kids were doing. In the midst of my thoughts I realized everyone was staring at me.

"Well, terrorists are popular this month. Can we do something with them?" Rince gave me a look, one that seemed to almost be pity, and then it passed. "Something local that would catch everyone's attention. Anything on the Lakes is always good for some prime time coverage on the networks." I could not shake the feeling that this was not a new idea to them, that I had somehow been steered here.

"Good idea. Allie, get working on it." A cute redhead just nodded and left the room. "Jim," puffed Jonston, "I like you. You state your mind. It always helps for an organization to have someone as clear headed and spoken as you on the team." I sensed the tension like an approaching summer thunder storm. The rest of the people from the meeting faded to exits while Jonston put his hand on my armored shoulder. "I have heard you are having some problems with Redwing. Do we need to talk about what happened at Ann Arbor?" The fight. Well, not really a fight more of a loud argument that the news networks had picked up. If we had fought there would have been property damage.

"No, I think John and I have hammered out a truce." I made an attempt at a smile but it came off more as a grimace. The truth was that we were not speaking at this time. John had questioned

my leadership of the team. He had been an MBA, manager for a large consulting firm and he did not like taking orders from some blue collar shmuck, his words not mine. "We just need to get into a groove is all. He will do what is needed." I hoped.

"Well, he better. We pay him enough. He actually came in and asked me to fire you. Said you were bad for the team. You have been with us for three years and Redwing nearly as long but I know you are the man to lead the MCS." Jonston leaned on the table, his paunch settling on his thighs. "You know the board has its concerns about him. He's always been a pain in the ass. He files more grievances..." Jonston sighed and must have noticed my blank look. I knew those grievances were about me but I could give a damn. They amounted to a paper trail that John could create in order to get me fired. I led this team because the board wanted me to not to make John happy.

"Don't worry Mr. Jonston, I'll deal with him." That seemed to be all it took. I left the meeting room with the feeling that I was out of the loop. I felt that way most of the time since I took the treatment. Heart disease ran in my family but when the doctor told me I had six months to live I had looked at him like he was out of some grade-B movie. Once it sunk in I was going to die I determined not to go peacefully. Jill and the kids were great, supportive only the way a family can be. When I started to get chest pains and fainting spells I knew my time was up. Then my doctor told me about Daedalus and the Genesis treatments.

It changed my life. The Military was looking for volunteers and I had nothing to lose. They sponsored me and within six months I was washed out of their program. I had an aversion to killing that they were disappointed to find. I was cured though and they did not make it easy for me. I ended up working all sorts of jobs and being exposed to less than traditional Metas. One taught me about body armor and I taught him about speed despite the warnings of the Major who had done my exit interview.

Armed with my knowledge I ended up with the World Motors Consortium. I can't say they were my first choice but there are worse jobs.

Jill stayed with me longer than she should have though and WMC was a final straw. She could barely handle me being a Meta in the privacy of our home but now I was on the news services and it was just too much. When she left she was in tears and so was I. It was a tough time but I threw myself into the work.

For the past three years I helped come up with and execute the publicity events, called Harkers in the business, and almost took a kind of pride in my work. It was not all fighting and crime busting, that is a surprisingly small part of it. Most of it was going to schools, meeting with politicians and photo ops. Then the call came in for the Michigan run.

The three of us, Wisp, Kenny and me took the sub and went out to meet the boat. John had always said that having one flyer on the team made us look ridiculous. He always pushed for more flyers but they were rare. During the ride out to the ship we went over the plan again. Wisp would sneak on board ahead of all of us while John distracted them. Kenny would make the sub look like an innocent patch of lake while we docked. Where Wisp had gotten her powers was a mystery. We didn't ask but the WMC would love to know. The tricky part being getting me onto the ship. I weigh close to 400 pounds with the armor on and sink very quickly.

Everything seemed to go to plan. The terrorists saw Redwing and began firing on him. Wisp took out the guards left on this side of the boat. We docked and then things changed. It



happened in that way bad things happen, only “bad” did not begin to cover it.

The ship rocked with a staccato blast. I rushed towards the bow and saw soldiers, not terrorists but armored soldiers with automatic weapons.

“Remember, nail the flying one, the rest get a by this time,” a sergeant said to one of his men. They were standing less than a meter below me. The reality of his words shook me to my foundations. We had been set up...by friggin’ trade organization! Kenny was back on the boat. I knew I had to get back.

I turned in time to see a squad come out of a side passage onto the gangway I was on. One of them tossed a grenade down onto a patch of water. I clanked then went off. The sub sank before Kenny could even get the hatch open. They knew what to use, they were wearing infra-red goggles and saw the exhaust from the sub. Still, someone had told them.

Wisp came out of the wall as I plowed into the soldiers who had killed Kenny. I moved with an enhanced speed that came from my martial arts training in the military. They really did not have a chance. In seconds it was Wisp and I standing alone on the deck.

“There aren’t any hostages Jim.” She was shaken. I knew because she never called me Jim and her face made her look like a ghost. “I think they got Redwing too. What are we going to do Jim?” She was beginning to cry. Her sugar would be getting low, she was hypoglycemic and when she used her powers it just got worse.

“Try and make it to shore. Get help but don’t go to anyone at the Consortium. Jonston set us up.” I sighed, feeling the weight of the memory of Rince’s pitying look. “I will try to get John out.” For a second, Wisp’s blue eyes looked like she would put up a fight. She knew she couldn’t make it all the way to shore but

WMC. He had learned a number of different and classified skills in his time with them but, in the end, he had to leave...quietly. Now, whatever monstrosity of a gun that was mounted on the bow of this ship had finished him.

“John, don’t worry, I will get you out of here. I’ll get you fixed up.” We both knew I was lying and doing a terrible job of it. Automatic fire rang out. I had not killed everyone apparently.

“Jim, we have had our...differences, but you...have got to...get out of here.” John was having trouble breathing. I tried to make him more comfortable but only seemed to hurt him. “There are more...coming...on helicopters. You need to go.”

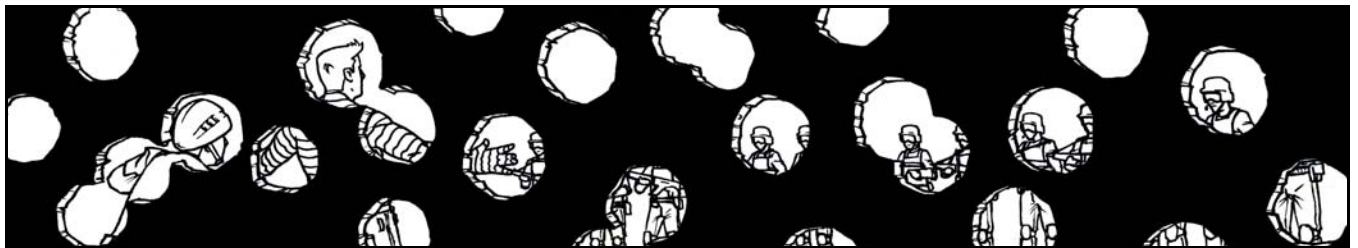
“I won’t leave you!” I could not, would not leave another to die here.

“You’ll leave me and I will deal out a heap of pain.” He seemed to breath better which made it all the worse.

“You told me I was not a good leader, I was poorly suited to the job. If I leave I will just prove you right.” The weapons fire was getting more determined. They would not stay back much longer.

“You don’t get it, John, there is no more team to be a leader of. You need to look to yourself now. Wisp and Kenny are beyond pain. I will be there soon. I am no hero but I would like some payback before I buy it.” He pulled out one of his sub-machine guns that he was so fond of and a string of grenades. One was magnetic that he clamped to my side. “Remember, you can’t swim with your armor on.”

Then I was jumping over the side. It was a shaped charge and directed most of the blast away from me towards the ship. What sank the ship I will never know. I was rapidly plummeting to the bottom encased in my iron armor. Willing it free from my skin is difficult in the best of conditions, it was nearly impossible while slowly drowning. Somehow, I must have done it and struggled to the surface. I floated for days before I was picked



that her intangibility would get her out of weapons range. I could hear the sergeant yelling for the detail that had sunk the sub. With a silent thank you she turned to float off the boat.

Once she was clear, I turned to the bow of the ship. I heard a peculiar popping behind me and saw Wisp dropping towards the water. Four neat holes showed in the back her shirt. I saw the rifle sticking out of a porthole a few feet away and ripped through the walls like they were paper. The sniper held an incredibly complex looking rifle with an impossibly large magazine. All this is a blur as were the next minutes. How many I killed would never be recorded and I could barely see through the haze produced by my rage. In the end I was destroying equipment. Pounding metal into scrap for the slight relief it gave me and witnessing two of my best friends killed.

I stood for a moment, dazed, at the bow of the ship. Dead soldiers all about me, the body of the sergeant in front of me when I heard a voice.

“Jim, you never could hold your temper.” It was Redwing but he was busted up pretty bad. His armor had been strong but light. He had worked for some intelligence agency before joining the

up by a tourist yacht.

The Kisingtons, a nice family, set me ashore in Chicago. After many assurances that I would be alright I went to one of the safe houses that I had set up. It seemed untouched. Inside, I found clothes, money, ID’s, and weapons. Everything I would need to make things right.

Floating in the lake had given me time to think. Jonston, for all his corporate lack of soul, did not have the brains for something like this. The news, even after several days, was still running the tragic story. Allie, the PR exec, made a very convincing weeping widow. She talked about the team like they had been family. She spoke of a memorial that would be held in three days in Detroit. The WMC became the center of a 24/7 media blitz looking at angles, interviewing family and analyzing every aspect of the “Super Heroes”.

All the time, Rince was in the background, his look of sorrow very practiced, his stance poised for movement. Rince was the one. He had set them up, killed his friends with as little emotion as he would a fly. It was time to set aside childish things and become a man. Rince had chosen this fight but I will end it.

WHAT CAME BEFORE...

The Genesis Serum was the result of research into treating congenital defects and as a panacea for most diseases. Heart disease, cancer, diabetes were the target of the research of the small company The Daedalus Group out of Boulder Colorado. Their research was cutting edge and they had their first breakthrough with what they called the Genesis Strain in 2021.

The Genesis series was the first of its own kind to actively unlock and enhance latent abilities in unused portions of the body and brain. The first subject, Thomas Genner, was a terminal patient with an advanced brain tumor. The serum healed him but it also enhanced his intelligence far beyond that of any human. This led the team in a new and highly illegal direction of attempting direct genetic and conditional manipulation of humans for the express purpose of enhancing physical and mental abilities.

At first this research was met with scorn and ridicule but the results of the Genner experiment could not be denied. In the fourth series the formula seemed to almost take a step backwards. No noticeable results were exhibited by the trials. It was at this time when a former military psychiatrist, Dr. Haley Braun, discovered patients responding to a form of training that the military had long since abandoned. The experiments of the 1970s with psychotropic drugs and attempts to enhance psychic ability had profound effect when coupled with the Genesis Strain.

The powers exhibited seemed a direct relation to the training. All manner of what would normally be considered "super powers" were trainable into these new enhanced animals and humans. Dr. Braun's contacts in the military proved very profitable.

During these critical months the United States Government tried to have the Daedalus Group shut down and all research confiscated. However, the executives had friends in high places and were warned. When the FBI broke into the offices, Daedalus was long gone. Within three years the Daedalus Group had resurfaced and were providing their treatment to the highest bidders. During this period they earned the moniker of Supers Inc. They provided spokesmen for industries around the world. The first were direct knockoffs of popular comic personae but that quickly proved problematic and customized spokespeople were trained. Extensively, they were body guards, spoke people or even unattached "Trouble shooters" but in practice the use of persuasion powers to sell more and more product soon spelled a shift of power.



New laws came into being in order to "control" the exploitation of non-enhanced citizens. The current state of the corporate jockey is a tenuous one. The executives know the power and profit involved in having an enhanced human on staff but great risk exists as well.

The corporations now wage a publicity war against the rogues, the anti-enhancement protestors, and those who have been driven insane

by the Genesis Strain treatment. The year is 2033 and people are scared.

Extremists of both the conservatives and liberals alike view genetic engineering as wrong. They believe the enhanced are greedy, deluded and just plain evil people who seek out the alterations to massage their ego. The general public have a very different view. They have embraced the romance of the enhanced. This is aided by popular television shows and intense ad campaigns and product endorsements.

THE CORPORATE WORLD

The corporate world has all but taken over the "Super Hero" business. They recruit and manufacture people to fit their Supers Public Relations (SPuR) teams. Although liability comes with the field of maintaining these teams, the publicity is gold. Little known companies get overnight recognition when their team is seen saving a little girl or a bus load of nuns. Critics insinuate that the companies are staging these situations to get the best headlines. Indeed, some teams, called Kites, are used to set up these situations.

These Kites are well paid, freelance teams who specialize in creating a crisis and getting out before getting caught. If they do get caught the Kites have the best lawyers on retainer to aid in judicial entanglements.

Corporations are usually the sponsors of people who volunteer to go through genetic enhancement. This is a very expensive process, often requiring upwards of 20 million USD for the treatments alone. Training and equipment can amount to an equal expense. This often leads to an almost indentured servitude for the enhanced. They need to work for up to 15 years for a corporation or government before their debt is paid. The Sponsor, as the funding entity is often referred to, does not own the enhanced, but they do hold the full amount paid over them. Sponsors will, at times, be forced to let an enhanced go. This usually is due to insanity or personality disorders but it is rare.

CORPORATE SHILL

Corporate shills are often the most beautiful of the enhanced. **They specialize in the power of Persuasion and receive an initial rank in it for free. They also receive a free rank of Oratory Skill.**

Their primary function in a corporation is to generate publicity in performing high profile rescue missions, crime busting and public appearances. No aspect of their lives is discrete. Often they have little understanding of the actual running of the corporation. They usually employ agents who manage their dealings with the corporation.

CORPORATE SPY

Dedicated to corporate espionage, the corporate spy **specializes in the Stealth power receiving one rank automatically. They also receive a rank in Move Silent.**

The corporate spy usually has nothing but contempt for the shills of the company. They face danger, imprisonment and possible death when they go on a mission. The skills may break a fingernail.

The corporate spy must always keep their eye on the ball. They often work with little or no backup. At times, they will work on freelance projects with other companies. They almost always must keep this kind of thing quiet as their Sponsor will not take kindly to it.

Corporate spies rarely engage in assassination. Information theft, kidnapping, surveillance, and sabotage are far more likely.

KITE

Kites are freelance agents who work for corporations arranging the situations that shills come to the rescue of. **They specialize in Illusions receiving a free rank in the power. They also receive a free Deception rank.**

They will arrange for a bus load of nuns to head over a cliff just as the shill of their client walks by. They are shadow organizations that feed on the need of the corporate world to have controlled photo ops that build the brand of their heroes. Kites are sometimes Sponsors but more likely are formed of the more stable rogues.

THE GOVERNMENT WORLD

The government has been the slowest to pick up the practice of employing the genetically enhanced but has recently begun recruiting. The Metahumans Administration Service was formed by the United States before enhanced people were sponsored by the government.

The MAS was used to regulate, respond to violence involving enhanced people and imprison them if found guilty. It quickly has devolved into a tool of the current administration as a means of eliminating and controlling the enhanced population within the United States. This is not the official stance but the PR people of the MAS often have difficulty covering up incidents.

The diplomatic corps of every country has seen the benefits of having enhanced people on staff. Electronics experts and people with x-ray vision make it easy to overhear conversations. Some countries, especially in the Middle East, will not allow any enhanced individuals into their lands. This is mostly a result of cultural biases against genetic manipulation.

No one is sure when the intelligence community began sponsoring enhanced people but they were using them from the start if not earlier. They fall into two basic categories of

field agents and assassins. The former often blend in with their co-workers until needed and the later are not recognized by any agency. Assassins, especially the earliest recruits, are often rogues who should be hospitalized for mental illness. These shadow agents are often left free for months until their services are needed. It is rumored that they have tracking and control devices implanted in them but that is hardly likely. They function on the edge of society and the government agencies.

The Government world is a strange mix of intrigue and bureaucracy. Often members of this profession must take two steps back in order to take three steps forward.

M.A.S. AGENT

MAS Agents receive one rank in Force Fields. They also receive a skill rank in Law - U.S.

The Metahumans Administration Service is a newly formed agency in the U.S. Government. They have been tasked with policing the genetically enhanced in the United States. At times their special skills may be called on by other agencies working outside the U.S. but their jurisdiction is within the U.S. borders.

DIPLOMATIC CLERK

The Diplomatic Clerk receives a rank of Astral Projection. They receive a rank of Diplomacy for free also.

Diplomatic clerks range in their actual position for assistants to the president of countries to the filing clerks in government buildings. Enhanced individuals are more likely to find themselves assigned to ambassadors serving in foreign countries. They will, at times, serve as spies but their mission is more likely to assist full diplomats in the intrigue of foreign service.

CIA SPECIAL AGENT

CIA Special Agents receive a rank of Invisibility for free. In addition, they receive a rank of Move Silent.

Enhanced agents are becoming more and more important to intelligence agencies. Their recruitment has become a priority but it is difficult to integrate them into a team. This is especially true of mixed teams since the enhanced have learned to rely on their powers far more than their teammates.

THE MILITARY WORLD

The military of the modern world is one that engages in small controlled operations. The U.S. military is still the largest military power followed very closely by China. Both have been pursuing enhanced humans for almost as long as corporations, some would say longer but with less success. Their use for the



enhanced humans is not well documented and many governments will deny their very existence, using them as slaves. Paramilitary, used as body guards by dictators, often will disguise their powers in order to retain the element of surprise. Regardless, the use of enhanced humans and animals throughout the world's military is quite common.

In the current year, 2033, the age of grand wars is over. It is now a time of terror tactics, surgical strikes, assassination, kidnapping, espionage and dis-information. War has become more of an intelligence operation than a conflict of violence on a grand level. Assassination of a popular figure is often far more effective than invasion of a country. Might of arms means nothing if you cannot find the enemy.

The dregs of organizations like Al-queda have given birth to stronger and smarter organizations. The leader of these is the Independent Liberation Front (see "Independent Liberation Front (I.L.F.)" on page 25), a conglomeration of terrorists and revolutionaries from all around the world united in their hatred of the "Western World". The ILF operate in independent cells of five people and are known by the city they operate out of. They simply want the capitulation of the Western World, forgiveness of all debt and the removal of all western influence from the Middle East, Asia and Africa.

Recently, a batch of Genesis Serum has been reported stolen and the world's intelligence agencies believe that the ILF is behind it. They expect to face enhanced humans fighting on the side of the ILF in their next operation.

The military organizations of the world will differ from country to country but this new age has brought a new level of independence to soldiers. The time of telling a soldier to take a hill using the plan that some general thought up behind the lines is long gone. It is now more common to get mission objectives, lists of acceptable losses and available equipment and the unit is likely to plan the specifics themselves. It is a brave new world.

RECON

Reconnaissance is very important to any military organization. These soldiers will scout the enemy for weakness, report strengths and go wherever it takes to get the job done. **They specialize in the power of Speed receiving one rank in it for free. They also receive a Move Silent rank.**

SPECIAL OPERATIONS

Special Operations deal with infiltration behind enemy lines and performance of missions requiring expertise not in the general pool of soldier skills. **Soldiers in the Special Ops specialize in the power of Invulnerability receiving one rank for free. They also receive a free skill rank in Unarmed Combat.**

MILITARY INTELLIGENCE

Often thought an oxymoron, Military Intelligence has been taken to an incredible level. **These enhanced individuals specialize in the power of Teleportation receiving one rank for free. They receive an additional point of PIE, even if that brings them over 10.**

THE ROGUE WORLD

The Rogue World is not like those of the others defined here. It is more of a state that enhanced people move in and out of. It is made up of people who have suffered at the hands of the Genesis process. Some, about 25%, of those who take the treatment will come out the other-side with side effects. Of those, about 20% will have a serious form of insanity. These people become rogues.

Screening for personality traits is easy enough in 2033 but the stress on the body and mind of the Genesis process is extreme. To date, no method of predicting a mental collapse has been found. Physical issues are much easier to predict and can be done so with reasonable regularity.

Sponsors will do everything in their power, some what ill advised, before cutting a rogue loose. This often means that sane enhanced people find themselves working with the touched. This can range from frustrating to outright life threatening. Some mundanes refuse to work with rogues. Usually, a Sponsor will insist and the mundane will be forced to back down.

Rogues will run in packs but this is more the exception than the rule. The more common insanity that Rogues suffer from is megalomania, sometimes to the point of believing that they are gods. Other times, paranoia will boil to the top making it equally difficult to work in groups.

At times, these individuals will die alone and without the help they need. However, it is more common that they will look into and conquer other areas of the world such as business, crime or science. Strangely enough, these disparate fields compliment one another.

CEO

CEO's receive a free rank in Energy Drain and a free skill rank in Investigation.

Rogues, once expelled from the Corporate World, often find their way back in through another entrance. They tend to do well in the cutthroat world of corporate politics and their powers benefit them. The often rise quickly to command of a company.

INSANE SCIENTIST

The insane scientist receives a ranks of Dark Matter. They also receive a rank of Science.

Insane is just a matter of perspective or so many rogues believe. These scientists often develop the leading inventions of the modern world. Some are bent on world domination while far more are absorbed in their own projects. Some build asteroid defence systems while others search relentlessly for a cure to male pattern baldness.

THIEF

Thieves receive one rank in Flight. They also receive one rank in Open Locks.

Loosing their job often will make the enhanced turn to what makes them money and is the easiest. Thievery seems like the easy route and larger and larger scores beckon them forward. Some become expert cat burglars while others consummate con-men.

SIDE EFFECTS

In some cases of the Genesis treatment, there are side effects. Most are only debilitating but some are fatal. The most common of the fatal mutations have to do with hypersensitivity to everyday substances such as plastics or rubber. Instead of a rash, the patient dies within minutes. Some patients can be saved but it is rare.

Far more common are side effects that are more a case of slight alterations of the body or mind. A list of observed side effects are as follows.

SIDE EFFECT	DESCRIPTION
Hair Loss	Anything from small amounts of body hair on certain locations to total hair loss.
Hair Color	Hair color changes, sometimes to another human range and others to non-human norms like blue.
Size Change	Change to larger or smaller. Usually within human norms.
Skin Color	Sometimes to other human norms and other times to green.
Insanity	The individual develops a form of insanity, either mild or severe. Some need to be hospitalized while others are sociopaths that go undetected.

Side effects have no tangible effect system wise on the game.

POWERS

Powers are Effects, from the Iridium Lite Rules, in the Supers Inc. setting (see "Effects" on page 46). Powers are generally used with a skill. This means that resolution is on a d20, but uses Skill Rank + Power Rank + Statistic. For instance, a character with Strength who wishes to jump to the top of a building must make their Acrobatics Rank + Strength Power Rank + AGL. If the character has a three Acrobatics, a two in Strength and a AGL of five then they need to roll under $3 + 2 + 5 = 10$ on a d20. Usually one Fatigue is paid for activation unless otherwise noted in the description of the power.

Powers may be countered by another similar power at the discretion of the GM. For more on contested powers see "Contested Effects" on page 46.

Professions and Powers

Profession are the source of training that characters receive. In some cases, like with Rogues, this training takes a less structured form while with the Corporate Professions the powers taught are very well established. After character generation, experience may be spent to purchase powers. There is no restriction to purchasing powers outside the characters starting profession. Professions are meant to be used as reference when playing a character and for generation. In this way, the player is encouraged to build a history with elements of their training.

POWER QUICK REFERENCE		
POWER	ACTIVATION	PROFESSION
Agility	N/A	Corporate
Astral Projection	Meditation, Astral Projection, and PIE	Government
Body Armor	Armor Use, Body Armor and STR	Rogue
Charisma	N/A	Government
Dark Matter	Science, Dark Matter and WIL	Rogue
Electronics	Electronics skill, Electronics and INT	Government

POWER QUICK REFERENCE		
POWER	ACTIVATION	PROFESSION
Energy Blast	Unarmed Combat, Energy Blast and DEX	Military
Energy Drain	Meditation, Energy Drain and WIL	Rogue
ESP	Meditation, ESP, WIS	Corporate
Flight	Flight skill, Flight and AGL	Rogue
Force Fields	Science, Force Fields and CON	Government
Healing	Medicine, Healing, and INT	Government
Illusion	Acting, Illusion and WIS	Corporate
Intelligence	N/A	Rogue
Invisibility	Move in Shadows, Invisibility, and PIE	Government
Invulnerability	Unarmed Combat, Invulnerability and CON	Military
Martial Arts	Unarmed Combat, Martial Arts and AGL	Military
Persuasion	Oratory, Persuasion, CHA	Corporate
Regeneration	Medicine, Regeneration and CON	Rogue
Senses	Tracking, Senses, and WIL	Military
Speed	Running, Speed and AGL	Military
Stealth	Move Silently, Stealth and AGL	Corporate
Strength	N/A	Military
Telekinesis	Engineering, Telekinesis and PIE	Rogue
Telepathy	Acting, Telepathy and CHA	Corporate
Teleportation	Navigation, Teleportation, and PIE	Military
Tongues	Languages, Tongues and INT	Corporate
X-Ray Vision	Engineering, X-Ray Vision and INT	Government

DURATION

Duration of a power is often dependant on story. In general, the following durations are used to determine the length of time a power will operate for. If, at any point, the user wishes to stop the power they may. At the end of the duration, the user may pay another Fatigue in order to continue the operation of the power without having to Activate the power. For instance, a person with Rank five flight has flown for twenty-five minutes they may spend another Fatigue point to fly another twenty-five minutes without an Activation check.

POWER DURATION		
POWER	DURATION	PROFESSION
Agility	Always On	Corporate
Astral Projection	Rank*5 minutes	Government
Body Armor	Always On	Rogue
Charisma	Always On	Government
Dark Matter	Rank*5 minutes	Rogue
Electronics	Rank*5 minutes	Government
Energy Blast	Instant	Military
Energy Drain	Instant	Rogue
ESP	Instant	Corporate
Flight	Rank*5 minutes	Rogue
Force Fields	Rank*5 minutes	Government
Healing	Instant	Government
Illusion	Rank*5 minutes	Corporate
Intelligence	Always On	Rogue
Invisibility	Rank*5 minutes	Government
Invulnerability	Rank*5 minutes	Military
Martial Arts	Always On	Military
Persuasion	Instant; Rank * Hour	Corporate
Regeneration	Rank*5 minutes	Rogue
Senses	Rank in Minutes	Military
Speed	Rank*5 minutes	Military
Stealth	Rank*5 minutes	Corporate
Strength	Always On	Military
Telekinesis	Rank*5 minutes	Rogue
Telepathy	Rank*5 minutes	Corporate

POWER	POWER DURATION	PROFESSION
	DURATION	
Teleportation	Instant	Military
Tongues	Rank * 5 minutes	Corporate
X-Ray Vision	Rank * 5 minutes	Government

ELECTROMAGNETIC INTERFERENCE

Sources of electromagnetic radiation, such as those produced by generators, can interfere with the proper functioning of powers. Usually this effects powers by dampening or utterly disrupting them. Occasionally, they will cause them to misfire producing a different effect. This is reflected in negative modifiers to the activation roll. On rare occasions, it will negate any activation roll at the discretion of the GM. Sources of electro-magnetic radiation with the strength to effect Powers include electric generators, electronic equipment, power lines and some specially designed weapons.

CORPORATE POWERS

Corporate agents are often used in one of two roles, either as espionage agents or public relations. Stealth is very important to them and the ability to perform corporate espionage without getting caught is a measure of these shadow agents' usefulness. The other side of corporate agents are the PR agents. They are more often than not oblivious to the darker side of the Corporate world. They are concerned with increasing the company's market share, recruiting new customers and generating good will.

Agility

Agility represents a super human AGL stat. Characters with this power may attempt super human acts of agility. Any skill checks that include the AGL statistic will also have the Agility rank added to it.

There is no activation for this power. It is always on.

ESP

Extra-Sensory Perception allows the user to sense people and objects in their vicinity. It works much like sonar that passes through solid objects. Thick or dense materials may cause interference or echoes. It will extend 20 feet per rank and must be activated with a Meditation Rank + ESP + WIS check. If successful, the user will be aware of people and objects even if hidden behind walls or obscured by smoke. This power will not predict the future but the GM, if they believe the user would be aware, may ask for an activation check if the character would be surprised; i.e. an ambush.

Activation of this power is usually Meditation Rank, ESP and WIS.

Illusion

Illusion allows the caster to create illusions of light and sound. In order to control the illusion the user must be able to see it. For each rank in the power, the user may control an additional illusion.

Activation of this power is usually Acting Rank, Illusion and WIS.

Persuasion

This is the ability to convince people to do the user's will. This is not the ability to command them as though they have

no will of their own but more of a hypnotic state of suggestion. The affected will not do anything they would not normally do.

The user of the power may control up to their WIL in targets for every rank of Persuasion. For instance, the user has an 8 WIL and three ranks of Persuasion, they may affect 24 targets. This number is often enhanced with specialized recording equipment allowing the user to effect millions at one time.

Activation for this power is normally Oratory Rank, Persuasion and CHA. Targets receive a save vs. their WIL - the user's rank in Persuasion on a d10.

Stealth

This power is the ability to go undetected. The user is not invisible but video surveillance will show static or they will blend perfectly with shadows. Moving through a crowded room or a well lit bus station would be impossible for instance. There must be a means of hiding; i.e. shadows, brush, wall partitions.

Activation of this power is usually Move Silently Rank, Stealth and AGL.

Telepathy

Telepathy is the ability to peer into another's mind, manipulate it or even detect it. The power can be used to read a person's mind against their will but it is difficult to do so. Also, memories can be replaced or erased depending on the desires of the user. All of this is quite dangerous to the target and quite illegal.

To activate this power use Search Rank, Telepathy and PIE. This will allow the user to search the memories of the target. The target may attempt to resist by rolling under their WIL - user's Telepathy on a d10. To implant a memory, the activation roll is Acting Rank, Telepathy and CHA. Over time the edited memory may fade if not reinforced by those around the target.

Tongues

This is the ability to speak any form of communication. The user is limited by the intelligence of the target. For instance, they could make themselves understood to a dog but the dog might not understand what is being asked of them. With people, communication will not immediately mean compliance. The user will sound like a native speaker with no accent at all.

Activation for this power is usually Languages Rank, Tongues and INT. For every rank of Tongues, the user may store one language and not make an activation to use it.

MILITARY POWERS

The military organizations of the world use these agents for everything from special forces to assassins. They seldom serve with the rank and file due to strong prejudices held against genetically engineered. The focus of these agents are combat and reconnaissance. Their training and powers reflect these goals. Seldom are the agents viewed as expendable since they cost so much to create and train.

Energy Blast

Energy blast takes many forms depending on the personality of the user. It may be beams of light, electricity, microwaves, fire or even the absence of energy; i.e. cold. The type must be chosen ahead of times and then may not change. Discuss with the GM to see what would be appropriate for the session.

Activation is usually Unarmed Combat Rank, Energy Blast and DEX. Damage is 1d10 per rank; i.e. three ranks in Energy Blast would mean 3d10 of damage. For each rank the user may split the damage into separate attacks. For instance, in the above scenario, the user could have three attacks of 1d10 damage each or one attack at 3d10 damage.

An additional fatigue may be spent at activation (two instead of the normal one) to double damage of the attack. For example, a metahuman with a rank three Energy Blast spends two Fatigue points then successfully rolls their activation. They roll to hit and successfully hit the target and then roll their 3d10. They roll 24 Fortitude points of damage but get to double it making it 48 Fortitude points of damage.

Invulnerability

Invulnerability is closely related to the force field power. It creates a skin tight field around the user that reflects all manner of physical attacks and damage. Bullets, falling damage, collapsing buildings and any other form of physical damage will be ineffective. However, the user still needs oxygen, is affected by gases, may be put in a submission hold, restrained, damaged with an energy blast, damaged with radiation or imploded in vacuum.

A single activation is needed and then Invulnerability will function for five minutes per rank or until dismissed. The GM may wish to have the user make special checks for extraordinary events; i.e. a battle ship drops on the user's head. Activation is usually Unarmed Combat Rank, Invulnerability and CON.

Martial Arts

This power imbues the user with instinctual knowledge of the martial sciences, increased reflexes and speed. To a limited extent, the user will use a form of telekinesis in order to perform flips, kicks and acrobatic maneuvers.

This power uses Unarmed Combat Rank, Martial Arts and AGL for activation. In normal hand-to-hand combat the Martial Arts will add to the to hit roll. For every rank of Martial Arts the user gets an additional attack. At rank one they receive an additional maneuver, rank three a total of two additional maneuvers and at rank five a total of three additional maneuvers.

Senses

Senses are enhanced sense of hearing, sight, touch, taste and smell. This does not protect from poisons but may serve as advanced warning if an activation check is made. Generally speaking, the user cannot detect something they have no knowledge of but they would be able to tell if something smelled a certain way, tasted like something but they are not a chemical lab. Sight can allow the user to see great distances as though looking through a powerful telescope but they will be limited by the curvature of the Earth. Hearing is

much the same as a parabolic microphone allowing listening in at up to 1000 feet per rank. It will also allow the detection of modulations in a speaker's voice allowing the user to detect fear or deception if an activation roll is made. Sense of touch will allow the addition of Senses Power to skill checks involving DEX at the discretion of the GM. The sense of smell will allow tracking as with a bloodhound.

Activation of this power is usually Tracking Rank, Senses, and WIL.

Speed

Speed is the ability to move faster than normal humans. This is not to say that the user is capable of super sonic speed, quite the contrary, they can move no faster than 75 m.p.h. This is still far faster than any other human and many animals.

Speed will allow the user to run 15 m.p.h. faster than normal for every rank. This is exhausting and consumes large amounts of the user's energy reserves. They often must eat two to three times what others without their power. In addition, every rank grants an additional action. For example, a rank of one allows the user an additional set of attacks or the ability to perform acrobatics and fire their pistol. Also, the ranks of Speed for the metahuman is added to any initiative rolls.

Activation is usually Running Rank, Speed and AGL.

Strength

Strength represents super human strength. It allows the picking up of cars, smashing holes in buildings and throwing people for hundreds of feet. It should be noted that Strength does not anchor a person to the ground. If something pulls the user off the ground, they only weigh their normal amount. However, the musculature of the user has been modified to allow them to lift many times what a normal person's skeletal structure would allow.

No activation roll is needed unless a superhuman feat of strength is attempted. Then it would be the rank of the skill being attempted, Strength and the STR statistic. Failure can have dire results like being crushed.

Teleportation

Teleportation allows for the instantaneous transportation between locations. This means that a teleporter would take a round to activate the teleport power, then next round be able to start the round (i.e. roll initiative) as though they started at the target location. The user must have seen the target location in order to teleport there.

Activation is usually Navigation Rank, Teleportation, and PIE. Range is determined by the rank of the user in Teleportation.

RANK	RANGE
1	Sight
2	PIE in miles
3	PIE x 100 miles
4	PIE x 1000 miles
5	Unlimited

Some hyper dense substances will increase the difficulty. Also, teleporting from or to moving vehicles will increase the difficulty of the activation.

A teleporter may take as many people as they can touch. For each additional person or object, the teleporter receives a minus one modifier and must pay one Fatigue point per person or object. An object smaller than a full size suitcase will not require the modifiers and are teleported for free.

GOVERNMENT POWERS

Government agents come in a number of forms including spies, federal police and diplomats. They primarily focus on infiltration and information gathering. Looked on as somewhat hide-bound in their techniques and training the government agents tend to be one step behind other elements.

Astral Projection

Astral Projection shifts the user's consciousness out of phase with their body. While in this state the user's consciousness can pass through solid objects while their body enters a coma-like state. Density of the object does not effect the user but energy fields like power cables, generators or other electro-magnetic sources can increase difficulty and produce visible effects like making the user's consciousness visible to non-projected individuals. While in this state the user will be invisible. If they encounter another Astrally projected individual then both individuals may affect one another. Weapons and armor do not translate with the user and only hand to hand combat will be possible with other projected people.

Activation is usually Meditation Rank, Astral Projection, and PIE.

Charisma

This is an enhanced force of character. It can be used in conjunction with skills like Deception and Seduction. It is an indescribable personal magnetism.

This power is always on and does not normally need an activation roll. If the user is attempting to perform a skill of super-human proportions then the activation roll would be the rank of the skill being attempted + Charisma + CHA. Note, this only applies to skills where CHA is a factor. Performing Tracking would not add the Charisma Power.

Electronics

Electronics not only gives an increased understanding of electronic systems and their functions but also an ability to manipulate its circuitry from a distance. The user must be within their PIE x 10 in feet of the electrical object in order to effect it. The device cannot do something it was not designed to do but it can perform alternate functions, be reprogrammed and the user may listen in on electronic communications.

Activation is Electronics skill rank, Electronics and INT.

Force Fields

Force fields manipulate sub-atomic particles to create a shield. This shield will protect for 100 FP per rank of the Force Fields power. For example, rank 3 will protect for a base of 300 FP. To regenerate the force field the user spends one Fatigue Point for each 100 FP. The force field may be extended 10' out from the caster per rank of the Force Fields power. Extending beyond these limits requires another

activation roll. Note that the force field blocks attacks from both sides of the wall, meaning the user can't shoot through his own force field.

Activation for Force Fields is Science Rank, Force Fields and CON.

Healing

Immediate treatment can mean the difference between life and death. This power accelerates the normal healing process, causing bones to knit, flesh to mend and tendons to reattach. Bonesetting must be employed in order to allow bones to mend straight, surgery may be needed in order to remove bullets or repair arteries and medicine might be needed to prevent infection. Healing will not bring a person back from the dead.

Activation for Healing is Medicine Rank, Healing, and INT. For every rank of Healing, ten points will be healed per Fatigue spent. For instance, a person with rank two Healing may heal 20 points by spending one Fatigue or 40 Fortitude points by spending two Fatigue. If healing is applied to a dying person it will keep them alive even if after the initial healing, they are still beyond negative their FP in that area. Healing may be applied multiple times.

Invisibility

Invisibility will bend light around the user rendering them invisible to the naked eye, infra-red detectors and ultra-violet scanners. Invisibility will not mask sound, may be revealed by pouring a substance (like flour) on the user. They may turn one other object invisible per rank.

Activation is usually Move in Shadows Rank, Invisibility, and PIE.

X-ray Vision

X-Ray Vision will allow the user to see through objects using a combination of sense in order to reconstruct the view.

Activation is Engineering Rank, X-Ray Vision and INT. Exceptionally dense substances or attempting to view through a great thickness will increase the difficulty.

ROGUE POWERS

Rogues are those individuals not associated with an organization. Either they were never inducted or they have parted ways. In any case, they have a group of powers all their own. Usually this is a case of the powers effecting their mental stability or not being compatible with a team environment. Rogues often turn to crime or will work as free-lancers for the various organizations. They wander the world as mercenaries or criminals.

Body Armor

Body armor takes many forms depending on the genetics, treatment and training of the user. Some are able to hide their armor inside their body while others wear it all the time. To hide or show armor the user must make an activation roll. Armor will protect for 50 points per rank of Body Armor power. It may be healed with the Heal power or will naturally heal at a rate of the user's CON per hour.

Activation for this power is usually Armor Use Rank, Body Armor and STR.

Dark Matter

This power harnesses matter from a different dimension, bringing it into ours and giving it the form the user desires. It cannot form complex machinery, only simple objects. The dark matter can also have an elastic nature allowing it to rope around objects and individuals. If used in combat, an activation roll and to hit must be rolled. Dark Matter will deal 1d10 per Rank of Dark Matter power to the target if it hits. If used as a shield it will absorb 10 Fortitude points per rank of Dark Matter power. If reduced to zero Fortitude, the object will disintegrate leaving no residue. The user will be able to create a number of objects equal to their rank. The objects will always have a black color to them. Dark Matter objects will remain as long as the creator is conscious. If they sleep or are rendered unconscious then the objects they created will disintegrate.

Activation for this power is Science Rank, Dark Matter and WIL.

Energy Drain

Energy drain allows the user to pull fatigue points from a target and store them in the user's pool. If the target is reduced to 0 then they fall unconscious. They may drain up to the user's rank in Energy Drain in one attack. The metahuman using Energy Drain may store up to ten Fatigue per rank of Energy Drain for 24 hours. After that, the stolen Fatigue points fade.

Range for Energy Drain is the Rank times five feet. For instance, a person with rank four in may effect an Energy Drain up to twenty feet away. The penalty for this is a minus one to Activation for every five feet the target is away from the metahuman. In the above example, if the target is twenty feet away the activation roll of the caster would be modified by minus four. However, if the same target was only ten feet away then the metahuman would be at a minus two for their activation.

Energy Drain may also be used on machines and normal humans. In the case of machines, if their fatigue is drained they function less effectively. If a machine is drained to of all its Fatigue points, then it ceases to function at all. If it is not drained in one round, then it will regenerate its Fatigue at a rate of one Fatigue point per round as long as the machine is running or attached to a power source. If a machine is reduced to zero Fatigue, it will require repairs equal to one hour per Fatigue point lost. Some typical Fatigue points for some machines are listed here. The metahuman who uses Energy Drain on a machine does not receive the Fatigue points of the machine.

Normal humans have their CON drained instead of Fatigue. When their CON reaches zero the human will die. The metahuman using Energy Drain will gain Fatigue points equal to 1/2 the amount of CON drained.

VEHICLE/MACHINE	INITIAL FATIGUE POINTS
Security Camera	1
Motorcycle	2
Automobile	3
Helicopter	4-5
Motorboat	6
Airplane	7

VEHICLE/MACHINE	INITIAL FATIGUE POINTS
Tank/Large Truck	9
Large Ship/Airplane	10

Energy Drain may also be reversed to power electronic devices. In this case double the amounts of initial Fatigue points must be spent to power the machine. Small electronic devices may be powered at the cost of 1 Fatigue point. The user can also transfer personal Fatigue points to another Meta, if the activation roll is made.

Activation is usually Meditation Rank, Energy Drain and WIL.

Flight

Flight is the ability to propel the user through the air by manipulating gravitational fields. It is often difficult to master and has the highest mortality rate for any training program. Speed is a function of what the human being can tolerate. Often special suits are worn to allow higher speeds. Even with these suits it is almost impossible to exceed the speed of sound.

Activation is usually the Flight skill rank, Flight and AGL.

Intelligence

This is super-human intelligence. It is often considered one of the Rogues most dangerous ability since it enables them to provide advances in sudden leaps beyond what is standard technology. They are often very difficult to capture as they are able to out strip the thinking of a normal human investigator.

It should be noted that a check vs a skill such as Engineering (Mechanical) would be made to make a faster car but then the time would need to be spent and materials purchased to create the vehicle.

This power is always on and does not normally need an activation roll. If the user is attempting to perform a skill of super-human proportions then the activation roll would be the skill being attempted + Intelligence + INT. Note, this only applies to skills where INT is a factor. Performing Acrobatics would not add the Intelligence Power.

Regeneration

Regeneration is an always on power. For each rank in Regeneration the user will gain that many FP to all damaged areas. This will work even after death allowing the user to return to the living. This can only be accomplished if the body is mostly intact. Incineration, extensive poisoning or irradiation will require an activation at higher difficulty. If the body is entirely destroyed then regeneration will be impossible.

Activation is usually Medicine Rank, Regeneration and CON.

Telekinesis

This power allows the movements of objects with the user's mind. If an object is thrown at a target then a to hit must be rolled. To use Telekinesis on a moving object, the user of the Power must make a successful to hit. For motionless objects, the to hit is automatic but for a moving object the to hit must be rolled as with normal combat with a weapon. The Rank of Telekinesis is added to the to hit roll.

Activation is usually Engineering Rank, Telekinesis and PIE.

EQUIPMENT

Equipment of 2033 has advanced to some extent. Energy weapons are not practical but handheld information net work devices are quite common. Holograms are just coming onto the commercial market and their use is limited to scientific equipment and entertainment display. The wealthy have a holo-viewer in their home but few have two.

Medical science has advanced to include wide use of slap patches, dermal regrowth sprays and wide spectral anti-viral agents. Many of these have come out of Genner Tech. Genner Tech is now the world's largest technology employer with companies like Microsoft and Unisys a close second. It also delves into anything having to do with the enhanced. They supply everything from specialized armor to free counseling.

MODERN WEAPONS

Firearms are not difficult to acquire in 2033 but legal purchases are well tracked. There are weapons which are unavailable except through illegal means such as the black market or stealing them. Most pistols and rifles may be procured legally, but machine guns, sub-machine guns and explosives are impossible to acquire legally without a permit. This should be role played out or explained in the character history. Such weapons should not be treated as "off the shelf" items. Firearms do not receive the STR bonus to damage.

Pistols are broken up by caliber. This is done for brevity and flexibility. The capacities listed in the table are for automatics; if revolvers are desired, they have a capacity



of six bullets. An automatic pistol may use an extended clip to increase capacity by 1/2. An automatic pistol with a capacity of 10 would then have a capacity of 15 with an extended clip. It takes one full round to reload a revolver, while an automatic only takes 1/2 round. This means that a .22 caliber pistol would take 3 (1/2 of 5 attacks rounded up) attacks to reload allowing the weapon to be fired twice.

Revolvers have one advantage over automatic pistols; they do not fumble as often. Revolvers receive an additional LUC roll beyond the standard fumble rules to avoid a fumble. For instance, a character rolls a 1 on an attack, if he is using a revolver may roll his LUC to avoid the effects. If he does not roll under his LUC then he rolls on the fumble table normally.

PISTOLS (FIREARMS)				
WEAPON	DAMAGE	ATT	CAP.	TYPE
Pistol .22	3d6	5	12	Pistol
Pistol .38	4d6	4	10	Pistol
Pistol 7.62	5d6	3	8	Pistol

PISTOLS (FIREARMS)				
WEAPON	DAMAGE	ATT	CAP.	TYPE
Pistol 9mm	4d10	2	7	Pistol
Pistol .45	5d12	1	7	Pistol
Pistol .50	6d10	1	6	Pistol

The Capacities listed above are for general examples of weapons of that caliber. The following are some examples of pistols available in 2033.

EXAMPLES OF PISTOLS		
NAME	CAP.	TYPE
Glock 34 9mm	17	Semi-Auto
P-13 Para Ordinance 9mm	13	Semi-Auto
CZ52 7.62 mm	8	Semi-Auto
Desert Eagle Mark XIX .50 Cal	8	Semi-Auto
Colt .38 Revolver	6	Revolver.

Rifles

SUB-MACHINE GUNS (FIREARMS)					
WEAPON	DAM.	ATT	CAP.	RNG	TYPE
9x19 mm	3d12	4	30	25 m	SMG
Weapons of this type include H&K MP-5k and the Uzi. Full Auto consumes x2 ammo but +4 to hit					
9x17mm Browning (.380)	4d10	2	20	30 m	SMG
ACP) These SMGs include the Skorpion. Full Auto consumes x2 ammo but +2 to hit					
5.7x28mm	4d8	3	50	200 m	SMG
Guns of this caliber include the FN P90. Full Auto consumes x2 ammo but +4 to hit.					

Sub-machine guns can be very useful for throwing down a lot of fire on a target; however they use a great deal of ammunition. Sub-machine guns use three bullets per attack and six per attack on full auto. All capacity figures are bullets per clip. It takes one round to switch clips.

RIFLES (FIREARMS)					
WEAPON	DAM.	ATT	CAP.	RNG	TYPE
.223 Cal	4d8	5	10	600 m	Rifle
These include the Bushmaster M-17.					
7.62 x 54mm	5d8	3	10	1200 m	Rifle
Includes the Russian Dragunov SVD Sniper Rifle.					
.308 Winchester	6d8	2	5	800 m	Rifle
Includes the FN SPR A5 sniper rifle.					
.50 BMG	1-4 HP	1	1	2000 m	Rifle
Large caliber single shot sniper rifles. Used on vehicles more often than personnel. Does Hull Points in damage. Guns include the Steyr .50 HS sniper rifle.					

There are many rifles used in modern warfare. The calibers listed in the Rifles Table are to give an idea of weapons by caliber. Rifles serve both as primary weapon for infantry and as sniper weapons for ranged killing.



Grenades and Explosives

Grenades are very useful for clearing fortified positions or in situations where indirect fire is needed. Grenades receive a +4 to hit due to their blast radius. A grenade launcher or rifle grenade can be used to extend the range to 200 meters but

then receive no pluses to hit. Remember, grenades can be as dangerous to the user as the target. The standard fuse on a hand grenade can be set between 2-5 seconds.

GRENADES (EXPLOSIVES)					
WEAPON	DAMAGE	ATT	RAD.	RANGE	TYPE
Fragmentation	6d10	1	25 m	STR + 2d6 m	Grenade
Fragments are possible up to 50 meters. Roll against LUC if outside 25 m but within 50 m of detonation. If failed, take 1/2 damage. This grenade kills through fragmentation.					
Smoke	--	1	15 m	STR + 2d6 m	Grenade
Used for concealment. If moving under cover, +4 to Defense, -4 to hit.					
Phosphorous	3d10	1	25 m	STR + 2d6 m	Grenade
Burns for 50-60 seconds. Used to mark artillery targets or light up night combat. Will have secondary incendiary effect, i.e. will set things on fire.					
C-4	1 HP/ 100g.	1	10 m	STR + 2d6 m	Explosive
Used by military forces for demolition. A Hull point is 100 FP. It is only applied to the strength of buildings and armored vehicles. Hull points are not effected by weapons that do standard FP damage. One HP will usually destroy anything with Fortitude Points.					
Dynamite	5d10/stick	1	15 m	STR + d6 m	Grenade
Traditionally used to remove stumps, blast through rock for tunnelling and level hills, this explosive can also be used as a weapon.					

ARCHAIC WEAPONS

Archaic weapons function on strength of arm and years of training. Modern weapons are often dependant on skill also but to a far lesser extent. Archaic weapons not used at a range are called melee weapons. These weapons are usually used within five to ten feet. Beyond this range, unless thrown, they cannot be used to attack. Bows, spears and weapons designed for ranged use are used at the ranges indicated beyond which they become ineffective.

Crossbows do not receive the STR bonus to damage.

BLADES (EDGED WEAPONS)			
WEAPON	DAMAGE	ATTACKS	TYPE
Axe	3d6	2	Axe
Bardiche, Halberd	6d12	2	Axe
Battle Axe	3d12	2	Axe
Broad Sword	3d10	2	Sword
Dagger/Combat Knife	1d8	4	Knife
Hatchet	1d10	3	Axe
Knife	1d6	4	Knife
Long Sword	3d8	2	Sword
Machete	2d8	3	Sword
Short Sword	2d10	3	Sword
Scimitar	3d8	2	Sword
Two-Handed Sword	5d10	2	Sword

HAMMER & CLUBS (BLUNT WEAPONS)			
WEAPON	DAMAGE	ATTACKS	TYPE
Club	1d10	3	Bludgeon
Flail	1d20	3	Bludgeon
Hammer	5d6	2	Bludgeon
Sledge Hammer	8d8	2	Bludgeon
Mace	3d12	2	Bludgeon
Morning Star	3d12	2	Bludgeon
Pike Staff	3d8	2	Staff

BOWS & SPEARS (PIERCING WEAPONS)				
WEAPON	DAM.	ATT.	RANGE	TYPE
Awl Pike	6d6	1	4m	Staff
Hand Crossbow		2	100m	Bow
Crossbow		1/2	250m	Bow
Javelin	1d10	1 or 2	10m/pt. STR	Bow

BOWS & SPEARS (PIERCING WEAPONS)				
WEAPON	DAM.	ATT.	RANGE	TYPE
Light Crossbow		1	160m	Bow
Long Bow		2	240m	Bow
Short Bow		3	150m	Bow
Sling		2	160m	Sling
Spear	2d10	1 or 2	5m/pt. STR	Staff
Trident	3d8	1 or 2	5m/pt. STR	Staff

Ammunition for bows will determine the amount of damage and have different attributes. Some of these will be additional damage vs. flesh or armor. In the case of ammunition that deals extra damage to armor or flesh, if the weapon cuts through the armor, then the remainder of the damage is dealt in the modifier for the flesh. For example, if a Teflon bullet deals 40 FP to chain armor (30 FP protection) then 15 of the original damage is dealt to the armor (15 FP x2 for the Teflon Bullet modifier against armor) and 13 to the flesh of that area (25 remaining damage divided by two).

AMMUNITION		
AMMUNITION	DMG	NOTES
Horseman's Bow		
Field Tip	1d10	x2 against armor, 1/2 against flesh
Broad Head	2d8	x2 against flesh, 1/2 against armor
Barbed Broad Head	2d8	same as above, 1d8 removal dmg.
Leaf Head	1d10	Standard Arrow.
Short Bow		
Field Tip	2d10	x2 against armor, 1/2 against flesh
Broad Head	3d8	x2 against flesh, 1/2 against armor
Barbed Broad Head	3d8	same as above, 1d8 removal dmg.
Leaf Head	2d10	Standard Arrow.
Long Bow		
Field Tip	3d10	x2 against armor, 1/2 against flesh
Broad Head	4d8	x2 against flesh, 1/2 against armor
Barbed Broad Head	4d8	same as above, 1d8 removal dmg.
Leaf Head	3d10	Standard Arrow.
Hand Crossbow		
Field Tip	3d8	x2 against armor, 1/2 against flesh
Broad Head	4d10	x2 against flesh, 1/2 against armor
Barbed Broad Head	4d10	same as above, 1d8 removal dmg.
Leaf Head	3d8	Standard Arrow.
Light Crossbow		
Field Tip	5d8	x2 against armor, 1/2 against flesh
Broad Head	5d10	x2 against flesh, 1/2 against armor
Barbed Broad Head	5d10	same as above, 1d8 removal dmg.
Leaf Head	5d8	Standard Arrow.
Crossbow		
Field Tip	5d10	x2 against armor, 1/2 against flesh
Broad Head	5d12	x2 against flesh, 1/2 against armor
Barbed Broad Head	5d12	same as above, 1d8 removal dmg.
Leaf Head	5d10	Standard Arrow.
Sling Bullets		
Stone Bullets	1d6	Standard Stones
Iron Bullets	1d8	Iron Pellets
Hollow Clay Bullets	1d2	Hollow clay bullets for delivering poison or other liquids.
Pistol, Rifle		
Standard	As Weapon	
Teflon Coated	As Weapon	x2 against armor, 1/2 against flesh
Hollow Point	As Weapon	x2 against flesh, 1/2 against armor

ARMORS & SHIELDS

ARMORS & SHIELDS			
ARMOR	ARMOR FACTOR	ARMOR MOD	TYPE
Cloak	2	--	--
Bracers	8	--	--
Buckler	20	--	Shield
Small Wooden Shield	10	--	Shield
Large Wooden Shield	20	--	Shield
Small Steel Shield	30	--	Shield
Large Steel Shield	60	-1	Shield
Padded Leather Jacket	15	--	Leather
Boiled Leather Armor	15	--	Leather
Studded Leather Armor	20	--	Leather
Ringed Leather Armor	25	-1	Leather
Chain Armor	30	-2	Linked
Scale Armor	37	-4	Linked
Banded Armor	40	-5	Linked
Field Plate Armor	45	-6	Plate
Full Plate Armor	60	-8	Plate

Modern Armor

ARMORS & SHIELDS			
ARMOR	ARMOR FACTOR	ARMOR MOD	TYPE
Arma-Flex Type II	30	-1	Leather
This is a new form of woven poly-composites combined with padding. It can be dyed like normal cloth and is highly concealable. Often used by Corporate Shills for their public appearance suits.			
Dynaspun Type IV	50	-4	Linked
Manufactured by Aki No Industries, this armor is a series of interlocking microfilaments forming an absorbing net.			
Gel-loc Body Armor	70	-5	Leather
Gel-loc body armor is manufactured by GennerTech Industries. It is a high density ballistics gel sandwiched between two polymer layers.			
Kevlar Cloth	10	--	--
Kevlar cloth has been enhanced and developed so that the padding and layers are more than just a thin layer of cloth. It can be worn under other armor adding to the AF.			
Kevlar Plate	40	-3	Plate
Plates of kevlar arranged to cover any parts of the body.			

The amount of areas that shields cover are as follows. Bracers will cover two areas (the area 6 and 2) as long as the character's arms are free, a buckler will cover one area if one arm is free, small shields will cover three connecting areas, while a large shield covers five connecting areas. All areas covered are in addition to the arm the shield is carried on.

The armor modifier represents the affect of large, bulky armor on defense stat. Plate mail offers incredible protection but slows a person down, making them easier to hit. A character may specialize in the specific armor to offset these minuses to defense stat due to heavy armors (see "Armor Use" on page 49).

Note: Armors may be mixed and matched according to the character's tastes. However, if a character has no skill in an armor, the armor modifier is doubled with a minimum of -2. If a character layers armors, armor modifiers for each armor are doubled and added with a minimum of -2 for each armor. When armors are mixed, then the modifier of the armor worn in more than five areas is applied. If both armors cover five areas, the greater of the two is taken.

GENERAL EQUIPMENT

Acquiring props, equipment, and tools are fairly easy as most sponsors will not want their investments to be put at risk due to lack of a tooling. The following list of equipment is a guideline for pricing. A group may just wish to say equipment is available through a Sponsor dispensing with money tracking. Alternatively, the group may wish to track expenses closely, it depends on their play style.

The availability of items is listed below. This availability refers to industrial nations. The legality of an item is for the United States and may vary depending on the nation the purchaser is in.

- C = Common
- U = Uncommon
- R = Rare
- I = Illegal
- P = Permit Required

GENERAL EQUIPMENT		
ITEM	AVAILABILITY	COST
1 average meal	C	\$8
1 poor meal	C	\$4
1 rich meal	C	\$20
1 week rich food	C	\$150
1 week staples	C	\$80
Airplane (4 passenger)	U	\$160,000
Ale	C	\$4
Automobile	C	\$15,000
Backpack, steel frame	C	\$150
Backpack	C	\$70
Batteries	C	\$4
Beer	C	\$2
Belt	C	\$12
Bicycle	C	\$400
Boat, small	U	\$10,000
Boots, leather	C	\$80
Brandy	C	\$40
Brimmed hat	C	\$25
Bungalow (Small House)	C	\$100,000
Camera, Digital	C	\$300
Candy	C	\$1
Cap	C	\$13
Computer	C	\$500
Captain hat	U	\$60
Clock	C	\$18
Coat, dress	C	\$120
Coat, fur lined	R	\$400
Dress, gown	C	\$200
Dress, work	C	\$25
Eye Glasses	C	\$120
Flashlight	C	\$8
Gasoline	C	\$5/gal
Grapple	C	\$25
Gum	C	\$1
Hook	C	\$15
Lantern, Propane	C	\$20
Lighter	C	\$10
Locksmith's Tools	U	\$300
Mechanic's Kit	C	\$200
Medical Kit	U,P	\$350
PDA	C	\$450
Cell Phone	C	\$100
Radio Receiver	C	\$15
Walkie Talkies, 2	U	\$70

General Equipment

GENERAL EQUIPMENT		
ITEM	AVAILABILITY	COST
Rope, cord 20M	C	\$20
Rope, Nylon 200M	C	\$180
Row boat	C	\$1000
Rucksack	C	\$30
Sandals	C	\$25
Shirt	C	\$20
Shoes, leather	C	\$40
Shoes, Tennis	C	\$50
Hydration Pack	C	\$35
Snow Suit	C	\$500
Suit	C	\$250
Technician's Kit	C	\$100
Tent, one person	C	\$20
Tent, two-six people	C	\$60
Torch	C	\$5
Trousers	C	\$40
Vest	C	\$25
Wallet	C	\$15
Watch	C	\$35
Whiskey, Pint	C	\$20
Wine	C	\$20

WEAPONS AND ARMOR		
ITEM	AVAILABILITY	COST
Swords	U	\$250
Axes	R	\$75
Bows	U	\$125
Hammers	C	\$45
Pistols	C,P	\$200 - 800
Rifles	C,P	\$300 - 1000
Sub-machine Guns	U,I	\$400 - 900
Grenades	R,I	\$100
Explosives/100 g	R,P	\$1000-2000
Leather, Archaic	U	\$600
Linked, Archaic	R	\$1500
Plate, Archaic	R	\$4000
Shields	U	\$300-1000
Arma-Flex Type II	C	\$2000
Dynaspun Type IV	U	\$4000
Gel-loc Body Armor	R	\$10,000
Kevlar Cloth	C	\$300
Kevlar Plate	U	\$600

SECURITY EQUIPMENT		
ITEM	AVAILABILITY	COST
Binoculars	C	\$100
Night Vision Goggles	U	\$4000
Silencer	R,I	\$400
Thermal Imager	U	\$8000
Telescopic Sight x14	C	\$1000
Parabolic Microphone	C	\$800
Chemical Analysis Kit	C	\$2000
Covert Transmitter (Bug)	U	\$200
Grapnel Gun Rng. 75 m	U	\$400
Handcuffs	C	\$15
Pepper Spray	C	\$20
Taser	U	\$80

SPECIALIZED EQUIPMENT

This equipment is not available to the public, mostly due to the advanced technology. The weapons and equipment used here are usually doled out to highly placed individuals, not

always from a government, on a need basis. The Availability rankings are applied with this understanding.

GAS PELLETS		
ITEM	EFFECT	COST
MilTech G4404 Tranq	Save vs. CON-2 or sleep	\$1200/doz.
MilTech G4405 Heavy Tranq	Save vs. CON - 4 or sleep	\$3000/doz.
MilTech G4406 Concussion	Save vs. WIL - 2 or Stunned for d6	\$4000/doz.
MilTech G4407 Smoke	-4 to hit without IR Goggles	\$1000/doz.
MilTech G4408 Cyad Death	Save vs. AGL - 4 or Death; Gas Mask will protect	\$3000/doz.

ADVANCED ARMORS			
ARMOR	ARMOR FACTOR	ARMOR MOD	TYPE
MTC ShieldWeave	45	-1	Leather
This is a light weight body armor that will protect all areas with a triple weave Nylon-Kevlar composite.			
BurserWear	60	-4	Chain
Manufactured by Burser Inc. of Britain, BurserWear is used often by security guards. A network of ceramic mesh with interlinking gel packets disperse the incoming force and provides adequate protection against mundane attacks. Note: if only five areas are covered then the Armor Mod is reduced to -2.			
Westin Industries Raydex	25	0	Clothes
Raydex takes its name from Spandex and its inventor Thorne Ray. It is a skin tight mimetic cloth that resists sudden changes in its form. It will not hamper normal movement but will harden if struck by a focused (as in a knife) or high speed (as in a bullet) object. This is commonly used by government officials and Corporate Shills.			

ADVANCED WEAPONRY					
WEAPON	DAM.	ATT	CAP.	RNG	TYPE
MTC-4404 Plasma Rifle	5d12	1	10	15 m	RIFLE
This weapon is most commonly found in the use of special operatives but is a favorite of the Messengers of Daedalus. It fires a short range stream of super heated plasma up to 15 m.					
Browning 11-G Gauss Rifle	4d10	2	20	6000m	RIFLE
Browning has developed a rifle (weight 22.8 KG) that fires iron flechettes at variable speeds using a magnetic induction field. This rifle can fire a flechette at subsonic levels to decrease the sound of the weapon firing. Also, it is highly adaptable allowing it to fire any form of ferrous metal object that will fit through the barrel. Flechettes, formed for the weapon, will do double damage to armor.					
MTC-4450 E-Mag Pistol	Spec	1	10	10 m	PISTOL
This is a highly experimental weapon. Although not deadly to normal humans, this weapon will cause a metahuman to lose their powers if they do not roll under their remaining Fatigue on a d20 if hit by the beam. If they do not save then they lose their powers until they save vs. their remaining Fatigue. They may attempt a save every ten minutes to recover the use of their powers.					



META HUMANS

The term Metahuman was first used in conjunction with survivors of the Genesis Strain by Director William Kensey of the FBI. These are people who have had their DNA rewritten to enhance latent abilities within the human genome. These abilities range from purely psychic in nature to the more mundane physical and mental enhancements.

The following files should be considered classified and compartmentalized. The information is need to know and has been gathered by field agents and informants. Possession of this document by unauthorized individuals is a felony offense.

GENESIS SERUM

Initially, this treatment was seen as a panacea. It has its drawbacks though. It has never received FDA approval. It has a 20% fatality rate. Of the remaining 80%, one-quarter develop deformations, insanity or partial loss of motor skills. Despite all of this, many of the most desperate individuals seek out Daedalus Corporation in the hopes of getting on their recipient lists and paying more than \$20 millions in U.S. dollars for a single treatment. Many do not pursue their newly developed potentials despite an after treatment “counseling program”.

The Genesis Strain, as it is more commonly called, is highly difficult to produce and deteriorates quickly. In 2029, a British agent was able to acquire a portion only to find it inert by the time it was delivered to a lab in just under 20 hours. Daedalus goes to great efforts to protect the strain and has done an admirable job of maintaining the secret process. It is known that they import a wide range of rare tropical plants but even this is suspected as a subterfuge to misdirect the curious. As of the current surveillance, no single ingredient has been uncovered.

The duration is estimated to be four months of six treatments per month. The discomfort of the procedure is very high and may be a contributing factor to the insanity which sometimes occurs as a side effect.

NATURE OF PSYCHIC POWERS

What common people perceive as “super powers” are merely the psychic powers latent in all humans but brought into focus by physiological alterations of the Genesis process. When a person goes through this treatment, parts of the brain chemistry and the very neurological structure of the brain are altered. Parts of the brain not accessed by unenhanced humans are now available to those treated with the Genesis Serum.

At the end of the process, all powers are potentially available to the metahuman. The difference is in the training that comes after the process. This training is usually a closely guarded secret by the Daedalus Corporation but other organizations have developed their own training programs. Post release from Daedalus, individuals can often learn other powers outside their chosen profession. It is more difficult than just enrolling in the company training program though. Learning outside of a profession often involves a certain level of risk, money or danger.

These psychic powers are limited in many ways. Most require a certain level of skill in their use. They also do not always work and this can lead to dangerous situations when a meta is overdependent on their powers. Finally, the powers take a lot out of an individual requiring them to rest for periods between using their power. Fatigue can often be the deciding factor in a battle.

KNOWN SPONSORS

Sponsors are corporations, governments, military, organizations or anyone who pays for the Genesis Strain procedure. These sponsors are usually law abiding entities but recently, intelligence indicates organized crime is looking to capitalize on the extraordinary powers of metahumans.

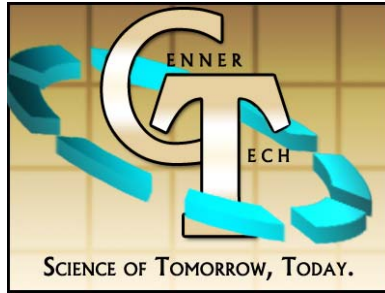
Sponsors are generally looking for a return on their investment. This means that they expect to use these individuals, either as promotional icons or as agents to work for their advantage. This often means that metahumans are used as public figures. They have an almost rock star level to their lifestyle. Publicity agents ensure that their metahuman clients garner the highest wages and best deals. However, this public life does not match the private one.

When a corporation sponsors an individual a complex web of contracts is employed. They ensure that the metahuman will work from ten to twenty years for the good of the corporation. They are well paid but have an exclusive deal with the Sponsor. It is worse for the less public agents. The corporate spies and government agents usually have no recourse. They live a comfortable life but have little in the way of a private life and often have little or no civil liberties.

The following Sponsors are just a sample. They represent the companies and entities that most utilize metahumans.

GENNERTECH

GennerTech was founded by Thomas Genner, the first person to successfully survive the Genesis Strain. GennerTech was founded in 2024 in Minneapolis,



Minnesota but soon moved to Toronto, Canada due to legal difficulties with the primarily metahuman employees. Genner took to a practice of providing gainful employment for any meta who wished to work. He constructed gated communities for metahumans that provided the highest level in comfort and security.

GennerTech soon came to dominate many of the technical fields ranging from computer software to agricultural equipment. In 2026, Genner founded the GennerTech Rescue Team. This was a group of paramilitary metahumans who were able to aid police in SWAT situations as well as criminal investigations. Their use, to date, has been highly beneficial to both the image of GennerTech and to the police forces around the world.

The Rescue Team has been so beneficial that it started a trend by other companies to have their own metahuman spokes people. GennerTech may not have been the sole source of the metahuman spokesperson movement but it has been a primary source.

It is unclear to this agency whether Thomas Genner's intentions are nefarious or not. He has often lobbied for metahuman rights. Although no specific laws deny the basic rights of the metahuman over the human, it has become a point of contention. GennerTech has always been in the center of the fray, championing the rights of the metahumans.

Below are the Comparative And Descriptive Enhancement Scores (C.A.D.E.S.) for Thomas Genner and the Rescue Team. These were gathered by field agents and are believed to be reliable and the most recent statistics possible.

Thomas Robert Genner

Genner was born January 1, 1991 to a wealthy family on the outskirts of Chicago. He had a privileged childhood. He still got into a great deal of legal trouble but his father, Robert Genner, always had his lawyers find a loophole. In a similar manner, Thomas found himself enrolled in college by the age of sixteen. He moved between thirteen universities in five years before the news of his cancer caused him to take pause.

He took a year off and traveled the world. He did not travel first class and not much is known of this time. He heard of the Genesis project through his father. He immediately enrolled and as soon as they were ready for human trials he was the first in line. He was chosen by the staff, not because of his father's money, but because he was still healthy enough to have a chance of surviving the treatment.

After the treatment, he seemed to have perfect memory, even before any training. This effect, although attempted, has not been able to be duplicated.

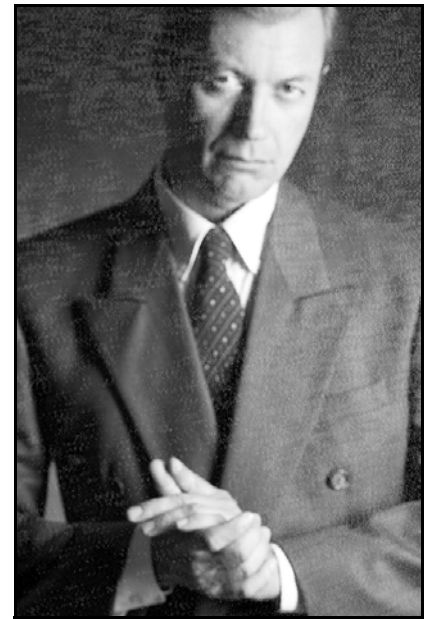
Thomas took to the training program and completed it, setting records in the process that have not been broken to date. He went beyond the psychic training and explored all manner of

engineering and science. While only three months out of training he authored four papers in various disciplines.

In 2024, Thomas Genner founded GennerTech and began recruiting many of the fellow metahumans. He started his business in Minneapolis, Minnesota in the USA before the registration laws. He rapidly forged into markets that were considered unbreakable with revolutions in software, computer hardware and various fields of engineering. By 2026 he found resentment rising against the metahumans in his employ and their increasing numbers. Seeing the writing on the wall, he decided to relocate everyone to Toronto, Canada.

In his new home, he found a government more than willing to adopt a corporation every bit as powerful and profitable as any ten other corporations. Within the boundaries of Canadian law, Genner was able to found the Rescue Team and get them licensed to work with police departments around the world. They were barred from working in the U.S. until a special dispensation in 2031 by the Metahumans Administration Service. In Canada, GennerTech was granted the rein it needed to win the race.

Today, Thomas Genner is as active as ever. For the past two years since the Rescue Team has been allowed into the United States, they have been working tirelessly to curtail the activities of the People First Foundation. The PFF oppose the integration of metahumans into general population and further decry the Genesis Serum as going against God's plan. As with many organizations of this type, there are many factions and extremes. Genner believes that the PFF is behind several attacks against metahumans and organizations that back them.



Jonathan Dahl a.k.a. The Block

Jonathan Dahl began his career in law enforcement. For twelve years he worked his way through the Washington D.C. Police force and up through the ranks of the S.W.A.T. team. He was wounded twice in the line of duty and decorated three times for bravery.

When he was diagnosed with an advanced case of pancreatic cancer he began usual treatment

but the prognosis was bleak. GennerTech recruited him and sponsored him through the Genesis program. When the process was complete he began the standard corporate training but soon encountered problems. The Serum had unforeseen side effects causing an uncontrolled growth of body armor. The realization of his mortality brought on a natural armor beyond anything yet observed in any training program. Unfortunately, he has also developed an almost phobic preoccupation with death. He is sometimes paralyzed with the thought of his own mortality.

Today, he has fought a long battle to come to terms with his fear. He leads the Rescue Team and is one of the most trusted employees of Thomas Genner. His tactics and planning skills have allowed the Rescue Team to carry off over 80 successful missions with no fatalities.

The Block's Tactics

The Block prefers to utilize group abilities to the maximum. He does not rush in and is a deliberate planner. He will gather intelligence on the target first, if at all possible, then use that in implementing a plan with his team. Even on emergency calls he always has direct access to police databases on perpetrators and fellow officers on the scene. He will rarely make a blind move into a situation with unknown elements.

Tara McFadden a.k.a. The Shadow

Tara McFadden started life in a small Irish town Creeslough. She left to study mathematical physics at the National University of Ireland in Dublin. There she met Dr. Kyle Strong, an American who taught philosophy. They became lovers until Strong was diagnosed with Leukemia. It was diagnosed far too late for effective treatment and soon they had all but given up hope. She believed he died while under treatment in a hospital in Minnesota but later learned he had been given the Genesis treatment by a group of rogue physicians who opposed the high cost and elitist doling out of the medicine.



Regardless, with the belief that the love of her life was now dead she moved on and eventually received her doctorate in physics. She worked for several companies in the private sector before she took on the position of Director of Research for a secret British program. It was during this project that she was exposed to lethal doses of radiation.

Although the doctors at the Daedalus facilities were sure it would not work, an anonymous donor supplied the money and sponsorship for Tara to undergo treatment. At first it did not seem to help but then new instructions were sent for the procedure. These new protocols altered Tara and accelerated her natural healing processes allowing for a full flush of radioactive material from her system. It left her sterile but alive.

She did not wish to return to her past life and found, after some discrete inquiries, that she was not welcome. She was contacted and recruited by Thomas Genner himself. She became the second in command for the Rescue team.

The Shadow's Tactics

Tara will take as much of the risk for her plans onto herself as possible. She is not comfortable with assigning dangerous elements of her plans to others since her accident. This makes her prime for second in command and unlikely to advance much further.

When involved in a mission, she will use her astral projection powers and stealth training to scout as much of the situation as possible. She believes strongly in team work. She is quick to anger but always in control. Some believe this is more an act than a reflection of her true temperament. She has used it to her advantage in controlling teams in the past and never lets it interfere with her work.

Timothy Grant a.k.a. Taser

Timothy Grant was born in the year 2000 with a degenerative nerve condition that haunted him all his life. Even after receiving the Genesis treatment he complains of pains and stiffness that have no cause that doctors can find.

During his teen years, although too sick to be able to cause much trouble he did his best. He was often in trouble with some branch of the law and caused more than his share

of damage to Detroit Michigan, his home town. When he was caught in a fire he set the police threatened to take him from his parents. Instead, Timothy's parents sent him to live with his cousin Carol and her family in South Bend Indiana.

These were happy years for Timothy as a strong friendship bloomed between his cousin and him. They spent time swimming and fishing while they told each other secrets they had told no one else. When the summers of his youth passed and Carol went off to college Timothy moved back with his parents. Slowly he began to die. The disease was part of it but a bigger part was his lack of friends and interaction. Towards the end, when Timothy turned 29, his father used his connections in the automotive industry to have Timothy Sponsored.

The treatment was performed with the consent of Timothy's parents since he was far beyond being able to voice his desires. When he awoke, he immediately realized the world was different now. He had deep psychological problems and required extensive therapy.

During his treatment, he secretly exposed Carol to a virulent form of neuro-toxin. He knew that the only cure was the Genesis Serum. He used his position with his Sponsor to get Carol on the fast track. No one knows of this except Timothy. He suspects that Thomas Genner knows but has no way of proving it.

Today, Timothy uses his electrical arcs to help the GennerTech. His last Sponsors, the Big Three Automotive manufacturers, decided he was too great a liability. Thomas Genner decided to take a chance. Timothy is considered a loose cannon but has thus far not disappointed Genner.

The Taser's Tactics

Timothy prefers to take his opponents by surprise. He will, even against a weaker opponent, take them by ambush. He detests all forms of conflict and has a passive aggressive



attitude towards the rest of the team except Carol. He hates authority and feels the only way people gain power is by backstabbing or betrayal. Timothy trusts his own powers first and dislikes having to rely on others. Despite this view, he is not overly confident in his ability to meet challenges. He will prefer to avoid a conflict if Carol will not think less of him. If Carol asks him to do something, he will immediately obey.

Carol Grant a.k.a. Seer

Carol Grant was born to a small farming family in South Bend Indiana. She spent much of her youth with her cousin Timothy who suffered from a degenerative nerve condition that was slowly killing him. She felt very sorry for him and went out of her way to be kind to him. She spent her summers caring for him when

she really wanted to be going out with friends and doing all the fun things a young woman should be doing. When she went away to college she quickly forgot about Timothy.

Here years in college, studying philosophy, were some of her best and happiest memories. She attended college at Perdue and, although it had only a small program, it taught her much of what she would use in life. The first thing she learned was that she needed more degrees in order to get a job. She eventually received her Ph.D. and earned a position in a corporate ethics department for the law firm Jonson & Jensen.

She worked there for three years as she gained seniority and felt she was waiting for something. Then, on assignment for the firm, she was touring a weapons storage facility when the facility lost power. One of the critical containment areas lost refrigeration due to a short and nerve toxin was released. Carol was lucky in that she was not killed instantly as the rest of her party was. She was able to have the Genesis treatment and made a full recovery. Her sponsor, the Big Three Automotive companies, sold her contract to GennerTech when her test results showed no meta-human abilities. This was because she was different.

Carol had gained the ability to see probabilities. Futures and possible futures that would never be. She was the first of her kind and Genner Tech was quite pleased to have her on the team. Her powers were not reliable. That is to say, they often showed her so many possibilities as to become useless too



far out. She had what appeared to be incredible reflexes until they realized she was reacting to actions before they began. Her power is more accurate the closer, temporally, it is to her present time. Some believe that this power will someday be able to be used to travel through times into parallel or alternate futures.

Meanwhile, Carol has had serious difficulty adjusting to her new abilities. She constantly sees her own death or danger and must work to avoid it. She is often haggard and tired from visions of the demise of those she cares for or herself.

DAEDALUS

The Daedalus Group is one of the most powerful entities in the world. It is considered one of the most wanted in the United States by the Meta-human Administration Service. It has survived by fleeing to a Caribbean island of Dominica in the city of Portsmouth. Since Dominica granted the Daedalus Group sanctuary their power has grown. Both Dominica and the Daedalus Group command a great deal of power.

The primary interests of the Daedalus Group is the production of the Genesis Serum and the treatment of the congenitally ill. Some success has been attained in treating other illnesses but the focus and best results to date come from those genetic defects which can be recoded by the Genesis Serum. Dominica provides an optimal location for treating these patients.

Daedalus also maintains an impressive force made up of past patients. They claim this is for research but M.A.S. agents have uncovered a number of operations where Daedalus agents, dubbed Messengers, have moved to protect Daedalus' interests.

The Messengers

This force is made up of those patients who have survived treatment and gone on to show aptitude for using their powers. These individuals often have access to training before other organizations and new powers tend to show up first here.

It is the belief of the M.A.S. that the Messengers are a covert intelligence agency tasked with several goals. First is to protect the supply of materials required for the Genesis Serum. Second is to ensure the secrecy of the Serums formula and processes. Third is to safeguard the executives of the

Daedalus Group and the scientists working for them. Finally, the assets of the company are to be protected. All these goals are really the will of the Executive Manager Daren Brice, head of the Daedalus Group.

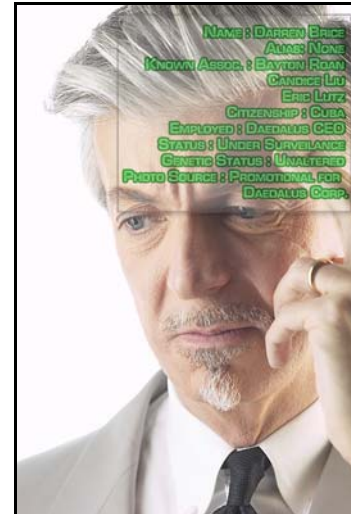
The precise number of Messengers employed by Daedalus is not known. The estimate is 150 but this is often questioned as it would represent a formidable number of metas under the control of one entity. Their main compound is in the Morne Brandy Ridge east of Portsmouth on Dominica in the Caribbean. It is mostly underground but the compound above ground serves as a training center for all the staff of the Daedalus Group.

Daren Brice, Executive Manager

Daren Brice is a soft spoken man who was raised by scientologists in Miami, Florida. He showed no particular aptitude for science, art or athletics in his childhood. Once he went to college at Florida State, he rapidly bloomed into an apt student of law, management and business.

His six years at college at Tallahassee garnered him degrees in Management

Information Systems, Accounting, Management and



NAME : DARREN BRICE
ALIAS : NONE
KNOWN ASSOC. : BAYTON ROAN
CANDICE LUD
ERIC LUTZ
CITIZENSHIP : CUBA
EMPLOYED : DAEDALUS CEO
STATUS : UNDER SURVEILLANCE
GENETIC STATUS : UNALTERED
PHOTO SOURCE : PROMOTIONAL FOR
DAEDALUS CORP.



Psychology. He went on to be one of the star graduate students in philosophy and psychology.

When he graduated he began working with the few metas who were coming out of the Daedalus treatment program and found himself drawn to their work. He hired on to Daedalus in the early days as their operations manager. It was during this time that tragedy struck.

He met his wife, Sandy, at FSU while studying for his undergraduate in psychology. She was studying to be a micro-biologist and was quite talented. They married shortly after she graduated and when Brice hired on with Daedalus they were quick to scoop up Sandy. Their first child was only three when they made a fateful trip to Brazil. While there, C.I.A. agents tried to capture Brice. A misunderstanding in orders led to an incendiary device being set off in the hotel where Brice and his family were staying. Details are minimal but Brice escaped while his wife and daughter were burned alive. He has never forgiven the United States government.

Today, as head of Daedalus, Brice fights for human rights and at the same time keeps a tight ship. He lives for his work and has an intense drive to see Daedalus retain its position as holder of the Genesis Serum. He is capable of anything and dedicated to his world vision of peace and equality.

MILTECH CORPORATE

MilTech was founded in 2008 in the Eastern European country of Slovenia. The investors of the company have never been revealed but the C.E.O. Niko Gusic has always been the face of MilTech. He has led the company

into a new generation of weapons and weapons systems by embracing what he had been trained for, robotics.

MTC is on the watch list of several international police and security forces for their rather liberal weapons supply policies. Gusic has gone on record as being apolitical in his agenda of supplying arms to revolutionaries, governments, or even terrorists. To him, as long as their accounts are in order, he does not care what their politics are. Agents have linked MTC to several questionable individuals in the arms market but hard proof has always eluded them.

The current fortunes of MilTech are based on the Von Geiss designs and they are showing their age. More and more, MilTech has looked to less reputable means to acquire designs including espionage. They will often hire out such jobs to free-lancers and mercenary groups depending on the nature of the mission. These individuals soon learn just how expendable they are to MTC. Danica Lenassi is the executive in charge of special projects at MilTech Corporate

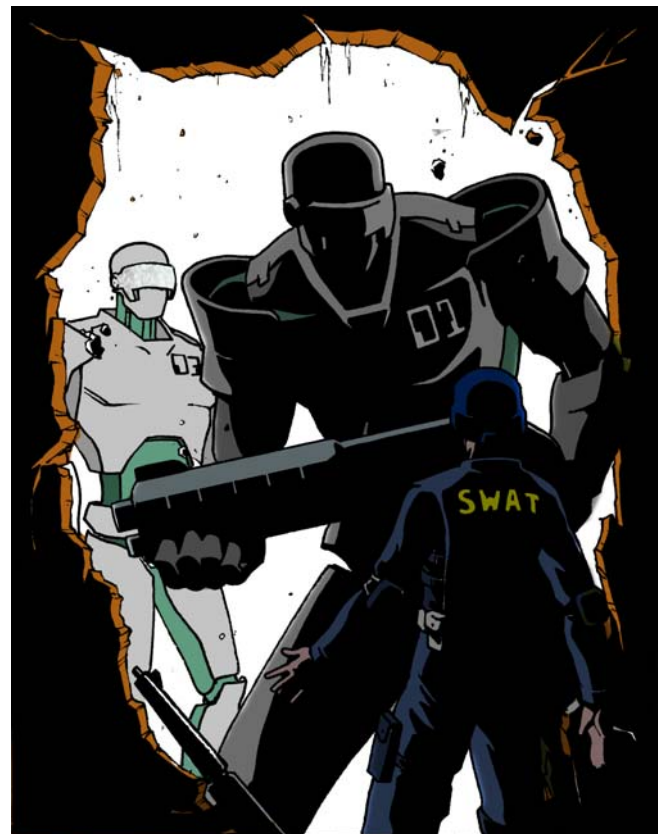
and she ensures that Gusic knows only what he needs to know. Danica has extensive police training and has intimate knowledge of current spy organizations around the world.

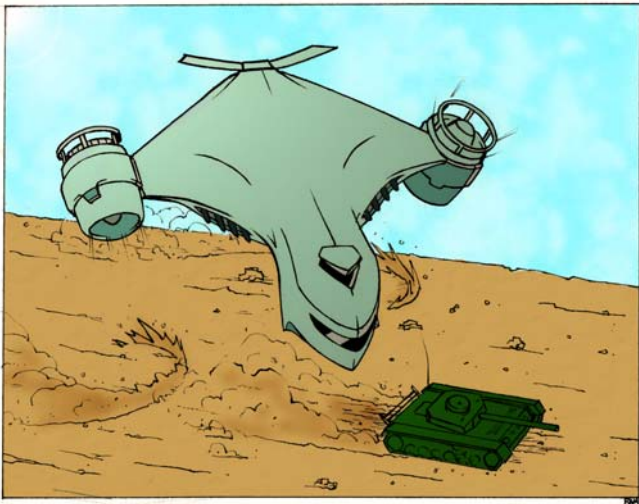


Currently, MilTech Corporate maintains its position as the world leader in high-tech arms manufacture and solutions. They specialize in robotic soldiers, small arms and ship weapons.

KilDrone 204

The KilDrones have become the state of the art for warfare, they have a limited intelligence and skill set allowing them to execute simple orders. They are very good with face recognition and can be outfitted with retinal scanners and voice analyzers making them formidable guards. The biggest downside is their inability to think on their feet. The 204s are considered a bit twitchy and generally do not perform as well





as infantry. Mr. Gusic storms at these accusations stating that the 204 was never meant as simple infantry but as mechanized support.

Weighing in at just under 1400 kg, this behemoth stands nearly 2.7 m tall and is usually outfitted with .50 caliber mini-guns. Its ability to use its targeting computer for deadly accuracy has made these killing machines dearly sought but the price tag of fifteen million each puts them beyond the casual user.

KilDrone 204-F (FlyDrone)

The FlyDrone is one of the less popular Drones since the Gaza Strip Incident of 2031. A squad of FlyDrone 204-A were on patrol when their personnel recognition program failed. They acquired a group of Palestinian school girls and preceded to hunt them down and neutralize them and any who helped them. The death toll was 122 dead with another 304 wounded. This fiasco marred the line and MilTech for some time to come. Only recently have the FlyDrone 204-F been allowed to carry lethal weaponry.

KilDrone 111-S (SentryDrone)



SentryDrones are the bread and butter of MilTech. They range in size from 20 cm to nearly a meter. They have a circular central body with eight legs spreading out from it giving the 111-S incredible stability. In addition, many of the units are equipped with climbing claws allowing them to

cling to porous surfaces like cement walls. Only the S5, meter-sized counter insurgency, are armed. They carry a 9mm sub-machine gun in order to neutralize intruders. The S5, along with other SentryDrone models, carry a wide array of non-lethal weaponry as well as a formidable surveillance suite.

M. A. S. SPECIAL AGENTS

The M.A.S. maintains a base of agents capable of dealing with meta-humans on a one-one basis. They often do not have any powers themselves but Special Agents have received the Genesis Serum making them a match for most meta-humans.

Special Agent Dans Howard

Raised by German immigrants, Agent Howard grew up on a small farm in South Dakota. He attended the University of Minnesota at Minneapolis where he received his degrees in Criminal Psychology and Pathology. At age 24 he volunteered for a top secret program called Phoenix. Project Phoenix experimented with taking healthy agents and exposing them to the Genesis Treatment. It had catastrophic results. Phoenix started with 24 healthy trained M.A.S. agents and ended with four. The rest had either died or gone insane. Jerald Kranz, amongst those that had lost their minds, was Agent Howard's closest friend. Howard no longer visits him apparently unable to bear what might have been.



Agent Howard developed powers of flight, invulnerability and stealth during his training with the military. He has had serious mental lapses often resulting in hallucinations and feelings of persecution but has always been able to control them. The M.A.S. has kept close tabs on him and Agent Howard is under the care of Dr. Sara Lund. Together, and through formidable application of pharmacology, they have been able to keep the worst of his symptoms under control. These episodes seem to trigger an increase in his powers.

Currently, Agent Howard is assigned to oversee the surveillance of MilTech Corporate. He has had some success with shutting down MilTech's dummy corporations and their fronts in the Middle East but has had no luck in tracking these operations back to MilTech. Recently, several members of Agent Howard's team were killed in an operation in Budapest. It caused a large set back in his

treatment and a serious breach in protocol. Howard attacked Danica Lenassi, an executive for MilTech Corporate, who he believes is directly responsible for the mercenaries hired to kill his agents. He has no proof of this but he is convinced. Agent Howard is dedicated to making Lenassi pay for what he views are her crimes.

Special Agent Ananda Cole

Ananda Cole was born on the south side of Chicago to a very poor but honest family. While surrounded by crime and the lure of easy money, the Cole family, especially Roger, her father, refused to walk the path of corrupt officials and mob bosses. Roger was a police officer in the neighborhood and always stood up for what was right. Ananda and her mother often begged him to just let it pass, let someone else take the risk but Roger Cole would not lie down and let a criminal have his way. When Ananda was fifteen, Roger was ambushed by several corrupt police officers and nearly killed. She knew at that point that she would stand by her father no matter what. It was her vigil that kept the corrupt cops from finishing the job while her father lie in a hospital bed recovering.



Agent Cole went on to graduate at the head of her class from the FBI Academy with a degree in criminal justice. She then served for four years in the Bureau while distinguishing herself as a valuable and effective field agent. While on a case involving Zugies and their infiltration of the Daedalus Corporation, Agent Cole was exposed to a lethal amount of corrosives. Her lungs were damaged beyond the ability of local hospitals to repair and the Daedalus Corporation, as a token of appreciation, applied the Genesis Treatment to Agent Cole free of charge. She was not pleased.

At first, she refused training but then Special Agent Kreg convinced her to join the M.A.S. He explained that the powers she acquired could allow her to be far more effective. She was resistant to the concept of being “a freak” but eventually was convinced that training was the only way she could safely interact with the general populace. She has shown true aptitude for the powers of persuasion, healing and Teleportation. She has used these powers in her capacity as Special Agent in Charge of Domestic Investigations. In this role, Special Agent Cole is in charge of protecting America’s shores against metahuman terrorists and terrorist organizations. She is still very uncomfortable with her powers and the effect they have had on her life.

Special Agent Tovald Kreg



Tovald Kreg is a recruit from the Russian KGB, Tovald mainly operated in Europe. After the 1991 disbanding of the KGB he was without a home. He had been part of a number of Soviet experiments to build a better spy and in the end he had abilities that stretched beyond what normal men could do.

After loosing contact with his Soviet handlers, nearly killed and indeed presumed dead by the powers that be, Tovald turned to the only people he could trust, his old enemies. He spent some time approaching them and it was not until the year 2000 that he was brought in. What he did and how he survived for nine years on his own only Tovald knows and he does not discuss it.

Tovald, a man in his sixties, shows no sign of physical deterioration besides cosmetic effects. He look sixty but has the strength and reflexes of a twenty year old. He speaks perfect English and can do so in both British and American accents. He specializes in infiltration and information extraction. He has been reprimanded four times for excessive measures, mostly during interrogation of prisoners. His co-workers cite that he is a personable man who is easy to get along with. People he has interrogated do not share these views.

Currently, Tovald has been assigned to investigate Daedalus, track and if possible obtain a sample of the Genesis Serum. He is the Agent in Charge of Operations for all investigations concerning Daedalus.

INDEPENDENTS

The world is filled with people who have their own agendas and ways of achieving their goals. Although the U.S. government and Metahumans Administration Service have tried to monitor applicants to the Genesis treatment, they have been unable to control Daedalus. Daedalus has continued their program of treating any who come to them and have the funds to pay for the treatment. These independents often end up running rogue without any Sponsor. Some pursue a criminal life but most go freelance and form their own teams in order to pool whatever resources might be left to them after treatment.

The following independents represent individuals and organizations that stand separate from more traditional sponsors.

NAME : DR. RUPERT VON GEISS
KNOWN ALIAS : KYLE FLINT
KNOWN ASSOC. : THOMAS ROBERT GENNER
EMPLOYED : GENNERTech
CITIZENSHIP : SCOTLAND, U. K.
STATUS : CLEARED
GENETIC STATUS : ENHANCED
ENHANCED INTELLIGENCE
ELECTRONICS
DARK MATTER
PHOTO SOURCE : GENNERTech
ARCHIVES

DR. RUPERT VON GEISS

Dr. Von Geiss is considered eccentric by all and insane by those who know him. He is the authority, though, on weapons and armors. He has many interests but these are his first love. Chances are, if a person is using some of the most advanced armor or weapons, then at least one component was designed by Von Geiss.

Von Geiss grew up in Germany on the outskirts of Bonn. He had always been gifted and opened his own bike repairs shop at the age of thirteen. When he was fifteen he was diagnosed with a heart arrhythmia. Facing health problems he still was able to attend university in England where he studied mechanical engineering and chemistry. He received advance degrees in several disciplines but excelled in engineering. Shortly after his graduation he suffered his first stroke. It hospitalized him for three months but he recovered most of his motor functions. He then began work for MilTech Corporate in their London offices.

He spent the next eight years developing cybernetic and robotic systems. He designed the first of the KilDrones and was quite proud of his accomplishments. However, when the squad of FlyDrones, rushed through production against his strong objections, resulted in the deaths of so many innocents, he quit. It was never proven if Dr. Von Geiss was drunk the night of his accident, but he has always claimed that it had been orchestrated by MilTech. He went into reclusion after the accident and lived on the money his patents provided him.

After ten years of living as a hermit in the highlands of Scotland, Dr. Von Geiss checked himself into a hospital and within days was on a plane to the Caribbean for treatment at the Daedalus compound. He emerged healed of his health problems and with a vastly expanded intellect. A short time later he began working for GennerTech.

It has been two years since Dr. Von Geiss went through the Genesis Treatment and he has not made many public appearances. Although he works for GennerTech he still functions as a free agent. It has always been about creation for Von Geiss, never about money. GennerTech gives him access to the labs, materials and personnel he requires and they let him keep his patents. He has made a great deal of money but more important to him, he has made a great many of his dreams come true.

INDEPENDENT LIBERATION FRONT (I.L.F.)

The I.L.F. is a loose confederation of different radical terrorist fronts from the past three decades. They have come

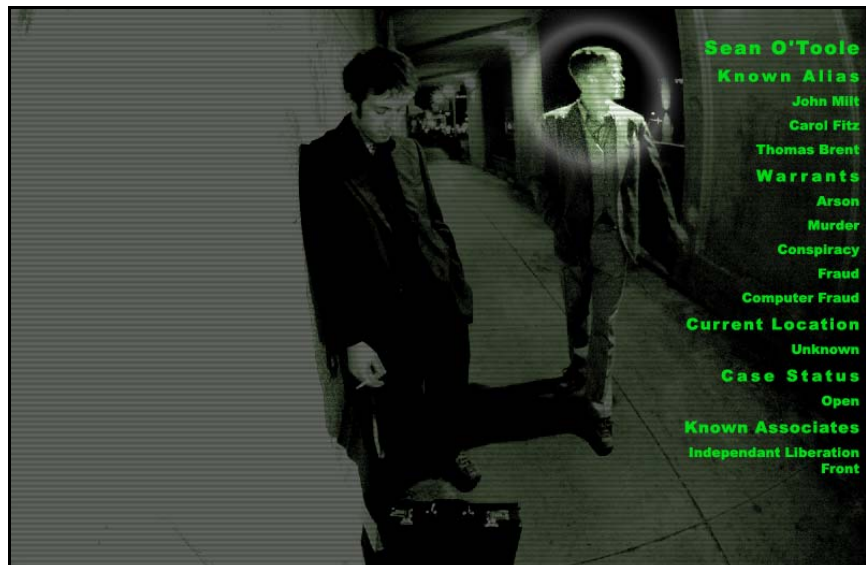
together in their hatred for all things of the West. Domination of some of the I.L.F. people have made it difficult to get support amongst the masses. Many members have turned to extracting tribute from the very people they claim to be fighting for. Some factions do not even maintain this fiction.

The I.L.F. does not have a country of origin making it terribly difficult to track down. They have cells within the United States, United Kingdom, Europe, Africa, Asia and every part of the world. They claim to be fighting to end western imperialist expansion and the dilution of their cultures by Western Corruption but often their fight is one for supplies, money and recruitment. The I.L.F. is very practised at extracting disaffected youths from populations to serve their goals.

Although their leaders are unknown, the international terrorist, Sean O'Toole is often identified as the I.L.F. executive director.

SEAN O'TOOLE

Sean O'Toole, a.k.a. The Red Bomber, a.k.a. Robert Theiss operates as a terrorist for hire. He started his life of violence as a child on the outskirts of Dublin in North Ireland. He



Sean O'Toole
Known Alias
 John Milt
 Carol Fitz
 Thomas Brent
Warrants
 Arson
 Murder
 Conspiracy
 Fraud
 Computer Fraud
Current Location
 Unknown
Case Status
 Open
Known Associates
 Independant Liberation Front

quickly gained a reputation as a ruthless killer. By the age of fourteen he killed more than 50 men, women and children and was behind the now famous Child Riots of 2014. When he was twenty he realized that his fight was the fight of people all around the world. He also realized that there was money to be made in the business of revolutions.

He began to expand his operations and in 2024 he began working for, and encouraging the growth of, a fledgeling Independent Liberation Front. He found the partnership quite lucrative but unfortunately quite unstable as well. He spent most of the 2020s either hunting down “traitors” to the I.L.F. cause or being hunted by the I.L.F. All this changed when the I.L.F. went up against the Zügellosigkeit.

The I.L.F. had been on the outs with Sean when the first series of conflicts arose and it nearly destroyed them. Sean, always on the lookout for a chance to seize control of the I.L.F, swooped in and personally financed and planned the defense of the organization. In a brilliant move he used the Russian FSB to all but crush the Zügies.

Today, Sean mixes his personal agenda, the freedom of Ireland with his pursuit of a wider world freedom. He believes in nothing less than a world anarchy where individuals are responsible for themselves and their own. He believes the roots of evil and corruption stems from the single source of government. Although, even O’Toole will admit, his goal may seem unattainable he is always looking for new ways to advance his agenda. To this end, he Sponsored himself through the Genesis Treatment. His profile of powers have been kept secret but the M.A.S. has suspicions that he has concentrated on enhanced intelligence in order to develop new tools and advances for his cause.

DIE ZÜGELLOSIGKEIT

This organization is commonly called “Zügies” but there is nothing cute about them. Organized by Christian Zeit, a native born and army trained zealot, he has proposed the philosophy of Total Justice. The

governments, even the other fundamentalist movements, have failed in the execution of justice. This pure and simple view of the world, Zeit proclaims, is the total dedication to the righting of injustice and the execution of what he calls High Law.

The concept of High Law that Die Zügellosigkeit follow is mostly concerned with strong protecting the weak and the prohibition of imposing the will of one over another. This is not to say that they believe in anarchy, but that they have faith in governments, cultures and the people they serve to show weakness in the face of hard decisions. They believe the High Law must be served. Crimes have only one punishment under the High Law, death. Crimes include rape,



murder and theft of any type. The Zügies are merciless in the execution of their mission.

The more generalized form of the organization, called The Fellowship in America, has spread throughout Europe and the United States of America. This is almost a religion adopted and transformed into an organizations that opposes the growing injustice they see in governments, corporations and police forces around the world. In addition, the Zugie Movement believes that the modification of the genetic code is an affront to God and nature. They do not consume genetically altered food sources nor submit themselves to genetic treatments. The Fellowship is, for the most part, ignorant of the more radical faction it supports. The upper echelons certainly know the true purpose of the Fellowship, recruitment and funding, but the general membership believes they support a special interest group involved in the advancement of justice, a return to basics and the promotion of clean food sources.

Although some say that Die Zügellosigkeit predates Christian Zeit, proof of the earlier organization is non-existent. Zeit came to power in 2012 as a charismatic leader in the new European Union. He did not last long as his extremist views of law and order clashed with the ideas of civil liberties. In 2014 he was a suspect in the assassination of the Prime Minister of Britain but nothing could be proved. After this, he went underground and began fomenting rebellion against leaders he considered weak. Social unrest erupted in several eastern European countries that lead to the Baltic Conflict of 2021. This short lived but bloody conflict was the first appearance of Die Zügellosigkeit on the political scene. It would not be the last.

In 2028, Zeit was diagnosed with an inoperable brain tumor. He denied it for as long as he could but in the end the effects were obvious. He accepted he would die. His followers were not so pessimistic. In an incredibly costly attack, they captured a supply of the Genesis Serum and a technician to apply it. Zeit survived but lost all his hair, every last follicle. A small price, in his opinion, for a new lease on life.

This compromised Zeit, in his own eyes, as a leader of Die Zügellosigkeit. It has taken him some time to come to grips with the changes the Genesis Treatment has affected his body versus what the greater movement of the Fellowship is about. Zeit seems to deal with this by applying himself even more so to the aspects of the core Zügellosigkeit, to the ideals of High Law.



APPENDIX I

SETTING CHARACTER STATISTICS

This is the collection of statistics for the foes and setting characters found in this book. Each one will have a reference to the Foe or Setting Character description.

STATISTICS FOR THOMAS GENNER

STATISTICS		POWERS				
STR	4		Rank	Skill	Stat	Tot
AGL	5	INT	5	--	--	5
CON	6	Electronics	5	5	15	25
DEX	8	Telepathy	4	4	9	17
APP	3	Skills	Rank	Apt	Stat	Tot
WIS	10	Acting	4	0	9	13
INT	10	Armor Use	5	0	4	9
CHA	9	Chemical Engineering	3	4	15	22
PIE	9	Computer Science	5	4	15	24
WIL	10	Electrical Engineering	5	4	15	24
LUC	4	Electronics	5	4	15	24
DEF	9	Knife Use	2	0	8	10
BASE FOR	20	Mechanical Engineering	3	4	15	22
KARMA	14	Medicine	3	4	15	22
FATIGUE	15	Pistol Use	3	0	8	11
FORTITUDE		Science Genetics	3	4	15	22
1 - Head	10	Robotics Engineering	4	4	15	23
2 - R. Arm	40					
3 - R. Shoulder	40					
4 - Chest	10	APTITUDES				
5 - L. Shoulder	40	Intellectual	4			
6 - L. Arm	40	Movement	0			
7 - Stomach	20	Craft	1			
8 - Groin	20	Fighter	0			
9 - R. Leg	40	Thief	1			
10 - L. Leg	40	Performer	0			
ARMOR		WEAPONS & EQUIPMENT				
1 - Head	10 0	Glock 34 9mm, 4 Attacks, 4d10 Damage, 17 Capacity				
2 - R. Arm	70	Combat Knife, 4 Attacks, 1d8 + 4 Damage				
3 - R. Shoulder	70	3 Smoke Grenades				
4 - Chest	70					
5 - L. Shoulder	70					
6 - L. Arm	70					
7 - Stomach	70	Night Vision Contact Lenses				
8 - Groin	70	Embedded Satellite Communicator				
9 - R. Leg	70					
10 - L. Leg	70					
Gel-Loc Enhanced						

STATISTICS FOR JONATHAN DAHL

STATISTICS		POWERS				
		Rank	Skill	Stat	Tot	
STR	10					
AGL	8	Body Armor	5	5	13	23
CON	10	Strength	3	--	--	3
DEX	8	Martial Arts	2	4	8	14
APP	1	Skills	Rank	Apt	Stat	Tot
WIS	6	Acrobatics	2	1	8	11
INT	4	Armor Use (Plate)	5	4	13	22
CHA	9	Climbing	4	0	8	12
PIE	2	Detect Traps	3	1	6	10
WIL	10	Disarm Traps	3	1	8	12
LUC	4	First Aid	2	1	4	7
DEF	18	Investigation	4	1	6	11
BASE FOR	30	Law	1	1	4	6
KARMA	4	Move In Shadows	3	1	8	12
FATIGUE	12	Move Silently	3	1	8	12
FORTITUDE		Parrying (Unarmed)	2	4	8	14
1 - Head	15	Pistol Use	4	4	8	16
2 - R. Arm	60	SMG Use	3	4	8	15
3 - R. Shoulder	60	Unarmed Combat	4	4	8	16 (18)
4 - Chest	15	APTITUDES				
5 - L. Shoulder	60	Intellectual	1			
6 - L. Arm	60	Movement	0			
7 - Stomach	30	Craft	0			
8 - Groin	30	Fighter	4			
9 - R. Leg	60	Thief	1			
10 - L. Leg	60	Performer	0			
ARMOR		WEAPONS & EQUIPMENT				
1 - Head	250	MP-5k 4 Attacks, 3d12 Damage, 30 Capacity				
2 - R. Arm	250	Glock 34 9mm, 4 Attacks, 4d10 Damage, 17 Cap., +4 to hit				
3 - R. Shoulder	250	Combat Knife, 4 Attacks, 1d8 + 4 Damage				
4 - Chest	250	3 Smoke Grenades				
5 - L. Shoulder	250					
6 - L. Arm	250					
7 - Stomach	250	Night Vision Contact Lenses				
8 - Groin	250	Embedded Satellite Communicator				
9 - R. Leg	250					
10 - L. Leg	250					
Personal Body Armor						

STATISTICS FOR TARA MCFADDEN

STATISTICS		POWERS				
STR	4		Rank	Skill	Stat	Tot
AGL	10	Stealth	5	5	13	23
CON	6	Agility	3	--	--	3
DEX	8	Astral Projection	2	3	9	14
APP	7	Skills	Rank	Apt	Stat	Tot
WIS	5	Armor Use (Leather)	2	1	4	7
INT	9	Pistol Use	4	1	8	13
CHA	5	Unarmed Combat	5	1	13	19
PIE	9	Parrying (Unarmed)	2	4	8	14
WIL	10	Meditation	3	1	9	13
LUC	8	Acrobatics	2	1	8	11
DEF	18	Detect Traps	3	1	6	10
BASE FOR	20	Disarm Traps	3	1	8	12
KARMA	8	Move Silently	5	1	13	19
FATIGUE	15	Move In Shadows	5	1	13	19
FORTITUDE						
1 - Head	10					
2 - R. Arm	40					
3 - R. Shoulder	40					
4 - Chest	10					
5 - L. Shoulder	40					
6 - L. Arm	40					
7 - Stomach	20					
8 - Groin	20					
9 - R. Leg	40					
10 - L. Leg	40					
ARMOR		APTITUDES				
1 - Head	30	Intellect	4			
2 - R. Arm	30	Movement	1			
3 - R. Shoulder	30	Craft	0			
4 - Chest	30	Fighter	0			
5 - L. Shoulder	30	Thief	1			
6 - L. Arm	30	Performer	0			
7 - Stomach	30	WEAPONS & EQUIPMENT				
8 - Groin	30	Glock 34 9mm, 4 Attacks, 4d10 Damage, 17 Cap.				
9 - R. Leg	30	Combat Knife, 4 Attacks, 1d8 + 4 Damage				
10 - L. Leg	30	3 Smoke Grenades				
Arma-Flex II		Embedded Satellite Communicator				

STATISTICS FOR TIMOTHY GRANT

STATISTICS		POWERS				
STR	4		Rank	Skill	Stat	Tot
AGL	5	Energy Blast	5	2	10	17
CON	9	Persuasion	5	5	2	12
DEX	10	Illusion	2	3	2	7
APP	5	Skills	Rank	Apt	Stat	Tot
WIS	5	Armor Use (Leather)	2	0	4	6
INT	10	Pistol Use	2	0	10	12
CHA	2	Unarmed Combat	2	0	5	7
PIE	4	Oratory	5	3	2	10
WIL	7	Acting	3	3	2	8
LUC	10	Deception	5	3	2	10
DEF	9	Move Silently	4	3	5	12
BASE FOR	20	Move In Shadows	3	3	5	12
KARMA	5	Science (Chemistry)	4	0	10	14
FATIGUE	13	Explosives	5	0	5/10	10/15
FORTITUDE						
1 - Head	10					
2 - R. Arm	40					
3 - R. Shoulder	40					
4 - Chest	10					
5 - L. Shoulder	40					
6 - L. Arm	40					
7 - Stomach	20					
8 - Groin	20					
9 - R. Leg	40					
10 - L. Leg	40					
ARMOR		APTITUDES				
1 - Head	30	Intellect	0			
2 - R. Arm	30	Movement	0			
3 - R. Shoulder	30	Craft	0			
4 - Chest	30	Fighter	0			
5 - L. Shoulder	30	Thief	3			
6 - L. Arm	30	Performer	3			
7 - Stomach	30	WEAPONS & EQUIPMENT				
8 - Groin	30	Glock 34 9mm, 4 Attacks, 4d10 Damage, 17 Cap.				
9 - R. Leg	30	Combat Knife, 4 Attacks, 1d8 + 4 Damage				
10 - L. Leg	30	200 grams C-4, 1 HP point damage per 100 grams				
Arma-Flex II		Embedded Satellite Communicator				

STATISTICS FOR CAROL GRANT

STATISTICS		POWERS				
STR	3		Rank	Skill	Stat	Tot
AGL	6	Precognition	5	5	8	18
CON	6					
DEX	7					
APP	7	Skills	Rank	Apt	Stat	Tot
WIS	8	Armor Use (Leather)	2	0	3	5
INT	10	Pistol Use	2	0	7	9
CHA	9	Unarmed Combat	2	0	6	8
PIE	8	Meditation	5	2	8	15
WIL	10	First Aid	3	4	10	17
LUC	10	Science (Computers)	3	4	10	17
DEF	9	Medicine	1	4	10	15
BASE FOR	19	Search	3	2	8	13
KARMA	5	Science (Psychiatry)	4	4	10	18
FATIGUE	14	Oratory	5	0	9	14
FORTITUDE						
1 - Head	10					
2 - R. Arm	38					
3 - R. Shoulder	38					
4 - Chest	10					
5 - L. Shoulder	38					
6 - L. Arm	38					
7 - Stomach	19					
8 - Groin	19					
9 - R. Leg	38					
10 - L. Leg	38					
ARMOR		APTITUDES				
1 - Head	30	Intellect	4			
2 - R. Arm	30	Movement	0			
3 - R. Shoulder	30	Craft	0			
4 - Chest	30	Fighter	0			
5 - L. Shoulder	30	Thief	2			
6 - L. Arm	30	Performer	0			
7 - Stomach	30	WEAPONS & EQUIPMENT				
8 - Groin	30	Glock 34 9mm, 4 Attacks, 4d10 Damage, 17 Cap.				
9 - R. Leg	30	Combat Knife, 4 Attacks, 1d8 + 4 Damage				
10 - L. Leg	30					
Arma-Flex II		Embedded Satellite Communicator				

STATISTICS FOR THE MESSENGERS

The Messengers represented here range in power.

FIELD AGENT						
STATISTICS		POWERS				
STR	6		Rank	Skill	Stat	Tot
AGL	5	Body Armor (Chitinous)	3	5	9	17
CON	10	AGL	3	--	--	3
DEX	6	STR	3	--	--	3
APP	5	Skills	Rank	Apt	Stat	Tot
WIS	4	Armor Use (Leather)	5	3	9	17
INT	4	Pistol Use	3	3	6	12
CHA	4	Investigation	3	0	4	7
PIE	10	Move In Shadows	3	3	8	14
WIL	10	Move Silently	3	3	8	14
LUC	5	Rifle Use	3	3	6	12
DEF	17	Science (Computers)	3	0	4	7
BASE FOR	29	Search	3	2	4	9
KARMA	3	SMG Use	5	3	6	14
FATIGUE	20	Unarmed Combat	4	3	8	15
FORTITUDE						
1 - Head	15					
2 - R. Arm	58					
3 - R. Shoulder	58					
4 - Chest	15					
5 - L. Shoulder	58					
6 - L. Arm	58					
7 - Stomach	29					
8 - Groin	29					
9 - R. Leg	58					
10 - L. Leg	58					
ARMOR		APTITUDES				
1 - Head	175	Intellect	0			
2 - R. Arm	175	Movement	0			
3 - R. Shoulder	175	Craft	0			
4 - Chest	175	Fighter	3			
5 - L. Shoulder	175	Thief	3			
6 - L. Arm	175	Performer	0			
7 - Stomach	175	WEAPONS & EQUIPMENT				
8 - Groin	175	Glock 34 9mm, 4 Attacks, 4d10 Dam, 17 Cap, +3 to hit.				
9 - R. Leg	175	MP-5 SMG, 4 Attacks, 3d12 Dam, 30 Cap, +3 to hit				
10 - L. Leg	175	MTC Plasma Rifle, 1 Attack, 5d12 Dam, 10 Cap, +5 to hit				
Raydex & Body Armor		Embedded Satellite Communicator				

SPECIALIST						
STATISTICS		POWERS				
STR	8		Rank	Skill	Stat	Tot
AGL	6	Body Armor (Chitinous)	4	5	12	21
CON	10	AGL	4	--	--	4
DEX	8	STR	4	--	--	4
APP	5	Stealth	5	5	9	20
WIS	6	Skills	Rank	Apt	Stat	Tot
INT	6	Armor Use (Leather)	5	2	12	19
CHA	2	Detect Traps	4	4	6	14
PIE	10	Disarm Traps	4	4	8	16
WIL	10	Pistol Use	3	2	8	13
LUC	5	Investigation	3	0	6	9
DEF	22	Move In Shadows	3	4	10	19
BASE FOR	32	Move Silently	5	4	10	19
KARMA	3	Open Locks	5	4	8	17
FATIGUE	20	Rifle Use	5	2	8	15
FORTITUDE		Science (Computers)	4	0	6	10
1 - Head	16	Search	4	4	6	14
2 - R. Arm	64	SMG Use	4	2	8	14
3 - R. Shoulder	64	Unarmed Combat	4	2	10	16
4 - Chest	16					
5 - L. Shoulder	64					
6 - L. Arm	64					
7 - Stomach	32					
8 - Groin	32					
9 - R. Leg	64					
10 - L. Leg	64					
ARMOR		APTITUDES				
1 - Head	225	Intellect	0			
2 - R. Arm	225	Movement	0			
3 - R. Shoulder	225	Craft	0			
4 - Chest	225	Fighter	2			
5 - L. Shoulder	225	Thief	4			
6 - L. Arm	225	Performer	0			
7 - Stomach	225	WEAPONS & EQUIPMENT				
8 - Groin	225	Glock 34 9mm, 4 Attacks, 4d10 Dam, 17 Cap, +3 to hit.				
9 - R. Leg	225	MP-5 SMG, 4 Attacks, 3d12 Dam, 30 Cap, +4 to hit				
10 - L. Leg	225	MTC Plasma Rifle, 1 Attack, 5d12 Dam, 10 Cap, +5 to hit				
Raydex & Body Armor		Embedded Satellite Communicator				

DRONES OF MILTECH CORPORATE

Drones come in three basic types, KiDrones, FlyDrones and SentryDrones. KiDrones are basic ground fighting infantry while the FlyDrones handle air support. SentryDrones are designed as guards and not as combat units. They are lightly armed.

All drones have the Body Armor Power. They carry self repair modules that deploy quick dry ceramic compound that allows the drone to repair its armor in the field. This is limited though, by the fatigue which does not regenerate until it can get to an electric power source. It then can ingest local supplies and manufacture more quick repair compound.

Some of the drones have Energy Blast and this is represented in the form of an MTC Plasma Rifle. It will draw down on Fatigue as well, like the Energy Blast.

<i>KILDRONE MTC204</i>						
STATISTICS		POWERS				
STR	10		Rank	Skill	Stat	Tot
AGL	3	Body Armor (Ceramic)	5	5	15	25
CON	10	Energy Blast (Plasma Rifle)	4	5	10	19
DEX	10	STR	5	--	--	5
APP	5	Senses (Infra-red and Hearing)	2	5	10	17
WIS	1	Skills	Rank	Apt	Stat	Tot
INT	1	Armor Use (Plate)	5	6	12	23
CHA	1	Rifle Use	4	6	10	21
PIE	1	Search	4	4	1	9
WIL	10	HMG Use	4	6	10	20
LUC	1	Tracking	5	6	1	12
DEF	13	Unarmed Combat	5	6	3	14
BASE FOR	35	Note: Due to extreme size does double damage with Unarmed Combat				
KARMA	1					
FATIGUE	11					
FORTITUDE						
1 - Head	16					
2 - R. Arm	64					
3 - R. Shoulder	64					
4 - Chest	16					
5 - L. Shoulder	64					
6 - L. Arm	64					
7 - Stomach	32					
8 - Groin	32					
9 - R. Leg	64					
10 - L. Leg	64					
ARMOR		APTITUDES				
1 - Head	250	Intellect	0			
2 - R. Arm	250	Movement	0			
3 - R. Shoulder	250	Craft	0			
4 - Chest	250	Fighter	6			
5 - L. Shoulder	250	Thief	0			

6 - L. Arm	250	Performer	0
7 - Stomach	250	WEAPONS & EQUIPMENT	
8 - Groin	250	7.62 Auto Rifle (HMG), 3 Attacks, 5d8 Dam, 50 Cap, +4 to hit	
9 - R. Leg	250		
10 - L. Leg	250		
Armor Plating		MTC Plasma Rifle, 2 Attacks, 5d12 Dam, 20 Cap, +5 to hit	
		Embedded Satellite Tracker, Communications uplink	

FLYDRONE MTC204F						
STATISTICS		POWERS				
STR	5		Rank	Skill	Stat	Tot
AGL	10	Body Armor (Ceramic)	3	5	15	25
CON	8	AGL	5	--	--	5
DEX	5	Senses (Infra-red and Hearing)	5	5	8	18
APP	5	Flight (Range 600km, Top Spd.)	3	5	15	23
WIS	5	Skills	Rank	Apt	Stat	Tot
INT	1	Armor Use (Plate)	5	3	5	13
CHA	1	Flight	5	3	15	23
PIE	1	Rifle Use	5	3	5	13
WIL	8	Search	4	0	5	9
LUC	1	HMG Use	4	3	5	12
DEF	20	Tracking	5	3	5	13
BASE FOR	21					
KARMA	1					
FATIGUE	9					
FORTITUDE						
1 - Head	11					
2 - R. Arm	42					
3 - R. Shoulder	42					
4 - Chest	11					
5 - L. Shoulder	42					
6 - L. Arm	42					
7 - Stomach	21					
8 - Groin	21					
9 - R. Leg	42					
10 - L. Leg	42					
ARMOR		APTITUDES				
1 - Head	150	Intellect	0			
2 - R. Arm	150	Movement	3			
3 - R. Shoulder	150	Craft	0			
4 - Chest	150	Fighter	3			
5 - L. Shoulder	150	Thief	0			
6 - L. Arm	150	Performer	0			

7 - Stomach	150	WEAPONS & EQUIPMENT	
8 - Groin	150	7.62 Auto Rifle (HMG), 3 Attacks, 5d8 Dam, 80 Cap, +4 to hit, Mounted on port side	
9 - R. Leg	150		
10 - L. Leg	150	7.62 Auto Rifle (HMG), 3 Attacks, 5d8 Dam, 80 Cap, +4 to hit, mounted on starboard side	
Armor Plating		Embedded Satellite Tracker, Communications uplink	

SENTRYDRONE MTC1115						
STATISTICS		POWERS				
STR	2		Rank	Skill	Stat	Tot
AGL	10	Body Armor (Ceramic)	1	5	15	25
CON	8	AGL	5	--	--	5
DEX	10	Senses (Infra-red and Hearing)	5	5	5	15
APP	5					
WIS	8	Skills	Rank	Apt	Stat	Tot
INT	3	Armor Use (Plate)	2	0	2	4
CHA	1	Climb	3	3	15	21
PIE	1	Move In Shadows	3	3	15	21
WIL	5	Move Silently	4	3	15	22
LUC	1	Search	4	0	8	12
DEF	17	SMG Use	5	0	10	15
BASE FOR	15	Tracking	5	0	8	13
KARMA	1					
FATIGUE	9					
FORTITUDE						
1 - Head	8					
2 - R. Arm	30					
3 - R. Shoulder	30					
4 - Chest	8					
5 - L. Shoulder	30	The SentryDrones have the ability to cling to walls by digging their claws in. They may hang like this for any period of time, shutting down to conserve power. Moving silently may be difficult to impossible when clinging to a surface depending on the surface.				
6 - L. Arm	30					
7 - Stomach	15					
8 - Groin	15					
9 - R. Leg	30					
10 - L. Leg	30					
ARMOR		APTITUDES				
1 - Head	50	Intellect	0			
2 - R. Arm	50	Movement	3			
3 - R. Shoulder	50	Craft	0			
4 - Chest	50	Fighter	0			
5 - L. Shoulder	50	Thief	3			
6 - L. Arm	50	Performer	0			
7 - Stomach	50	WEAPONS & EQUIPMENT				
8 - Groin	50	5.7x28mm Sub-machine Gun (SMG), 3 Attacks, 4d8 Dam, 100 Cap, + 5 to hit				
9 - R. Leg	50					

10 - L. Leg	50	
Armor Plating		Embedded Satellite Tracker, Communications uplink

10 - L. Leg	Unarmed Combat, 2d6 damage, 5 attacks, 1 Maneuver, +5 to damage, +4 to hit
	Cell phone, money, ID

STATISTICS FOR ZUGIES

<i>FELLOWSHIP FANATIC</i>						
STATISTICS		POWERS				
STR	5		Rank	Skill	Stat	Tot
AGL	5					
CON	5					
DEX	5					
APP	5					
WIS	3	Skills	Rank	Apt	Stat	Tot
INT	3	Acting	3	1	8	12
CHA	8	Deception	5	1	8	14
PIE	10	Oratory	3	1	8	12
WIL	10	Pistol Use	2	2	5	9
LUC	7	Search	4	1	3	8
DEF	10	Tracking	5	0	8	13
BASE FOR	20	Unarmed Combat	4	2	5	11
KARMA	4					
FATIGUE	15					
FORTITUDE						
1 - Head	10					
2 - R. Arm	40					
3 - R. Shoulder	40					
4 - Chest	10					
5 - L. Shoulder	40	Fellowship fanatics will die by the droves for their cause believing they are saving the human race. Most will not know that their is a more sinister and radical core to Die Zügellosigkeit. They believe they serve a greater good in a return to fundamentals, reverence to justice and restoration of all that was good in the past.				
6 - L. Arm	40					
7 - Stomach	20					
8 - Groin	20					
9 - R. Leg	40					
10 - L. Leg	40					
ARMOR		APTITUDES				
1 - Head		Intellect	1			
2 - R. Arm		Movement	1			
3 - R. Shoulder		Craft	0			
4 - Chest		Fighter	2			
5 - L. Shoulder		Thief	1			
6 - L. Arm		Performer	1			
7 - Stomach		WEAPONS & EQUIPMENT				
8 - Groin		Glock 34 9mm, 4 Attacks, 4d10 Damage, 17 Cap., +2 to hit				
9 - R. Leg						

ZUGIE TERRORIST

STATISTICS		POWERS				
STR	5		Rank	Skill	Stat	Tot
AGL	8					
CON	10					
DEX	8					
APP	5					
WIS	7	Skills	Rank	Apt	Stat	Tot
INT	5	Acting	3	0	8	11
CHA	8	Armor Use (Leather)	2	3	5	10
PIE	8	Climbing	3	0	8	11
WIL	10	Deception	5	0	8	13
LUC	5	Detect Traps	2	3	7	12
DEF	13	Disarm Traps	3	3	8	14
BASE FOR	25	Explosives	4	0	8	12
KARMA	3	Move Silently	4	3	8	15
FATIGUE	18	Open Locks	3	3	8	14
FORTITUDE		Pistol Use	5	3	8	16
1 - Head	13	Unarmed Combat	5	3	8	16
2 - R. Arm	50					
3 - R. Shoulder	50					
4 - Chest	13					
5 - L. Shoulder	50	Zugie terrorists are amongst the most feared in the world. They are known for their merciless practices and execution of those they find guilty.				
6 - L. Arm	50					
7 - Stomach	25					
8 - Groin	25					
9 - R. Leg	50					
10 - L. Leg	50					
ARMOR		APTITUDES				
1 - Head	30	Intellect	0			
2 - R. Arm	30	Movement	0			
3 - R. Shoulder	30	Craft	0			
4 - Chest	30	Fighter	3			
5 - L. Shoulder	30	Thief	3			
6 - L. Arm	30	Performer	0			
7 - Stomach	30	WEAPONS & EQUIPMENT				
8 - Groin	30	Glock 34 9mm, 4 Attacks, 4d10 Damage, 17 Cap., +5 to hit				
9 - R. Leg	30					
10 - L. Leg	30	Unarmed Combat, 3d6 damage, 5 attacks, 2 Maneuver, +5 to damage, +5 to hit				
Arma-flex		Cell phone, money, ID, TNT, Fake Passports, Electronic surveillance equipment				



WORLD NEWS NET

NEWS YOU CAN TRUST

Crisis in Fruitdale SD

CRISIS IN FRUITDALE SD



Photographer Tony Alviar, HAZMET Team Member

Friday, August 12, 2033; Posted 12:45 p.m. EST (05:45 GMT)

Fruitdale, South Dakota (WNN) -- A tanker truck containing the deadly compound Trichloroethane (TCE) crashed early this morning. The driver survived but is being held in intensive care in Rapid City General. All residents have been evacuated to a secure location.

“This is the worst spill of its type we have seen in decades” said Martin Chambers, Secretary of Transportation for South Dakota. “How this driver was transporting this material through our state without permits, escort and in a single hulled tanker truck is more than a mystery, it is criminal.” Chambers went on to outline the investigation he will be launching including the questioning of the driver once he recovers consciousness.

The contaminant is so powerful trees have been stripped of their leaves, local wildlife have died in their tracks and at least 42 people from Fruitdale, South Dakota have been hospitalized in intensive care. Hazmat teams from three surrounding counties have been pulled in to deal with the crisis and a federal relief team from FEMA is being flown in.

FRUITDALE, SD

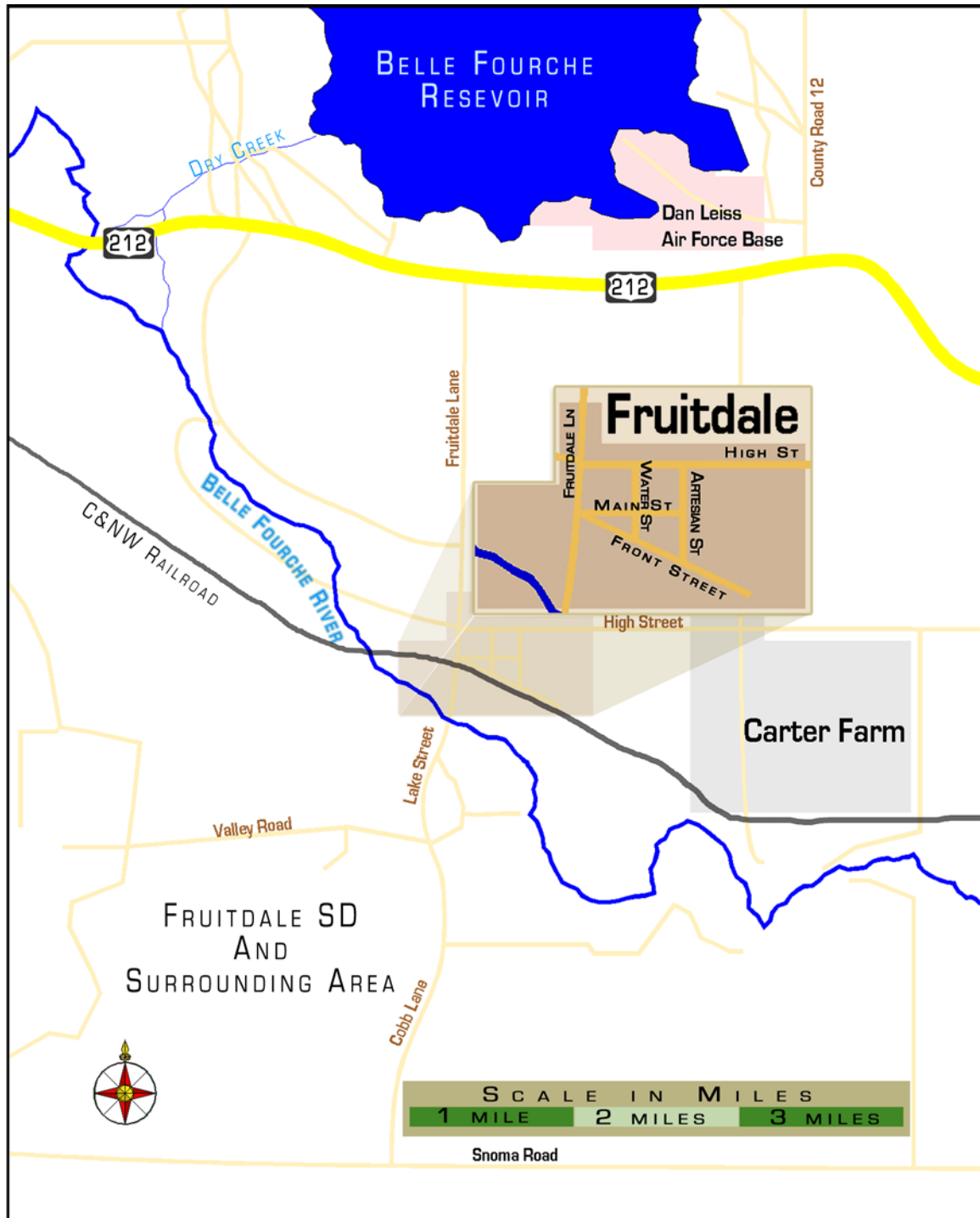
Fruitdale South Dakota is a small town with a population of 62. It deals primarily in state employment and farming. The Belle Fourche Reservoir is just north of the town and it provides some employment in a water purification station on the northern side. The people of Fruitdale all know one another like family and have pulled together over the years to make their community prosper.

The largest employers in the town, besides farms and the Belle Fourche National Wildlife Refuge (located on the west side of the Reservoir), is the Dan Leiss Air base. Until the Air base opened in 2030, the small town of Fruitdale had only two businesses of note, Rosencranz Construction and

Vanlohe Rebel (a motorcycle dealership). Since the opening of the air base, Tolly's Bar & Grill and the Fruitdale Co-Op have also opened.

THE STORY

Dan Leiss Air Base is being used as a research facility to reproduce the Genesis Serum, calling their version the Phoenix Serum. The scientist in charge is a Doctor Leah Coleman. She has advanced degrees in bio-physics, genetics and pharmacology. For the past year she has led a team of scientists in the attempt to reproduce the work of Daedalus but with limited success.



The U.S. Government terms Dr. Coleman's "limited success" as "terrible failures". Pressure has mounted and the team has taken greater and greater risks. Now, those risks have manifested themselves in a tragic mishap. Phoenix has a limited effect outside of a very controlled environment and protocols, or so the government thought. Dr. Coleman has been taking shortcuts to increase the effect of the Serum and decrease the time required for it to be effective. This has led to the current situation.

It is believed that Phoenix has effected the base personnel and possibly the towns folk of Fruitdale. The cover story has been concocted to keep the media and others out of the area. It will only last 24 hours. Even at that, the foolish or persistent will attempt to enter the area. These people must be silenced with extreme prejudice.

The team's objectives must be accomplished in the following priority.

1. Enter the base and evaluate the level of damage. Locate the canisters marked CA-PS112. There should be 14 of them on the base at the main research facility. They weigh five pounds each and are about the size of a thermos. If the Belle Fourche Reservoir is contaminated, use seven of the canisters to decontaminate it. Follow procedures closely (**a Medicine Skill check for each canister else it is rendered useless**). The anti-serum may be administered to those infected (**Medicine Skill check at -2; Failure means death of the patient**).
2. This is a black op. Leave no witnesses that know the true mission. The cover mission is a rescue operation for base personnel trapped in the spill. If anyone finds the truth they must be eliminated.
3. Rescue Dr. Coleman and any of her team if possible. Do not leave them behind alive.
4. Recover any and all of the research to emergency back-ups as possible. Downloads from the base network will be all that is needed but any samples or experiments will also be useful. All codes will be supplied (**Computer Skill check to download**).
5. Activate the base purge and clear system. This will destroy any evidence of the work from the mainframe and all the labs. Note: this system destroys the labs with incendiary elements capable of heat in excess of 4900 degrees Fahrenheit. Do not be in the labs when the system is activated.
6. Rescue Col. John Harding and any of his staff if possible.
7. Rescue any Fruitdale residents if possible. They must not know the true nature of the mission.

THE EXPERIMENTS

Dan Leiss Air Base is home to several experiments. The Phoenix Serum is only one of these experiments and as important is the Q-Gate Project. Most of the base personnel have no knowledge of these experiments and are concerned only with the day to day operations of the base. Even the heads of these projects do not know the details of the other projects, only that they exist.

THE PHOENIX SERUM

This project is headed by Dr. Leah Coleman. She has spent years in the pharmaceutical industry developing products to treat various incurable diseases. She has had limited success

but her work attracted the attention of the Department of Defence and Gen. Wayne Carroll.

General Carroll has made his name in the DOD as a man willing to invest in the latest technology and use special teams to get the job done. He is currently the senior staff in charge of Special Operations for the Meta-human Administration Services. He has been reprimanded in the past for his maverick methods and unacceptable risk taking.

Dr. Coleman's team lead for the Phoenix Project is the a Dr. Peter Lemke. A research scientist now, Dr. Lemke originally started his career as a medical practitioner. He has been working on Phoenix with Dr. Coleman since its inception more than two years ago.

The project has had several breakthroughs combined with horrible failures. The team has been able to produce genetic re-coding in four subjects with enhanced strength, regeneration and combat capabilities. Unfortunately, with these enhancements, intense insanity has also developed. Paranoia, delusions and extreme aggression have made the subjects' life a living hell. They are also useless to Gen. Carroll as he is looking for effective soldiers for the battle field and agents for black ops.

The Phoenix Serum was originally designed as an injection trial but Gen. Carroll has approved and initiated a second series of experiments to apply it to air and water borne media. So far, only a water borne variant has proved successful.

THE Q-GATE

The Q-Gate or Quantum Gate is the brain child of Dr. Philo Rist. It is his supposition that a hyper-gate can be created that will allow a ship to function outside the bounds of normal time-space. By applying a mixture of overlapping magnetic and gravitational fields he has successfully opened short term hyper-gates that he has dubbed Q-Gates. Far from an interstellar range, the Q-Gates only function up to 100 miles. This breakthrough came just one week ago.

Dr. Rist works alone in his labs in the basement of the Research Building. He was going to attempt a new configuration of the Q-Gate that he hoped would make it feasible as a hyper drive for star ships. It was during this test that the Tagaar (TAG-arr) were discovered.

The Tagaar are a race of inter-dimensional beings. The Q-Gate is more that a teleportation or worm hole generator for our space. It is actually an inter-dimensional gate and the recent adjustments opened a hole to the Tagaar home dimension. They are able to come through but cannot return. Little is known of them except that they have an advanced technology and are aggressively expansionist. There is nothing benevolent about them. They come from a star spanning empire in their dimension but it is of earth-like worlds.

Once they stepped through the Q-Gate they began to rampage through the base killing members of the staff and taking prisoners of the individuals they thought would be helpful to their cause.

The Q-Gate is still running when the party shows up to the base. They must shut it down. Dr. Rist has been captured and



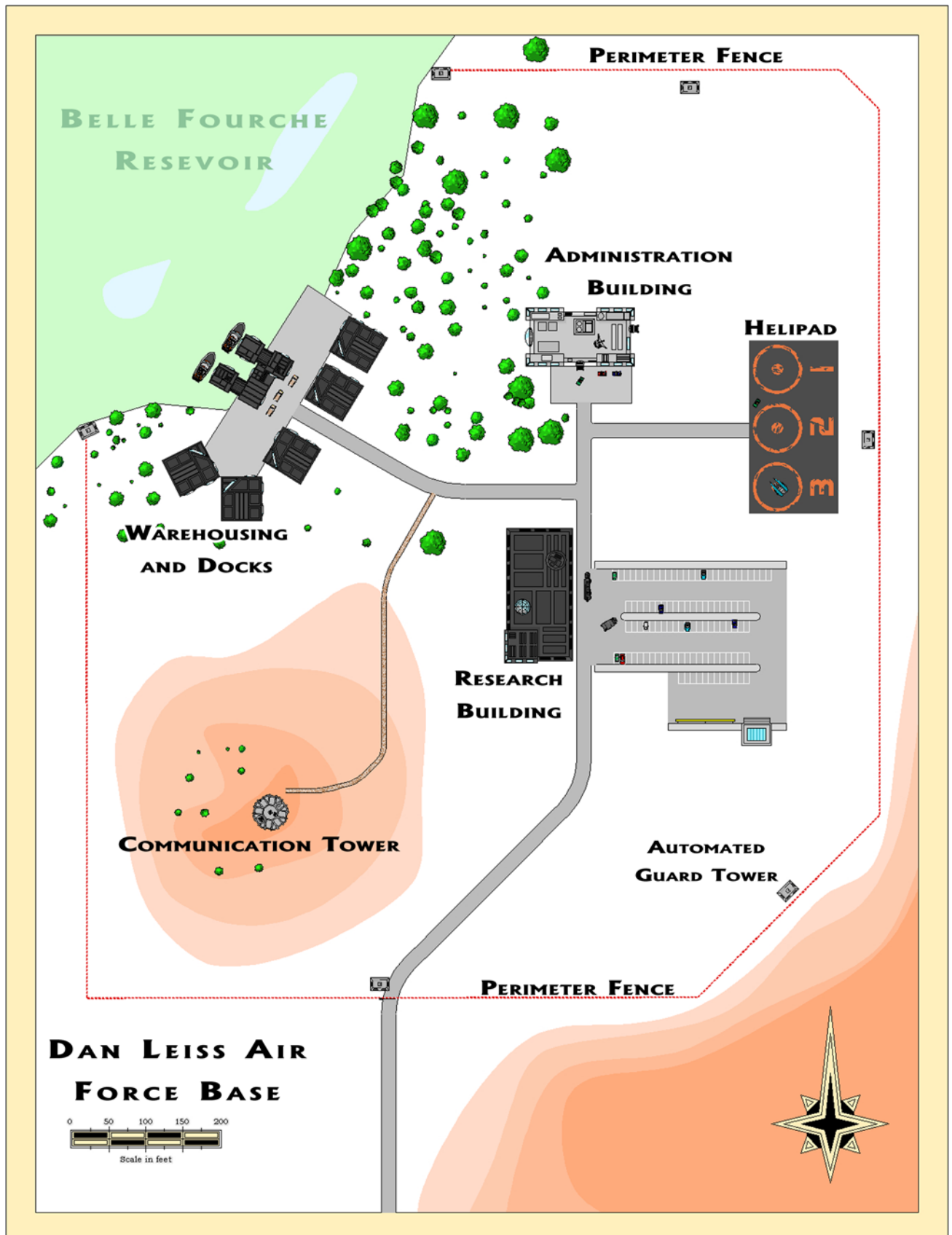
is being forced to work on a return configuration for the Tagaar.

DAN LEISS AIR BASE

This air base was founded three years ago and is commanded by Col. John Harding. The public purpose of the base is to

service and test unmanned automated air drones and most of the base does just that. However, in a small area called the Reservoir, a top secret R&D facility is maintained by the DOD.

Dan Leiss Air Base



AUTOMATED GUARD TOWERS

This section of the Dan Leiss Air Base is surrounded by a four meter solid brick fence. At intervals automated defence towers protect from any approach. They are armed with .30 caliber machine guns and will fire on anyone who does not have a transmitting security badge. The towers are normally tied into the security center in the Administration Building but no one is manning it now so they cannot be disabled.

RESEARCH FACILITY

The research facility is where the experiments take place. It is a one story building with a basement. There is a tunnel connecting the Research Building, the Heli-pad and the Administration Building. The holding cells for the animals and the test subjects will be empty. They escaped when the electromagnetic pulse generated by the arrival of the Tagaar disabled all the electronics on the base. The facility will have limited power and damage from security forces that attempted to hold the test subjects in their cells. The basement level will be even more damaged from MPs fighting the Tagaar warriors. The bio-hazard containment lockers will all be damaged and leaking samples of the Phoenix Serum and possibly worse.

Reception

The reception hall is undisturbed except for the body of the receptionist. She lies draped over her desk with her neck broken. She looks to have been dialing security when she was killed. Upon closer inspection, her chest looks like it has been ripped open and her heart taken out. There is no sign of her heart.

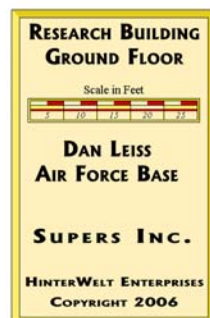
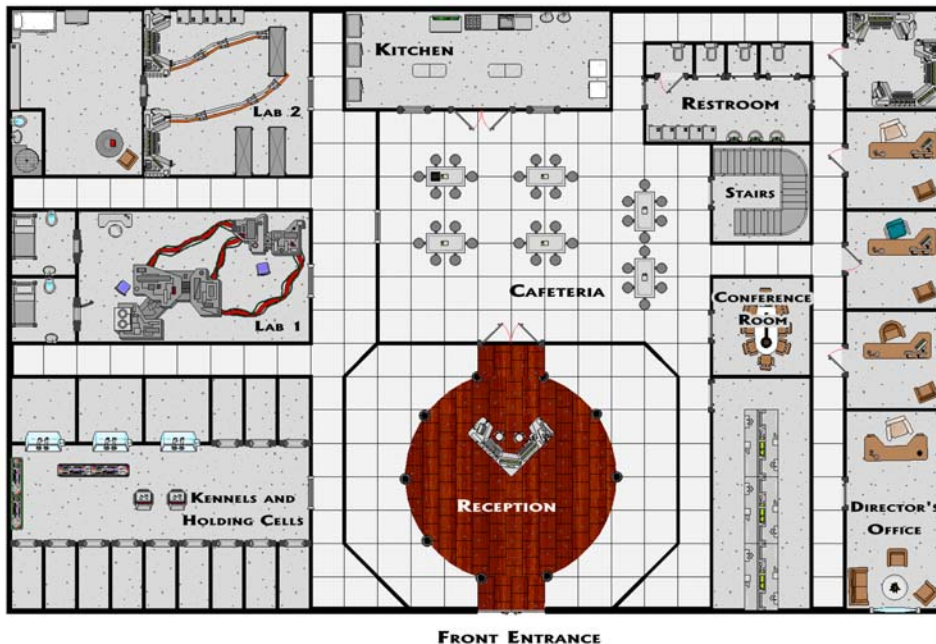
Kennels

The kennels once housed the animals that initial trials were being performed on for the Phoenix Serum. They still have a number of dogs, cats, pigs and mice but several of the larger cages have been busted open. The room is a shambles.

Hiding in the broken cages, waiting for its chance to pounce is the **alpha male of the Phoenix Dogs**. He will attack if the party enters the room but will growl a warning first.

Cafeteria

The cafeteria has some overturned tables but for the most part is undamaged. This room has a high ceiling and has the look of a typical corporate lunch room. Several technicians lie dead in the center of the room. Their bodies are piled but have been badly savaged. Blood pools and congeals around the pile. An estimate of limbs and torsos will yield an estimate of 15 people. Prowling amongst the tables are **three Phoenix Dogs**. They will attack any creatures they see.



optical disks are accessed by remote robotic arms and thousands of disks are held in a protective case waiting for retrieval. All the information on every project is stored here. A **Science (Computers) skill check at -2** must be made to retrieve the proper backups for the Phoenix project.

Hazardous Storage

It looks as though someone fought here and may have killed some of the base invaders. There are three scorch marks on the floor and some blue blood.

The room is filled with a number of hazardous materials ranging from chemical supplies to motor lubricants to a limited amount of explosives. **There is enough plastic explosives to destroy several rooms.**

Test Lab 1

This room is where the Phoenix Serum was applied to the test subjects. Four chairs with restraints dominate this room while a robotic arm waits silently to administer the formula. The walls are reinforced with steel and the door is made to hold back creatures of incredible strength. No one is currently in this room.

Control Room

This room is where the transformation of the subjects in Test Lab 1 were observed. It has logs and recordings of the last subject, a private Dennis Lorey. Pvt. Lorey suffered a great deal before dying. This is a natural part of the Phoenix

Treatment and as part of the treatment, he revives in a few minutes. The recording shows the pain that the private suffers over the next several hours. At the end of the transformation, he is quite insane.

Lab 3

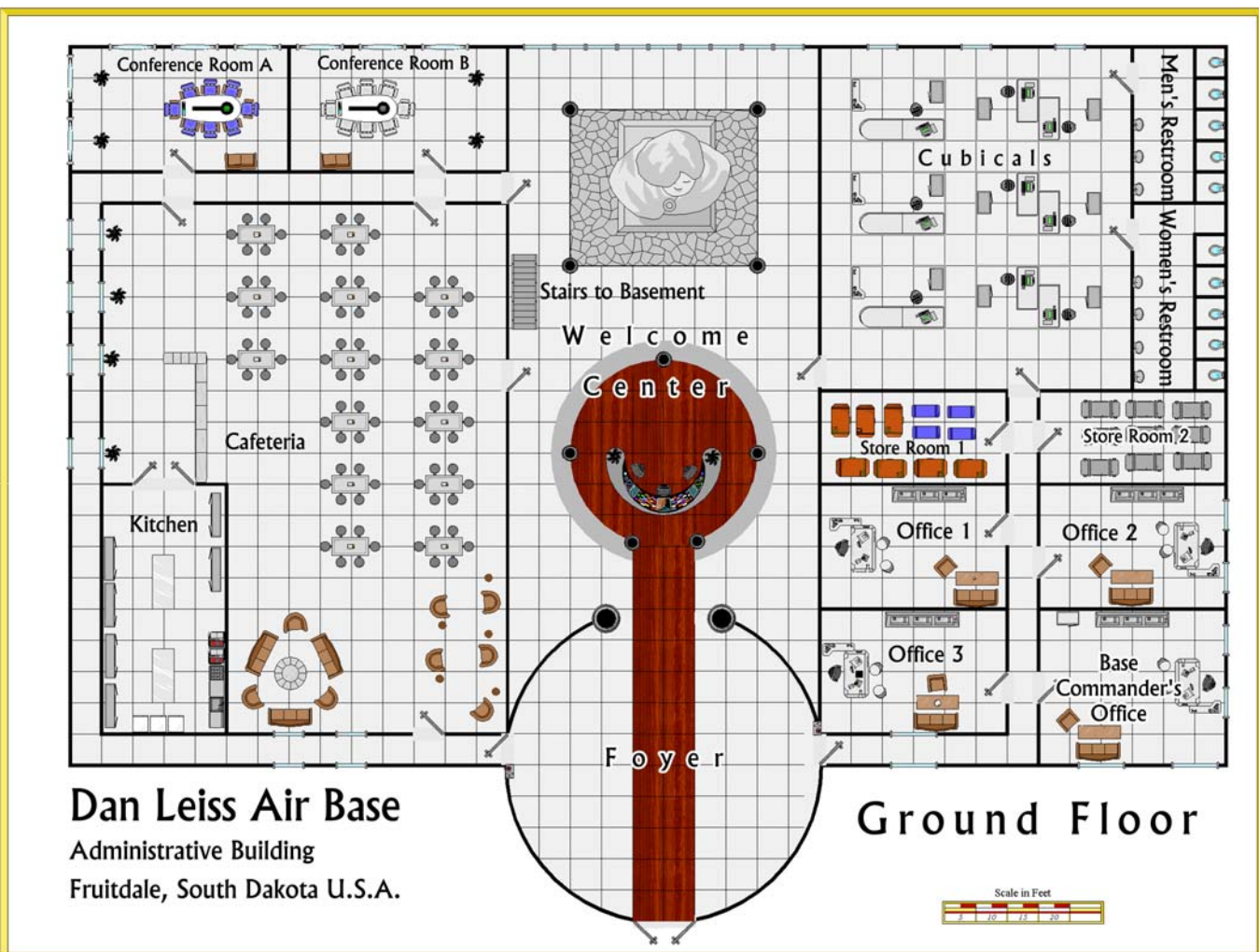
The door to Lab 3 is locked and warm. To open it a successful Open Locks skill check at -6 must be made. Opening the door will nearly blind any person looking in as a tremendous white light pours out. The device in the center of the room is producing huge amounts of light and heat. Entering this room will be difficult.

If any of the party are able to enter, they will find everything of use melted or burned. No paper or computer equipment has survived the white light.

The device that the light is attached to is three feet high and about ten feet long. It is roughly "S" shaped and has a red glowing panel at each end. There is not instrumentality on the device. The arc of light goes up through the ceiling from the center of the device.

Lab 4

This room has all the remote instrumentation for the device in Lab 3. The controls are very complex and many of the computers and devices are custom designed and built. This room is cluttered with all manner of devices, parts and even what appears to be a diving bell on tracks.



Against one of the panels is the still form of Dr. Rist. He is suffering from radiation burns and looks like he entered Lab 3 without protection. *He is dying but will be able to explain to the party that he has failed to deactivate the Q-Gate directly. The Tagaar have sabotaged it so that they can move more troops through the gate. The only way to stop the gate will be to go to the Administration Building and shut the Quantum Generator down. Once that is done, a blast of sufficient power should cause the gateway to collapse, but only if it is placed directly in the gateway. The diving bell should protect the person setting the bomb from the explosion. He will then die.*

Dr. Rist's Room

Dr. Rist lives in a spartan and orderly manner. His room reflects this in the minor amount of clutter he has allowed to accumulate. **His base ID is in amongst a few other personal items** such as a picture of his daughter, Lanni and his ex-wife Elisa.

Tunnel

The tunnel is sealed but an Open Locks at -6 or an Electronics at -2 skill check will open it. Once open, the tunnel will be clearly marked as a means of entering the Administration Building bypassing any attackers on the surface.

ADMINISTRATION BUILDING

The Administration Building is in good shape. It has signs of fighting and its share of dead bodies but it does not compare to the damage at the Research Building. It is two stories with a small storage area in its basement and a tunnel connecting it to the Research Building and Heli-pad. Some holdouts will be found here holding off the Tagaar with grenades, small arms and bravery.

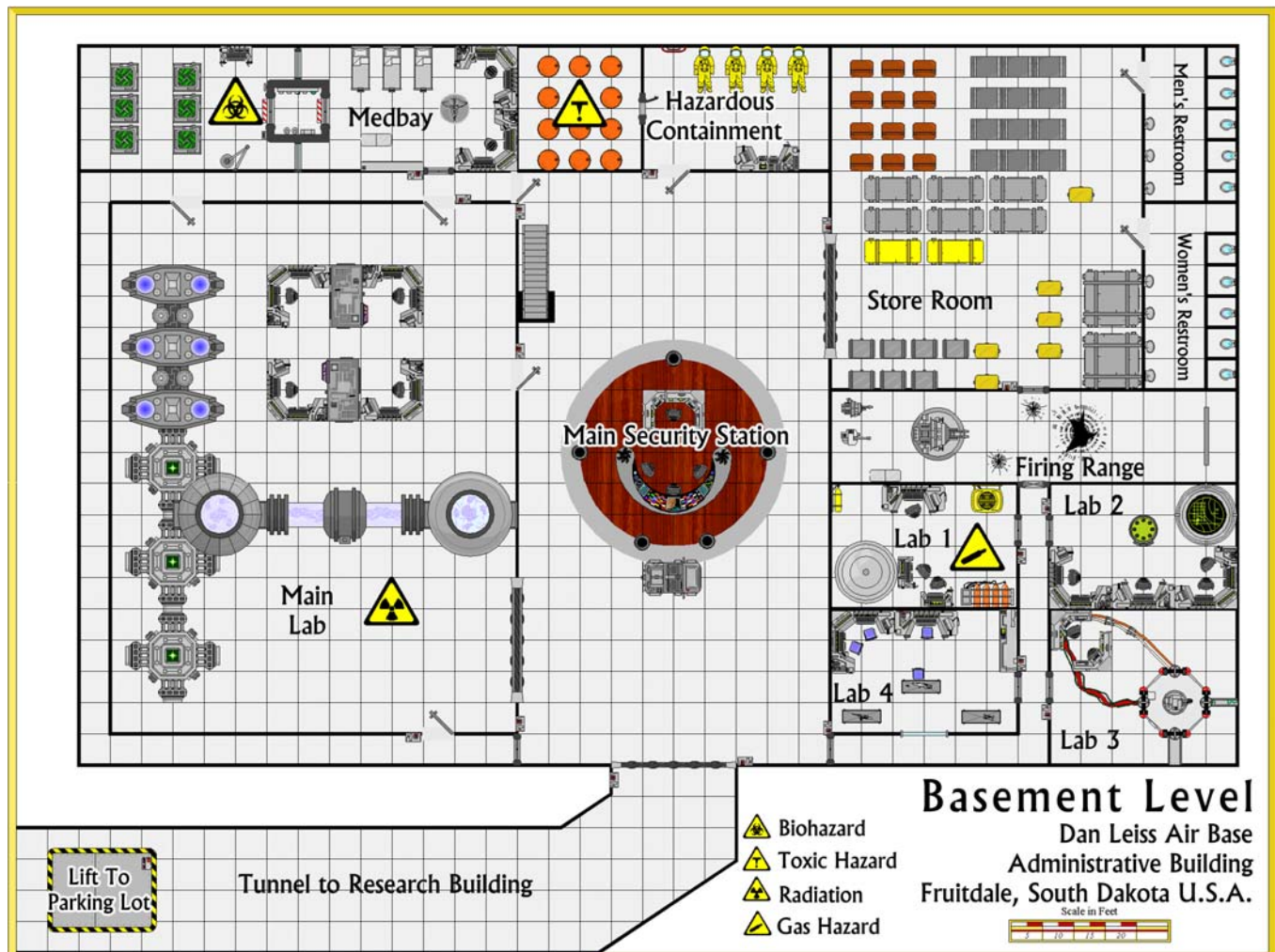
ADMINISTRATION BUILDING GROUND FLOOR

Base Commander's Office

The office must be exactly as the Base Commander left it. It is a standard office with a holo-projector against one wall. If a **Search skill check** is made then a floor safe will be discovered. The floor safe may be opened is an **Open Locks skill check at -6** is made. Inside the safe are the codes to deactivate security and safety protocols in the labs.

Conference Room A

The table has been turned over to block the door and chairs stacked in front of the windows to offer some protection. Fourteen survivors have barricaded themselves in this room with a supply of fragmentation grenades and pistols. They have a supply of food and water from the cafeteria. They will be thrilled to see the party but reluctant to leave their fortress unless it is to leave the base. They have been planning on doing just that as soon as night falls.



Store Room 1

The door to this room is locked. It will require an Open Locks skill check to unlock the door. Once in, the room is a shambles. It once housed weapons of various types from grenades to rifles but now looks to have been looted. There are only four grenades left and one Bushmaster M-17 rifle with two clips of ammo.

Store Room 2

Store room 2 has a more complex lock on it. It will require an Open Locks skill check at a -4. If successful, the interior will hold the base pharmacy. Supplies include tanks of anaesthetic, supplies of all types of pills, bandages, surgical tools and several boxes of slap patches. Most of them are for minor treatments but two boxes will stand out. One box has 40 Field Med Patches that will heal 4d10 to the area they are applied to. The second box contain 10 oversized Radolin™ patches which will neutralize 100 REM of radiation exposure if applied immediately.

Welcome Center

This vast room is dominated by a statue of a Native American woman. The polished wooden floor is covered with the bodies of four MPs who were fighting the Tagaar. Two scorch marks and blue blood stains the arch to the foyer. A stairway to the basement stands unmanned and available. At the back of the hall behind the statue is a hatch that opens to a ladder leading to the Hazardous Storage in the basement. The monitors at the security station will only display a few rooms but a shot of Conference Room A will show 14 survivors including two MPs. They are not in any immediate danger but none of them are unwounded.

ADMIN BUILDING BASEMENT

Hazardous Containment

Hazardous containment holds several barrels of deadly nerve agent in a sealed room. In the access chamber is a console for reading the status of the barrels, adjusting the environment and flushing the nerve agent if necessary. The bases safety environment suits are here also. They will protect up to 100 REM of radiation, toxic gas and have their own air recycling system that will last 1 hour.

Main Lab

The Quantum Reactor fills this room. The emergency bulkheads have dropped in response to a radiation leak. The displays indicate that the room is filled with 70 REM of potential radiation exposure. A person will receive a near lethal level of exposure entering the room. The door may be opened with the security codes from the Base Commander's office or by a Science (Computer) skill check at -6.

If able to enter the room, then an Engineering (Electrical) skill check or an Electronics skill check at -2 must be made to shut the reactor down safely. It may be blown up with explosives but then an Explosives skill check at -2 must be made to ensure that the reactor shuts down without going critical and destroying the state of South Dakota. *Alternatively, if the skills are not present in the group, a Big Red Button can be added to shut the reactor down, they just need to get to it.*

Main Security Station

Many of the cameras and security sensors are no longer functioning but the Main Lab and Lab 3 show radiation alerts in the 70 REM level. Other displays will show an intruder alert is in progress. Blood stains the displays even though there are no signs of the bodies.

Lab 1

Lab 1 is a gas warfare lab and specializes in a project called Smart Gas. This nerve gas is propelled by nano-machines that create enough impetus to move gases up hill, against slight breezes and more importantly, where the pilot commands them to go. This technology is close to deployment but not perfect.

Due to a power loss when the Q-Gate was activated, the Smart Gas has been released. The door sensors will indicate a breach but will be unable to purge until a command code is entered. If the room is purged, the door will open to reveal two bodies of scientists (a Dr. Orly Ropes and Dr. Laura Tempes) and little else of interest. Large equipment for manufacturing the nano-machines and corroded gas containers have been ruined by the purge.

Lab 2

This is actually the Astral Navigation lab. It is being used to map the inter-dimensional pathways that Dr. Rist has found with the Q-Gate. The large holo-displays are still running and the room is illuminated by their maps. The maps may be downloaded to an optical drive and taken away if a **Science (Computer) skill check is made successfully.**

Lab 3

Lab 3 is working on force field technology. The room is unlocked and the door is ajar. The room appears to be empty but there are **three Tagaar warriors inside**. They will attack getting a free round of surprise attacks on the party. **If they hear any noise from the other rooms they will come out to investigate.**

The equipment in the lab is fantastically advanced but little is of immediate use. The device is meant to be mounted on vehicles and if an **Electronics skill check at -2 is made it can be equipped on a vehicle**. Nothing short of a full sized military transport truck will hold all the necessary equipment and generators. *Even at this, only 1 hour of protection will be afforded until the generator runs out. The shield will protect a 100 foot radius area for 200 FP of damage.*

Lab 4

Weapons research goes on in this room. It is currently sealed with a radiation warning on the door sensors. No background radiation will be detectable but the **security codes from the Base Commander's office** will be needed to open the door. Alternatively, if an **Open Locks skill check is made at a -2 and an Electronics Skill check is made at a -2** then the door safeties can be overridden.

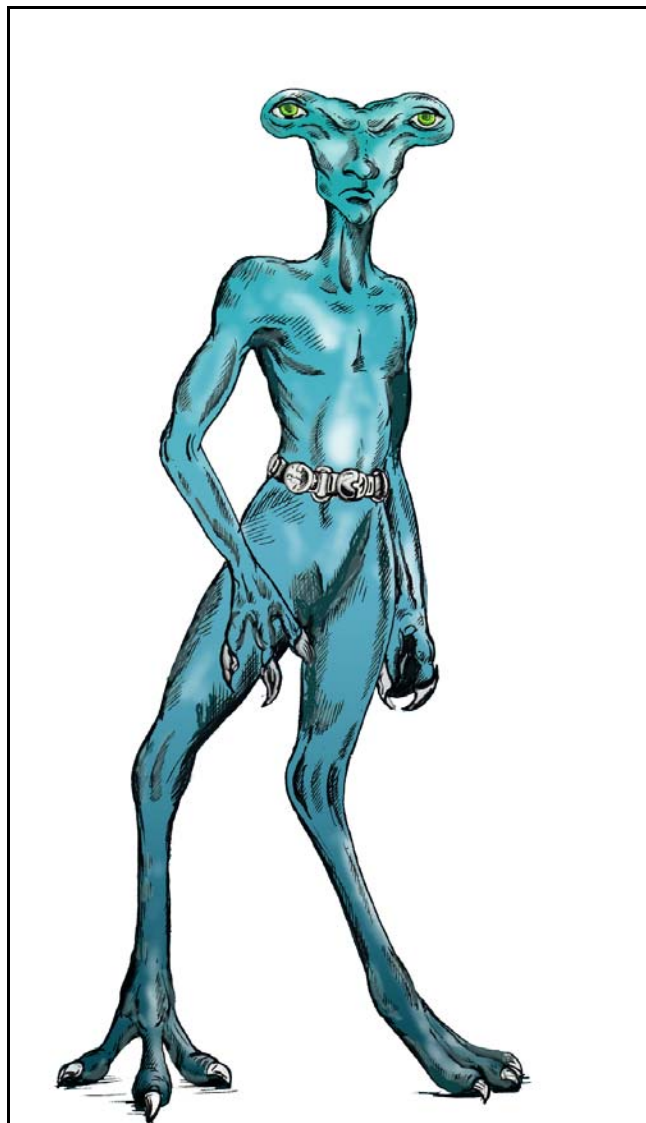
If X-Ray Vision is used, then the Activation of the power is at a -4. If successful, the user will see two technicians hiding inside the room. They are weapons technician, **Kei Nakamura and Anneli Olsson**, who locked themselves in when the attack began. They will be able to explain the

functions of the weapons that the lab was working on. The ones closest to completion are the Quantum Rifle or Q-Rifle. Roughly the size of a modern assault rifle the Q-Rifle is an energy weapon using Quantum Reactor technology to produce a disintegrating wave. It has yet to be perfected but still does large amounts of damage. *There are 4 prototypes in the lab and two more in the Firing Range.* Kei will surmise that it will do even more damage to the Tagaar due to their extra-dimensional origin.

Q-RIFLE (RIFLE)					
WEAPON	DAM.	ATT	CAP.	RNG	TYPE
Quantum Rifle Q-3	5d10	2	15	200 m	Rifle
Fires an quantum level disruption pulse. Receives an extra die of damage to the Tagaar.					

ALTERNATE ENDINGS

This is a few ideas for alternate endings of the Crisis in Fruitdale SD adventure. They are meant to be used separately but could be combined if the GM desires.



END OF ADVENTURE OPTION

This is it. The party is successful in closing down the Quantum Reactor. They can return to M.A.S. Headquarters and report in. Mop up will take care of everything else at the base.

SOME ESCAPE OPTION

Some of the Tagaar are unaccounted for and it is expected they have used their powers of illusion to blend into human society. They are plotting to build their own Q-Gate and the party is recruited to stop them.

PARTY GOES ON A TRIP OPTION

In shutting down the Q-Gate, Dr. Rist calls the party back. The Tagaar on the other side of the Q-Gate are using their own equipment to keep the Q-Gate open. The party must stop them before they can send an army through. Shooting the device, blowing it up with grenades or any conventional weapons will cause the Q-Gate to flux and pull the party through into the Tagaar world. In doing so the Tagaar equipment explodes killing the Tagaar present. A campaign to find a Q-Gate and return to Earth begins.

C.A.D.E.S. FOR FOES

These are the Comparative And Descriptive Enhancement Scores for the foes that may be encountered on the Dan Leiss Air Base.

TAGAAR C.A.D.E.S.						
STATISTICS		POWERS				
STR	8		Rank	Skill	Stat	Tot
AGL	12	AGL	5	--	--	5
CON	10	Martial Arts	3	5	17	25
DEX	6	Illusion	4	4	11	19
APP	2	Skills	Rank	Apt	Stat	Tot
WIS	11	Acting	4	0	9	13
INT	5	Hunting	5	6	11	22
CHA	4	Move Silently	3	0	17	20
PIE	10	Move in Shadows	3	0	17	20
WIL	10	Unarmed Combat	5	6	17	28
LUC	2					
DEF	20					
BASE FOR	28					
KARMA	1					
FATIGUE	20					
FORTITUDE						
1 - Head	14					
2 - R. Arm	56					
3 - R. Shoulder	56					

4 - Chest	14	APTITUDES	
5 - L. Shoulder	56	Intellectual	0
6 - L. Arm	56	Movement	0
7 - Stomach	28	Craft	0
8 - Groin	28	Fighter	6
9 - R. Leg	56	Thief	0
10 - L. Leg	56	Performer	0
ARMOR		WEAPONS & EQUIPMENT	
1 - Head	50	Hunter's Claws - 8 Attacks, 4d10, +5 to hit, +8 to damage The Tagaar Hunter's Claws are prosthetics that fit over the tips of a warriors fingers. They are metallic and have fine engravings or circuitry over their grey surface. They will adjust to fit any finger they are placed on and each warrior wears six.	
2 - R. Arm	50		
3 - R. Shoulder	50		
4 - Chest	50		
5 - L. Shoulder	50		
6 - L. Arm	50		
7 - Stomach	50	Neuro-Armor - This will allow a person to take 50 FP to all areas by manipulating nerve responses. Once the 50 FP is exceeded plus any of the original FP in that area, the area will be considered incapacitated. In the case of vital areas (the 1, 4, 7 and 8) a WIL check at 1/2 may be made to remain conscious. The Neuro-Armor is a belt around the Tagaar's waist. Damage must be healed normally, setting any bones and stitching any wounds. No Armor Use skill is required.	
8 - Groin	50		
9 - R. Leg	50		
10 - L. Leg	50		
Neuro-Armor			

The Tagaar are a warrior people from a neighboring world. In their world they hunt and conquer all creatures and rule without mercy. They have come to Earth due to an accident with the Q-Gate but now have determined that this would make a good addition to their Empire.

The warriors themselves are single minded and view the use of ranged weapons as dishonorable. More than that, it is a foreign concept to them. Ranged weapons will not appeal to them.

PHOENIX MAN C.A.D.E.S.

STATISTICS		POWERS				
STR	10		Rank	Skill	Stat	Tot
AGL	10	STR	5	--	--	5
CON	10	Body Armor	3	3	15	21
DEX	9	Senses	4	3	10	17
APP	1	Skills	Rank	Apt	Stat	Tot
WIS	4	Armor Use	3	6	15	24
INT	3	Parrying	5	6	9	20
CHA	1	Search	2	0	4	6
PIE	1	Tracking	3	6	4	13
WIL	10	Unarmed Combat	5	6	10	21
LUC	2					
DEF	20					
BASE FOR	30					
KARMA	1					

FATIGUE	11		
FORTITUDE			
1 - Head	15		
2 - R. Arm	60		
3 - R. Shoulder	60		
4 - Chest	15	APTITUDES	
5 - L. Shoulder	60	Intellectual	0
6 - L. Arm	60	Movement	0
7 - Stomach	30	Craft	0
8 - Groin	30	Fighter	6
9 - R. Leg	60	Thief	0
10 - L. Leg	60	Performer	0
ARMOR		WEAPONS & EQUIPMENT	
1 - Head	150	Unarmed Combat - 5 attacks, 2 maneuvers, 3d6 damage, +5 to hit, +15 to damage	
2 - R. Arm	150		
3 - R. Shoulder	150	Parrying - 5 parries	
4 - Chest	150		
5 - L. Shoulder	150		
6 - L. Arm	150		
7 - Stomach	150		
8 - Groin	150		
9 - R. Leg	150		
10 - L. Leg	150		
Body Armor Power			



The Phoenix Man is the result of the early test subjects for the Phoenix Serum. They have been horribly mutated and have grown to close to eight feet in height. Their skin is permanently covered with brown chitinous body armor and they have been driven quite insane. Their madness tends to be in the form of an unending rage. They will attack any one, even each other, but prefer the Tagaar. They will fight until dead.



PHOENIX DOG C.A.D.E.S.

STATISTICS		POWERS				
STR	5		Rank	Skill	Stat	Tot
AGL	10	AGL	3	--	--	3
CON	10	Body Armor	1	3	5	9
DEX	3	Senses	4	3	3	17
APP	3	SKILLS	Rank	Apt	Stat	Tot
WIS	3	Armor Use	3	6	5	14
INT	2	Climbing	1	0	15	16
CHA	4	Tracking	3	6	3	12
PIE	5	Unarmed Combat	3	6	15	24
WIL	6					
LUC	4					
DEF	15					
BASE FOR	21					
KARMA	2					
FATIGUE	15					
FORTITUDE						
1 - Head	11					

2 - R. Arm	42		
3 - R. Shoulder	42		
4 - Chest	11	APTITUDES	
5 - L. Shoulder	42	Intellectual	0
6 - L. Arm	42	Movement	0
7 - Stomach	21	Craft	0
8 - Groin	21	Fighter	6
9 - R. Leg	42	Thief	0
10 - L. Leg	42	Performer	0
ARMOR		WEAPONS & EQUIPMENT	
1 - Head	50	Unarmed Combat - 4 attacks, 1 maneuver, 2d6 damage, +3 to hit, +5 to damage	
2 - R. Arm	50		
3 - R. Shoulder	50		
4 - Chest	50		
5 - L. Shoulder	50		
6 - L. Arm	50		
7 - Stomach	50		
8 - Groin	50		
9 - R. Leg	50		
10 - L. Leg	50		
Body Armor Power			

The Phoenix Dogs were created from the guard dogs on base. Despite the madness that runs through their minds and bodies, they will prefer to attack the Tagaar and other intruders in an effort to remain true to their training.

They resemble a German shepherd only larger and with a chitinous armor covering their body instead of fur. Their eyes have gone blood red as a side effect of the Phoenix Serum. Their claws have also grown to an exaggerated length allowing them to climb like cats.

The Phoenix dogs will not attack mindlessly and can be driven off but they are trained guard dogs and know how to fight. They will defend territories and have incredible ability to hunt down prey once they have locked on to the scent.

IRIDIUM LITE

The Iridium system is based on a premise that natural talent modifies skills. In addition, combat is lethal, armor protects the body but makes a person easier to hit and the best thing is to avoid combat or at least not get hit. The following rules are intended to be generic and apply over a wide variety of settings. Modern skills and weapons may not be appropriate for a fantasy setting, and some spells and powers may not be available in a futuristic setting. Use what makes sense for your particular game and remember: the point is to have fun, not argue over rules!

BASIC POINTS

- *Skills are resolved by rolling under Skill + Aptitude + Applicable Statistic. This reflects natural talent and trained skill.*
- *Combat represents an effort to hit a target, utilizing the attacker's skill to overcome the target's Defence.*
- *Armor makes a character easier to hit but protects from damage.*
- *Armor sloughs off or becomes less effective as damaged.*
- *Karma is a player mechanic rather than an in game character mechanic. It represents the character's luck.*
- *Fatigue represents the character's spiritual and physical endurance for using powers or spells.*

CHARACTER CREATION

1. Distribute 60 points to statistics. With the point-buy system each statistic receives one point automatically before the 60 are allocated. No statistic may be 0. Alternatively, roll 1d10 eleven times and apply the rolls in any order to the statistics; i.e. roll 3,5,8,2,10,10,8,5,7,3,9 and a character could have a 10 STR, 9 AGL, etc.
2. Some settings require choosing a career or organization to belong to. Chose if required, and add any starting skills, spells, or powers to the character sheet.
3. Some settings require choosing spells or powers. Spend three points on these if applicable.
4. **Calculate Skill Development points by adding WIS+INT.** These may be used to buy skills. All costs are one for one; so 3 ranks of Search costs three points.
5. **Apply 6 points to Aptitudes above and beyond the Development points.** Aptitudes are added to all Skill checks within that area; i.e. Navigation skill check adds Intellect Aptitude.
6. Calculate Base Fortitude and apply it to the specific areas of the body. **Base Fortitude equals STR + CON + WIL.** Areas one and four (head and chest) receive 1/2 the Base Fortitude while the seven and eight (stomach and groin) receive the full Base Fortitude. The two, three, five, six, nine and ten (the extremities) receive double the Base Fortitude. Calculate Defense. **Defense is equal to STR+AGL.**
7. Calculate Karma and Fatigue. **Karma is a pool of points equal to 1/2 LUC. Fatigue is equal to CON + PIE.** See "Karma" on page 46 and "Fatigue" on page 46.
8. Choose weapons and equipment.

STATISTICS

Statistics can go up to 10 in normal humans. Augmented or non-humans may go as high as 20. The minimum a statistic

may drop to is 1. A brief description of each stat is in the table below.

OVERVIEW OF STATS	
STAT	DESCRIPTION
STR	Strength. Measure of physical ability
AGL	Agility. Overall body coordination
CON	Constitution. General health and sturdiness
DEX	Dexterity. Hand-eye coordination
APP	Appearance. Physical beauty
WIS	Wisdom. Common sense
INT	Intelligence. Educated learning ability
CHA	Charisma. Personality
PIE	Piety. Devotion to a god or organization
WIL	Will. Willpower
LUC	Luck. Luck

Statistic Checks

General statistic checks are performed under certain categories. It is done whenever a force, whether it is a power, science or nature, acts against a character. A resistance check is done at the discretion of the Game Master, not the player.

STATISTIC CHECKS DESCRIPTION	
STAT	SITUATION
CON	Resistance to physical trauma like poison gas, a blow to the head or surviving a shock.
WIL	Resistance to a mental attack, forcing one's way through a painful or difficult task, or as a way to stay conscious after a severe wound has been inflicted.
AGL	Resistance checks to see if a person falls from a narrow bridge, overall tests of coordination. This check cannot be used to avoid being hit.

Statistic checks are made against the designated statistic on a d10 but it is an open roll. This means that if a 10 is rolled, then the d10 is rolled again and added. For instance, a character uses his power of Persuasion to make a person give them some money. After the character makes the activation for the Persuasion power, the target must make a Resistance of their WIL - the attacker's rank in Persuasion. If the target succeeds then the suggestion is accepted.

SKILL CHECKS

Skill checks are done on a d20. The Game Master chooses the statistic that fits the situation and the skill the player wishes to use. **It is then a case of rolling a d20 and rolling under the Skill Rank + Aptitude + Statistic.** For instance, if a player wishes to bluff their way past the security guard at the movie lot using Deception skill by attempting to be intimidating, the GM determines that the CHA statistic is what is needed. If the player had tried sweet talking they might have used APP stat. If the player has a Deception skill of three, an Aptitude for Thief of one and a CHA of six then the base chance is ten. The GM determines that it is a moderately difficult task since the guard has been put on alert and assigns a -2 modifier making the new target eight. The player rolls a 4 and succeeds by four.

SKILL MODIFIERS	
MODIFIER	DESCRIPTION
+1 to 4	Easy Task
0	Normal
-1 to 2	Difficult conditions
-3 to 4	Combat Conditions
-5 to 6	Someone screaming in your ear while stomping on your foot
-7 to 10	Someone driving a nail through your foot

SKILL MODIFIERS	
MODIFIER	DESCRIPTION
-11 and up	Arch-nemesis doing a dance with your intestines while your spouse runs off with another woman.

Karma

Karma is equal to one-half the character's LUC. One Karma point may be spent to re-roll a skill, stat check or to hit roll that would otherwise have failed. Alternatively, before a skill is rolled, a player may spend three Karma in order to assure that a skill is successful. At the discretion of the GM, the effects of a failed roll may be enforced regardless of Karma. For instance, a failed Disarm Traps may result in the trap being set off even if the player still has Karma. Skills such as Search would not have these consequences since failure has no physical effect. Karma may be spent as many times as the player wants on a single action until all points are exhausted. For example, if a player has ten Karma and wishes to, they may re-roll their Search skill up to ten times. If the desired result is not reached by then, the last result stands.

At the Game Master's discretion, Karma may be used to perform extraordinary feats such as leaping from one building to another across an alley. The use of Karma in this manner causes the game to be more cinematic and everyone in the group should agree to their use in this manner. They cannot be used to alter the primary plot of the game; i.e. "I use a Karma Point so the main opponent is dead."

Karma Points are recovered at the end of a session.

Unskilled Attempts

Unskilled attempts are rolled on a d20 vs. the appropriate Aptitude. If the Aptitude is zero then only a one will succeed. One will always succeed even if the Aptitude is zero. For instance, a character is trying to open a lock and does not have the Open Locks skill. They have an Aptitude of 3 in the Thief Aptitude and must roll equal to or under a three in order to succeed in a d20.

Unskilled Weapon Use

If a character picks up a weapon and has no skill in it then they may still attempt to use it at the discretion of the GM. If the weapon is overly complex the GM may disallow use of it. As with an unskilled attempt, the character is at -10 to hit with the weapon. They may not apply any Aptitude bonuses. Weapon sights or high quality bonuses will still be added.

For example, a character attempts to fire a pistol with no skill. The target's Defense is 12. The player must roll a $12+10=22$ to hit the target. If the player rolls a natural 20 then the attack automatically hits. Natural 20 always hit for attacks.

EFFECTS

Effects are magical, psychic or generally supernatural powers. In a fantasy setting it is a spell, in a super heroes setting it is super powers and in a paranormal setting it is psychic powers. Regardless of the source various amazing effects can be generated. Sometimes it could be a ball of fire and at others it might be as subtle as reading a person's mind.

Effects are generally used with a skill. This means that resolution is on a d20, but uses Skill Rank + Effect Rank + Stat. For instance, in the Supers Inc. setting, a character with Strength who wishes to jump to the top of a building must make their Acrobatics + Strength Power + AGL. If the character has a three Acrobatics, a two in Strength and a AGL of five then they need to roll under $3 + 2 + 5 = 10$ on a d20.

FATIGUE

Every time an Effect is used the player must mark off a Fatigue point. Three Fatigue may be spent to force the activation of an Effect. This must be done before any attempt to activate the Effect normally. Characters recover Fatigue points by resting. They recover their CON in points for every hour of rest. The GM may allow the recovery of Fatigue points for partial hours rested. If a character is at 0 fatigue then they are exhausted and must rest for at least one hour.

CONTESTED EFFECTS

At times two enhanced individuals will pit their Effects against one another. In tests of this nature, activation rolls are made and the one who succeeds by the most wins the contest. For instance, two enhanced individuals with Energy Blast, one fire and one ice, find themselves battling for control of a corridor. The fire blaster wishes to torch the building but the ice blaster wishes to prevent the inferno. Ice has an activation of 13 and rolls an eight on a d20 making his activation by 5. Fire has an activation of 16 and rolls an eight making his activation by 8 beating Ice and setting the building ablaze.

DURATION

Duration of an Effect is often dependant on story. In general, the following durations are used to determine the length of time an Effect will last. If, at any point, the user wishes to stop the Effect they may. At the end of the duration, the user may pay another Fatigue in order to continue the operation of the Effect without having to Activate the power. For instance, a person with Rank five flight has flown for twenty-five minutes they may spend another Fatigue point to fly another twenty-five minutes without an Activation check.

The default duration for an Effect is Rank * 5 minutes. In some cases, like teleportation, the Effect has a duration of instantaneous. The teleportation occurs instantly upon the successful activation roll. Some Effects have their own duration and will be noted in the setting.

COMBAT

Combat starts by having all participants roll 1d10 and add AGL to the result. This number is called initiative. Proceeding from highest to lowest initiative, each player rolls their attacks or takes their actions. They may take only one action but may use as many attacks as their mode of attack allows. The one with the highest total may choose to go first or hold their action until the end of a round.

Each person rolls a d20 and adds their Weapon Use Skill Rank for the weapon used (i.e. Pistol Use for Pistols) and their Fighter Aptitude. Effects add ranks of the power or spell; i.e. Energy Blast of rank three adds three to hit. Unarmed Combat works in the same manner for attacks while maneuvers require an Unarmed Skill Check first. If the resulting total of $1d20 + \text{Weapon Use Skill Rank} + \text{Aptitude}$ is equal to or greater than the target's Defense, then the attacker has made a successful hit. If the number is less than the target's Defense, then the attacker has missed.

Strength is added to the damage dealt by any weapon except fire arms, explosives crossbows or grenades. Bows receive the Strength bonus to damage. Damage is resolved and if a character has their Fortitude for an area reduced to 0 then they must make a save vs. WIL or fall unconscious. If the area is reduced to negative the Fortitude for that area then it no

longer operates. If this is in a vital area (the head, chest stomach or groin) the character dies in one round. If aid can be rendered to the character within the round then they may survive.

Damage is effective as it is dealt. If an attacker deals enough damage to a target to render it unconscious, dead or destroyed then the target does not receive its action for that round. This means that if an attacker goes first in a round and eliminates its opponent then the opponent does not get to retaliate.

Targeting is determined for each attack. If the attacker hits three times then three separate targeting rolls are made. If successful, then the damage for that attack is placed wherever the attacker wishes. If targeting is missed, then the location is determined randomly by a roll of a d10.

The above process is repeated until all characters have had their action, attacks or one side is incapacitated/yields. The next round has everyone re-roll initiative and continue the process.

Optional Roll Under Attack Resolution

This form of combat may be used for continuity with the rest of the Iridium Lite skill system. In this combat system, the attacker rolls under their DEX + Fighter Aptitude + Weapon Use Rank. If successful, the opponent performs a skill check vs. their Defense. If they roll under their Defense then the attacker misses. Of they do not then the attacker hits and resolves combat normally.

For instance, if an attacker has a DEX equal to 5, a Fighter Aptitude of 1 and a Pistol Use of 4, their base is 10. The attacker then rolls a d20 and gets a 8, potentially hitting their target. The Target has a Defense of 8 and rolls a d20 attempting to roll under their Defense - the amount the attacker made it by, making the Target's chance 6 in this case (Defense of 8 - the amount the attacker made the attack roll by 2 = 6). The defender rolls a 6 and makes the check successfully.

In all other ways, combat proceeds as described above.

Optional Combat Critical Success/Failure

If a character rolls an attack and gets a 20 with no modifiers applied then the hit is considered a critical or exceptional hit. The result is that maximum damage is taken for that weapon and Targeting is automatic allowing the attacker to place the damage on any of the 10 areas that they want. Alternatively, if a one is rolled then a critical failure has occurred and all remaining attacks for that round are lost. Note, if it is the last attack rolled for that weapon in that round then no attacks are lost from the next round. Critical failure does not carry over.

Recovering Fortitude

The natural healing process will allow the recovery of one Fortitude point of damage per area per eight hours of rest. Rest is defined by the GM. For each point of CON above ten the character will gain an additional point of Fortitude healing per rest period. For example, a character with a CON of twelve would receive three Fortitude points per area of damage.

TIME

Time in the Iridium System is a flexible entity. The terms round and turn are used to denote single actions and groups of actions.

A round is roughly a minute but may be stretched or compacted to fit the story by the GM. It is best defined as the time for a single action or set of attacks.

A turn is usually ten minutes. In the broadest terms it is a scene or the time for one part of the story in one locale to unfold.

PROFESSION PATHS AND CAREERS

Some settings require choosing profession paths and careers. A profession path is a broad category of employment, such as Doctor, Pilot, Spy, or Soldier. A career is a specific job under a career path, such as Pediatrician, Submarine Pilot, Corporate Spy, or Swordsman. Additional starting skills and abilities are given depending on the profession and career chosen.

SUGGESTED SKILL STATISTICS					
INTELLECTUAL		MOVEMENT		CRAFT	
SKILL	STAT	SKILL	STAT	SKILL	STAT
Anatomy	INT	Climbing	AGL	Armor Forging	WIS
Archaeology	INT	Driving	DEX	Electronics	INT or DEX
Bonesetting	INT	Flight	AGL	Engineering	INT
First Aid	INT	Horsemanship	AGL	Explosives	WIS or DEX
Investigation	WIS	Piloting	DEX	Gunsmithing	DEX
Languages	INT	Running	AGL	Metal Working	DEX
Law	INT	Sailing	AGL	Rope Use	DEX
Medicine	INT	Swimming	AGL		
Navigation	INT				
Science	INT				
Surgery	DEX				
FIGHTER		THIEF		PERFORMER	
SKILL	STAT	SKILL	STAT	SKILL	STAT
Armor Use	STR	Acrobatics	AGL	Acting	CHA
Parry	DEX	Detect Traps	WIS	Deception	CHA
Thrown Weapon	DEX	Disarm Traps	DEX	Diplomacy	CHA
Tracking	WIS	Meditation	WIS	Initiate	PIE
Unarmed Combat	AGL	Move In Shadows	AGL	Oratory	CHA
Weapon Use	DEX	Move Silent	AGL	Seduction	APP
		Open Locks	DEX	Stage Magic	DEX
		Search	WIS		

SKILLS

Skills are used to accomplish the goals of a character. It is assumed that checks vs. skills are done for extraordinary situations. Simple tasks are thought to automatically succeed. When difficulties arise then the GM may apply modifiers to reflect the adversity.

Some skills are self defined by their name while others require listing. The skills defined here and on the character sheet are not meant to be exhaustive and, if desired, may be expanded on by the players or the GM.

Skills are broken up into six groups, Intellectual, Movement, Craft, Fighter, Thief and Performer. These are also the Aptitudes of a character and are added into skill checks for that category. The following lists are not absolute, and players may work with their GM's to create new skills.

Optional Skill Critical Success/Failure

If a one is rolled for a skill check then a critical success has occurred for a skill check. It is at the discretion of the GM as to the effect. In some cases it will have no effect, such as Targeting skill check. However, in most cases, the critical success will result in double the value of the object, extended information not originally though available or an exceptionally well performed action. The GM should not feel that a critical success mandates an exceptional result but they can feel free to embellish. On the other side, a result of a 20 (without applying modifiers) on a skill check results in a critical failure. In this case, tools may be destroyed, raw materials lost or even more extensive damage to the work shop used. Again, in some cases critical failure may not apply. In the case of a Science check it may result in critical information being missed or misinterpreted.

INTELLECTUAL

Anatomy

This is the study of the body of a living creature, the organs, skeletal structure and musculature.

Archaeology

The study of ancient cultures, artifacts and sites in order to better understand their civilization.

Bonesetting

This is the art of setting a broken bone so it will heal correctly.

First Aid

This skill will keep a wounded person alive until medical treatment can be administered. It will heal 1d10 of damage if a successful INT + First Aid skill check is made.

Investigation

This is the science of deductive reasoning, evidence collections and observation. It can be used to discover the truth based on available evidence.

Languages

This is the skill of speaking, reading and writing foreign languages. Every character can speak their native language. The languages skill allows one additional language for every rank.

Law

This is usually taken in a specific country like French Law or U.S. Law. It will allow the practitioner to determine the legality of a situation, the rights guaranteed under the law, and possible loopholes.

Medicine

This is not only the use of pharmaceuticals but also the general science of medicine including anatomy, diet and prognostics.

Navigation

This is the skill of navigating by stars, modern navigational systems and ancient methods.

Science

Science allows the study of scientific theory and discipline. It may be taken in specific areas; i.e. Physics, Chemistry, etc.

Surgery

The art of surgery can be used to mend arteries, sew flesh back together again, and repair sinew.

MOVEMENT

Climbing

This is the skill of climbing various surfaces from walls to trees to cliff-sides. Checks are AGL + Climb + Movement Aptitude.

Driving

This is the skill of driving automobiles.

Flight

This skill applies to self propelled flight. It is most often employed with the Flight power.

Horsemanship

This is the skill of riding a horse.

Piloting

This skill applies to the piloting of airplanes and other flying vehicles. Piloting must be taken in a specific vehicle; i.e. prop planes, jet airliners, jet fighters, gliders.

Running

This is the practice of running either on a paved surface or across open country.

Sailing

Sailing is the art of manning and piloting a waterborne craft.

Swimming

This is the skill of swimming.

CRAFT

Armor Forging

This is the skill of creating armor, either metal, leather or any other appropriate substance.

Electronics

This is the skill of understanding, repair and creation of electronic devices.

Engineering

Engineering is the application of science to the practical. It can be taken in a specific discipline like chemical, mechanical or electrical.

Explosives

This is the skill of estimating explosive potential, setting explosives for best effect and detonating them. Commonly, WIS or DEX is used depending on whether the charge is being estimated or shaped and set.

Gunsmithing

This is the art of manufacturing firearms. It can be used to repair firearms.

Metal Working

This is the art of working metal, from welding to gold smithing. This skill can be used to repair metal armors.

Rope Use

This is the skill of using the lasso. A successful hit on a target combined with a Rope Use + DEX skill check will allow the practitioner to lasso an individual.

FIGHTER**Armor Use**

This is the skill of maintaining, fighting and moving in armor. It is taken in a specific type of armor; i.e. Leather, Linked, Plate, Modern. For every Rank the Armor Modifier is reduced by one. This will never add to the defence of the practitioner but it will reduce the modifier from wearing heavy armor.

Parrying

This skill may be used with unarmed combat or a weapon. The practitioner makes a check with DEX+ Parrying Total - the opponent's DEX on a d20. If he rolls under then the parry is successful. The practitioner may only attempt to parry an incoming attack once but otherwise receives a number of parries equal to the rank of the Parrying skill. For example, two incoming attacks and the character has 3 ranks in Parrying. He successfully parries the first attack but misses the second. Despite having a parry left over he may not attempt to parry the second attack again. Parrying may be used in addition to any attacks performed. Attacks may be traded for additional parries. Firearms may not be parried.

Thrown Weapon

This is the art of throwing weapons not designed to be thrown, such as throwing a hammer. This skill is not needed for a weapon like the throwing knife, throwing axe, or spear. For each rank in Throw Weapon, a character may take a specific weapon to throw. For instance, two ranks in Throw Weapon would mean the character could throw a short sword and rocks. Only one throw per skill rank is allowed; i.e. two ranks would mean two throws in a round.

Tracking

This is the ability to track creatures that leave tracks. The harder the surface the more difficult the tracking will be. The usual check for this skill is WIS + Skill Rank + Aptitude.

Unarmed Combat

This is the skill of self-defence. It takes many forms from Kung-fu to Karate. The attacks one may perform depend on how skilled the practitioner is. The Unarmed Combat Table defines the attacks.

UNARMED COMBAT TABLE			
RANK	DAM	ATTACKS	MANEUVERS
1	1d6	3	0
2	1d6	4	0
3	2d6	4	1
4	2d6	5	1
5	3d6	5	2

If someone is unskilled in unarmed combat then they receive only two attacks and no maneuvers.

A maneuver is flipping, throwing, submission holds or in general anything other than a punch or a kick. A practitioner of Unarmed Combat may either attack or use their maneuvers, not both in a single round.

Various Weapon Use

Sword Use, Axe Use, Bludgeon Use, Pistol Use, Rifle Use, Knife Use and Bow Use are all the skill of using those types of weapons. When using a weapon of that type add the weapon use skill to the attack roll.

Targeting

This is the skill of placing an attack where the practitioner wishes; i.e. send an attack to the head. This is actually just a function of the Weapon Use skill. If a person is using a knife use skill and hits, they then perform a Knife Use skill check to see if they can direct the attack where they wish it to go. Missing the check means damage for the attack is directed randomly by rolling a d10 and directing damage to that area.

THIEF**Acrobatics**

This is the skill of tumbling and falls. A practitioner will be able to lessen the impact of a fall by making a successful Acrobatics + AGL check. The same check will add a +3 to the practitioner's Defence assuming they do not attack that round.

Detect Traps

This allows the practitioner to detect active security like tripwires, electric eyes, security cameras, and disguised pits and determine the method of activation.

Disarm Traps

This will allow the circumvention of a trap, security or alarm.

Meditation

Meditation clears and focuses the mind. This is the skill of dropping the practitioner into a self-induced trance.

Move Silent

This is the skill of moving without making a sound.

Move in Shadows

Move in Shadows is the skill of finding and using the dark areas in order to conceal the practitioner's presence. It is not invisibility and will not work in well lit or crowded areas.

Open Locks

Using tools of a lock smith the practitioner is able to open locks without any keys. This also applies to ignitions and any other key operated locking mechanism.

Search

This is the art of searching a room or area for objects. The practitioner must declare what they are looking for (a secret door, a hidden box, etc.).

PERFORMER**Acting**

This is the art of the theater, putting on of masks and playing a role. Whether on the stage or in a diner, this skill allows the practitioner to portray a character.

Deception

This is the art of lying convincingly. If used against another person who is suspicious, the practitioner will subtract the target's WIS.

Diplomacy

Diplomacy is used both at the national level and at personal, everyday levels. This is the art of compromise and negotiation. It can be used to get the practitioner's desires met or as a means for two parties to see reason.

Initiate

This is the study of religious knowledge. Priests of a church take the Initiate skill as well as individuals of devout faith. It includes knowledge of church ceremonies as well as their history, beliefs, and laws.

Oratory

The art of public speaking can move people to revolution. It is a vital tool in motivating the masses.

Seduction

The art of seduction is the art of arousal. It can be used to take someone to bed or use sex appeal to get the practitioner's way.

Stage Magic

Also called slight of hand this is the skill of making things disappear, producing items from what appears to be thin air or other forms of illusion. It is not real magic.

EQUIPMENT IN IRIDIUM LITE

In general, equipment is defined in the setting. This is due to the wide range of equipment specific to different time periods. Weapons share the following attributes:

- *Attacks* - The number of attacks in one round that a weapon is normally capable of without specialization.
- *Damage* - The amount of damage a single attack does without any specializations.
- *Type* - The group type that a weapon falls into. This includes edged, bludgeon, axe, bow, staff, pistol, rifle, sub-machine gun (SMG), light machine gun (LMG), medium machine gun (MMG), heavy machine gun (HMG), artillery, rockets, and grenades. More may be added as needed including specific specialized weapons. These correspond to weapon use skills. See "Various Weapon Use" on page 49.

Some examples of weapons.

BLADES (EDGED WEAPONS)			
WEAPON	DAMAGE	ATTACKS	TYPE
Axe	3d6	2	Axe
Battle Axe	3d12	2	Axe
Broad Sword	3d10	2	Sword
Dagger/Combat Knife	1d8	4	Knife
Short Sword	2d10	3	Sword
Two-Handed Sword	5d10	2	Sword

Modern weapons have the additional attributes:

Capacity - This is the number of bullets a single magazine holds.

Range - This is the effective maximum range.

PISTOLS (FIREARMS)				
WEAPON	DAMAGE	ATT	CAP.	RANGE
Pistol .22	3d6	5	12	50 m
Pistol .38	4d6	4	10	30 m
Pistol 7.62	5d6	3	8	30 m
Pistol 9mm	4d10	2	7	50 m
Pistol .45	5d12	1	7	25 m
Pistol .50	6d10	1	6	20 m

ARMOR FOR IRIDIUM LITE

Armor is ablative. That is it absorbs damage until such time as it reaches zero and then damage bleeds over on to a character's Fortitude. It may be mixed but whatever type covers five or more areas and has the largest Armor Modifier is the Armor Modifier applied to the wearer's Defense.

Armor protects from damage but makes the wearer easier to hit. For instance, chain armor protects for 30 points of Fortitude to all areas. It has an Armor Modifier of -2 which means if a character had a 16 Defense it would be effectively 14 if they were wearing chain.

Armor Modifier may be reduced by STR. For every two points of STR, the Armor Modifier will be reduced by one. This will not add to a character's Defense. For instance, a character with an eight STR wearing chain armor would not have any Armor Modifier applied to their Defense.

If Armor Use ("Armor Use" on page 49) skill is not taken with the type of armor worn, in the case of chain it would be Linked Type Armor, the modifiers are doubled. For chain this would mean the -2 Armor Modifier would become a -4.

EXPERIENCE

Experience is spent to advance a character. Once spent it is gone reflecting the advancement of the character in new training. The duration of training varies on a number of factors including the availability of someone to train the character in the skill, the difficulty of learning the skill and the availability of materials (if necessary) to learn the skill.

AWARDING EXPERIENCE

The amount of experience to be awarded ranges from one to four points per gaming session. Individuals might earn an extra point or two for individual actions that night but it should not be more than two additional points.

The grounds for the amount of experience to be awarded depends on the group. If the preference is for role playing then have an additional point for the best role playing that night. If the group role plays well, the GM can award the group more points. In general, the experience awarded should be based on the amount the characters experienced that session, the amount the plot was advanced, the amount the story was told and the amount everyone enjoyed themselves.

SPENDING EXPERIENCE

EXPERIENCE COST TABLE	
AREA	COST (EXP)
Advance skill	skill level desired in exp. + any skill levels in between Example: You presently have a skill level of 1 and wish to raise it to 3. You must spend 2 for level 2 + 3 for level 3 = 5 total exp points. A new skill is 1 point.
Stats	Stat level desired in exp. + any stat levels in between Example: You presently have a stat level of 1 and wish to raise it to 3. You must spend 2 for level 2 + 3 for level 3 = 5 total exp points. No stat can exceed 10 in normal humans.
Effects	2 points times the level of desired power Example: You presently have a rank of 1 and wish to raise it to 3. You must spend 4 for rank 2 + 6 for rank 3 = 10 total exp. points.
Weapon Prof	3 points per Plus to Hit 3 points per plus; + 1 to hit = 3 experience points; + 2 = 6 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for + 1 and + 2 for a total of 9 points.
Weapon Prof	1 point per Plus to Damage 1 point per plus; + 1 to damage = 1 experience points; + 2 = 2 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for + 1 and + 2 for a total of 3 points.
Weapon Prof	6 points per Additional Attack 6 points per Attack; + 1 to attacks = 6 experience points; + 2 = 12 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for + 1 and + 2 for a total of 18 points. The max number of additional attacks that a character may have is x2 the original number of attacks for that weapon.
Weapon Prof	6 points per Additional Die of Damage 6 points per additional die; + 1 die = 6 experience points; + 2 = 12 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for + 1 and + 2 for a total of 18 points. The max number of additional dice that a character may have is x2 the original number of dice for that weapon



DESCRIPTION	STATISTIC	RANK	APPLICABLE SKILL	TOTAL

[illegible][illegible]

ATTACK	+ TO HIT	+ TO DAMAGE	# ATTACKS	DAMAGE	CAPACITY

NAME _____

WEIGHT

HEIGHT

HAIR

EYES

CAREER

WEALTH

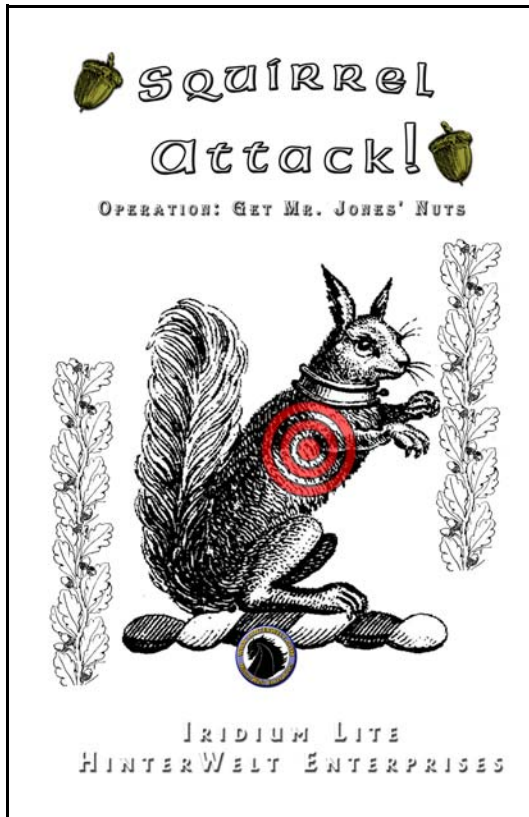
CONTACTS/SPONSOR

[illegible]

	CUR	
STR		
AGL		
CON		
DEX		
APP		
WIS		
INT		
CHA		
PIE		
WIL		
LUC		
BASE FOR (STR+CON+WIL)		
DEF (STR+AGL)		
KARMA (1/2 LUC)		
FATIGUE (CON+PIE)		
FORTITUDE	CUR	MAX
1 - Head		
2 - R. Arm		
3 - R. Shoulder		
4 - Chest		
5 - L. Shoulder		
6 - L. Arm		
7 - Stomach		
8 - Groin		
9 - R. Leg		
10 - L. Leg		
ARMOR	CUR	MAX
1 - Head		
2 - R. Arm		
3 - R. Shoulder		
4 - Chest		
5 - L. Shoulder		
6 - L. Arm		
7 - Stomach		
8 - Groin		
9 - R. Leg		
10 - L. Leg		

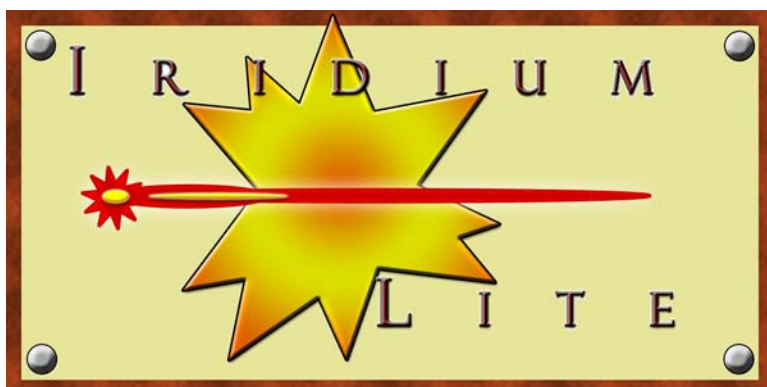
Intellect	
Movement	
Craft	
Fighter	
Thief	
Performer	

C'mon, They're just squirrels...



I got my nuts handed to me by a Squirrelferatu!

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ALL-IN-ONE CORE RULES

THE YEAR IS 2033. A WORLD COVERTLY DOMINATED BY CORPORATIONS, GOVERNMENT, AND MILITARY INFLUENCE. A CURE FOR COMMON DISEASES AND CANCER HAS BEEN DISCOVERED. THIS CURE UNLOCKED THE MINDS TRUE POWER, CREATING SUPER HUMAN SOLDIERS. IT'S A BEGINNING OF AN AGE WHERE SUPER HUMANS SELL THEIR SERVICES TO THE HIGHEST BIDDER. ACCEPTING MISSIONS THAT WOULD BE CERTAIN DEATH FOR EVEN THE BEST TRAINED HUMAN. THIS IS A TIME OF CHAOS AND CHANGE, WHEN THE DANGERS OF THE PAST MELD INTO THE CHANGING NEW WORLD.

THE CORPORATIONS ARE ALWAYS LOOKING FOR NEW RECRUITS.

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