

HERO



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Adventure Supplement for

CHAMPIONS
THE SUPER ROLE-PLAYING GAME!

#48

ATLAS

Unleashed



BEN DUNN/89

by
David Rogers

ATLAS UNLEASHED™

An Adventure Supplement for Champions

by David Rogers and Donny Jansen

Thanks to : The Alderman Library Reference Room for knowing how to spell Giraffe in Spanish; to our Pulse-Pounding Playsters: Larrin "Ricochet" Rivers, Ken "Shadowbear" Hargrove, Ray "Mindmaster" Morris, Jeff "Poltergeist" Jacobson, Kermit "Black Racer" Blue, Kevin "Brainchild" Sherwood, John "Geo-Grav" Johnson, Mack "Diamond Jack" Davis

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INTRODUCTION



Atlas Unleashed is a mini-series adventure for *Champions*, compatible with *Super-Agents* and *Danger International*. In this adventure, the heroes must stop an international terrorist organization from killing innocents, destroying cities, and conquering continents.

IF YOU INTEND TO PLAY A HERO IN THIS ADVENTURE, READ NO FURTHER.

MEET ATLAS

Atlas is, for the most part, a low-tech terrorist organization: an international conspiracy dedicated to bringing the superpowers to their knees. Founded in the middle 70's by the notorious Peacemonger, Atlas hopes to deliver equality to all nations everywhere by humbling the mighty USA and USSR.

The leaders of Atlas don't care who they have to kill in order to achieve their goals. The amoral Atlas conspiracy stretches around the globe and includes anti-imperialists of many varieties, from Maine to Malaysia to Mozambique, all led by an elite cadre of sinister supervillains. Naturally, Atlas's primary targets are American and Soviet military bases, but Atlas agents are often seen in the field attacking American commerce, Soviet technical and agricultural advisors, and, of course, agents of Prometheus.

Prometheus is a non-partisan international aid organization dedicated to bringing medical assistance, food, and educational resources to the poor around the globe. Founded in the United States in the early 70's by Dr. John Powers, its credo is "to bring light to a beleaguered world."

Prometheus does most of its work in the poorer countries of the Third World, and receives most of its funding from charitable efforts and corporate sponsors in Europe, Australia, and North America. Prometheus is absolutely indiscriminating in its humanitarian efforts, which it directs equally to pro-government and anti-government forces in every country suffering from terrorism, famine, or civil war. Thanks to the pioneering efforts of Dr. Powers (a noted expert on high-tech weaponry), it functions like a heavily-armed Red Cross, blasting anyone who attacks its food and medical convoys. No one ambushes Prometheus trucks in Ethiopia.

The top three leaders of Atlas also lead Prometheus in their secret identities. Using their positions, they secretly funnel money from Prometheus to Atlas. They even encourage animosity between the organizations to keep people from guessing any connection between the two.

HOW TO USE THIS BOOK

First, read the adventure from start to finish. Then look at the villains presented at the end of the book. If these villains are too powerful or too weak for your heroes, adjust them appropriately.

This book is intended for use as part of an ongoing campaign. It can be a series of three adventures separated by other adventures (as it was when it was playtested). It can also be run as back-to-back adventures constituting a "mini-series" within a campaign. A GM can run the entire adventure in one night simply by omitting the middle section.

Atlas can also serve as the basis for a continuing campaign, wherein Atlas is the primary antagonist to a superhero team, as well as the source of the heroes' origins.

USING THIS ADVENTURE WITH SUPER-AGENTS

In order to use this adventure with *Super-Agents*, simply tone down the power levels of the villains. Superman becomes a STR 25 thug, Recoil an expert assassin who wields guns and whips, Ego a seductress, Virtuoso a gadgeteer, Polarity a pair of knife-throwing twins, and Unicorn becomes a pharmaceutical expert. Genetic Deviant X and Peacemonger should remain superpowered, but attacks of no more than 30 active points. The text of the adventures can remain essentially unchanged, except for deathtraps in the final section, whose powers should be halved.

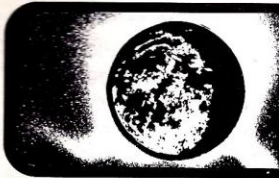
PLOT SUMMARY

In this adventure, the heroes meet a duplicitous villain group that has its own special vision of the way the world should be. Atlas is an international terrorist group run by an elite inner circle of supervillains.

The heroes first meet Atlas aboard Atlas's moonbase *Hope of the Future*, where Atlas's mad-scientist leader hopes to experiment on the heroes. The heroes have to escape from the scientist's labs, discover that they are on the moon, defeat the villains, and wreck the scientist's equipment. The heroes must then return to Earth from the moon while battling a brain-eating monster.

After this initial encounter with the supervillains and agents of Atlas, the PCs are confronted with a murder accompanied by a riddle and a demand for superpower disarmament. The heroes must solve the riddle and race against time to save a nearby coastal city from nuclear destruction.

At the end of the adventure, the heroes are called upon by Prometheus, a world-wide disaster relief agency, to aid in delivering food and medical supplies to Ethiopia. Unknown to the heroes, Prometheus is secretly controlled by Atlas, which uses the delivery effort as a trap to destroy the heroes. The heroes must escape the deathtrap and then decide whether or not to expose Prometheus and end the good work that it does around the globe.



PROJECT HOPE

This is the scenario that introduces Atlas to the heroes. In this episode, the Atlas villains gain their powers, as do any beginning heroes. If the entire hero team is made up of novices, they can all get their powers from the evil experiments performed by Peacemonger and Atlas scientists.

BACKGROUND

THE Q'RRM EFFECT

Peacemonger, the mad scientist leader of Atlas, first discovered the Q'rrm (pronounced Ka'rim) effect after he built and then teleported a small station onto the dark side of the moon. This station was originally intended as a base for attacks against American and Soviet space missions. From his new observation point, Peacemonger detected a "leak" in the fabric of hyperspace. He tore it open with a powerful pulse laser, causing the Q'rrm Effect to manifest itself.

The Q'rrm was originally the combined life-energy of the ten billion Gobyrites, who had massed their psychic energies for defense against a Vyrrm invasion. Unfortunately, the Gobyrites were too slow, and the invading Vyrrm destroyed their civilization before they could tap into the power they had created. As a result, the Q'rrm energy was unleashed through space and time. It follows a random course through hyperspace, occasionally breaking through into our universe before resuming its journey.

On rare (and brief) occasions, enough Q'rrm energy collects in one place in real space to form what is called the Q'rrm Effect. This energy pulses out, creating an effect like a supernova. At this time the Q'rrm energy can be tapped, enabling the tapper to circumvent many of the laws of physics, and also to continue to feed on the Q'rrm energy field as it travels through hyperspace. The Q'rrm Effect is a psychic energy field, so it does not radiate energy in any of the traditional forms other than light. The Q'rrm Effect is harnessed through willpower alone, and can be used for any purpose the user can imagine, if his will is strong enough.

After this brief pulse period (sometimes lasting as long as two weeks, though this is extremely rare), the Q'rrm Effect collapses like a black hole, drawing in nearby materials, including sentient minds (they continue to exist inside the Q'rrm Effect in a dream-like state). The Q'rrm energy then returns to hyperspace until the next time the energy leaks into real space and another Q'rrm Effect is created. This is an exciting but uncontrollable way to travel across the universe.

The Q'rrm Effect is known to many starfaring races, some of whom have taken an active interest in retrieving its energy. Though there are no known methods of exactly plotting the appearances of the effect, its general position can sometimes be predicted, and starfaring races often fight for its possession. As a result of these battles, the effect often remains untapped for the duration of its appearance while interstellar warfare rages around it.

There are several side-effects observed in humans as a result of controlled exposure to the Q'rrm energy. (Uncontrolled exposure almost always leads to death.) First, they become enhanced, or even super-powered, in a way that matches their conscious or unconscious desires. Second, their natural personality quirks become more and more pronounced. Third, as their power grows through use and practice, they become less and less human. This is because their original bodies are slowly being replaced by Q'rrm energy as they draw upon more of its power. It is conceivable that eventually humans exposed to the Q'rrm will lose material form entirely. Generally, the first sign of this growing inhumanity is glowing white pits of crackling Q'rrm energy that replace their eyes — to no apparent detriment.

Everyone who has ever been exposed to the Q'rrm energy radiates it at a very low level. This means that with specially tailored equipment, these individuals can be detected and tracked much like mutants or people who have been exposed to conventional radiation. Those that are exceptionally powerful may even be detected across interstellar distances.

THE HOPE OF THE FUTURE

The *Hope of the Future* is the Atlas base on the dark side of the moon. It has gravity generators which give it a semblance of Earth gravity. Since it was originally designed as a military installation, it is heavily armed and armored, and is equipped with a number of space shuttles capable of combat. In addition, the base has emergency evacuation shuttles and a teleportation device (called the "Transmat").

Additions to the base since the discovery of the Q'rrm Effect have consisted primarily of radiation and medical labs. This includes the equipment designed to channel the Q'rrm Energy (and thereby create superbeings).

PROJECT: HOPE

Project: Hope is the code-name for Peacemonger's series of experiments intended to produce an army of superbeings that will conquer the world and reshape it in his image of utopia. The crucial element in these experiments is the Q'rrm energy, which Peacemonger plans to use to reshape the genes of his subjects. Peacemonger has stolen technical data from a number of agencies involved in the study and creation of superheroes around the world, including PSI, PRIMUS, Genocide, METE, the KGB, and VOICE. He has added this to his own knowledge of genetics and radiology to create his own process of superbeing genesis.

As the adventure begins, Peacemonger has been only partially successful. He has managed to tap the energy of the Q'rrm Effect to alter human genes, but his results have been disastrous. All of the subjects of test group Alpha have been killed... or worse.

GETTING THE HEROES INVOLVED

KIDNAPPING

Peacemonger needs to perform more experimentation on humans before he will subject his volunteers to the Q'rrm energizing process. If this is the heroes' first adventure (or they are due for a radiation accident), then they are the kidnap victims that have been selected for their special genetic structures.

The heroes will be kidnapped by teams of eight Atlas Covert Action agents. The leader of these agents will be equipped with an Atlas Transmat homing device so that once the hero is captured the entire team can teleport back to *The Hope Of The Future*.

If the characters are experienced heroes, then Peacemonger has decided to kidnap them in order to get first hand information about how superheroes are (genetically) different from the rest of humanity. He will send teams of sixteen Atlas Covert Action agents (with two Transmat-equipped leaders) to capture each superhero individually. If the heroes are captured, go on to "Lab Rats in Space." If not, then...

GETTING TO THE MOON THE HARD WAY

The heroes have thwarted a kidnaping attempt by Atlas agents. Superheroes with Streetwise or contacts in law-enforcement or espionage will know that Atlas is normally a low-tech terror group. Naturally, being curious heroes, they will want to know more. (If they don't, then Atlas will keep sending Covert Action teams until the heroes are captured or become curious). The heroes have two ways to get to the bottom of things.

- 1) The heroes can activate the Transmat device taken from the captured Atlas agents. If none of the agents were captured, then one of them "carelessly" left his Transmat device behind. Either way, the heroes teleport into the Transmat room aboard *The Hope Of The Future*, where a trap has been arranged for them. This should be a "They Didn't Have A Chance" Trap — the heroes should be hit instantly with a devastating combination of NND, susceptibility, and vulnerability attacks specifically selected to KO the PCs.
- 2) If the heroes are too crafty to fall into this obvious trap, then they can trace the signals that respond to the Transmat homing device signals. Any electronics genius will suffice. If the heroes are short on scientists then a friendly superteam, METE, or the government can do the job. The signals are coming from the moon. The heroes can fly there on their own or in a borrowed spacecraft. Once there, the heroes should locate the Atlas moonbase and be shot down by a combination of Atlas moon satellite weapons, shuttles, and base weaponry. The heroes then become "Lab Rats in Space."

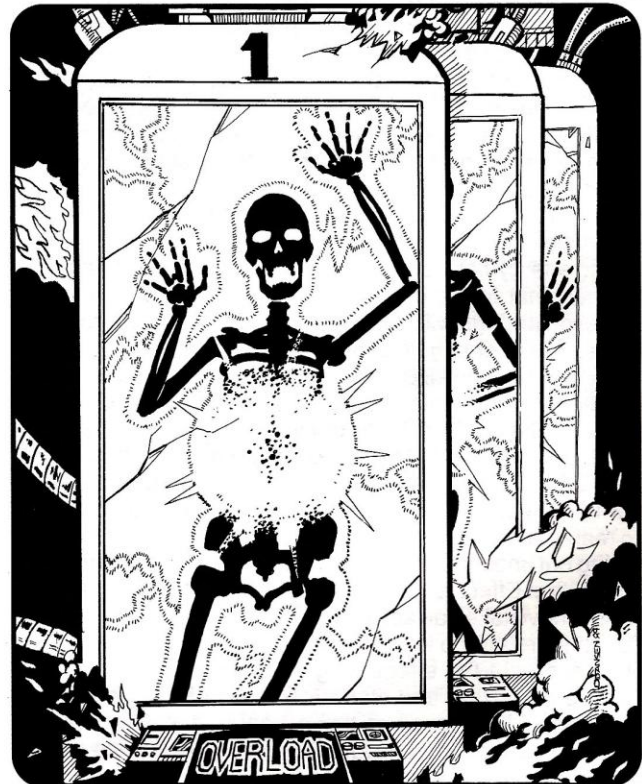
If the heroes can bull their way through all this, then they deserve to disrupt the plotline. They won't be Lab Rats in Space, but they'll still have to "Battle for The Bridge."

LAB RATS IN SPACE

The heroes wake up after a few hours in a medical lab straight out of a science fiction movie, complete with beeping panels and couches with restraining straps. Of course, restraining straps are no hindrance to superheroes. After the heroes free themselves, the (Arab) doctor and (Swedish) nurse (both Atlas agents) in the adjoining room come in to check on them. They try to persuade the heroes to lie down and relax, since they've "been through a terrible ordeal, and we have no idea how your bodies might react." If the heroes don't cooperate, the pair try to sound an alarm. There are also two security guards outside the medilab who sound an alarm if the heroes escape from the lab.

The doctor and nurse know that they are in a secret Atlas base and that the heroes have been experimented on by Peacemonger, the head of Atlas. They don't know the nature of the experiments, but were told to keep an eye out for any sign of "accelerated metabolism" or "sudden growth" and to notify the bridge if the heroes awoke (they haven't done so yet). They know that the heroes are test group Beta, the second experimental group. Also, since the pair arrived via Transmat, they don't yet know that they are on the moon. The heroes have to find that out for themselves.

If the heroes decide to cooperate with the doctors, the medical team performs an exhaustive series of tests on them in an attempt to determine the extent of their powers. After the heroes cooperate with this, the medical team will want to sedate them while the results are analyzed. After looking at the results of the lab tests, Peacemonger, using a video com-link, will ask the medical team and the two guards outside the medilab to escort the PCs to the "command center" (The bridge).



If the heroes allow themselves to be taken to the bridge, Peacemonger rants and raves about the glory of Atlas. He also describes his brilliant plans to destroy the governments of the USA and USSR. Of course, he demands that the heroes join him. (See "The Battle For The Bridge.")

The computer in the medical center enables the heroes to find out more about the base and about test group Alpha. All of the members of Alpha died, with the exception of one — Sid Chapman. There are grisly photographs of the remains, along with reports on the causes of death: electrocution, death by burning, hyper-accelerated bacterial reproduction, growth of bones without corresponding growth of skin and muscle, total muscle spasm, asphyxiation, uncontrollable vomiting, transformation into non-living matter, etc. Chapman is listed as "transformed, with decreased brain activity," and "uncontrollably violent."

The heroes can also learn that they are test group Beta, that test group Gamma was completed before they awoke, and that test group Delta is about to begin. (GM note: Test group Gamma consists of the Atlas villains. They are already awake and working for Peacemonger.)

While they are gaining information, the heroes should be discovered and an alert sounds. The newly-created villain Uberman (of the Gamma test group) dispatches a security team of Covert Assault agents (two for every hero) to recapture the PCs. The heroes should hear them coming and get a chance to escape before the agents arrive in the medilab.

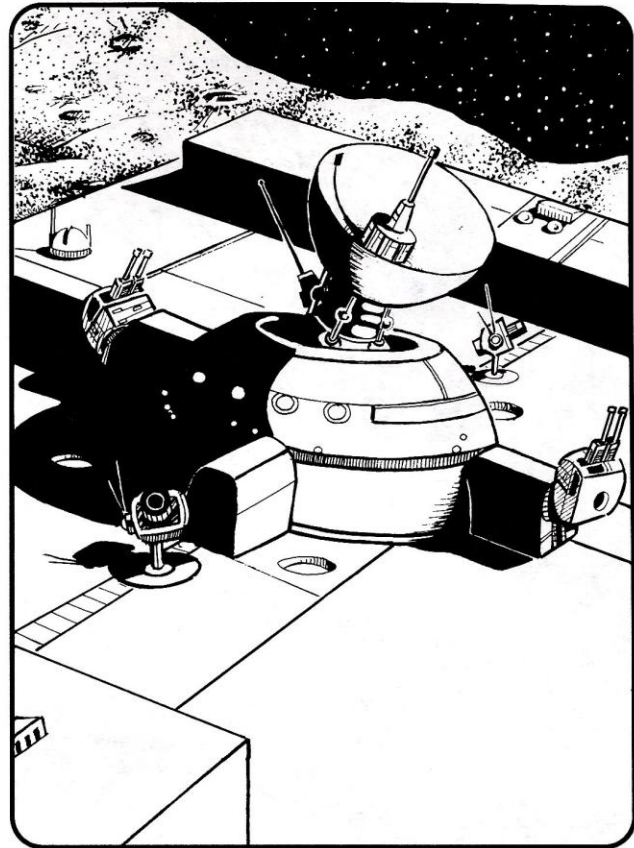
The heroes can duck into a room labeled "Security Area — Keep Out" in order to avoid pursuit. The room is a greenhouse with the windows completely covered on the inside by single-piece shutters. Next to the nearest of the shutters is a control panel. Hitting the "open" button causes the shutters to slide open, revealing to the heroes that they are on the surface of the moon.

If you want to keep things running at breakneck speed, Atlas's second-in-command, Virtuoso, could be smelling the flowers when the heroes burst in. He immediately teleports away, using the Transmat device on his belt. Moments after the heroes discover that they are on the moon, he returns with hordes of agents (three for every hero if the heroes have already beaten two per hero). Of course, Atlas is intent on capturing all the heroes, but will settle for just a couple.

If, on the other hand, you want to give the heroes a breather here, they can rest, enjoy the view, and plug into the computer terminal in this room to learn more about Atlas. With appropriate computer-related skills, PCs can get readouts of floor plans for *The Hope Of The Future*, code-names of the Atlas supers along with medical readouts and further details about Project Hope. Maybe the heroes will punch up a copy of the Atlas Manifesto, in which Peacemonger declares that a thousand years of Utopia will follow his bloodless coup of world governments. The manifesto also details Atlas's plans to play global Robin Hood, taking from the rich countries and giving to the poor countries. It also talks about the money to be saved by doing away with the waste of defense spending and democracy. All these problems will be solved by a "government of the wise" (i.e. Peacemonger), who will make all decisions for everyone, thereby avoiding the mistakes that "stupid" people make.

RATS IN A MAZE

At this point, if the heroes have not been captured, they have several options. If they have access to the plans of the base, they can take the elevators or the emergency access tubes to the bridge (where test group Delta is undergoing



Q'rrm treatments). They can also travel to the shuttle bay or the Transmat center. If the heroes don't know where they are, they'll have to wander around the base and hope they can figure out what's going on. Of course, the base is on full alert and the heroes will have to fight Atlas supervillains as well as agents.

If some of the heroes are captured, they can then learn more about Atlas's plans. A gloating Peacemonger may look in on the PCs via a video monitor. He tortures them with the knowledge that "there is nothing you can do to stop me from saving the world from itself. My army of superbeings will conquer the world without firing a single shot. I will end all war, poverty, and disease. Join me... or die."

CAUGHT

Captured heroes are taken to the brig, where they are entrusted to the Atlas villain Unicorn. Quick-thinking, fast-talking heroes may be able to convince the naive Unicorn to let them go. Unicorn thinks the heroes are volunteers who suffered an accidental overdose of radiation that has temporarily deranged them. He doesn't understand their attack on Atlas. If the PCs can convince Unicorn of the truth — that Atlas is out to conquer the world, not save it —, he can be persuaded to let them out "to explain things" to Peacemonger. Surely someone has made a terrible mistake." Unicorn is confident that the affair can be straightened out quickly. Once the heroes are released, they can knock out Unicorn or try to win him over. But Unicorn is not so easily won. If he's around during the battle, Virtuoso can persuade him to fight against the "obviously misguided" heroes. If the heroes go with Unicorn to the bridge, Peacemonger orders that the heroes be attacked as "saboteurs."



BATTLE FOR THE BRIDGE

The heroes arrive at the bridge just as test group Delta is going through the final stage of the superpowering process. On board the bridge are ten technicians, two Atlas Enforcer agents for every hero, and Peacemonger. If the heroes do nothing, test group Delta will be successfully completed in mere moments and the heroes will face an additional 8 Atlas supervillains. At that point, the heroes' chance for escape and victory drop dramatically.

(This is an ideal place in the adventure to put late-arriving players. They are part of test group Delta, but are kidnapes. This adventure assumes the Delta test group does not survive, and no stats for the Deltas are given. If you want the Delta group to survive, they can either remain normal Atlas agents or become campaign supervillains. Use international villains from *Enemies: The International File* and/or *Villainy Unbound*.)

If, however, the heroes attack, the overzealous Atlas Enforcer agents cut loose with full Autofire. Bullets that do not strike the heroes will hit delicate electronic equipment instead, causing a fatal disruption in the flow of Q'rrm energy. (Yes, it's stupid to use automatic weapons on board a moonbase filled with delicate machinery. Unfortunately, Peacemonger's genius does not extend to military tactics.)

The tubes containing the Delta test subjects are filled with a near-blinding white light as the Q'rrm radiation escapes. All the heroes can see inside the tubes are the skeletons of the Delta test subjects as the bodies are suffused with light. Computer consoles and monitoring equipment explode, injuring some technicians and sending others running for cover. Heedless of warning sirens and flashing emergency lights, Peacemonger issues an order to his troops — "Kill them!"

The power in the bridge is out of control. Atlas agents try to shoot or blow up the heroes, and Atlas supervillains arrive in seconds (as dramatically appropriate), attracted by the noise and confusion on the bridge. A technician injured by the initial explosion gets up and staggers across the room, towards the manual shut-off switch. He reaches it and tries to close the switch, but is incinerated by the energy coursing through the switch. Only a superhero can close the switch, which is fused open by the Q'rrm power coursing through it. Of course, the hero who gets to the switch isn't strong enough to do the job normally — he'll have to push his powers to do the job, thereby saving the lives of everyone on board the moonbase. He also takes 2d6 Energy Killing damage from the switch. His reward, of course, is a bullet in the back from a treacherous Atlas agent.

The heroes should win this battle by the skin of their teeth, forcing Atlas to retreat. Atlas supervillains are ineffective because they fail to work together, and because they arrive individually instead of all at once. At least one of them should fall victim to Atlas's own agents and exploding electronics. Peacemonger should be injured, either by the heroes or by an explosion that occurs just as the Q'rrm energy is shut down. This injury necessitates the amputation of his right hand, for which he will forever (irrationally) blame the heroes.

The villains retreat, leaving behind the injured technicians and soldiers. But as they retreat, the villain Recoil (or Virtuoso, if Recoil is unconscious) leaves the heroes with a final taunt. "You may have beaten us this time, but you can't possibly beat...that" he says. He hits a button that opens a hidden panel near the heroes. From behind the panel lumbers... Genetic Deviant X!

BRAAAIINNNSSSSS

The creature that was Sid Chapman lurches out, hissing the one word that it still knows well — "Brains." A disgusting viscous fluid drips from its sucker tips, filling the cabin with a reeking odor too hideous to describe. (Show the heroes the picture of the thing.)

It attacks the heroes immediately, attempting to attach its suckers to their heads and make a meal of their minds. Play up the horror here, as the heroes feel their intelligence being slowly, painfully (permanently?) drained away. The creature will toss the heroes around like rag dolls while trying to devour their brains. The best way for the heroes to get rid of the thing is to throw it in the airlock and then blow the outer airlock door using the interior controls. Mention the bridge airlock if the heroes don't seize on the idea immediately. The heroes will probably assume (reasonably) that the thing can't survive in a vacuum.

Later in the episode, the heroes should stumble across an Atlas agent in a hallway with his face destroyed and his brain gone. If they don't figure out from that clue that the monster survived, they deserve to be surprised by the creature's inevitable return.

THERE'S NO PLACE LIKE HOME

The heroes have turned off the Q'rrm energy, beaten back the Atlas supervillains, and gotten rid of Genetic Deviant X. Now all they have to do is get home. And they had better hurry, because life support has shut down and the atomic pile in the moonbase is about to reach critical mass. The PCs can get this information from panicky technicians desperate to escape or from the computer on the bridge. Either of these sources can tell the heroes about the shuttle bay and the Transmat (the technician will beg to be taken along, since he fears for his life).

If you're ready to end the adventure here, have the heroes dash to the Transmat area and be beamed down to the location of their choice (or their old neighborhood, whichever is more convenient). If, however, you like things a little more complicated...

LOST IN SPACE

The Transmat doesn't work. Either the power has failed and the emergency lights come on to replace the normal ones, or the moon has moved beyond the range of the Transmat. In the latter case, the computer loudly announces "We are no longer inside safe Transmat range. Transmat access denied. Please wait for further instructions, instructions, instructions." The computer then falls silent, another victim of the Q'rrm radiation.

The heroes then have to rush to the shuttle bay, where they find the last emergency shuttle ("Odysseus") — and Atlas agents preparing to board her. Between the heroes and the agents, the shuttle is exactly filled to capacity. If none of the heroes is qualified to pilot a spaceship, then one of the agents is a shuttle pilot-in-training (PS: Shuttle Pilot, 8-).

The craft takes off precariously, and after an initial sensation of acceleration, the heroes begin to feel the disorienting effects of zero-gravity. Below them, the moon shudders as an explosion rocks *The Hope Of The Future*, and a flare of energy erupts on the shuttle's starboard side. The Q'rrm Effect has grown to enormous size and is beginning to exert a gravitational pull. The debris from the space station rushes past the shuttle, but the shuttle pilot keeps heading towards Earth — until Genetic Deviant X (holding on to the top of the shuttle) smashes in the windshield. The heroes have to battle the monster while the air rushes past them out of the shuttle (requiring STR rolls at -6, -4, -2 and -0 for four successive phases to avoid being sucked out into space) and they suffer the effects of suffocation (after the fourth phase).

Because of their proximity to the Q'rrm Effect, the heroes do not suffer any of the other, more serious effects of explosive decompression in a vacuum. Once the heroes defeat the creature, they have another problem. During the fight, the pilot lost control and now the shuttle is hurling into the Q'rrm Effect. The next thing the heroes know, they're all...

BABES IN DREAMLAND

The heroes pass out as they enter the white light and then awaken moments later inside the (intact) shuttle, parked with the engine running on a featureless white plain. They don't know it yet, but they've just entered the Q'rrm Effect. All of the

heroes, including those tossed out of the shuttle, are inside the Q'rrm Effect. This constitutes an alternate reality in which their every wish and desire is fulfilled, though not exactly as they might want it to be. The Q'rrm Effect taps into the subconscious desires of the heroes to create the reality they expect.

The heroes see the things that they expect or want to see. If they ask about *The Hope Of The Future*, it's on the horizon and they can get to it quickly. If they want a rematch with Atlas, they get one, but it's with Atlas as they imagine them, not as they actually are. Thus, if the heroes think Uberman is completely invulnerable, then he is. If the heroes look for anything in particular on board the "moonbase," they find it almost immediately. If they want to communicate with Earth, they seem to. But everything is just a little bit "off." The air traffic controller they talk to is too nice. The FM radio station they pick up on the shuttle radio isn't playing any commercials. Words are spelled wrong on labels. Inside of the tubes that should contain the corpses of the Delta test group are famous superheroes.

The heroes should have some kind of fight scene here, where they battle Atlas, or the famous heroes, or duplicates of themselves or each other. Any harm or any good that comes to the heroes is only real inside the Q'rrm Effect, and then only as long as the heroes believe it, consciously or subconsciously. Eventually, the heroes should figure out what's going on and wish themselves home. That's all they have to do. Of course, a good deal of time may have passed while the heroes were inside the Q'rrm Effect. This may cause some troubles for the heroes in their secret ID's. The police may be looking for them as missing persons. Their jobs may be gone and their friends and relatives may think they've died.

Once the heroes return to Earth, the Q'rrm Effect dissipates — for now.

The heroes, if they are novices, will have to form a group of their own. They have to, because they all have common enemies — Atlas. Peacemonger and Virtuoso have sworn to destroy them and they have to band together to keep the world safe from Atlas and similar evil fiends.

A-DECK: "Bridge" Command Center and Q'rrm channeling equipment

B-DECK: Command Quarters and Transmat Observation

C-DECK: Kitchen and Cafeteria

D-DECK: Hydroponics area and Recreation areas, including open areas that are used as basketball, tennis and racquetball courts, as well as observatory equipment and an assortment of high-tech video games.

E-DECK: Backup Power systems, Batteries and Gravity Field Generator

F-DECK: Scientific Quarters and Laboratories

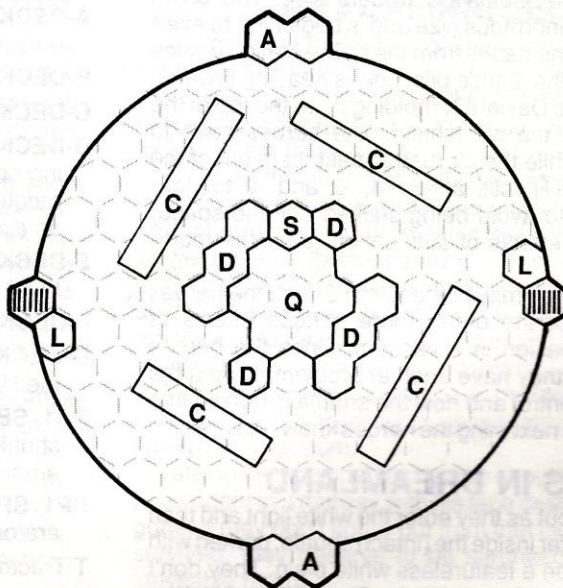
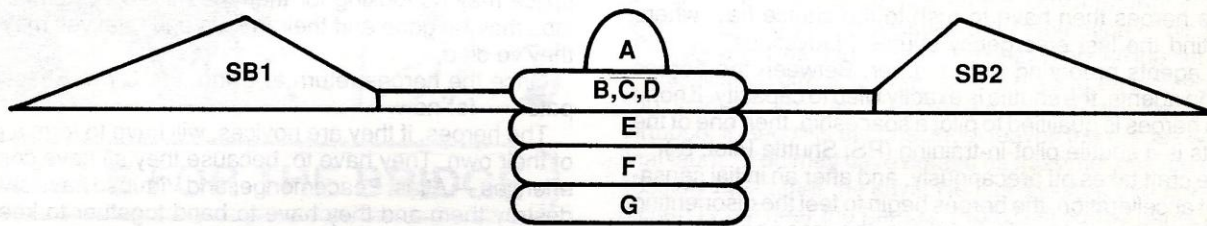
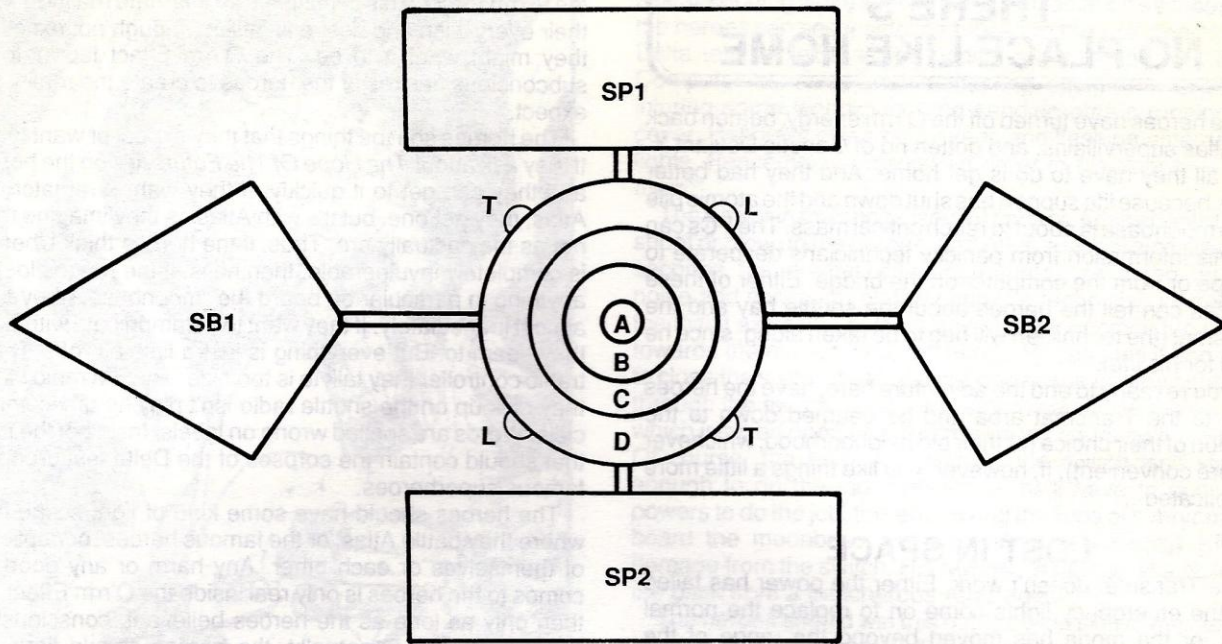
G-DECK: Detention area, Security Quarters, morgue and medilab facilities,

SB1, SB2: Space Shuttle Bays, with capacity for two main shuttles, four emergency shuttles, and two shuttle repair areas. (340 hexes)

SP1, SP2: The main Solar Power panels and energy generators

T Tractor Beams (50 STR TK, no fine work)

L Base Defense/ Attack Lasers (5d6 RKA, no range mod)



Bridge Diagram Key

- A Airlock
- C Computer Consoles
- D Delta test group
- E Entrance stairs
- L Turbolift Elevator
- Q Q'rrm effect energy channelers
- S The Q'rrm power emergency cutoff switch

NUCLEAR CRUCIFIXION



Atlas has constructed a small nuclear bomb which they intend to use to blackmail the United States Government. The scenario is designed to be played out in a generic "Coastal City," though any major metropolitan area will do.

DEATH BY MURDER

The first sign of this sinister plot appears when a high-security hospital area is mysteriously breached and a wounded PRIMUS agent inside is killed by a bullet to the brain. The agent, Solomon James, had been investigating Atlas. A handwritten note is left behind.

*Solomon James is Dead!
<Name of Hero Group>,
You're Next!
Coastal City shall feel the Wrath of Kali
To Save the City, you must Dally
(Figure THAT one out, Heroes!)*



A map of [Coastal City] Bay is attached.

Of course, the heroes are called in response to the note. If someone thinks that the note may have something to do with art, make a Deduction Roll or a Detective Work Roll (although Detective Work takes a lot longer) to identify that "Dali" rhymes with Kali, the East Indian goddess of destruction. If the heroes can not figure out the puzzle, Virtuoso will send them further clues until they do.

A detective may be able to learn that a painting by the late Salvador Dali, the surrealist, has just been bought by the Coastal City Museum of Fine Arts. The painting is entitled "Nuclear Crucifixion." It is being installed in the museum on Sunday.

QUESTIONS...

The regular security staff at the museum has been enlarged to three guards for the occasion of the arrival of the painting. There are also two art historians, the curator and his wife, and the four men who unload and hang the picture. Atlas plans to stay far away.

Atlas villain Ego has mind controlled the guards to report the appearance of the heroes. They do this as soon as the PCs leave, and they relay any plans they have overheard. This allows Atlas to keep tabs on the heroes, and lets the villains know that their game is afoot.

...& ANSWERS

As soon as they have word from the museum that the heroes have seen the painting, Recoil and Ego release special agent Eugene Trotter (FBI) from captivity. (Note: the hotel room where Ego and Recoil are staying is the place the museum guards are programmed to call.) After releasing Trotter, the pair call an Atlas agent (Caesar Carrón) in town with the news, who then calls shore-to-ship to inform the other members of the Atlas team aboard *The Burning Giraffe*.

Trotter immediately reports to his superiors, in a state of panic. After he has been debriefed, the heroes are called in to hear his report. See Interlude (The Official Response), below.

If the heroes are not on good terms with the FBI, then they should simply intercept the badly-beaten Trotter immediately after he's been released by Ego and Recoil. Trotter will be running down the street in a panic, headed for the nearest FBI office but looking behind him, ducking back and forth, and generally behaving as though he's being followed by someone dangerous. That ought to pique the heroes' interest enough for them to investigate and get his story.

Ego and Recoil have shown agent Trotter their atomic bomb, complete with a primitive rocket propulsion system that might get the bomb half a mile (in his opinion). The bomb appears to be "home-made," and might explode if dropped or suddenly jarred, Trotter thinks.

The villainous pair held him captive in a hotel room and repeatedly threatened and beat him for being "a pawn of the United States military-industrial complex, which threatens to destroy all life on Earth". They also forced him to memorize and relay this message: "Unless significant steps towards disarmament are begun in the next 24 hours, Atlas will have no choice but to purge [Coastal City] with atomic fire. You have been warned."

He also gives the heroes a description of the hotel.

"It was big, at least ten stories high. There were tropical birds in giant cages in the lobby, and there were statues of swans out front in the fountain. The whole hotel was filled with chandeliers and shiny brass." This description should enable the heroes to identify the hotel as the swank Birdmore Hotel.

Trotter also describes Ego and Recoil, who both wore their costumes. He doesn't remember either one exhibiting any powers, other than some mysterious mode of transport they used after blindfolding him to get in and out of the room unseen.

In addition, Trotter thinks he saw the A-bomb on a small commercial ship with a Spanish name flying foreign colors, but his memory is fuzzy about that. In fact, that's not where Agent Trotter saw the bomb — his memory has been tampered with by Ego. He actually saw the bomb in a white van with the words "Coastal Metro Power Company" painted in green on the sides. Telepathy or Mind Control at the 4x level reveals and can counteract this tampering. The "Coastal Metro Power Company" address is in the phone book.

After the heroes discover the Birdmore room number, a little fast talk at the front lobby convinces the hotel clerk to tell the heroes that the room was paid for by a Mr. Salvador, in cash. He was a silver-haired, slender man carrying a flute case. He looked very distinguished and signed the register with an ornate expensive platinum pen. Mr. Salvador's handwriting matches the handwriting on the "Dally" note that opened the scenario. (GM note: "Mr. Salvador" is Virtuoso in disguise.)

In the hotel room, a careful search will uncover a general public information booklet on Wayne Air Force Base (located outside Coastal City) in the trash can.

If they make a successful Detective Work roll at -2, or a Forensics roll, the PCs will discover the imprint of a phone number on the notepad by the phone. This is the phone number for Caesar Carròn, the agent Ego and Recoil called. Carròn is still at the phone number. He can be tracked down easily, but though he is an employee of the Coastal Metro Power Company, he claims to know nothing about Atlas. In fact, he is a low-level agent of Atlas who called on his ship-to-shore earlier with the message that "the game is afoot." Caesar is also a small-time dope smuggler, and a thorough search of his condo should give the heroes the evidence they need to bust him on possession charges.

Alert heroes may realize that there is something illogical in the recent statements of Atlas. Their stated goal is the elimination of military and nuclear weapons, which they fear will destroy all life on Earth — yet they are threatening to obliterate a city of innocents. This leads to three possible conclusions: a) the nuclear threat is a bluff; b) the leaders of Atlas are far less rational than they have previously demonstrated; or c) Coastal City is not their real target.

INTERLUDE

THE OFFICIAL RESPONSE

Once Trotter makes his report, the FBI notifies military and civil authorities immediately. Mayor Lois Kent and the City Council leaders are informed, and she calls the heroes if they have not already been called. Wayne Air Force Base and fields as far as 500 miles away are mobilized and put on full alert, ready to scramble on a moment's notice once a target has been determined. Any and all satellites trained on the area are focused on Coastal City. The Pentagon is informed, and the President is interrupted in his summit meeting with a foreign leader. Wayne Air Force Base seals itself off to visitors.

If the heroes arrive in response to the mayor's summons, they are filled in on the situation and given the chance to interview agent Trotter.

The mayor decides not to evacuate the city. She feels that the atomic threat could be a bluff designed merely to disrupt the economy of Coastal City. Assuming that the threat is real, she says, the entire city could never be completely evacuated within 24 hours. Instead, publicizing the threat would cause a mass panic and hundreds of deaths on Coastal City's already overburdened freeway system. Such an announcement would also leave thousands exposed and helpless to the blast, and encourage looting, murder, and chaos.

However, if the heroes mention that the bay is the target (since Trotter mentioned the ship) she uses her emergency powers to close off and evacuate the bay under the pretense of a chemical spill. Soldiers and nuclear specialists from Wayne airfield drive to Coastal City to help in the search.

THE BURNING GIRAFFE

Acting on information obtained from Agent Trotter, the heroes can deduce that there is only one Spanish-named ship in the bay at this time, from El Salvador (where Atlas has a large contingent). Its name is *El Girafe Incendiado*, which translates as the "The Burning Giraffe" (another common Dali symbol).

The ship is a small (75 x15 hexes) commercial vessel supposedly bringing coffee beans into port. It is near Navigation Boulevard and Loop Highway, where it has not yet docked and unloaded, though it is anchored just offshore.

The military, if present, want to covertly slip board the ship, get to the bomb, and deactivate it. The commanding officer, Captain Andersen (a huge Nordic fellow with a chestful of ribbons) consents to the heroes' going first, and follows with soldiers and a bomb squad. He will offer this piece of advice to our stalwart champions: "Just hit them hard, fast, and by surprise. This is war, and two million people are counting on you. Don't give them a chance to detonate that thing."

But what game is Atlas really playing? Why all the deliberate clues? Is it just a demented sense of fair play? A sharp player may slap hand to forehead and say: "Wait! This is too easy! It could be a **Trap!**", which isn't too hard to figure out.

'Cause it is one.

On board the ship are 12 unarmored Atlas agents armed with AK-47's (2d6RKA's, selective fire, x32 shots.) They are there to slow the heroes down and to bait the trap. They have not been told what they will be up against, but they have been told to defend the boat with their lives.

In the cargo hold of the ship, packed inside crates of coffee (in order to disguise the scent), is an incredible amount of high explosive linked to a radio detonation device. The detonation device is held by Virtuoso, who is watching with Peacemonger and Uberman from a window in one of the many factories that line the channel. They have a telescope (with a light intensifier lens for night observation) trained on the vessel. One of them or an agent will be watching at all times after they have been notified that the heroes have been to the museum. When the heroes appear and enter the ship, Virtuoso presses the button.

Just before the explosives go off, the loudspeakers play a taped message by Virtuoso: "It was the beauty that the great poets dream about but describe most poorly and inadequately..."

A character with a background in atomic physics or the military should know the source of the quotation: General Thomas F. Farrell used these words to describe the world's first atomic explosion at Alamogordo, July 16, 1945. If no character fits the bill, have an NPC nuclear specialist come up with the information later.

The ship explodes with a group of overlapping 15d6 normal physical explosions, each with an extended area of effect (-1d6 per 3 hexes). There are three caches of explosives, located every 19 hexes down the center of the boat. It is quite likely that anyone in the cargo hold will be killed, as Atlas intended, but it is unlikely that anyone will have made it that far.

Note that unconscious folks floating (or sinking) in the water start to drown. The boat is nearly obliterated, and the heroes and the authorities need to rescue the drowning victims.

After detonation, the Atlas stakeout group leaves and returns to their temporary headquarters in the "Coastal Metro Power Company" building. They assume the heroes to have been eliminated in the blast — a bit of overconfidence likely to cost them dearly.

The agents aboard *The Burning Giraffe* don't know anything about a nuclear bomb threat to Coastal City... but they do know that a military strike was being planned, with a military target. That's all they know. If, somehow, they survive and reveal this information, the players (or Captain Andersen) may deduce that:

There is a bomb, and Coastal City apparently is not the target. Since Atlas wants the military disarmed and disbanded and they are planning a military strike with their bomb, the target must be somewhere nearby. That leaves Wayne Air Field and the nearby NASA telemetry station as possibilities. Wayne seems to be the far likelier choice, though NASA can't be ruled out.

TROUBLESHOOTING

Unconscious heroes can be rescued by swimming soldiers. If the heroes are operating without backup, or they would be killed by the explosions, then some of the explosives can fail to explode, or the heroes should have a chance to dive overboard as the explosions begin. (The ship should still sink, for dramatic effect).

THE BEAUTY THAT GREAT POETS DREAM ABOUT...

THE VAN

Ego and Recoil, after releasing Trotter and calling agent Carrón, drive off in the van carrying the bomb. (See "The Bomb", below.)

The van's inscription states in full: "Coastal Metro Power Company... Humanely serving your power needs as far as Alamogordo and Bikini Island." A Deduction, History, Military Knowledge, or similar roll reminds the heroes that Alamogordo and Bikini Island were the testing sites of the first atomic and hydrogen bombs, respectively.

Ego and Recoil change into civilian clothes and get a room in a cheap motel halfway down the highway to Wayne. The van is locked carefully (Security Systems roll at -2 to open), and any tampering with the lock activates a beeper Recoil wears — unless the alarm, too, is noticed and deactivated (an additional Security Systems roll at -3). Once in the motel

room, they allow their portable Transmats to recharge overnight (see the Atlas Equipment section). They watch the news, read the papers, listen to the radio, etc. They don't like each other a lot, so if the heroes break in on them, Recoil is watching some incredibly violent movie on the TV and Ego is getting her jollies mind-controlling the pizza delivery boy.

THE BOMB

Upon hearing of the destruction of *The Burning Giraffe* and the heroes (either from Virtuoso or on the TV news), Ego and Recoil prepare to move out. Once the 24 hours have passed and disarmament has not begun, then they move to destroy Wayne. They drive down Old Military Road toward the base. Just before they reach the first military checkpoint, they open the roof, set a 12-second delay on the bomb and a 10-second delay on their Transmats, and launch the missile.

If the pair are attacked before they have fired their missile (as they almost certainly are, for dramatic effect), they set the timers and launch if possible.

The rocket is even cruder than Trotter thinks. It can only travel a few hundred yards at best, and is not very powerful... for an atomic bomb. The missile accelerates by 6" each segment for the first five segments after it is launched (for a final speed of 30"/segment). Since the missile is flying straight up, however, its actual movement is only half that distance (15"/segment at the end).

Tactics for Ego and Recoil if the heroes show up in time to foil their insidious plot (and don't they always?) are as follows: They attack the heroes and try to keep them from stopping the missile. The villains aren't afraid of the bomb because they rely on their trusty Transmats to get them away from the blast in plenty of time. If the heroes take the Transmats away and seem unable to catch or disarm the missile, then the pair will help to save their own miserable lives.

There is **no** remote control method for stopping the missile. Once it's launched, there's no way to keep it from hitting the ground.

There is, however, a timer on the missile which can be spotted with a successful Perception roll. The timer counts down from 12.000 seconds, where it was set, in hundredths of seconds, until it reaches 0.000 and the bomb explodes. If this timer is smashed, torn loose, or otherwise destroyed, the countdown stops and the bomb will only explode as described below.

The A-bomb is crude — not the precision instrument that most military weapons are. It simply slams together two chunks of plutonium to cause an explosion. Thus, the weapon may malfunction (14- activation). This 14- activation roll is applicable any time the weapon is dropped or impacted with great force. However, the GM may reduce the chance of destruction to 11- or 8- in the event of a "light" impact.

Important: Make sure the heroes are aware of the delicacy of the situation. Describe the bomb as being obviously home-made and unstable. Perhaps Agent Trotter or Captain Andersen could tell the players that the thing looks dangerously unstable, and warn them to handle it with care!

Also, if the bomb is broken open and the plutonium is exposed, radioactive dust contaminates the area and probably kills anyone in contact with it who has less than 20 points of Life Support (though the GM may wish to allow Force Walls, Fields and the like to serve as adequate substitute. While this may not precisely reflect the real-world effects of plutonium, it provides a rationale for enabling heroic player-characters to survive.)

The area that the dust covers will be small (perhaps no more than a city block), but the dust is extremely deadly — 6d6 NND Killing, Area Effect. Also, the dust will not disperse. Anyone in the area will take this damage automatically, every phase they are exposed to the dust.

It is also possible for this poisonous dust to cause a "radiation accident" which alters the heroes' powers, changes his appearance, or otherwise effects him in some bizarre way.

GMs should not, of course, allow the bomb to actually explode unless the characters really blow it, or unless the GM thinks it would be a good plot twist. The detonation of a nuclear device will have a powerful impact on the campaign, and will certainly alter the world. Consider the consequences carefully before letting the thing actually blow up.

TROUBLESHOOTING

If the heroes fail to stop the launch, either the A-bomb or the timer should malfunction, giving the heroes a second chance to save the city. All they have to do is keep the bomb from landing and blowing up on impact.

If, despite everything, the heroes fail and the bomb successfully detonates, the effects are as follows.

- (1) **Initial Explosion:** There is a series of three explosions (the initial atomic blast followed by smaller explosions in the fireball as evaporated iron ignites in air.) These explosions can be heard for 100 miles and seen (at least as a glow in the sky) for 240 miles.
- (2) **Cloud:** The cloud from the blast rises at 20" (120') per segment for 25 turns, leveling off at 35,000 feet above the ground.
- (3) **Crater:** The crater at the center of the explosion is 200" (1200', or roughly a quarter-mile) across, sloping gently to a bowl shaped area 22" across and 2" deep. Within the crater is nothing but pulverized dirt. The outer edge is a mass of glassy, fused, greenish material.
- (4) **Flash:** The flash from the explosion, which has immediate effects, are as follows: At ground zero, it is a 10d6 Killing Attack. For every 123" from ground zero, drop one die. At one mile, it is a 3d6 Killing Attack.
This attack only affects exposed areas; any cover from an opaque object provides protection. White or light-colored materials take 1/2 to 2d6 less damage, while black or dark-colored materials take 1/2 to 2d6 more damage, at GM's discretion. Desolid characters take 1/2 damage. Invisible characters take no damage from the flash.
- (5) **Radiation:** (effects occur simultaneously with the flash) Anyone without 20 pts. of Life Support (or Force Wall, etc. at GM's discretion) within a one-mile radius at the time of detonation will die within three days from radiation sickness. Only Regeneration or Healing can prevent death — mere medicine isn't up to the job. Beyond one mile, the victims take a 4d6 NND Killing Attack, minus 1/2d6 per 1/2-mile distance beyond one mile. The effects are delayed from 6-24 days and death or recovery takes 12-48 hours thereafter. The radiation effects can be negated by 11 points worth of resistant defenses (concrete, earth, superhero, or Force Wall) between the victim and the explosion. Partial armor or cover only protects the covered areas.

(6) **Blinding:** Anyone up to one mile away looking into the blast is permanently blinded. Again, Regeneration and Healing may negate these effects, at GM's discretion. At further ranges, sight is damaged; treat this as Power Destruction against sight. Power Defense does not protect against this, though Flash Defense does. For each -3 points a person has in vision, he or she takes a permanent -1 to all sight Perception rolls. The GM may allow the loss of extraordinary vision powers instead of the loss to sight perception rolls.

At 1 mile range, the victim takes 8d6 sight destruction, minus 1d6 per 1/2 mile distance beyond that.

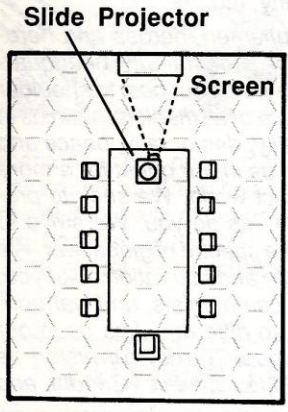
- (7) **Blast:** The blast wave does 40d6 normal physical damage, dropping off at a rate of 1d6 every 40" away from ground zero. This damage moves in a concussion wave, and can be outrun. The wave moves at the speed of sound, 750MPH, or roughly 175"/segment.
- (8) **Heat:** The heat wave does 40d6 normal energy damage, dropping off at a rate of 1d6 every 40" away from the bomb. This damage can be outrun exactly like the blast wave.
- (9) **Fallout:** If the blast occurs near ground level (within 400", or roughly 1/2 mile), widespread radioactive contamination will occur, but not immediately. The fallout will be carried by wind over an area of hundreds of miles unless slowed or stopped by heroes with appropriate powers (GM's discretion). The long-term effects of the fallout include increased rates of miscarriages, birth defects, cancer, and mutant babies over the next several years and decades.
- (10) **Bizarre Effects:** Atomic devices in the comics can cause many more things than normal physics would lead us to believe. An A-bomb blast can open a portal to another dimension, unleashing bizarre creatures into our world, or thrusting heroes into these alien worlds. Superheroes can lose powers and gain them, sometimes going insane and attacking their comrades as a result. Heroes may be transformed into hideous beasts or scarred and deformed. As a general rule, however, nothing good comes out of A-bomb blasts.

FROM ALAMAGORDO TO BIKINI ATOLL

COASTAL METRO POWER COMPANY

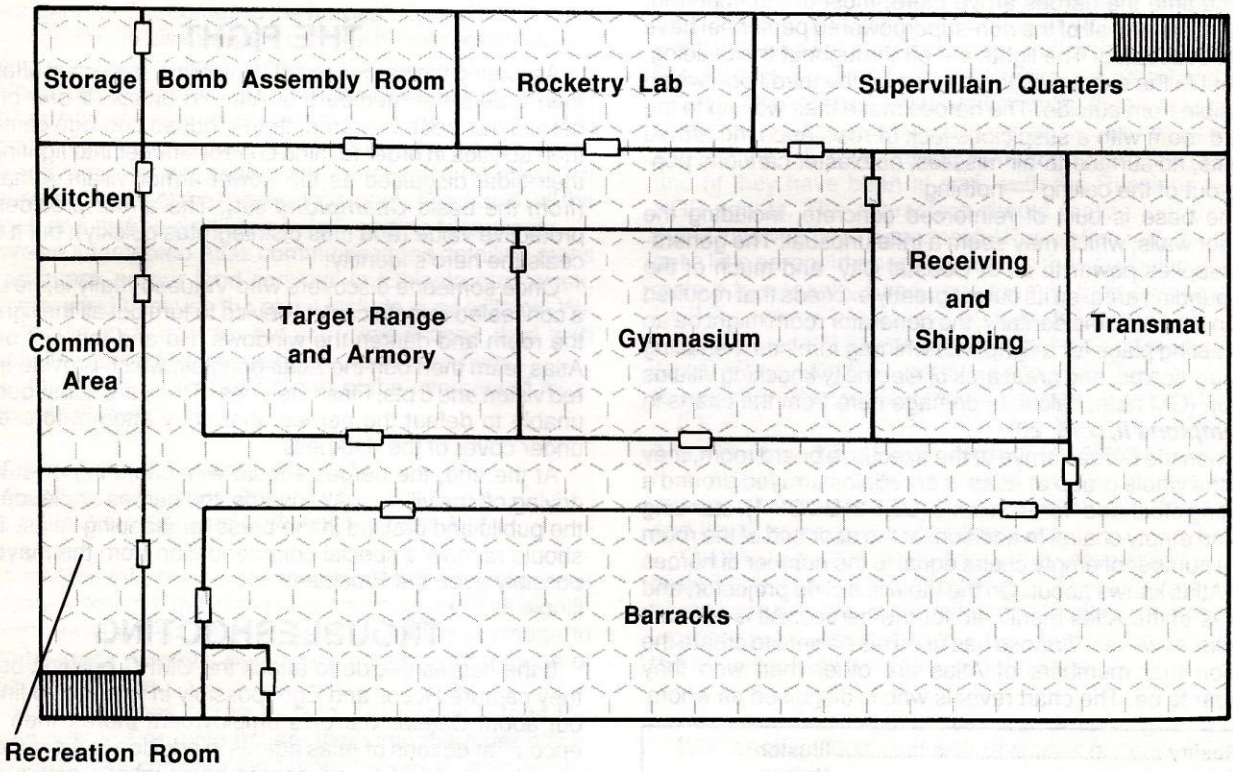
Either the heroes have succeeded in saving the day, or there is vast nuclear devastation. We'll assume the former.

If Ego and Recoil have been captured, the heroes will doubtless want to interrogate them. If threatened with physical violence by supers he knows can hurt him, Recoil must make an Ego roll. He suffers a -2 to his roll if threatened with sharp objects or mental paralysis (these modifiers are cumulative). If he fails the roll, he will talk. Ego will not, under any circumstances, deal with government representatives or persons wearing patriotic costumes. She may, however, be willing to deal with government-independent supers, provided she is flattered and promised freedom (Ego roll at -0 to -4, depending on how much the heroes flatter her). A successful Conversation roll causes the villains to slip up, accidentally revealing valuable information.



EXECUTIVE BOARD ROOM

THE CMPC BUILDING



Assuming the heroes manage to successfully interrogate one of the two, they learn that Atlas is using the "Coastal Metro Power Company" building as their temporary HQ, and that they intend to abandon that base as soon as this current operation is completed.

If one of the heroes is holding a Transmat at the time (two seconds before the explosion) that it activated, then that hero is teleported to the "Coastal Metro Power Company" building Transmat, where he is attacked by members of the Atlas supervillain group (one at a time, in succession) as well as Atlas agents. He may either escape (and call his teammates to tell them about the Atlas HQ inside the CMPC building) or be captured (see "The Fight," below.)

If Ego and Recoil got away, then the heroes should deduce on their own (because of the van) that Atlas is using the "Coastal Metro Power Company" building as their temporary HQ. The heroes undoubtedly move to attack the CMPC.

In any event, their progress towards the interim Atlas HQ will be slowed by the panic in the streets. Atlas has let it be known that the city is going to be destroyed, (through the radio and TV stations and their street contacts) and enough people believe the story to cause mass panic. Traffic will be incredibly snarled, and there will be widespread looting. As a result, the heroes may have to spend time preventing mass traffic accidents, robberies, assaults and murders caused by rising tempers — the direct result of the fear of imminent nuclear annihilation.

In the meantime, Atlas is evacuating the CMPC building. By the time the heroes arrive there, most of the important equipment and all of the non-superpowered personnel have been evacuated. The lights are off throughout the building, except in the executive board room on the third floor, which is visible from outside. The heroes make their way up to the board room with a suspicious lack of resistance: no armed agents, no surface-to-air missiles, no blaster cannons popping out of the ceiling — nothing.

The base is built of reinforced concrete, including the interior walls, which may seem a trifle unusual. The generator supplies power to all of Coastal City, and much of the surrounding area, so its output greatly exceeds that required to run the base. Incidentally, the generator room might be an interesting place for a fight, with whirring turbines menacing heroes' scalps, and great arcs of electricity knocking villains about. (GM note: calculate damage here from the charts in *Champions II*, p.18, 20)

When the heroes arrive at the executive board room, they find the whole group of Atlas supervillains arrayed around a 25' long steel-and-formica table (DEF 3, BODY 4), standing behind empty chairs. In addition, at the door end of the room are a number of empty chairs equal to the number of heroes that Atlas knows about. On the table is a slide projector, and copies of the Atlas manifesto for the heroes. All is not as it seems, however. Virtuoso has used his powers to create the illusion that members of Atlas are other than who they appear to be. The chart reveals who is disguised as whom.

Reality	Illusion
Peacemonger	Unicorn
Virtuoso	Polarity (I)
Polarity (I)-	Uberman
Polarity (II)	Virtuoso
Uberman	Peacemonger
Recoil	Ego
Ego	Recoil
Unicorn	Polarity (II)

"Unicorn" welcomes the heroes into the room and invites them to a peaceable discussion. "Unicorn" first makes a speech in order to try to persuade the heroes that they should work together with Atlas, since both groups share common goals, such as eliminating suffering and hunger, freeing the world's people from tyranny, etc.

"Ladies and gentlemen, heroes and heroines, welcome to the [Coastal City] headquarters of Atlas, where we do our best to shoulder the burden of the fate of all mankind. Join us in our quest for equality, democracy, peace and freedom. Join with us in our quest for a more beautiful and perfect world. We seek to provide justice to all — as do you. We strive to rescue man from the spectre of global war. We want an end to strife and starvation. Like you, we fight dictators, communists, and warmongers. We are not so different. Join us in our noble cause, and you will go down in history as saviors of mankind like Lincoln, Gandhi, and King."

"Unicorn" uses the latest in mood music and sophisticated audio-visual displays to present his case. This includes a nice little slide show and recorded testimonials from people Atlas has helped.

If either Ego or Recoil were captured and Atlas has captured one of the heroes, "Unicorn" proposes an exchange of prisoners.

THE FIGHT

Assuming the heroes reject "Unicorn's" generous offer, he then orders the members of Atlas to attack. If one of the heroes has been captured, then Virtuoso and Ego combine their abilities in order to mind control him/her into fighting on their side, disguised as the power-armor villain Armadillo (from the basic *Champions* set). The armor provides no protective value (and thus disintegrates quickly), but it conceals the hero's identity.

Once someone discovers who Virtuoso really is, he uses a concealed remote control device to turn out all the lights in the room and darken the windows. He and the rest of the Atlas team then don the Atlas goggles, which provide Infra-red vision and 5 pts. Flash Defense. If they are subsequently unable to defeat the heroes, then they attempt to escape under cover of the darkness.

At the end, the heroes should win, capturing or at least driving off the villains. Afterwards, the heroes are lauded by the public and praised in the press for stopping Atlas. They should receive a special commendation from the mayor or possibly even the President.

TROUBLESHOOTING

If the heroes decide to attack the CMPC building before they capture Recoil and Ego (possibly in reaction to finding out about Caesar Carron's employment there), then they encounter dozens of Atlas agents in addition to the supervillains listed. All of these agents know what's going on in general (including the plot to bomb Wayne AFB), but only Virtuoso knows exactly where Ego, Recoil, and the A-bomb are.



OPERATION INFERNO

Peacemonger has decided that the heroes are causing too much trouble and must be eliminated once and for all. He has assigned the task of destroying the heroes to Virtuoso. Because of his fixation on art and literature, he has decided to model his execution of the heroes on Dante's *Inferno*.

BAITING THE TRAP

The heroes are called by Eric Van Horn, the executive secretary of Prometheus, a Swiss-based international disaster relief agency. Eric asks the heroes to come to New York to meet with Lord Anthony Carrington, the director of Prometheus, at his UN plaza office. Eric tells the heroes that Prometheus is having trouble that only superheroes can deal with. If the heroes don't have a publicly known contact or headquarters, Eric comes to the heroes' city and hits the talk show circuit with his message until the heroes respond. Eric arranges a meeting time convenient to the heroes.

When the heroes arrive, the hard-working Carrington looks up from the papers he was laboring over, sets down his pen and rolls his wheelchair out from behind his desk.

"Forgive me for not getting up," he says as he offers his hand to the leader of the heroes. He shakes hands with all the heroes and makes small talk before getting to business.

"We've intercepted Atlas communications detailing plans for an attack on our food convoys in Ethiopia next week. We're worried because the plans include supervillains. We can handle their agents, but our people can't deal with people like (shudder) Virtuoso. We need your help."

He then gives the heroes a part of the intercepted message, which reads:

*Midway upon the journey of our life
I found myself within a forest dark
For the straightforward pathway had been lost*

Carrington tells the heroes that this is the first three lines of Dante's *Inferno*, but claims not to understand its significance. Nonetheless, he says he is giving the message to them because it seems particularly bizarre and may be of some significance.

Once the heroes agree to help, Carrington hands the heroes over to Eric, who ushers them into the outer office. Eric has all the technical information the heroes need, and he will be in charge of the heroes' travel arrangements, unless the heroes want to get to Ethiopia on their own. Eric has prepared special Prometheus IDs for the heroes' masked identities, and will arrange for the heroes to rendezvous with the convoy in Addis Ababa, the Ethiopian capital.

ETHIOPIA

SPIES IN AFRICALAND

Ethiopia, and particularly the capital city of Addis Ababa, is a land of stark contrasts. Addis Ababa is a beautiful modern city rising out of a sea of mud-walled huts. Enormous portraits of Marx, Engels and Lenin decorate Revolution Square in the center of the city. Nearby, Christian cathedrals rise side-by-side with Moslem mosques. The people follow a curious mix of ancient tribal rituals, Ethiopian Orthodox Christianity and 20th century rationalism.

Kat peddlers wander the streets, legally selling their legal mildly euphoric leaves for people to chew. Foreigners are called Ferengi and are treated with disdain (particularly the Russians). Poverty is widespread and devastating beyond the ability of most westerners to imagine. People live in thatched huts and walk to the nearest well for water. They wear their one set of clothing over and over again for years. Breakfast is *injera* and *wat*, a pancake-like bread and stew.

Once the heroes arrive in Ethiopia, those who are in costume (or whose presence is known) will be tailed by Atlas agents, the DERG's (Ethiopia's ruling committee) agents, and (if they have been at odds with the Russians before) KGB agents. The characters should realize that they are being followed (with a successful Perception roll). They may get a little paranoid when they realize they are being tailed by quite a few people. Encourage them in their paranoia. The DERG's agents are easiest to spot, followed by the Atlas agents. The KGB agents, the best-trained and most professional of them, are the most difficult to spot. They are also the fewest in number, since Ethiopia is a long way from Moscow.

If the characters sneak in without being detected, then only the Atlas agents (who have been informed about the PCs' arrival beforehand) follow the heroes. Of course, KGB agents may be watching the Atlas agents watch the heroes, and they'll wonder who the heroes are.

The Atlas agents include one on the convoy itself who has been substituted for a Prometheus agent. If one of the heroes catches the agent in the act of radioing the convoy's location, route, and speed to Atlas, then the agent will give the heroes a note from Virtuoso. It reads:

*He seemed as if against me he were coming
With head uplifted, and with ravenous hunger*

The note comes from Dante's *Inferno*, canto I, lines 46-47 and describes the lion.

The agent normally refuses to talk, but if the heroes can convince him somehow, the agent tells the heroes that he is part of something called "Operation Inferno," which is a plan to destroy the heroes, not Prometheus. He knows that there will be an ambush led by supervillains, but he doesn't know

where. He knows he isn't the only Atlas spy, but he can't identify any of the others. He has spotted some DERG and KGB tails (if there are any), but not all of them.

(If the heroes are noticed by the KGB and have Russian supervillain enemies, this adventure is a perfect time for them to follow, find out what the heroes are up to, and attack.)

The heroes might radio to Atlas fictitious information on the convoy, or suddenly change the convoy's departure or route. Radioing fictitious information, however, has little effect, since the convoy commander has dutifully reported his planned route to Prometheus HQ (Carrington's office is handling this operation directly, due to the delicacy of the situation). Virtuoso has set up an ambush in advance along the planned route. The spies the heroes captured were watching the convoy and the heroes in case of an unforeseen change in plans. Since the journey from Addis Adiba to the mountains of Eritrea is a long one, there is ample time for Atlas to discover the hoax and revert to the original plan. Changing the convoy's time of departure or the route after the Atlas spies have been captured prevents the Atlas ambush from going off as scheduled. Virtuoso knows the convoy's destination, however, so Atlas attacks while the convoy is delivering the food or shortly thereafter.

AMBUSH

The convoy (18 trucks, four with medical supplies and 14 with food) heads out across the Ethiopian countryside, across plains and into the mountains of the secessionist province of Eritrea, where their mission is to distribute food and medical supplies to villagers. In Eritrea, the cities appear almost Italian (because of the Fascist occupation of the 30's and 40's.) The trucks have a ACC of 1, a MAX of 14 on good roads, a MAX of 10 in the valley, and a MAX of 5 going up the hills around the valley.

As the convoy turns a bend in a valley, they discover that the road ahead is blocked by a landslide. Moments afterward, the Atlas ambush team attacks. The Atlas group (24 agents plus one supervillain for each hero) attacks from the mountains and for the most part behind the convoy. First, Atlas plays a tape recording of Virtuoso saying:

*Charon the demon, with eyes of glede,
Beckoning to them, collects them all together
Beats with his Oar whoever lags behind*

This comes from *Inferno*, III, 109-111

The message echoes in the canyon, making it difficult to place its source. Heroes with Parabolic or Ultrasonic Hearing should (with a successful Perception roll) locate the ultracompact speaker system carried by one of the Atlas agents.

Then the Atlas terrorists toss a miniature EMP bomb into the midst of the Prometheus group that melts the circuitry in the Prometheus weapons, rendering them useless. (This is an Obvious Inaccessible Plot Device. It has no effect on player characters.)

The Prometheus volunteers (36 Protector agents in all) fight hand-to-hand to keep food and medical supplies out of Atlas hands, but will be overwhelmed without the heroes.

The Atlas group is armed like Prometheus Protector agents, but also carry Atlas sidearms. (GM note: All agents using unfamiliar weaponry receive a -2 to hit normally. This weapon unfamiliarity would almost always lead to defeat. However, since these Atlas agents have trained with the Prometheus weapons, they do not receive this minus.)

The agents' primary objective is not food or medical supplies, but the heroes themselves. In fact, the Atlas forces ignore the Prometheus agents as much as possible and concentrate their firepower on the heroes. If the Atlas spies have not been captured previously, they stick to the heroes as much as possible in order to assist their fellows in capturing the heroes.

IF THE HEROES WIN: THE TRIAL OF PROMETHEUS

If the heroes win the battle, the Atlas forces break off the fight rather than risk capture. Ego "commandeers" the fastest transport out (probably a Polarity) with her Mind Control. Recoil will Superleap away. This cowardly duo have no compunctions about abandoning their comrades. The two Polarities and Uberman attempt a holding action to protect the agents' retreats unless absolutely overwhelmed, or they try to lead the heroes away to gain time for their comrades.

Actively following the retreating Atlas agents, or making a successful Tracking roll lets the heroes find the base camp 15 kilometers away in the mountains. The base camp is part of a huge (pop. 5,000) hidden mountain camp of the Eritrean People's Liberation Front, a Marxist revolutionary movement fighting a civil war in the region against the Soviet-backed Ethiopian government. Atlas has been providing the EPLF with advisors and aid. There should be another battle, but it should be brief for several reasons. First, the EPLF ceases fighting if the PCs make it clear they only want the supervillains. Second, though the EPLF has a large force (2,000 combatants), they are mostly underfed, underaged, undertrained, and underarmed. Against superheroes their morale will be low and they will quickly rout.

If the heroes are being followed by the KGB, Soviet supervillains (from *Red Doom* or *Villainy Unbound*) may show up to massacre the EPLF and thank the heroes for finding one of their camps.

Any supervillains that make it to the base camp are Transmatted to Geneva and Carrington's secret base beneath Prometheus HQ. A gadegeteer could reactivate the Transmat transmitters for a one-shot teleport and follow them (go to the next section: "Inferno"). Most of the agents only know about the plan to capture the heroes, but the commander and his chief lieutenant also know about the Transmats and the plan to send the heroes away via the Transmats. The commander and his lieutenant can be forced to spill the beans.

If the heroes don't follow up via Transmat, then they may come to the realization that someone high up in Prometheus is crooked. The PCs should be able to discern that Atlas knew the convoy's route in advance. The convoy commander tells the heroes that only he, his lieutenant, his cartographer (all of whom were on the trip), and Carrington's secretary Eric Van Horn knew the route.

If the heroes capture the ultracompact speaker system, a few minutes and an Electronics or Gadgeteering skill roll should enable the heroes to identify the "style" of design as the same as that used by Prometheus.

A Detective Work or Bureaucratics roll reveals that Prometheus had not lost enough weapons to Atlas in recent clashes to arm the entire Atlas ambush group. Atlas shouldn't have had the spare ammunition to train with the weapons, much less conduct a large operation like this.

Clearly, these Atlas troops got these weapons outside Ethiopia, probably directly from Prometheus, since Prometheus manufactures its own weapons and does not sell them to anyone, ever.

At this point, the heroes may talk to Prometheus HQ in Switzerland or their office at the UN plaza in New York. Prometheus, and Lord Carrington in particular, claims that Atlas stole the weapons and ammunition from a shipment bound for El Salvador. With Bureaucrats or Detective Work, a hero could learn that shipping weapons and ammunition together is contrary to Prometheus standard procedure. These same rolls also tell the hero that Prometheus weapons and ammunition are separately manufactured and stored in Geneva.

All this should convince the heroes that there is an Atlas agent in the Prometheus organization at a high enough level that he or she can affect weapons shipments. If the heroes inform Carrington of this, he thanks them for their information and promises an investigation. Three weeks later, Carrington calls the heroes and tells them that Prometheus found the spy (Johaann Goerlitz, second director of weapons shipping), who unfortunately fell to his death while resisting capture.

Assuming the heroes don't buy this, a successful Detective Work roll will show that the man who died had no known Atlas contacts until the two weeks before his death. The heroes can learn through Bureaucrats that the man had argued about Prometheus policy in Ethiopia two months ago. Investigation of the circumstances surrounding the man's death (through Detective Work, Bureaucrats, or Forensics) reveals that the glass he "fell" through "while evading capture" is designed to be shatterproof to any kind of normal impact.

If the heroes decide for some reason simply to attack Carrington in his office, he'll offer no more resistance than any crippled man could against rampaging supervillains. He files charges against the heroes for breaking and entering and assault, and then sues them for personal injury, slander, emotional trauma, damage to his reputation and the reputation of his organization, and anything else he and his high-powered lawyers can think of. If at all possible, he will destroy the heroes through legal means.

If the heroes suspect Eric Van Horn and inform Carrington of their suspicions, Carrington will promise to watch him and thank the heroes. Two days later, in the early evening, he calls the heroes to tell them that he has found evidence to confirm their suspicions. He then asks them to meet him at Van Horn's apartment that night to confront and capture Van Horn. He doesn't show, but the heroes' surveillance reveals that Van Horn is packing to leave. (This is actually a shapeshifted Virtuoso doing the packing. Van Horn was sent earlier to Carrington's secret base underneath Prometheus' Geneva HQ.) When the heroes confront "Van Horn," he smiles and whistles "On Broadway," and teleports to the New York theater district, leaving the heroes behind. Or, if you want to give the heroes another fight scene, "Van Horn" can pull out a pad of paper and sketch a picture of Virtuoso, thereby shapeshifting himself. Meanwhile, the other members of Atlas teleport in via Transmat. This gives Atlas another chance to capture the heroes and take them to "Inferno" (the next section).

If the heroes infiltrate Prometheus and decide to spy on Carrington, they may discover (GM's discretion) that when he orders his secretary to stop all calls and cancel

his appointments, he teleports out of his office (via Transmat), leaving behind a holographic image of himself at work at his desk.

If the heroes see this, they should immediately realize that Carrington is part of Atlas. That means Prometheus is run by Atlas. The heroes are now faced with a dilemma: Do they expose Prometheus or not? If they do, Prometheus will be destroyed. No one will donate money or time to a disaster relief organization with ties to terrorists. Some of that money and time will of course go to other organizations, but because many of those who had helped Prometheus "bring light to a beleaguered world" will be disillusioned by its exposure, much of the good work that Prometheus does will simply be left undone.

The flip side of this is that Atlas will be greatly damaged by this exposure, since much of the money for Atlas operations is funneled from Prometheus. Atlas options will be greatly reduced, and Atlas will have almost no money for advanced research and development. That means that there will be fewer and fewer high-tech weapons available to Atlas agents and supervillains, and that Atlas will be less able to accomplish its goal of world-wide disarmament and redistribution of wealth from the rich to the poor.

The heroes may wish to compromise by putting the idealistic (if somewhat naive) Unicorn in charge of Prometheus. Unicorn may not be able to completely stop diversion of Prometheus funds to Atlas, but he can greatly decrease that diversion, and he will preserve the humanitarian goals to which Prometheus was originally dedicated.



IF THE HEROES LOSE: INFERNO

If the heroes lose in battle to Atlas, they are tied up in steel cables and taken by Transmat to the dungeon beneath the Geneva headquarters of Prometheus. There, Virtuoso begins his speech to them with these words:

*"There standeth Minos horribly, and snarls;
Examines the transgressions at the entrance;
Judges, and sends according as he girds him."*

This quotation comes (of course) from the *Inferno*, V, 4-6. Virtuoso will then gloat to the heroes (in a cultured way) and explain why they must now die: They are interfering with Atlas' plans for world-wide utopia. He apologizes for having to kill them, but leaves them with the consoling knowledge their deaths will be a step towards a better life for all mankind. After Virtuoso is finished, he teleports away, taking with him the Atlas villains and the Transmat pad, stranding the heroes in the dungeon. The walls and roof of the dungeon are proof against all the heroes' known powers, and the dungeon is surrounded by a Force Field vs. teleportation as soon as Virtuoso leaves. The heroes are tied in cables. The heroes have to break out of the cables, which should be fairly easy (Escape Artist, Contortionist, Shrinking, Growth, Shapeshift, Teleport, Stretching, Desolidification, a powerful EB, or great strength should do the job).



Hidden panels in the walls immediately open up, allowing hungry lions, wolves, and panthers (STR 25, DX14, SPD 4, 1d6HKA (2d6 w/ STR) (2 per hero) to leap into the room and attempt to devour the tied up heroes.

The only way out is down a short flight of stairs, through a set of (unlocked) double steel doors of bank vault thickness (DEF 16, BODY 9). Above the steel doors is a sign reading

Abandon All Hope Ye Who Enter Here."

This quotation comes from the *Inferno*, and is above the entrance to The Inferno (hell). Heroes with a background in literature or religion should be able to identify this quotation, as well as to remember the punishments for individual sins and the way out of Inferno, which follow.

Carnal sinners are tossed about by an incessant storm.

Gluttons are guarded by the monstrous three-headed hound Cerberus, and are buried in mud.

The prodigal and the avaricious are condemned to roll heavy stones against one another.

The wrathful and the sullen are condemned to drown eternally in the Styx.

Heretics are confined to burning tombs.

Those violent against their neighbors, tyrants and warmakers are plunged into a river of boiling blood.

The souls of suicides grow like trees in a forest ruled by harpies.

Reckless squanderers are chased and torn to pieces by hounds.

Blasphemers, sodomites and users are put on a desert of burning sand and exposed to a rain of fire.

The panderers and seducers are beaten with lashes.

The flatterers are plunged in canal of excrement.

Simoniacs (people who buy and sell sacred things) are sunk upside down in round holes and the soles of their feet are set ablaze.

Fortunetellers and diviners cry and walk backwards with their heads reversed on their bodies.

Grafters are plunged into boiling pitch and tormented by black devils.

Hypocrites are punished by walking slowly and wearing heavy friars' robes.

Thieves are placed naked in a pit with monstrous snakes. They are transformed into snakes when bitten and turn back into men when they bite.

Evil counselors are covered in flames.

The sowers of discord are mutilated.

Falsifiers are punished by plagues and diseases.

Traitors are fixed in ice, except for the very worst traitors, who are eaten alive eternally by Satan.

Virtuoso has set up a series of deathtraps modelled on some of these punishments. The deathtraps are all lined with hidden video cameras and microphones which lead to a central monitoring room. Virtuoso and Peacemonger are too busy arguing about who will lead Atlas now that the heroes have been dealt with to watch, and Uberman, Unicorn, and Polarity are above that sort of thing. Ego and Recoil, however, will be glued to the set. They love watching this kind of torture and death.

If it looks like the latest deathtrap has really gotten the better of the heroes, one of the evil pair will lower the anti-teleport Force Field and then Transmat into the deathtrap site to gloat. If the heroes capture one of the gloaters by some chance, the other won't raise the alarm. The one who remains behind will laugh at the other's foolishness. Later, the one who was left behind will Transmat in to gloat as well, giving the heroes a chance to capture both of them, and escape using the Atlas Transmats.

Another possibility is for the heroes to persuade the Atlas agents actually running the traps (Tim and Mary Cork, a pair of ex-IRA terrorists) to release them in exchange for some favor. Tim and Mary are strong Catholics, newlyweds, and looking for a way out of the terrorist business. A desolid hero might also be able to find the control room, knock out Tim and Mary, and turn off the remaining deathtraps.

After the heroes go through the doors, the doors close and lock behind them. On the other side of the doors are steps leading down through what looks like a cavern (but is artificial), lit by torches. At the bottom of a winding, rough hewn staircase is another bank vault door (in the floor) with the words "The Irascible" carved in Roman letters on it.

THE IRASCIBLE

This rocky chamber is the old "slowly flooding sealed room" trap. The suspense in this trap is making sure that the chamber floods before the heroes escape, so that they must burn END to hold their breath, hence, it floods completely in only 4 segments. The water comes out of an adjoining chamber slightly above. A panel slides open behind a strong (DEF 8, BODY 6) metal screen. The heroes can get air by breaking through the screen, but the only exit is through the locked door in the floor. The door is not immune to characters' powers, but is bank-vault tough (DEF 16, BODY 9) and is securely locked (-2 to Security Systems rolls).

Once the door is opened, the water pours down and drains away through grates in the steps. Characters who cannot fly are swept away and tumble down the stairs into the next chamber.

HERESIARCHS

On the far wall is carved the word "Heresiarchs," next to another door in the floor. In front of the wall are open graves, one for each character, with blocks of stone suspended overhead. A hologram of a tombstone will form with appropriate names in front of each grave. The floor tilts suddenly, sharply down to the graves. Those failing a DEX or Acrobatics roll tumble down into one of the graves unless they abort to another action (TK, Flight, Force Wall, etc.). One segment after the characters reach the chamber, smoke starts to fill the graves; two segments after that, furnaces ignite in them. The furnaces do 7d6 normal energy damage per segment. If any character is in a grave, the 1.6 ton concrete block (DEF 6, BODY 11) suspended above the grave by a steel cord (DEF 7, BODY 5) drops and seals the grave, doing 9d6 damage to the victim in the process.

There are TK devices in the graves, with 5 STR more than the characters they catch. They slowly pull the characters inside. The devices can only be blasted from inside the graves.

BLASPHEMERS

The characters get a chance to rest on the stairs before moving onto the next door: "Blasphemers" is the label. This room sprays napalm from nozzles in the ceiling. Jelly-like globs are constantly falling (treat as a 1d6 Penetrating, area-effect, Killing Attack). The door on the far side of the room is locked (-4 Security Systems), but is only DEF 9, BODY 9. The floor here is covered in sand.

Shooting the nozzles causes a 16d6 explosion per nozzle (there are 10 in all), and is not recommended.

THIEVES

The door to this room is labeled "Thieves," and is 16 DEF, 9 BODY. The floor here opens up under any weight over 100kg to drop the characters 10 feet into a pit full of venomous snakes (1 point HKA, + 2d6 NNDHKA (venom) — defense is being resistant to the first HKA or having 10+ points of Life Support).

FORGERS

This room has the usual door. Ceiling nozzles spray a cloud of vapors which causes uncontrollable itching sensations. Treat this as a 15d6 Mind Control which makes characters scratch and claw at themselves like mad. Characters with Force Field, Force Walls, and sealed armor are immune to this effect. Characters can move or take other actions every phase in which they make an EGO roll. This goes on until the stuff is washed off (in the next room).

TRAITORS

This room has the usual door. The room is coated with ice and acts like a giant freezer. When the characters get inside treat this room like the "room filling with water," except the room is filling with ice! In addition to the possible suffocation, the ice forms an Entangle of 3 DEF with BODY according to thickness (treat as plastic on the wall body chart, p.88 in *Champions*). The ice also acts as a 9d6 area effect cold attack (normal energy damage.) The ice Entangle has a weakness to heat and flame, which do x2 BODY to it. The ice doubles in thickness every segment to fill the 2m tall chamber. Heat attacks halve the thickness each time (steam escapes). The floor here is only dirt. (2 DEF because it's so cold, and 5 BODY per 1" of the stuff.) After the tunnel is started, the dirt is 0 DEF. After the tunnel goes up 20", it hits concrete foundations (DEF 6, 10 BODY). After that, the heroes are inside Prometheus headquarters.

They find villains arguing in their main conference room over who should run Atlas now. Virtuoso (contending that Peacemonger is "dangerous to himself and the organization") is supported by Unicorn, Uberman and Polarity, and Peacemonger is supported by Ego and Recoil. Peacemonger, enraged that his minions have "betrayed" him by "allowing the heroes to escape," will attack Atlas rather than the heroes (once they show up). Ego and Recoil will be flabbergasted by his action and stand around trying to decide what to do for a full turn before attacking the heroes. The heroes should win easily in this confusion, and are then faced with the dilemma of whether or not to expose Prometheus as part of Atlas (see the "Trial of Prometheus").

CHARACTERS



PEACEMONGER

Val	Char	Cost	100+	Disadvantages
60*	STR	50	20	Enraged when plans go awry, 14-, 11-
18	DEX	24		
30*	CON	40	20	Psych lim: Mentally unstable — split personality
20*	BODY	20	20	Psych lim: Will sacrifice anyone or anything for utopian vision
30	INT	20	10	Psych lim: Megalomaniac (x1/2)
25	EGO	30	30	Hunted by World Intelligence Agencies, 14-
30	PRE	20		
16	COM	3	25	Hunted by Hero Group, 8-
20*	PD	8	15	Secret ID: Dr. John Powers
15*	ED	9	297	Villain Bonus
5	SPD	22		
18*	REC	0		
60*	END	0		
65*	STUN	0		

Cost Powers

END

47	2 1/2d6 Energy HKA, x1/8 END (OIF —Vibra-Sword) *	1
36	Gadget Pool (30 points) (used for transportation powers and/or life support)	
30	Full Damage Resistance*	
10	Life Support (Internal Oxygen supply)*	
10	10 pts. Flash Defense*	
20	Telescopic Ultraviolet Vision*	
	Skills	
50	Mastermind	
5	Computer Programming	15-
15	Gadgeteering	20-
6	Jet Pilot, Spacecraft Pilot	14-
3	Scientist	
18	Sciences (all at 11-): Astronomy, Abstract Mathematics, Mathematics, Genetics, Political Science, Military Science, Biology, Cloning Science, Physics, Computer Science, Cosmology, Astrophysics, Electrical Engineering, Mechanical Engineering, Radiology, Teleportation Physics, Robotics, Biomechanics	
4	Russian	
25	+5 w/ sciences	
12	+4 w/ swords	

* Cyborg additions (before he becomes a cyborg, all these characteristics are normal. He does not have these powers, but he does have a 1d6 HKA saber.)

COSTS:	Char.	Powers	Total	Disadv.	Base
	246	+	291	=	537
				=	437
				+	100

OCV:6+; DCV:6+; ECV:8; Phases:3,5,8,10,12

Background: Powers was born into a family of Socialist party organizers and blue-collar workers. He learned early the value of hard work and education, a lesson he never forgot. He also learned that the capitalist system is unjust and must be challenged repeatedly until it gives control of society over to the working classes.

From the start, Powers was a brilliant student. He interrupted his college career when he was drafted into the Army Air Force in 1943, where he was assigned work in airplane design and testing. He was one of the foremost engineers in the Air Force, and was on the leading edge of jet research towards the end of the war. After two years in the Air Force after the war, Powers returned to civilian life in order to use GI bill benefits to continue his education. He earned a variety of advanced degrees from institutions of higher learning.

By the middle of the 1950's, Dr. Powers had finished his formal education, just in time to be educated in the school of hard knocks. His association with the Communist party, which had been encouraged during the war, made it almost impossible for him to find work. Embittered, he spent the better part of the next decade as a lab assistant at an obscure petrochemical research facility.

Finally, in the late 60's, Dr. Powers joined the Free Speech movement at Berkeley, California, where he became a professor of physics and a Marxist philosopher. As the era of the hippies came to an end, Dr. Powers decided that he would continue their "no-battle struggle" against imperialism, and founded Prometheus.

From the beginning, Prometheus faced difficulties. Volunteers were plentiful at first, but rapidly declined in number. Money and organization were always a problem for the unworldly professor. Within two years of its founding, it looked as though Prometheus might collapse, its mission unfulfilled.

Powers felt certain that this was due to continuing interference from the superpowers in the affairs of the world. Powers also suspected that the CIA and FBI were tapping his phone lines and interfering in his good work, and that the KGB was sabotaging his efforts to feed the starving in South Vietnam.

At the same time, Powers' personal life was disintegrating. His son rebelled against his father's pacifist teachings and joined the Marines. His wife, feeling that Powers had abandoned her in order to foster his fledgling group, divorced him. Powers, frustrated and increasingly stymied, had a nervous breakdown. He developed a second personality that would deal ruthlessly and efficiently with all of his problems. That personality was Peacemonger.



Mrs. Powers died in a bizarre car "accident" shortly thereafter. Her car short-circuited while she was turning the starter and sent a lethal dose of electricity through her key. Corporal Powers, USMC, died when his transport plane was struck by "lightning."

After dealing with these problems, Peacemonger returned to his larger problems — the USA. and the USSR. To handle them he created Atlas. Atlas' profits from bank robbery and other crimes were funnelled back into Prometheus in the form of anonymous donations, enabling the fledgling organization to survive long enough for Dr. Powers' inventions to give Prometheus a strong reputation in the relief community. Since then, the two organizations, like the two sides of Dr. Powers, have been almost wholly separate.

Powers: Dr. Powers' abilities consist of his enormously powerful mind, his forceful personality, and the sciences he has learned and pioneered. He has mastered piloting and swordplay in his spare time, and uses an army saber to great effect.

To use Peacemonger with beginning characters, eliminate his cyborg powers, or tone them down to the point where he is only slightly tougher than the toughest hero.

Personality: Today, wracked by chemical imbalances and an undiagnosed brain tumor, Dr. Powers/ Peacemonger is becoming increasingly erratic. He has become moody and subject to occasional fits of violent temper. He is increasingly unable to differentiate his ideas from his personal worth, and therefore becomes very angry with anyone questioning his plans or motives.

The two personalities are unaware of each other at first. Eventually Peacemonger will take over completely, and Dr. Powers will be reported dead.

Appearance: Dr. John Powers is 5'4", around 130 lbs., balding with gray hair and brown eyes. He wears loose-fitting clothing with a disheveled look, usually in red, brown and black. He has an intense, fixated stare, and often appears to be concentrating on something other than the problem or situation at hand. Later, when he becomes a cyborg, his face is covered in a metal shell and his right hand is replaced with an electro-mechanical slot. He places a variety of electro-mechanical devices in the slot, most often the deadly vibro-sword. His skin is replaced with a plasteel mesh, and his bones and muscles with hydraulic presses.



As Peacemonger, Dr. Powers wears a loose-fitting bright green costume with an attached mask open to the lower face and hair, with a map of the world covered by a blood red hand on the chest. He also carries a saber inside a yellow scabbard on a yellow belt. As a cyborg, his face is replaced with a metal sheet and he wears the vibro-sword in his right hand.

Campaign Use: Dr. Powers is a noted expert on engineering and experimental physics, so the reclusive doctor could enter the campaign as an expert consulted on these matters.

Note: since Powers/Peacemonger is not a cyborg in the first adventure, he should not have the cyborg powers (those marked with an *) during that adventure.

Distinctive Quote: "Kneel before me, the savior of the world."

VIRTUOSO					
Val	Char	Cost	100+	Disadvantages: 100+	
15	STR	5	20	Psych lim: Sacrifices anyone or thing for utopian vision	
20	DEX	30			
20	CON	20	15	Psych lim: Must do everything aesthetically	
12	BODY	4			
20	INT	10	10	Psych lim: Despises greed and selfishness (irrat)(x1/2)	
20	EGO	20			
30	PRE	20	5	Phys lim: bad legs	
20	COM	5	6	-3" Running	
10	PD	7	15	DNPC: Eric Van Horn (secretary), 14-, comp.	
10	ED	6			
5	SPD	22	25	Hunted by Hero Group, 8-	
10	REC	6	30	Hunted by Global Intelligence Agencies, 11-	
40	END	0	15	Secret ID: Lord Anthony Wells Carrington	
30	STUN	0		Villain Bonus	
			116		
Cost Powers			END		
110	Cosmic Power Pool (50 pt. reserve) (Requires music, art, poetry, etc. as focus, +1/4)				
17	Armor (9PD/ 9ED), 14- activation roll (IIF — costume)				
6	6 pts EGO Defense (10 pts.)				
5	Power Defense (5 pts. total)				
5	Flash Defense (5 pts.)				
Skills					
3	Persuasion 15-				
5	Disguise 13-				
3	Paramedic 13-				
3	Culture 15-				
3	Scientist				
5	Sciences: (All 11-) Ecology, Economics, Oratory, Sociology, Agriculture				
3	Scholar				
2	KS: Art 12-				
2	KS: Music 12-				
2	KS: Literature 12-				
4	KS: Known Superbeings 14-				
2	PS: Medicine 12-				
2	Familiarity: all musical instruments 12-				
20	+2 Overall Skill Levels				
COSTS: Char. Powers Total Disadv. Base					
155 + 202 = 357 = 257 + 100					
OCV:7+; DCV:7+; ECV:7+; Phases:3,5,8,10,12					

Background: Anthony Wells Carrington was born crippled into a perfect English noble family in 1946. He came of age during the tumultuous 1960's. He was educated at the Edinburgh School of the Arts, until his increasingly revolutionary artistic methods and themes caused him to be rejected by the faculty. Young Anthony was put out onto the streets, where for the first time, he had to make a living for himself. It was during this phase in his life that he learned to despise greed, materialism, and the imperialism that Britain stood for. He learned second-hand of imperialist atrocities while at the University, and formulated a utopian vision where the empires would be humbled and the Third World would be given an equal share of the world's resources.

After obtaining his medical degree, he took this vision to the United States, where he hoped to meet other radicals with similar ideals. He did, in the form of Dr. John Powers, who was just then forming Prometheus. Carrington joined the then strictly-humanitarian group, and rapidly worked his way up to second-in-command.

By then Powers had become convinced of the need for terrorism against the superpowers, and Carrington carried out many of his ideas, adding a twist of irony, or reference to art, literature or music, in order to gain press attention. While he was a part of Atlas, Anthony met Eric Van Horn, and they became close friends. Anthony arranged for Eric to be his personal secretary, and to record all his meetings with Dr. Powers for posterity. This kept Eric out of dangerous field work, and allowed their friendship to expand to a professional respect.

Carrington's parents and older brother were killed in a car crash in the late 70's; he was the only surviving heir and gained a sizable fortune as well as the family title. This money has been an invaluable aid to Atlas/Prometheus since.

Powers: Virtuoso generally hangs back in a fight, using his power pool to confuse his opponents and boost the abilities of his teammates. For example, he uses his Cosmic Pool to create a 25 PD Force Field, Usable at Range (+1/2), Usable on Others (+1/2), which he will use to protect whichever comrade seems to be in the greatest need. (He could use Invisibility with similar attributes). He almost never engages an enemy directly in combat, preferring to teleport, shapeshift, or become invisible and direct the actions of others. If he must fight, he will use Mental Paralysis to the full strength of his Power Pool. He must use a musical instrument or a drawing pad to call upon his powers. He favors the flute.

To use Virtuoso with beginning characters, reduce his DEX, PRE and SPD, and add a 0-5 segment delay on his power pool. Eliminate his skill levels and armor, and his flash defense and power defense.

Personality: Virtuoso is cowardly and venomous, yet he is a shrewd strategist and a consummate liar. He is an astute student of human psychology, and can often persuade people to do things against their better judgement. He lacks the personal magnetism of Dr. Powers, but is a more adept fund-raiser who has an intimate acquaintance with high society and traditional culture. His knowledge of the fine arts places him in the second rank of experts worldwide, and makes him a welcome addition to diplomatic soirees. He is dedicated to his own utopian vision and to art, in that order. Despite his amiable airs, Virtuoso has no one he truly cares about other than Eric, because he looks down on nearly everyone, including his mentor, Peacemonger.



Costume: Anthony is 5'10", 175 lbs., with prematurely white hair and magnetic sea-green eyes. He sports a goatee and a mustache. He carries himself with the air of a liberal aristocrat — he knows he's better than you are, but he'll stoop to help you anyway. As Virtuoso, he wears a simple costume made up of the top half of a gi (martial arts practice robe), and loose-fitting pants that conceal his leg braces. He wears a black domino mask to conceal his identity.

Campaign Use: As Lord Carrington, Virtuoso runs Prometheus from a wheelchair. He is a noted expert on music and literature, as well as a competent, if somewhat out-of-practice, physician and medical expert, and might be consulted on those matters. He might also be encountered at any diplomatic functions the player-heroes happen to attend.

Distinctive Quote: "I'm only trying to help you. I have your best interests at heart."

EGO									
Val	Char	Cost	100+	Disadvantages					
15	STR	5	10	Vuln: x2 effect vs. Mindscan					
20	DEX	30	15	Psych lim: Self-centered					
20	CON	20	15	Psych lim: Enjoys abusing powers					
10	BODY	0	8	Psych lim: Power-Mad (x1/2)					
15	INT	5	8	Psych lim: Distrusts Governments (x1/2)					
26	EGO	32	15	Susc: 3d6 vs. EGO Drain, Destruction, Neutralization					
20	PRE	10	5	Unusual Looks 8-					
16	COM	3		(Glowing White Eyes)					
10	PD	7	25	Hunted by Canadian Government, 11-					
10	ED	6	25	Hunted by Hero Group, 8-					
5	SPD	20	90	Villain Bonus					
7	REC	0							
40	END	0							
30	STUN	2							
Cost Powers		END							
90	Multipower — Mind Control Powers (90 pt. reserve)								
9 u	12d6 Mind Control, x1/4 END			3					
9 u	9d6 Mind Control, normally invisible, x1/4 END,			2					
9 u	9d6 Mind Control, Area Effect, 4" radius			16					
17	9PD, 9ED Body Armor, 14- Activation (IIF — Costume)								
11	2d6 RKA, 6 charges (OAF — Heavy Pistol)								
7	7 pts. EGO Defense (10 pts. total)								
5	5 pts. Power Defense								
10	+5" Run								
9	+3 Skill Level w/ Pistols								
COSTS: Char.		Powers	Total	Disadv.	Base				
140		+	176	=	316	=	216	+	100
OCV:7+; DCV:7+; ECV:9; Phases:3,5,8,10,12									

Background: Adrienne D'Estang was born in Montreal, Canada, in 1967. Her parents were members of the Quebecois separatist movement of the late 70's and Adrienne picked up their nasty habits; she tossed her first bomb at age 12. By the time she was 16, she was an accomplished terrorist, and actively hunted by almost every law-enforcement agent north of the 39th parallel. It was at this time that Adrienne decided to join Atlas, primarily because she is better protected by Atlas than she could ever be by the separatist movement, but also because Atlas was not based solely in Canada. Adrienne decided by this time she wanted other, more challenging targets to vent her wrath on — like the United States government.

In order to escape across the border, Adrienne phoned an anonymous tip to the police that gave the location of the hideout her parents were using. Because of the diversion of police manpower to hunt down her parents (who were dangerous criminals in their own right), Adrienne was able to slip into the U.S., where she has



continued to make trouble. The Canadians have not forgotten her, though, and they have sent several teams of agents into the U.S. to apprehend her — so far without success.

Powers: Ego's abilities are a combination of the talents she picked up as a youthful criminal and the powers and equipment bestowed upon her by Atlas. She uses her mind-control powers indiscriminately, often wrecking the psyches of the people whom she so casually abuses.

To use Ego with beginning characters, reduce her DEX, CON and PRE. Make her multipower a single 11d6 mind control. Eliminate her power defense, armor and pistol skill levels.

Personality: The Q'rrm treatments that turned Adrienne D'Estang into Ego have also further warped her already twisted mind. She finds that she enjoys using her powers to turn ordinary people into her puppets, and superheroes into her drooling slaves. She often does this needlessly on her subordinates, just for the rush the feeling of absolute domination gives her.

Appearance: Adrienne is 5'6", with medium-long brown hair and sultry green eyes. She possesses a fierce, domineering attitude with an arrogant edge. Ego's costume is a forest green bodystocking with decorative ochre "wings" stretching from arm to arm and over the shoulders, with black trunks, high black boots, long black gloves, stylized black triangles inside and outside her upper arms and thighs, and a black semi-circle at the neck. She wears her pistol in a black holster on her right thigh.

Campaign Use: Ego is the ambitious underling ready to betray her superiors at a moments' notice in exchange for power. Heroes who want to promote dissent inside Atlas could help things along the way by promising Ego help in taking over Atlas.

Distinctive Quote: "Crawl before me, you pitiful worm!"

UBERMAN				
Val	Char	Cost	100+	Disadvantages
60	STR	50	15	Enraged: When Friends Take Body 14-, 11-
18	DEX	24		
30	CON	40	20	Psych lim: Overprotective of Friends
10	BODY	0	20	Psych lim: Overconfidence
10	INT	0	8	Psych lim: Anarchist (x1/2)
11	EGO	2	10	2d6 Unluck
25	PRE	15	5	Unusual Looks: Surf Punk with glowing white eyes, 8-
16	COM	3		
35	PD	23	30	Hunted by FBI, 14-
30	ED	24	25	Hunted by Hero Group, 8-
4	SPD	12	10	Public ID: Jim Dodson
18	REC	0	83	Villain Bonus
60	END	0		
55	STUN	0		
Cost Powers			END	
30	Full Damage Resistance			
16	Hardened PD & ED			
15	30 pts. Life Support, still must breathe (-1)			
15	x1/2 END on STR			
6	6 pts. EGO Defense (8 pts. total)			
20	Superleap, 4x distance (48" across, 24" up)			
4	+2" Run			
5	5 pts. Power Defense			
5	Lack of Weakness (-5 to roll)			
5	Streetwise 15-			
10	+2 H-to-H combat levels			
COSTS: Char. Powers Total Disadv. Base				
195 + 131 = 326 = 226 + 100				
OCV:6+; DCV:6+; ECV:4; Phases:3,6,9,12				

Background: Jim Dodson was born in 1950 in Los Angeles. He grew up in a tough section of L.A., where he learned disrespect for the law and loyalty to his friends. He ran a gang called the One-Way Surfers, which engaged in vandalism and petty theft. To his friends and some of the neighborhood he was a hero, because his targets were often (though not always) rich people from outside the ghetto. He liked being seen as a hero, and so he beat up a few slumlords and spray-painted more than his share of crack houses.

But Jim wasn't cut out to be a small-time Robin Hood. Once he used a crowbar to beat up cops who had shot his pals in the act of robbery. Another time he ran from the same situation. Those guys had been in his gang, but they weren't Jim's buddies, so he let 'em rot.

Eventually, time and the law took their toll on the One-Way Surfers, and Jim and a couple of his buddies decided to join up with Atlas, where they could get guns of their own, and get even more people to like them. Jim wants to be a hero, but he wants to be a hero in the easiest possible way. If the job involves sacrifice or hard work, Jim isn't interested. That's why he's still in Atlas; he can do pretty much whatever kind of terrorism and vandalism he wants, and he doesn't have to do any honest work. Jim has been very successful in Atlas, so he's made the FBI's ten most-wanted list.

It was Virtuoso who chose Jim's code-name, based upon his reading of the works of Friedrich Nietzsche. "Uberman" was the phrase coined by Nietzsche to describe his race of superior men who were unbound by "slave morality" and thus fit to rule the world. "Uberman" translates literally as "Over-man", and Jim often uses the translation in his threats, as in "It's over for you, man, 'cause I'm the Uberman."

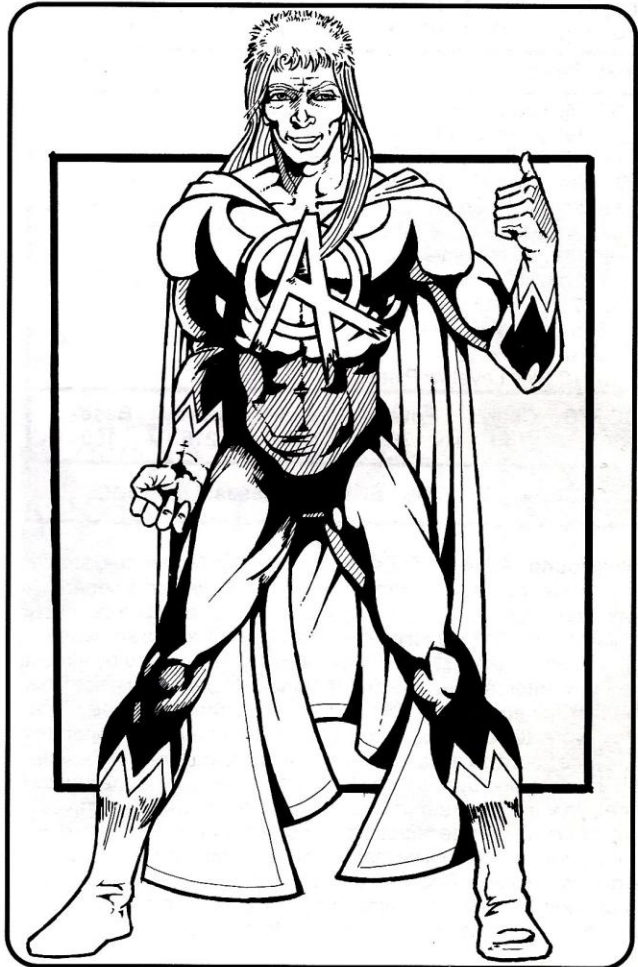
Powers: Uberman is strong and invulnerable, has a knowledge of the streets, and feet faster than those of the average cop. Other notes about Uberman's powers: he's immune to vacuum, high pressure, extreme cold and radiation. This doesn't mean he can hang out in space or deep under water all day — he still has to

breathe. It does mean that Uberman won't suffer explosive decompression, or the bends, but he'll still suffer the other bad effects of being in space or underwater — most importantly, slow suffocation.

To use Uberman with beginning characters, reduce his STR to 45, CON to 25 and his PRE to 20, and eliminate his END reduction on STR, his superleap, and his skill levels.

Personality: Uberman is brash and freewheeling: unwilling to accept constraints on his actions, yet loyal to his friends beyond reason. He's unlikely to follow plans or orders, but he'll do anything in his power to help out a friend in need. He's also interested in being a super-hero, not for the ordinary reasons having to do with self-sacrifice and a desire for the common good, but for the glory and fame of it all. Uberman will help a little lady attacked by muggers just on general principals, but he won't do any really showy crimefighting unless he thinks he'll get a newspaper picture, or at least a roar of approval from a crowd. As a result, in order to get Uberman to do something really rotten, like join in a nuclear blackmail plot, he has to be mind-controlled, at least a little. Of course, if you can convince him that's its a really heroic thing to do, it helps.

Jim's other bad habit (as if he didn't have enough already), is his heavy drug use. This is a problem he's had for a long time, but since he gets free dope from Atlas's South American subsidiary, the problem has become worse lately. Unfortunately for the rest of the world, drugs don't have the same kind of debilitating effect on Jim they have on the rest of us, but they do cloud his thinking somewhat, and they account for his relatively low intelligence and consequent susceptibility to illusions and persuasive speeches. As a side effect of this, Jim uses the slow, laborious drug-speak so often found among dopers in movies, punctuated heavily with long pauses and out-dated phrases like "hey dude", "far out", "mellow out, dude", "chill", "don't mess with me, dude", "bitchin'", and the like.



It's important to note that Ego and Recoil are not among Uberman's friends; however, he is good friends with Virtuoso, Polarity, and Unicorn.

Appearance: Jim is 6'2", 230 lbs, with blue eyes and long blond hair cut punk-style. When he dresses in civvies (which isn't often), he wears faded blue jeans, high-top sneakers, and t-shirts, usually emblazoned with a punk logo (e.g. Dead Kennedys Live, Anarchy Rules, Skate Tough or Die). Jim doesn't walk, he swaggers.

Uberman wears a blue bodysuit with a red and yellow stylized "A" (for Anarchy) on the chest, framed by red shoulder markings, red trunks, red gloves and boots, and a red cape with blue trim.

Campaign Use: Uberman is the stupid but reformable henchman who gives the heroes a hard time. He doesn't really understand why the heroes want to stop him from bringing about world equality, but if they can explain why, maybe he'll stop — until the next time Virtuoso talks him back into it.

Distinctive Quote: "Hey, man, don't mess with my buddies, 'cause I'm a righteous dude, and I'll wrap that car around your head."

POLARITY				
Val	Cha	Pts	100+	Disadvantages
30	STR	20	8	Vuln: x1 1/2 Stun when both duplicates struck simultaneously*
23	DEX	39		Enraged: Racial Slurs, 14-, 11-
25	CON	30	20	Psych lim: Believes violence is the only way to achieve racial equality
10	BODY	0	20	Psych lim: Loyal to friends (x1/2)
10	INT	0		Susc: 2d6 from Flash/Darkness*
14	EGO	8	20	DNPC sister, incomp, 8-
20	PRE	10	12	Hunted by Hero Group, 8-
10	COM	0	10	Public ID: Jason Harper
20	PD	14	25	Unusual Looks 8- (glowing white eyes)
15	ED	10	10	Villain Bonus
6	SPD	27	5	*only when duplicated
11	REC	0		
50	END	0	81	
38	STUN	0		

Cost Powers		END
15	Elemental Control (polarized energy) (50 Active Point Reserve)	
a-15	8d6 Energy Blast, x1/2 END, (doesn't work in flash/darkness)*	4
b-15	25" Flight, x1 1/2 END cost*	7
c-15	Force Field (10PD/15ED), Hardened, x1/8END, linked to flight)*	0
d-15	4d6 Flash, x1/2 END OR 2" Radius Darkness (impervious to normal, Infra-red & radar) (both are no range)*	
85	Duplication (One duplicate)	
8	Ultraviolet Vision*	
3	Streetwise 13-	
5	Area Knowledge: New York City 14-	
6	+2 w/ Energy Blast	

COSTS:	Char.	Powers	Total	Disadv.	Base
	158	+ 182	= 340	= 240	+ 100

OCV:8+; DCV:8+; ECV:5; Phases:2,4,6,8,10,12

Background: Jason Harper was born in Harlem, NYC, in 1957. Jason never knew his white father who abandoned the family before he was born. Jason grew up on welfare; his mother was only rarely able to find work to support him and his younger half-sister. He feels that he was cheated out of his self-esteem and a good education by a white system that gave no chance to blacks, especially poor blacks from the inner city. He joined Atlas in 1975, after he was fired from three different odd jobs by three different white managers. Since then, he has worked his way up through the Atlas ranks, and has, by dint of hard work, become one of Dr. Powers' most trusted aides.



Powers: Polarity's powers work like this: he splits into one white duplicate and one black duplicate. The white man is surrounded by a black force field, and is susceptible to flash attacks. The black man is surrounded by a white force field and is susceptible to darkness fields. The black duplicate is capable of Flash, the white is capable of generating a darkness field. Both Polarities can fly and generate energy blasts from their hands.

To use Polarity with beginning characters, make his STR, CON, and PRE superhuman only when duplicated, and halve his PD and ED when not duplicated. Eliminate his flash/darkness powers and his skill levels with his energy blast.

Personality: Polarity carries himself with an impatient swagger, willing to take offense at almost any provocation. He is almost always certain he is right, and is just as certain that he has been cheated of his rights. Jason is very bitter about the historic mistreatment of his people by whites, and feels that this bigotry is still pervasive — just better hidden than it used to be. He is very devoted to his sister, and almost equally devoted to his good friends — especially Uberman.

Appearance: Jason is 5'10", 170 lbs, with brown hair and green eyes. He is a mulatto: half-black, half-white. Polarity's costumes are reversed in color — the white duplicate wears a white bodystocking with black trunks, black belt, a black triangle leading from the neck to a black star in the middle of his chest. The black duplicate's costume is opposite that, and the costumes disappear when Polarity is not duplicated.

Campaign Use: Polarity is the loyal subordinate with a grudge against society, much like his friend Uberman. His primary purpose in the campaign is to provide the characters some insight into the good things that Atlas is fighting for, and the bad things Atlas is fighting against. Polarity is nearly irredeemable because he is so bitter.

Distinctive Quote: "So, you don't think a black superhero can beat you?"

UNICORN				
Val	Char	Cost	100+	Disadvantages
20	STR	10	15	Accidental Change: When in high stress situations or emotionally agitated, 8-
26	DEX	48		
20	CON	20		
10	BODY	0	20	Psych lim: Hates excess. use of force
14	INT	4	20	Psych lim: Protects innocents
14	EGO	8	8	Psych lim: Naive & trusting (x1/2)
25	PRE	15	8	Psych lim: Idealist (x1/2)
30	COM	10	4	Psych lim: Loyal to friends (x1/4)
20	PD	16	10	Susc.: 2d6 vs. EGO Drains, Transfers and Destructions
15	ED	11		
6	SPD	24	5	Unusual Looks 8- (Glowing Eyes)
8	REC	0	15	2d6 Unluck
40	END	0	15	Secret ID: Michael Stanford
30	STUN	0	113	Villain Bonus

Cost	Powers	END
60	Multipower (Unicorn Horn), Hero ID only, (75 point pool)	
4 u	10d6 EB, x1/4 END, no range,	2
6 u	2d6 HKA (2xAP) , x1/2 END	6
4 u	Missile Deflection 22- (all attacks), x1/4END, Costs END, only to front (-1/4)	2
3 u	4d6 Flash (4" radius), x1/2 END, No Range, linked to Accidental Change & Instant Change,	4
5 u	7 1/2d6 Healing, Full Phase Action	22
4 u	10d6 Telepathy, x1/4 END, no range, full phase action	2
5	Instant Change	
20	Regeneration 2 Body/Recovery	
Skills		
20	Martial Arts (6d6 Punch, 8d6 kick)	
10	Acrobatics	
3	Snow Skiing 14-	
3	Paramedic 12-	
3	Scholar	
7	KS: Physical Training & Athletics, Classical Studies, Familiarity with Atlas/Prometheus, Administration, Current Events, Superbeings, Agricultural Patterns (all on an 11- roll)	
2	PS: Mechanic, 11-	
3	Latin (Fluent)	
5	+1 Skill Level w/ Knowledge Skills	

COSTS:	Char.	Powers	Total	Disadv.	Base
	166	+	167	=	333
				=	233
				+	100

OCV:9; DCV:9; ECV:5; Phases:2,4,6,8,10,12

Background: Michael Stanford was born in 1966 in a suburb of Dallas, Texas. Michael's father was distant and aloof, and his mother was too caught up in Junior League meetings to pay much attention to her only child. As a result, Michael has grown up to be every mothers' nightmare. Quiet and unassuming during high school, the young athlete joined a series of subversive organizations at college, including the Communist Party, U.S.A.

Michael's dissatisfaction with Communist Party inactivity and his naiveté, combined with his resentment towards the corporate culture that he felt was responsible for his parents' distance, pushed him to join Prometheus. Michael worked in relief efforts in Central America, primarily as a mechanic, repairing food trucks and bicycles. Eventually his energy and innovation brought him to the attention of Dr. Powers, who told him about the upcoming *Project: Hope*. Michael volunteered.

After joining *Project: Hope*, Michael became a member of Atlas, and so became the third person (after Peacemonger and Virtuoso) to learn of the connection between Atlas and Prometheus. Michael does not, however, understand the exact nature of the connection.

Unicorn, unlike the other members of Atlas, is basically heroic in inclination. He is also thoroughly convinced that the ideals of Atlas are the ideals that everyone should believe in, and that Atlas is doing the right thing, whatever that thing is at the time. If, however, he can be convinced that Atlas is engaging in murder, torture, and kidnaping, he may switch sides and help the heroes, at least temporarily.

Powers: The experiments that gave other members of Atlas their powers killed Michael Stanford. But he was too strong-willed to stay dead. He tapped into the energy of the Q'rrm effect to resurrect himself and fashion his powers

The results of the experiment gave Michael increased physical characteristics, a unicorn-like regenerative ability, and immunity to poisons. He also gains a "unicorn horn", (which is an energy beam rather than a physical horn) and associated abilities when he is frightened or excited, but which he loses when knocked out or when he goes to sleep. The experiments also left Michael with a susceptibility to loss of power, because if he loses his powers, he loses the energy of the Q'rrm effect that is keeping him alive.

To use Unicorn with beginning characters, reduce the elemental control by 20%, and make the STR, CON, PD and ED usable only in Hero ID. Reduce the PRE and COM by 10, and increase the accidental change limitation to 14-. Add an accidental change when knocked out, 14-. Eliminate the instant change.



Personality: Michael is warm-hearted, kind and generous to a fault. He is very naive and idealistic, and extremely loyal to his friends. He cares very little for money or material things, and is inclined towards minor acts of vandalism, if he thinks they prove a point.

Appearance: Michael is 6'2", 210 lbs., and has longish sandy-blond hair and bright blue eyes. He has a slight southern accent, but usually talks like (fellow Texan) Dan Rather.

Unicorn's costume consists of a blue bodysuit from the neck to the waist, with white striping on the forearms and a white unicorn head on his chest, blue gloves, white leggings, and white boots with blue striping on their tops.

Campaign Use: Unicorn is the naive innocent duped into aiding the evil scheme of the master villains. Clever heroes should be able to convince him to switch sides, reveal Atlas secrets, and possibly even free them from captivity. He is the "good side" of Atlas/Prometheus, but even so he is a long way from being a super-hero.

Distinctive Quote: "I don't get it. How can kidnaping and murder be for the good of mankind?"



GENETIC DEVIANT X (Sid Chapman)					
Val	Char	Cost	100+ Disadvantages		
70	STR	60	20	Vuln: x2 Effect vs. Mental Attack Powers	
23	DEX	39	25	Enraged when it sees Peacemonger, 14-, 8-	
30	CON	40	20	Psych lim: Hateful, destructive and randomly violent	
15	BODY	10	10	Psych lim: Hunting Peacemonger, 14-, irrat. (x1/2)	
0	INT	-10	20	Psych lim: Must destroy the intelligence of others in order to ease the pain of existence	
10	EGO	0	10	Phys lim: only able to understand telepathy	
25	PRE	15	10	Susc: 2d6 from attempting INT destruction on targets with EGO defense	
-10	COM	5	15	Unusual Looks 14- (Hideous)	
25	PD	11	35	Hunted by Atlas, 11-	
25	ED	19	10	Public ID	
4	SPD	7	138	Villain Bonus	
16	REC	2			
60	END	0			
62	STUN	2			
Cost Powers			END		
12	1/2 END on STR				
20	Regeneration 2BODY/Recovery)				
30	Full Life Support				
15	1/2 Damage Resistance				
8	25% ED Resistant Damage Reduction (vs. Fire Attacks only)				
56	Mind Scan 4d6, +5 to Roll, x1/2END		4		
37	3d6 INT Destruction, 1/2 END, not vs. opponents with EGO Defense or solid head covering (-1/2)		4		
10	1d6 RKA, no range, penetrating, 1/4 END (linked to INT destruction, does not affect those with EGO Defense, only vs. victims with negative intelligence)		1		
16	+8" Run (14" Total)				
9	Stealth 16-				
COSTS: Char. Powers Total Disadv. Base					
200		+	213		= 413 = 313 + 100
OCV:8; DCV:8; ECV:3; Phases:3,6,9,12					

Background: Sid Chapman was the only member of the Alpha test group to survive the original *Project: Hope*. He was horribly disfigured and hideously empowered, becoming a beast-like monster. Genetic Deviant X no longer has any intelligence as we understand the term, and lives only to destroy Peacemonger and feed on the brains of other living beings. In some way we do not understand, brainwaves cause the creature pain. It can track people through their brainwaves, but cannot sense persons with Ego Defense this way. If given a choice, the creature would live out its life in isolation.

Campaign Use: Genetic Deviant X should be used as a lurking horror, rather than a stand-up, bash-'em monster. Emphasize the horror of this thing that used to be a man, with pus dripping from its tendrils and the foulest smells of decay wafting from its open bowels as it lopes forward, face twisted in a cruel mockery of human expression. Tell the players that a repulsive mixture of blood and vomit oozes out of its mouth as a single distorted word crawls painfully out — "Brains!!!"

Genetic Deviant X should attack heroes with its INT destruction, attaching its sucker pods to the victim's face and attempting to suck the brains out. It should only use its great strength to rip through bulkheads and toss aside objects between it and its intended victims, never to beat opponents into submission. When it attempts to eat the brain of a hero with Ego Defense, it recoils sharply, grasping its hand in obvious pain, and cries out "Hurts! Bad Brains!" It will react to that hero with fear afterwards, and will use its great strength to hurl him away if that hero attacks it later.

RECOIL				
Val	Cha	Cost	100+ Disadvantages:	
20	STR	10	20	Vuln: x 2 Stun vs. Cutting Attacks
26	DEX	48	20	Psych lim: Cruel & Sadistic
20	CON	20	15	Psych lim: Cowardly
10	BODY	0	5	Psych lim: Casual Killer (x1/2)
13	INT	3	15	Phys lim: Takes Extra 1d6 distance in knockback
14	EGO	8		
15	PRE	5	15	Susc: 3d6 when mentally paralyzed while stretching
10	COM	0		
15	PD	11	5	Unusual Looks 8- (Glowing White Eyes)
15	ED	11		
6	SPD	24	30	Hunted by Global Intelligence Agencies, 11-
8	REC	0		
40	END	0	25	Hunted by Hero Group, 8-
30	STUN	0	100	Villain Bonus
Cost		Powers		END
25	Elemental Control Stretching Powers (50 point reserve)			
a-25	8" Stretching, x1/2 END			4
b-17	+40 STR, x1/2 END, +5 STR per 1" Stretching (-1/2),			4
c-12	4d6, 4 DEF Entangle, x1/2 END, Recoil takes damage done to Entangle (-1), No Range,			4
d-17	x 32 Superleap (56" up, 112" across), Full phase activation (-1/2)			
e-22	Shapeshift, any form 100KG mass, x1/4 END, +1/2 phase activation time (-1/4)			1
20	50% PD Damage Reduction, nonresistant			
20	50% ED Damage Reduction, nonresistant			
13	2 Extra limbs 1/2 phase activation (-1/4), dependent on shapeshift (-1/2)			
7	8" Gliding 1/2 phase activation (-1/4), dependent on shapeshift (-1/2)			
5	x1/2 END on STR 20 (Recoil's Normal Strength)			
Skills				
5	Stealth 14-			
5	Security Systems 12-			
3	Streetwise 12-			
5	Disguise 12-			
9	Fluent Russian, Spanish, German			
COSTS: Char. Powers Total Disadv. Base				
140 + 210 = 350 = 250 + 100				
OCV:9; DCV:9; ECV:5; Phases:2,4,6,8,10,12				

Background: Isaac Meade was born in 1952 as the third son of New Jersey gangster Joe Louis Meade. Isaac grew up surrounded by crime and the things that successful crime brings — women, violence, and a good deal of money. Isaac decided he wanted all those things too, and he started by extorting lunch money from other children on the schoolyard and in the lunchroom. He made a little gang and he was "Little Caesar" of P.S. 1236. That lasted until he got sent to reform school the first time.

In reform school, Isaac learned a little about getting money in ways more profitable than protection rackets. When he got out of reform school, Isaac took up a part-time career burglarizing small businesses and local homes. He got caught two days before his eighteenth birthday, and was tried as a juvenile and sent back to reform school.

When he got out of reform school the second time, his family had rejected him for being such a lousy crook. Isaac decided he needed somebody to protect him from the coppers — somebody who could use his unique talents. So Isaac hooked up with Atlas, and joined their espionage division, where he was assigned as Russian liaison. When he heard about the possibilities for getting *really* tough in *Project: Hope*, he signed up.

Powers: All of Recoil's powers and increased characteristics are a consequence of his new-found "elastic nature" — his ability to stretch and bounce. By stretching himself, he can not only get extra range, but extra leverage and momentum as well (effectively making him stronger than he really is). He can also coil himself like a spring in order to get a super-leap, and he can wrap himself around his enemies, effectively entangling them. He also has control over his malleable body to the point where he can literally shift his shape into anything or anyone of roughly his own mass.

To use Recoil with beginning characters, reduce his Elemental Control by 20%, and eliminate his Superleap, Shapechange, Extra Limb and Gliding abilities.

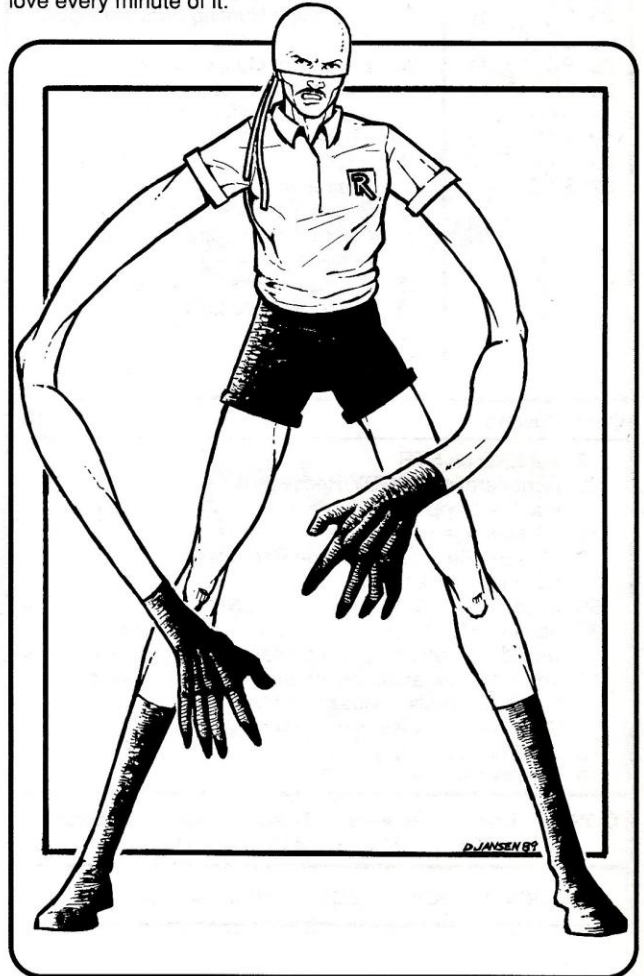
Personality: Recoil is needlessly mean and abusive to anyone who gets in his way even a little bit, including old women and babies. Isaac is a bully, and like most bullies, he's a coward at heart, unwilling to stick around when the going gets tough.

Appearance: Isaac is normally 6'1", 162 lbs., with brown eyes and slicked-back greasy black hair and a cheap-hood mustache. He wears double-breasted suits and smokes inexpensive American cigarettes.

Recoil's costume consists of khaki-colored non-constricting shorts and a khaki short-sleeved shirt with the letter "R" embroidered on the pocket, black boots and stretchable black gloves, and a green mask covering the top half of his head tied in the back.

Campaign Use: Recoil is the absolutely irredeemable bad guy with no compunctions about killing. If you have a ruthless killer player in your campaign, Recoil is a good target for him.

Distinctive Quote: "See here, youse, dis is the last time you mess with me. I'm gonna break your fingers one by one, and I'm gonna love every minute of it."





SOURCEBOOK

ATLAS AGENTS

Val	Char	Cost	50+	Disadvantages
13	STR	3	25	Hunted by World Intelligence Agencies, 8-
11	DEX	3	15	Psych lim: Loyal to Atlas
13	CON	6		
10	BODY	0		
13	INT	3		
10	EGO	0		
12	PRE	2		
8	COM	-1		
4	PD	1		
4	ED	1		
3	SPD	9		
6	REC	0		
26	END	0		
24	STUN	0		

Cost Skills **END**

- 10 + 2 w/ primary weapon
- 3 Language (choice)
- 2 KS: Atlas, 11-
- 2 KS: Guerilla Warfare, 11-

Enforcer

- 22 Multipower (45 pt. pool) (OAF — Atlas Rifle)
- 2 u 1 1/2d6 Selective Fire RKA, x30 charges
- 2 u 2d6 explosive RKA, x12 charges
- 13 6PD/6ED Armor (OIF — Armor vest)

Covert Action

- 22 3d6 ALD (EGO Defense or EGO 15+), x12 charges, (OAF — Atlas neural dampener)
- 10 Invisibility to normal sight (x8 charges of 1 turn use) (OAF — Invisibility Belt)
- 3 IR vision (OIF — Goggles)
- 3 5pts. Flash Defense (OIF — Goggles)
- 4 +2d6 to H-to-H combat, not usable with kick (OAF — Billy Club)

Covert Assault

- 15 1d6 RKA selective Fire, x12 charges, +2 clips (OAF — Machine Pistol)
- 7 6PD/6ED Armor, 11- Act. (OIF — Armor vest)
- 10 Invisibility to normal sight (x8 charges of 1 turn use) (OAF — Invisibility Belt)
- 3 IR vision (OIF — Goggles)
- 3 5pts. Flash Defense (OIF — Goggles)
- 4 +2d6 to H-to-H combat, not usable with kick (OAF — Billy Club)

COSTS:	Char.	Powers	Total	Disadv.	Base
	27	+	63	=	90
				=	40
				+	50

OCV:4; DCV:4; ECV:3; Phases:4,8,12

ATLAS AGENCY WRITEUP

Atlas has around 50,000 members and associates worldwide, the majority of whom are engaged in intelligence-gathering, fund-raising, planning, and other administrative tasks. Atlas is poorly-funded, since almost all of its members are peasants in third-world countries, but a good deal of money is funneled to Atlas through Prometheus. Atlas does have a variety of high-tech weapons and equipment at its disposal, the majority of which were invented by Peacemonger. It also has an active agent army of 10,000 men and women. Atlas technology ranges from the barely contemporary to among the most advanced anywhere on the planet. The vast majority of Atlas agents are equipped with normal military-style weapons.

RANKS

- | | |
|-----------------|---------------------------------------|
| 1 Recruit | 6 Peace Enforcer |
| 2 Vindicator | 7 Coordinator |
| 3 Eliminator | 8 Organizer |
| 4 Sergeant | 9 Chiefs of Operations(supervillains) |
| 5 Sublieutenant | 10 Peacemonger (or Virtuoso) |



ATLAS PACKAGE DEAL

Cost	Skills
2	KS: Atlas, 11-
2	KS: Guerilla Tactics
1	Familiarity w/ Atlas blaster rifle
1	Familiarity w/ Atlas secondary weapon (choice)
3	Choose one: PS: Teacher 12-, PS: Medicine 12-, Paramedic 12-, Economics 12-, Gunsmith 12-
5	Choose once: Stealth, Security Systems, +1 w/ Atlas blaster
3	Foreign Language (fluent)
27	Characteristics
Points	Disadvantages
8	Psych Lim: Loyal to Atlas
8	Monitored: Atlas, 11-
11	Hunted by World Intelligence Agencies, 8-
6	Stat Minima: STR 13, DEX 11, CON 13, INT 13, PRE 12, PD 4, SPD 3
4	Subject to Orders
1	Package Bonus
6	Total Cost

For **DI** and **Super-Agents**, NPC agents of Atlas follow the package deal, with the following equipment packages:

Enforcer Agents:

Blaster Rifle (29)
Gas Grenades or Blaster Pistols (15)
Atlas Full Armor (6)

Covert Agents:

Neural Dampener or Blaster Pistol & 4 Gas Grenades (29)
Invisibility Belt (10)
Protective Goggles (5)
Atlas Armored Vest (6)

ATLAS EQUIPMENT

1. The Transmat: The Transmat is a unique teleportational device developed by Dr. John Powers (Peacemonger) to move men and material vast distances without being detected. A Transmat per se is a flat pad designed to receive or transmit teleportational energy fields. The term "Transmat" is often used interchangeably with the "Transmat homing devices" worn by select Atlas agents on their belts. These devices send out powerful homing signals that enables the computer — which controls the Central Transmat — to pick up the wearer, effectively granting him/her a single-destination long-range Teleport.

The Transmat works as follows:

117	Multipower, obvious, large, static focus (-2) (350 pt pool)
9 u	Teleportation usable at range only, 15" x 16,777,216 distance, (285,975 miles total), x 16 mass, requires homing device (-1)
9 u	Teleportation usable at range only, 15" x 131,072 distance (2234 miles total), x1024 mass, requires homing device (-1)
11 u	Teleportation, 15" x 16,777,216 distance (285,975 miles total), x262,144 mass (26,214.4 kton total)
	Real Cost:145 SIZ:145 (Fills several rooms)

Comment: Most of the time, the Transmat provides enough power to teleport to any place on Earth from the Atlas moonbase *The Hope of the Future* (except slot #2, which is used to teleport space shuttles and other very large objects from trans-lunar distances). However, since the Moon's orbit of the Earth is elliptical and *The Hope of the Future* is on the dark side of the moon, there are times during the month when the Transmat alone is insufficient to travel to Earth. During these times, the Transmat is programmed to warn potential teleporters of the danger and allow a ten-second waiting period to abort the tele-
port.

2. The Space Shuttle: The primary Atlas space shuttle is based on the NASA design, with some modifications, including rockets able to propel the craft into orbit without boosters.

SPACE SHUTTLE

MAX: 5000 Flight
ACC:2 **DCC:**5 **TURN:**3
DEF:6, +9 ED **BODY:**15 **ISZ:**32
DMG: +10d6 **CAP:**12.5t **PAS:**96
SIZ: 96 **DCVM:**-15 **STR:** 45
MASS:144t **KNB:** -10

Vehicle Limitations: Stall Speed (16")(-1); Position Uncertainty, 1/10", 11- (-1/2); Exhaust does 1d6K damage (-1/2);

Vehicle Advantages: Not Air Breathing (+1/4)

Characteristic Cost = 121

Cost	Equipment
50	ECM 14- (8pts.), Fire Extinguishers 14- (9pts.), Floats (3pts.), Orbital 20pts.), High Range Radio Hearing & Transmitting (10pts.)
11	Vehicle Radar, -1/1 mile, Only Metallics, Clutter Modifiers, 180 degree scan, Airborne only
25	Extra Limb (x2) (ST 25) (50pts.) OAF

Vehicle Disadvantages

20	Vulnerable to Electricity (x2 Body)
5	Special License (Overwhelmingly Complex)
8	Limited Access (1 minute delay)

Total Cost = 174 pts.

3. The Emergency Shuttle: The emergency space shuttle is designed solely to allow a successful re-entry into the atmosphere once, after which the shuttle is a charred wreck.

EMERGENCY SHUTTLE	
MAX: 96 Flight	
ACC: 1	DCC: 2 TURN: 1
STR: 30	DEF: 3, +6 ED BODY: 10
ISZ: 4	DMG: +6 1/2d6 CAP: 1.6t
PAS: 16	SIZ: 12 DCVM: -9
MASS: 4.5t	KNB: -6
Vehicle Limitations: Stall Speed (16") (-1); Position Uncertainty, 1/4", 11- (-3/4); Exhaust does 1/2d6K damage (-1/2)	
Vehicle Advantages: Not Air Breather (+1/4)	
Characteristic Cost = 68	
Cost	Equipment
26	Fire Extinguishers 11- (6pts.), Floats (3pts.), (Orbital 20pts.), OIF ,
Vehicle Disadvantages	
20	Vulnerable to Electricity (x2 body)
5	Special License (Overwhelmingly Complex)
5	Limited Access (1 turn delay)
Total Cost: 64	

Comment: The emergency shuttle is smaller than most private aircraft, at approximately 1/3 the size of a F-15, but nonetheless has room for 16 passengers strapped into acceleration couches.

4. The Atlas Protective Goggles: These are polarized to protect the wearer from sudden bright light (Flash Defense) and allow the user to see into the infra-red spectrum.

Protective Goggles: (5 pts. Flash Defense & IR vision) **OIF** (-1/2) Real Cost: 3+3=6; SIZ: 2

5. The Atlas Invisibility Belt: This warps visible light around the user, thereby giving Atlas agents a surprise edge in infiltration and combat missions, while allowing them to keep track of each other (by use of their IR goggles). At close range 1" or less, the agent becomes visible to unaided observers.

Invisibility belt: **OAF** (-1), x8 1 turn uses (-0) Real Cost:10 SIZ:3

6. The Atlas Neural Damper: There are two versions of this insidious device. One is used on captured prisoners, while the other, less powerful version is used as a weapon in covert operations. The smaller version is typically disguised as a ballpoint pen. Both versions work by closely matching and amplifying a persons natural alpha brain-waves, inducing a continuous sleep.

Atlas Neural Damper (installation version): 6d6 NND, DEF is EGO Defense, **OAF** (-1) Real Cost:30 SIZ:12

Atlas Neural Damper (portable version): 2d6 ALD, DEF is EGO Defense or EGO 15-, purpose concealed, miniaturized, -1/2", **OAF** (-1), x12 charges (-0) ST MIN:2 Real Cost:29 SIZ:0

7. The Atlas Rifle: This has one clip built in, and a grenade launcher attached to the underside. It is built as a Champions Multipower. The clip contains normal .45 caliber shells, and the grenade launcher carries ordinary grenades.

The Atlas Rifle: 1 1/2d6 RKA selective fire, x30 charges (clip), or 2d6 explosive RKA, x 12 charges **OAF** (-1). STR MIN:11 Real Cost:29 SIZ:10

8. The Atlas pistol: This weapon is a smaller version of the Atlas rifle, using .38 ammo, without the grenade launcher.

Atlas blaster pistol: 1d6 RKA selective fire, x12 charges, -2 clips, **OAF** (-1) STR MIN:6 Real Cost:15 SIZ:5

PROMETHEUS AGENTS				
Val	Char	Cost	50+Disadvantages	
13	STR	3	30 Hunted by Atlas, 8- 15 Psych lim: Loyal to Prometheus	
11	DEX	3		
13	CON	6		
10	BODY	0		
13	INT	3		
10	EGO	0		
12	PRE	2		
12	COM	1		
4	PD	1		
3	ED	0		
3	SPD	9		
6	REC	0		
26	END	0		
24	STUN	0		
Cost Powers			END	
5	+ 1 w/ blaster		28 + 67 = 95 = 45 + 50	
5	Paramedic 13-			
3	Science (choice)			
3	Language (choice)			
2	KS: Prometheus, 11-			
22	Multipower (OAF — Prometheus Blaster Rifle)			
2 u	2 1/2d6 Selective Fire NND EB, x30 charges			
2 u	6d6 explosive EB, x12 charges			
4	+2d6 to H-to-H combat, not usable with kick (OAF — Billy Club)			
6	+6PD, +7ED Force Field, x4 4turn uses, (OAF — Force Field Belts)			
13	24 STR Telekinesis, +1 phase activation, 0END (OAF — Prometheus Lifter Ray),			
COSTS: Char. Powers Total Disadv. Base				
28 + 67 = 95 = 45 + 50				
OCV:4+; DCV:4+; ECV:3; Phases:4,8,12				

PROMETHEUS AGENCY WRITEUP

Prometheus has around 3 million members worldwide. These operatives are engaged in humanitarian missions — helping non-combatants survive political oppression, war, famine, and other disasters. Most of the time, Prometheus functions very much like the American Peace Corps, though it is often forced to operate covertly because of government and rebel opposition. Prometheus is well-funded, even though many of its members are peasants in Third-World countries. Prometheus has high-tech weapons and equipment at its disposal invented by Dr. Powers. In most Prometheus operations, the agents face little more than poorly-trained opponents armed with weapons 30 years out of date.

RANKS

1 Recruit	6 Peace Officer
2 Initiate	7 Caller
3 Teacher	8 Operator
4 Farmer	9 Chief of Operations(Michael Stanford)
5 Supervisor	10 Dr. Powers (or Lord Carrington)

PROMETHEUS PACKAGE DEAL

Cost	Skills
2	KS: Prometheus, 11-
1	Familiarity w/ Prometheus blaster rifle
1	Familiarity w/ Prometheus secondary weapon (choice)
3	Choose one: PS: Teacher 12-, PS: Medicine 12-, Paramedic 12-, Agriculture Science 12-, Communications Science 12-, Economics 12-
3	Choose once: Stealth, Security Systems, +1 w/ Prometheus blaster
5	Foreign Language (fluent)
27	Characteristics
Points	Disadvantages
8	Psych Lim: Loyal to Prometheus (c, irrat.)
8	Monitored: Prometheus, 11-
11	Hunted by World Intelligence Agencies, 8-
6	Stat Minima: STR 13, DEX 11, CON 13, INT 13, PRE I2, PD 4, SPD3
4	Subject to Orders
1	Package Bonus
4	Total Cost

For *DI* and *Super-Agents*, NPC Protector agents of Prometheus follow the package deal, with the following equipment package:

- Blaster Rifle (29)
- Gas Grenades or Blaster Pistol (15)
- Prometheus Force Field (6)

PROMETHEUS EQUIPMENT

- Blaster Rifle:** The Prometheus Blaster Rifle has one clip built in, and an energy grenade launcher attached to the underside. It is built as a Champions Multipower. The clip contains a cell-disrupting energy discharge, and the grenade launcher carries a unique explosive energy grenade.
The Blaster Rifle: 2 1/2d6 NND (defense is force field) selective fire, x30 charges (clip), or 6d6 explosive EB, x 12 charges **OAF** (-1). STR MIN:11 Real Cost:29 SIZ:10
- The Prometheus Blaster Pistol:** This is a smaller version of the Prometheus blaster rifle, sans grenade launcher.
Blaster Pistol: 1 1/2 d6 NND selective fire, x12 shots, -2 clips, **OAF** (-1) STR MIN:6 Real Cost:15 SIZ:5
- The Prometheus Force Field Projector:** Prometheus has been able to circumvent the problems other agencies have had with Force Field reliability, but at the cost of a limited duration power supply. Nonetheless, the Prometheus force field projector (built into the agents' vest insignia) does seem to give Prometheus combat agents a considerable advantage in the field.
The Prometheus field: Force Field (6PD/7ED), **OAF**, x4 uses, 4 turns each, Real Cost: 6 SIZ:2

- Prometheus gas grenades:** These are the Prometheus answer to large in-force attacks by most government agencies. The special lighter-than-air concoction also disperses almost immediately after taking effect, making it ideal for strike missions.

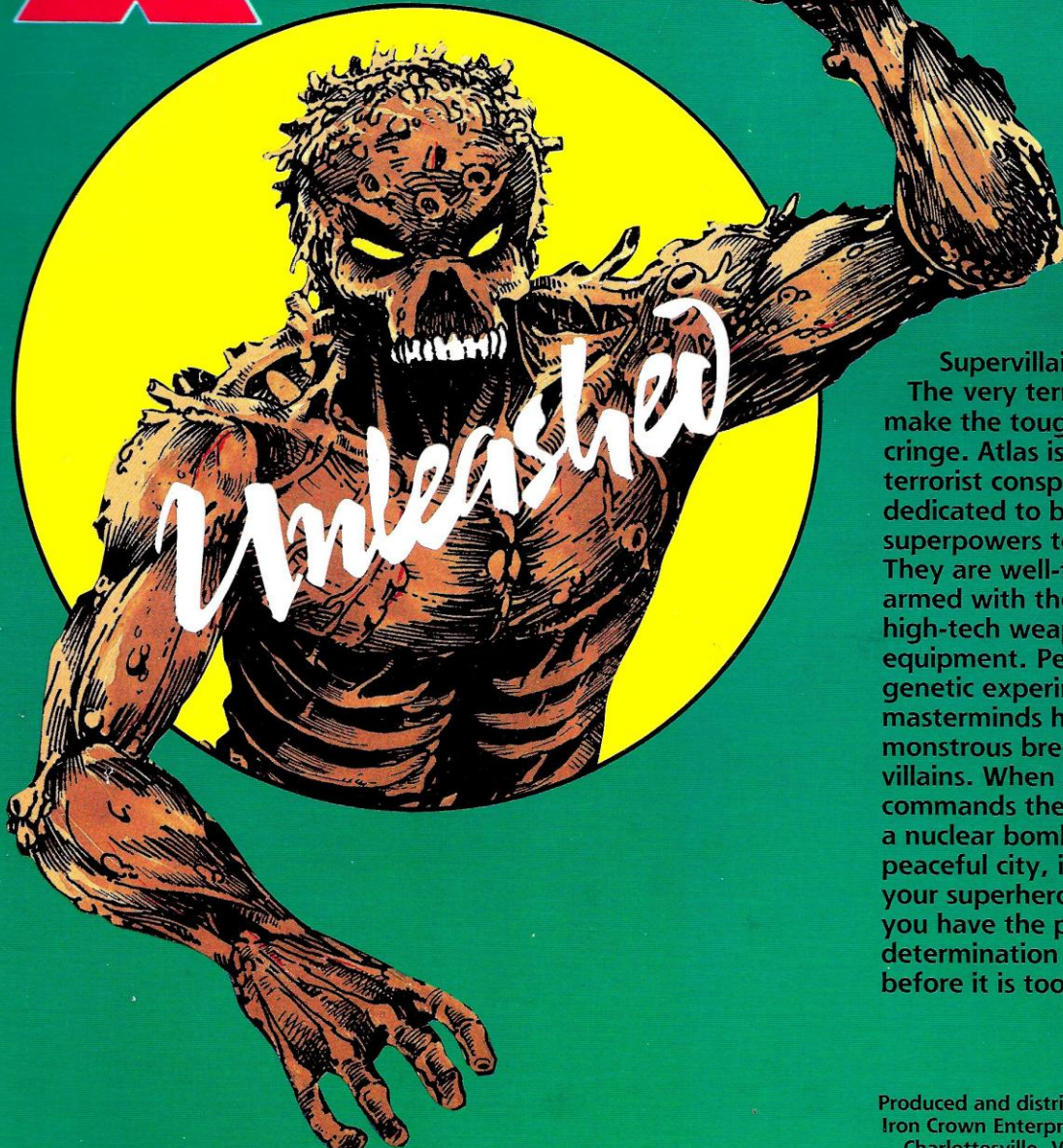
Prometheus gas grenades: 3d6NND explosive, x 6 grenades (-1/2), **OAF**, miniaturized, STR MIN:6 Real Cost:15 SIZ:3

- The Prometheus Lifter Ray:** This is a device used by Prometheus agents in the field to help lift and move heavy objects.

Prometheus Lifter Ray: STR 24 Telekinesis, -1 phase activation (-1/2), **OAF**, 0 END, STR MIN:7, Real Cost:17 SIZ:4



ATLAS



Supervillain terrorist. The very term is enough to make the toughest lawman cringe. Atlas is a worldwide terrorist conspiracy dedicated to bringing the superpowers to their knees. They are well-financed and armed with the latest in high-tech weaponry and equipment. Performing genetic experiments, these masterminds have created a monstrous breed of supervillains. When Atlas commands them to activate a nuclear bomb over a peaceful city, it's time for your superheroes to act. Do you have the power and determination to stop Atlas before it is too late?

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