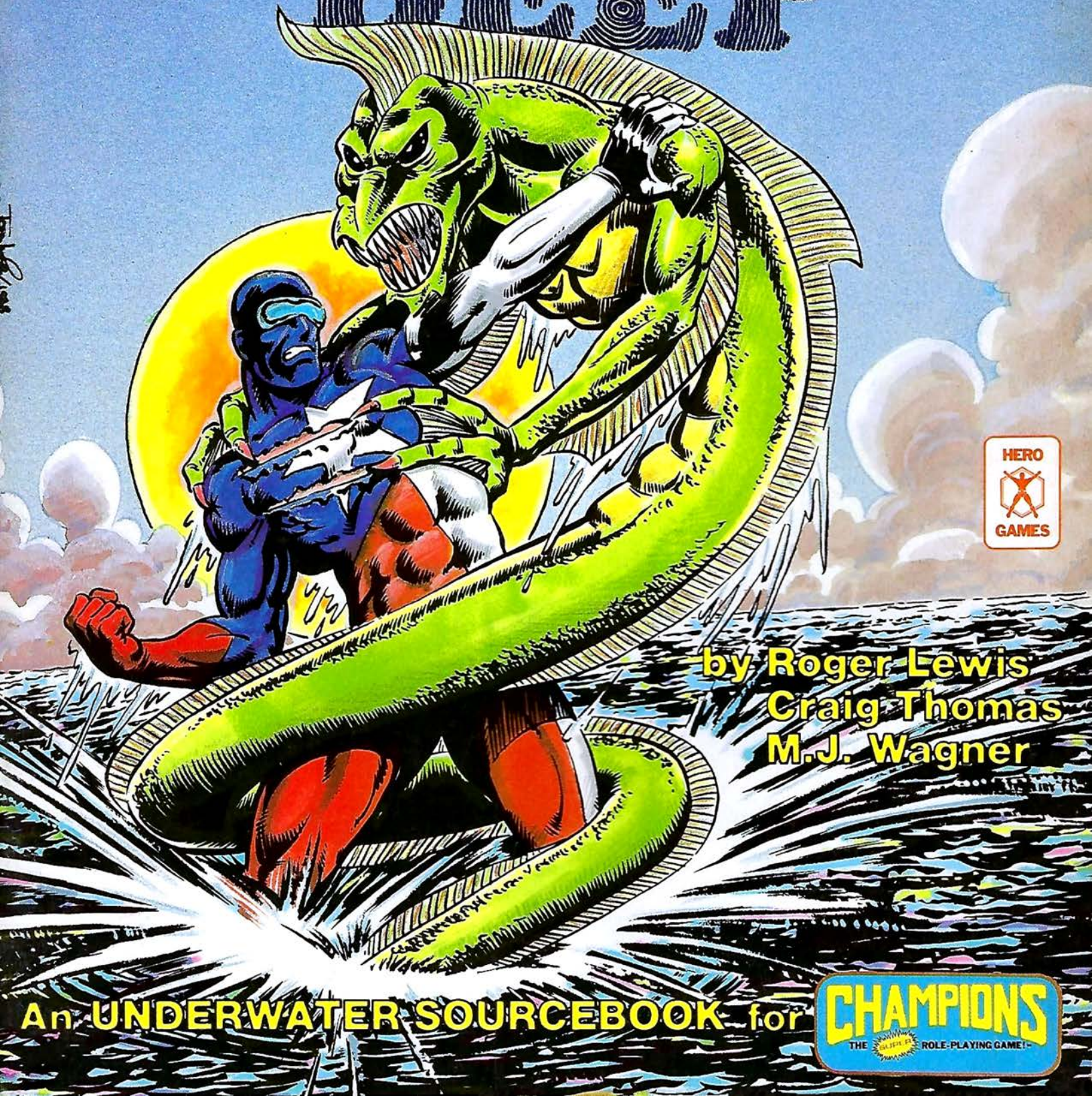


SCOURGE

from the

DEEP™



by Roger Lewis
Craig Thomas
M.J. Wagner

An UNDERWATER SOURCEBOOK for



SCOURGE from the DEEP™

A Campaign Sourcebook for Champions

by Roger Lewis, Craig Thomas, and M.J.Wagner

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James "It can't be done, and here's how you do it." Dorethy
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Author's appreciation to Aaron Allston
for his help and support.

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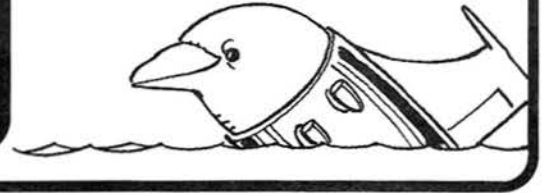
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INTRODUCTION



What you are holding does not fall easily into any one category of Hero Games supplements. In the world of **Champions**, the unusual is often commonplace. In some cases, the most unusual thing is the environment itself. Have you ever been in the midst of GMing a battle or a chase sequence when one of your Players says, "I'll run to the edge of the pier and dive into the water." Previously, there was no easy way to continue the battle beneath the waves. The HERO rules do not include guidelines for handling underwater combat, and until now, every GM was left at the mercy of his players. No longer.

In *Scourge from the Deep* we hope to deal with one of these unusual environments and thereby free the GM to "venture into the water," expanding the bounds of his campaign world with some excitingly fresh material. For those of you who feel daring enough to "take the plunge," this volume offers: a complete above and below the waves adventure for **Champions** which, with minor adjustments, can also be played with **Super-Agents** and **Danger International**; villains, by no means limited to this adventure, unique and diverse from each other in every way save their oceanic origins; three complete organizations with interesting personnel for ocean going campaigns, two with complete head-quarter maps; various underwater gadgetry; and rules, optional material and suggestions for handling the unusual effects of underwater hazards on the typical superhero.

UNDERWATER SURVIVAL

Some players might think that an adventure with underwater-based villains would be too difficult, or even impossible. They might assume that simply because they can't breath underwater, and their opponents can, they are doomed to failure. However, it is no big problem to borrow, just for this adventure, whatever is needed for underwater adventures. If the heroes are on good terms with Sealife Project or are working at the government's request, Project personnel will offer Life Support and Movement Aids; if they think to ask, they may even get Entangle Guns or single-shot Spear Guns. If the heroes are not involved in this adventure on behalf of the authorities or are hostile toward Sealife Project, they may still *take* whatever they need, but they should probably find alternate sources of equipment. The group gadgeteer might come up with suitable devices, or the heroes can always get life support equipment at a diving supply store.

On the other hand, although the Aquans are comfortable underwater, they are by no means restricted to that environment — they are amphibians. The players could take it as a personal challenge to lure the Aquans to surface battles and confrontations, or they could wait for the villains to make the moves that require them to leave their home "turf."

SUPER-AGENTS

If you wish to use *Scourge from the Deep* in a **Super-Agents** campaign, you must change a few things. The Aquans should be drastically reduced in power and in numbers. Power reductions can be accomplished by setting upper limits for the villains' abilities as follows: CON and DEX — 17; PD and ED — 12; Speed — 3; Offensive Powers — 30 pts. (Killer Whale will still be impressive with "just" a 40 STR and Coral really doesn't need her extra strength at all to be impressive); Defensive Powers — 15 pts; Movement Powers — 10 pts. Nereid's powers should be kept as presented here. Change her battle philosophy to that of a criminal mastermind; she will not soil her hands with combat unless her life is directly threatened, or her minions are wiped out.

You will also want to limit the number of Aquans to three or four per encounter. For the primary team, Nereid must naturally command, and we suggest using Killer Whale and Porpoise, but choice of the remaining active Aquan is left for the GM to decide. The GM may use more of the Aquans (as decoys, for instance), but never grouped more than four at a time. One option to consider instead of using all the Aquans is to beef up the roles of the Aquaguards and agents of OCEANUS as foes for the PC agents.

Agents brought into this scenario would almost certainly be troubleshooters sent to investigate disturbing reports about Sealife Project. As such they would be suspicious from the start and well supplied by their agency for underwater encounters (give the agents a double equipment allowance with the provision that they use the extra points solely for underwater gadgets).



DANGER INTERNATIONAL

This adventure will be quite a bit different for characters from **DI**. Eliminate all super-powered Aquans except for Nereid (again at nearly normal strength, but with those sedentary mastermind traits) and one other, probably Killer Whale. The other Aquans may be transformed into 50-point agents (Aquaguard Commanders). Assume that Dr. Bond's experiments have been successful but much less so than in a **Champions** campaign. In this case he has tried incredibly painful treatments on his human subjects with only slightly tougher skin and the ability to breath underwater to show for it. The hero may have to rely almost entirely on stealth to have any chance to stop the Aquans.



THE ADVENTURE

This section of *Scourge from the Deep* is an adventure for **Champions** that with some revision can also enhance a **Super-Agents** or **Danger International** campaign. *Scourge from the Deep* challenges your players with an unfamiliar environment (the watery depths), some brand new combat rules and devices, and a momentous criminal plot that may change the face of the world.

The main villains, the Aquans, are especially troublesome not because they are greedy, though some are, but because they have a sense of mission fueled by a fierce desire for revenge. They have been mistreated, even brutalized, and are still in the first stages of righteous rage. Of course, even though they have just cause for anger, they remain villains, so their methods of retribution are extreme. Because they have been viciously wronged, they plan to destroy human civilization.

The Aquans have motive, means, and opportunity (terms familiar to classic mystery fiction) to commit the violent crime they are contemplating in *Scourge from the Deep*.

MOTIVE

The United States Government began Sealife Project in the late 1970s, in part to diffuse criticism by environmentalists about abuse of the world's ocean resources. The Project's stated aims were threefold: first, thoroughly explore the world's oceans, "taking inventory" of sea lifeforms and mapping undersea landmasses; second, to find "natural" techniques for dealing with industrial water pollution, toxic waste, and accidental oil spills (techniques such as genetically altering tiny marine organisms to feed on such unwanted material and render it harmless); finally, to investigate the potential of the seas for improving the human condition by providing huge tracts of aquatic farmland and room for underwater cities.

From the start, the Project was financed extravagantly. Sealife built an extensive offshore platform to house most of its laboratories and offices and has docking facilities there for a small fleet of exploration submarines. Dr. Maria O'Conner, once a professor of marine biology and Dean of the Science Department at a prestigious West Coast university, left the academic life to become the director of the Project shortly after it was chartered by Congress in 1978. O'Conner has been tireless in her efforts to fulfill Sealife Project's public mission and has been largely successful even through periods of drastic budget reduction in the early '80s. However, Sealife Project has a hidden agenda...

In the 1970s and '80s more "super-terrorists" seemed to appear every day, wreaking havoc despite the best efforts of UNTIL and other highly glorified trouble-shooting organizations, not to mention scores of super-powered heroes. The federal authorities, already having had some success sponsoring super-teams, speculated that the answer to the problem might be a whole regiment of super-beings loyal to the government. Clandestine laboratories were set up within dozens of otherwise innocent research installations, including Sealife Project. Each lab's director was assigned the task of learning how to create super powers without relying on unpredictable mutations or bizarre laboratory accidents. If successful, the research would enable the government to give paranormal powers to any number of volunteers selected for their loyalty to organized law enforcement.

Thus far, few of the research stations have had any success at all in reaching their appointed goals. Sealife Project is the exception, due chiefly to the efforts of Dr. Earle Bond, the rather ruthless scientist in charge of the secret projects research labs. Bond's success may stem from an unwavering dedication to increasing his own knowledge; he will let absolutely nothing, including moral considerations, stop him from pursuing his research.

Though Bond's methods are hard on test subjects, his reports to Washington are full of his progress toward the assigned goal. He has already "created" several super-powered beings and believes he and his staff are fully capable of doing so again.



Bond is not a popular man at Sealife Project. The Director suspects Bond is up to no good but has been instructed to give him free rein. Dr. O'Conner would be appalled if fully informed of Bond's methods and would use every bit of her influence to see him punished. On the other hand, she is dedicated to the public ideals of Sealife Project and would do her best to protect its reputation. Employees who oppose Bond and his tests are likely to disappear under mysterious circumstances.

Bond's experiments have tended to recall the old joke about the operation that was a success, but the patient died. He has mutated or enhanced a number of people and sea animals, but they usually did not survive their transformations. Those that did make it have memories of physical torment and brutal psychological treatment. In other words, they were tortured for Bond's views of scientific progress. They hate Bond for putting them through hell and are willing to do anything to see him, and Sealife Project, destroyed.

MEANS & OPPORTUNITY

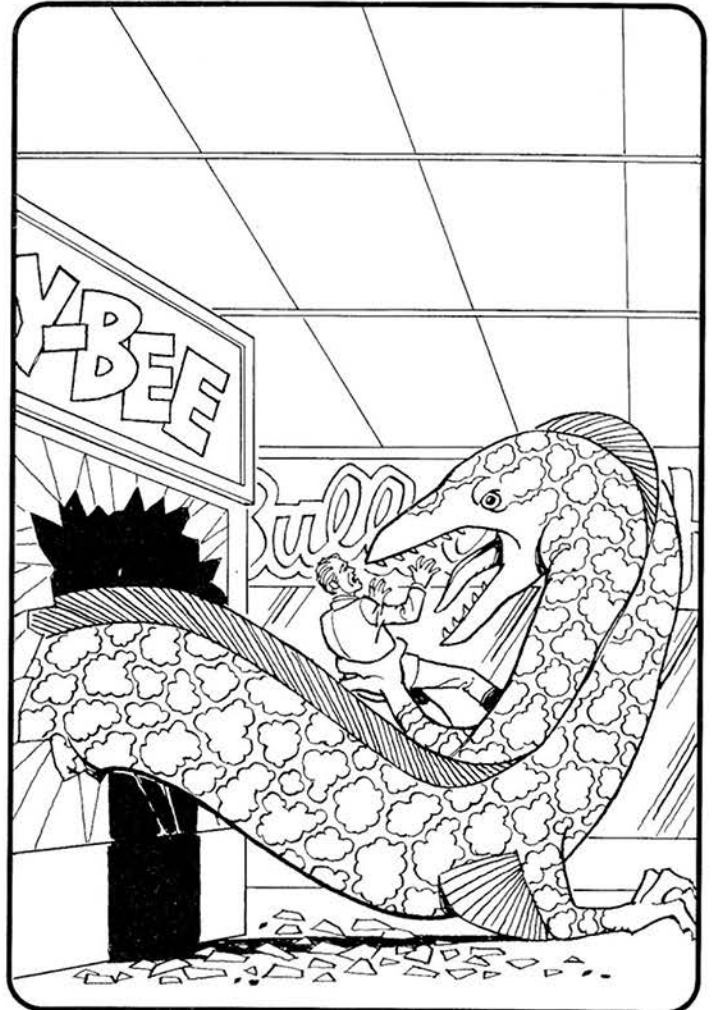
One of the victims of Bond's research, Corinne Magruder (a.k.a., Nereid), has been a super-powered criminal for years, but her recent activities have been directed at legitimizing her ill-gotten gains — using her loot to set up small companies and invest in stocks and bonds. Her most successful venture is Aqua Industries (AI, for short), previously TransOceanic Salvage until that company was plagued by a series of unfortunate "accidents" at sea. Salvage vessels ran aground when inexplicable fogs caused the navigators to lose their bearings, underwater equipment failed at crucial moments, huge waves came out of nowhere to swamp ships' engines, and aquatic animals went on sudden rampages, attacking divers and causing salvage crews to demand exorbitant hazard pay. TransOceanic Salvage was losing too much money to continue operations. It went out of business, selling its equipment to a wealthy "woman of mystery" named Thetis Maxwell (Corinne in disguise).

The new company, AI, has been much more successful. The "accidents" have stopped, and AI has accepted a number of hefty government contracts, including a very special one for the Navy. A sub on routine patrol in the Mediterranean happened upon what appeared to be an underwater city, (actually the remnants of a sunken island). An archeological mission, mostly supported by equipment from AI, was just beginning to explore the sunken city when the Navy discovered a chamber full of watertight scroll cases. Preliminary translations by a civilian philologist, Dr. Fritz Kepler, indicated that the scrolls were part of an alchemical library. When one of the scrolls proved to be the formula for a world-class nerve gas, the military took over completely and expelled all civilian contractors. But AI knows roughly what is on the scroll — a recipe for a short-lived poison that attacks the nervous systems of primates, usually causing painful death.

Aqua Industries has also been kept informed, through its now firmly entrenched government connections, of advances in submarine technology. Nereid has been especially interested in the development of *Leviathan I*, a proto-

type submarine using an experimental fusion reactor for its power needs. Moreover, the submarine's computers, guidance and navigation systems, life support design, and world-spanning weapons delivery systems make the *Leviathan I* the most versatile and powerful vessel in the seas. Nereid first heard about the *Leviathan I*, she saw the possibilities of using its power for international blackmail. After Nereid's experiences at Sealife, she has been inspired with a more basic plan than blackmail. She wants to hijack the *Leviathan I*, steal the alchemical scroll, and use the missiles aboard the super-submarine to deliver her own nerve gas payloads to all major cities in the U.S. (For further Background see her character sheet). Nereid sees this as an opportunity to utterly destroy the government that tortured her.

Player characters will encounter the Aquans at least three times: briefly during the devastation caused by Hurricane Zelma; during the attempt (by both the heroes and the Aquans) to track down bloodthirsty Moray in a shopping plaza; and during the culmination of the Aquans' plan for vengeance. Since some of these encounters are separated from the others by a few weeks, the Gamemaster (GM) may optionally include more meetings with individual Aquans or the whole team, and assuming the good guys win the third confrontation, there are ample opportunities for further adventures after this sequence has been completed.



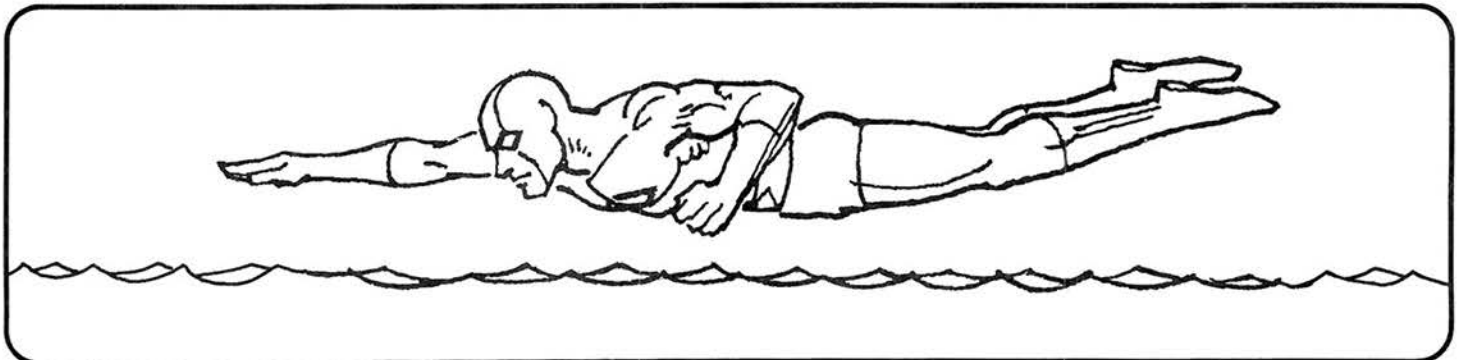
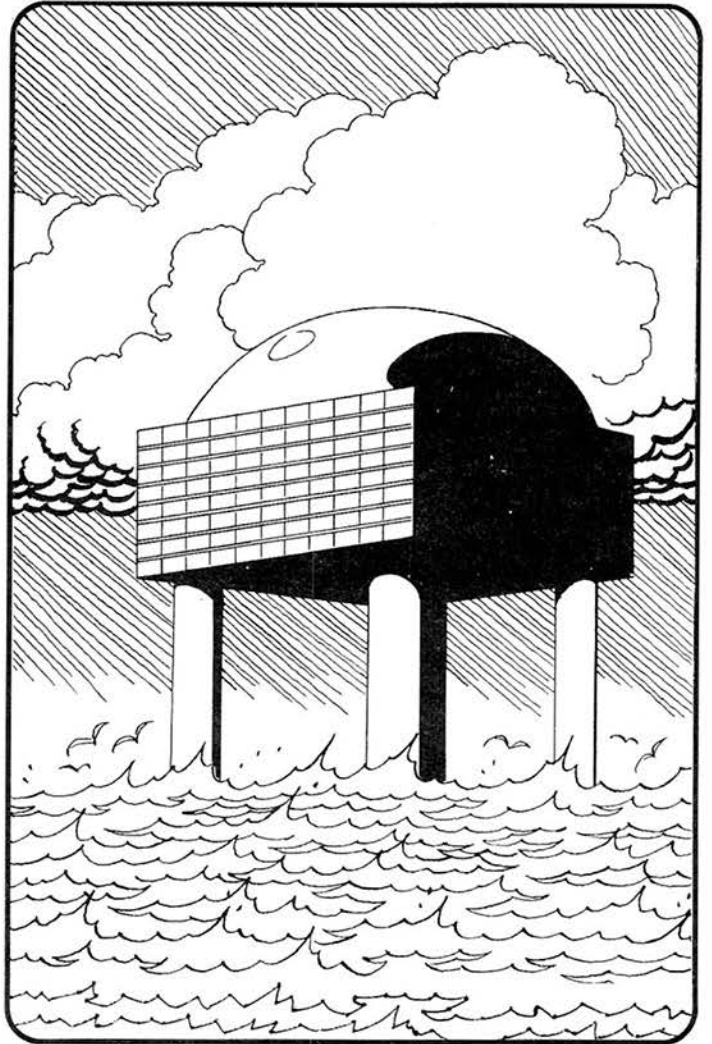
THE TALE IS TOLD

Dr. Earle Bond is a happy man — for several months he has been making steady progress. Lately, his test subjects have even been able to survive the experiments that gave them supernatural powers. Everything has been going just fine. Until this evening.

The offshore platform that is the heart of Sealife Project is about to face the full force of the most severe coastal storm of this decade — Hurricane Zelma. Still worse, Bond has had increasing difficulty maintaining the secrecy of his experiments.

The intention of this episode in *Scourge from the Deep* is simply to introduce the characters to the Aquans (who are not yet, but soon will be, a group). No major fights are anticipated, though a skirmish with Moray could whet the players' curiosity about the Project and its aims. Getting heroes to Sealife Project can be handled several ways, according to the location of the campaign. (Even if the characters regularly adventure in the heart of Kansas, any of the "lures" numbered below should get them to the coast for this episode.) The GM should use the option below that best suits the mood of the campaign:

- 1) If the heroes in the campaign are on good terms with the government, have their contact with the authorities come to them with a request for help. Sealife Project is in danger because of the hurricane, and super-powered aid is necessary to protect Project personnel, either by diverting the force of the storm or by evacuating the place (as a last resort). In this case, the characters will be told all about the Project's public mission and told that it is crucial to preserve the main complex since in these times of tight budgets it is extremely unlikely that the government would pay for a replacement structure.
- 2) If the heroes are not quite up to taking on the forces of nature, and if they are really trusted by the feds, perhaps the government will ask for their help with Dr. Bond. While anxious to get results from its secret projects, the government is disturbed by rumors of his reckless and amoral research. Several agents have been sent to investigate these rumors, but none have returned. The heroes will be given a briefing about Dr. Bond's initial assignment but will not be told of Bond's callous disregard for human life or his ruthless treatment of test subjects. The government does not know about his unsavory traits; the heroes are expected to uncover the dirt.
- 3) If the heroes do not have close ties with the government, they may still show up to help fight the effects of Zelma or evacuate personnel. National newscasts are bound to carry stories about the brave scientists at the Project, whose studies are endangered by Mother Nature.
- 4) Likewise, helping with the crisis could provide access for agents, spies, or super-beings who may be following leads in missing persons cases. Dr. Bond has vagrants kidnapped from cities all over the country and brought to him. He also offers large financial rewards through the criminal grapevine for people who are "down on their luck" (on the run from the law) to join up with a large organization. They usually think they are joining a successful criminal gang. Since most of those recruits don't survive Bond's experiments, there's no one to tell his secrets.
- 5) Finally, some stories may have gotten out about what's really going on in the secret levels at Sealife Project. Any true "do-gooder" will want to follow up on tales of torture and burials at sea, after helping safeguard Sealife Project, of course.



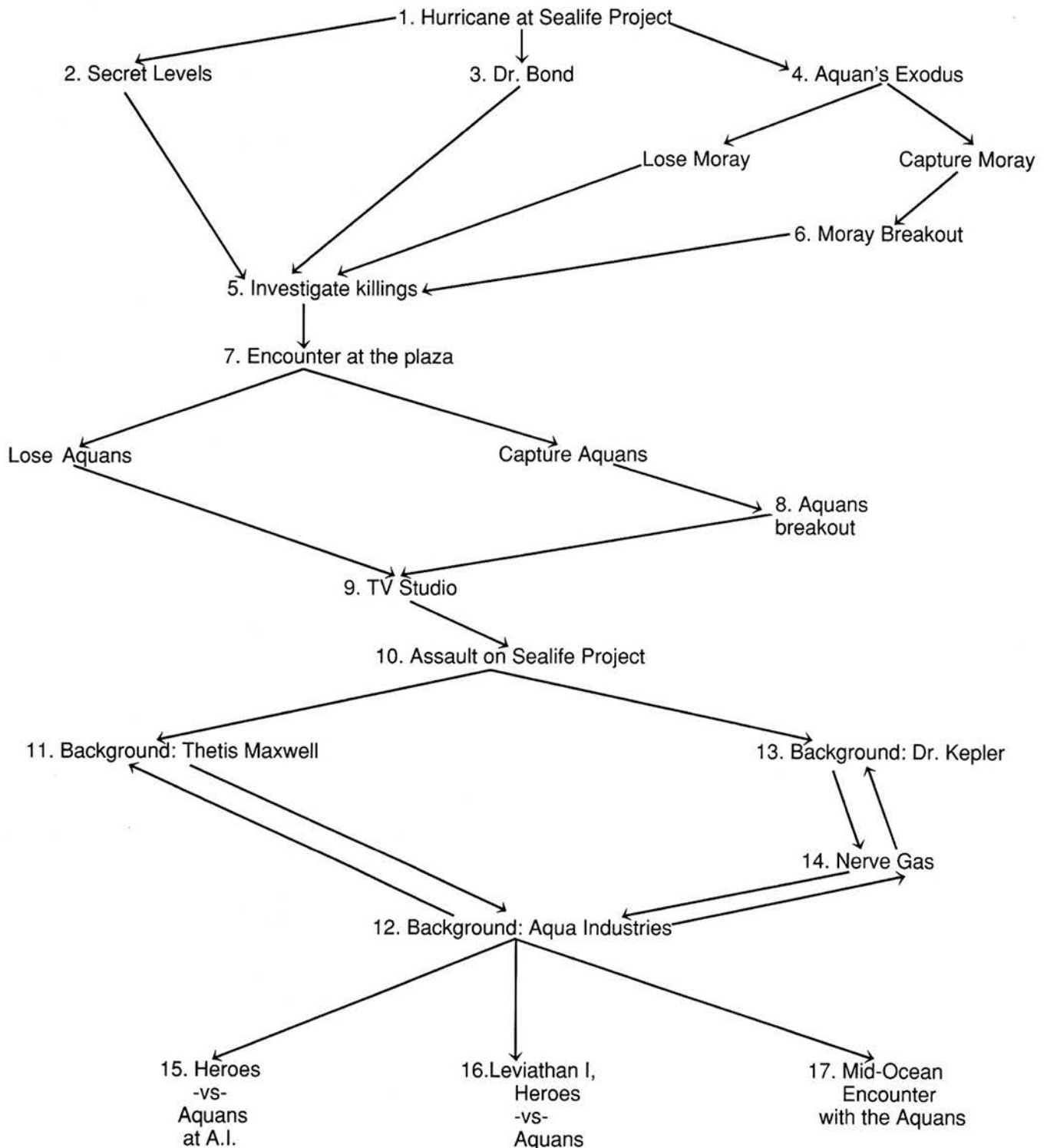
USING THE FLOWCHART

This adventure provides a flowchart to help the GM provide a natural progression for encounters in the scenario. The GM can use the flowchart to keep one step ahead of the players as he guides them through the adventure.

Always remember that this flowchart should by no means be restrictive. If the players should make a deductive leap or

want to try an approach not on the flowchart, let them follow through with it. GM's are also encouraged to work their own campaign into the progression since this adventure does take place over several game weeks. If you feel confident with your knowledge of *Scourge from the Deep*, you can dispense with the flowchart altogether.

Flowchart for Scourge from the Deep



[1] HURRICANE AT SEALIFE PROJECT

However the heroes are prompted into going to Sealife Project, they should arrive no more than an hour before Hurricane Zelma reaches its peak. Dr. O'Conner and some of her senior staff are in her Level 1 office planning for possible evacuation. Bond and five of his technicians are on Level 8 examining tissue samples taken from Man of War and Shark before disposing of the subjects themselves. Neither scientist will have time to see the heroes unless the team has an exceptional reputation, in which case Dr. O'Conner will see them.

When the heroes arrive winds will be getting stronger. The wind velocity is about 90 mph, or 20"/segment, increasing by 1" per segment every 5 minutes. About one hour after the heroes arrive, bolt after bolt of lightning will be unleashed at the platform. As the wind velocity exceeds 30"/segment, the support columns will slowly begin to buckle under the force of the wind and the waves. Maximum wind velocity is reached at 160 mph. or 35"/segment. Shudders and groans should echo through the project's hallways, and the lights should intermittently dim and flicker. About a minute later, the storm will rupture the #1 column (which is the access to the secret levels). The force of the water exploding inward will shake the entire project building, and extra injuries to personnel could result. Power will be interrupted for several seconds before auxiliary generators take over, further complicating attempts to save or evacuate the Complex. This power outage allows the imprisoned Aquans imprisoned to make their escape. The heroes will get secondhand reports of the Aquans' exodus from shocked Project personnel as the base is evacuated. About 25 minutes after the winds reach maximum speed, the storm will begin moving out to sea. The eye of the storm should never reach the Project. Winds will diminish at the same rate they increased.

[2] SECRET LEVELS

It is not difficult to find the secure elevator (the only access to the secure labs level) at the bottom of the #1 support column. Using the elevator is more of a problem, especially once it has been destroyed. The heroes will have to venture into the flooded column or the ocean itself. They may also have to defeat the security systems if they were not destroyed by the storm or the Aquans' exodus.

Once inside the main Secure Labs, the heroes will find limited evidence of wrongdoing, but this is subject to interpretation. Inside the Genetic Labs they will find lots of incriminating evidence, including some autopsy samples and Bond's private computer files, which detail his experiments for posterity.

[3] DR. BOND

As noted before, Dr. Bond will be too busy to meet with the characters, and his assistants will be unusually close-mouthed if questioned. The heroes will probably have to resort to computer skills or intimidation to find out anything more than Bond's unpopularity. Skillful use of the Project's computer will show that data on "Advanced Projects" and files tagged with Bond's name are classified. Classified material is not stored in the Mainframe, but in the Secure Labs computer.

[4] AQUAN'S EXODUS

The heroes should certainly be given chances to see the fleeing villains. But they should be more concerned about helping endangered innocents at the Project than about chasing the Aquans. Make it clear that someone will die if the characters abandon the platform for a villain hunt. If they insist, let them find Moray, and let some technician or secretary be killed or severely injured in the crisis.

THE AQUANS GATHER

[5] INVESTIGATE KILLINGS

Several weeks have passed since Hurricane Zelma. All of the Aquans except for Moray have met and compared horror stories about their pain and suffering at the hands of Sealife Project and humanity. They decided to join forces for a mission of vengeance and picked Nereid to be the leader for the new group, which is good since she's the one who owns a fully equipped headquarters. (She had planned to use the secret levels under Aqua Industries for the Aquaguards.)

During the mass departure from Sealife Project, Nereid noted one creature of particular interest — Moray. She has decided he would provide just the right touch of vicious power to complete the group, if only they could find him.

Meanwhile, an unknown killer has begun a string of Ripper-style murders in the campaign city. The killings, which always leave the victims at least half eaten, started just a couple of weeks ago (the GM should mention the first body being discovered an adventure or two ahead of time, just to give the players something to dwell on). Police have no leads as to who the killer is and cannot find a pattern to the victims (alternately, if the GM wants to confuse the players, a pattern may be created, such as all the victims being tall, blonde, fashion models). However, the killings so far have all taken place at night within a rough circle 15 miles in diameter with a business district that includes a newly opened shopping plaza at the center. Players who don't figure out the geographical significance of the killings may be allowed the "luck" of following a trail of dried blood to the general vicinity. If the campaign city is not near a seacoast, investigating heroes will discover a line of similar killings leading inland from the coast along the nearest large river.

Moray, who has the Psychological Limitation "Loves to Kill," has been amusing himself by gnawing on numerous passersby in the campaign city. Moray has set up a lair in a drainage culvert in back of the shopping plaza and spends most of the day sleeping there. At night Moray ventures forth to hunt; he last dined two days ago on a night watchman who worked in the plaza and is just starting to get hungry again. Either the heroes will discover the remains of the watchman, concealed by a dumpster, or his body will be discovered near the plaza by a concerned citizen just before they arrive. At the moment he is hiding in the crawlspace near one of the mall's central fountains, waiting to leap out of a floor grating and grab a passing shopper.

[6] MORAY BREAKOUT

If the heroes captured Moray in [1], have him escape the holding facility where he has been held just before proceeding to [5].

[7] ENCOUNTER AT THE PLAZA

Nereid too has heard of the murders and recognizes the perpetrator. She will come to the city and search for him (she also has followed the trail of bodies). Once she locates Moray at the plaza, Nereid will summon a "squad" of Aquans (or Aquaguards, if *Scourge* is not being used in a **Champions** setting) to bring him in. She will not take part in the meeting at first since she wishes to keep a low profile. She is confident her team will be able to capture Moray; they are carrying plenty of seafood to attract him. Anemone can mind control him but will avoid doing so in favor of winning his trust.

Since the characters are already on the trail, there is a good chance the Aquans will meet and recognize them. Depending on the reactions of the players (if they recognize the Aquans), quite a battle could ensue. Even if the teams do not recognize each other at first, when Moray decides to strike enough of an uproar will take place to get the heroes and Aquans involved. Each side will try to stop the other from leaving with Moray. It does not greatly matter if those who do participate are captured, since their only objective is to capture the attention and the loyalty of Moray.

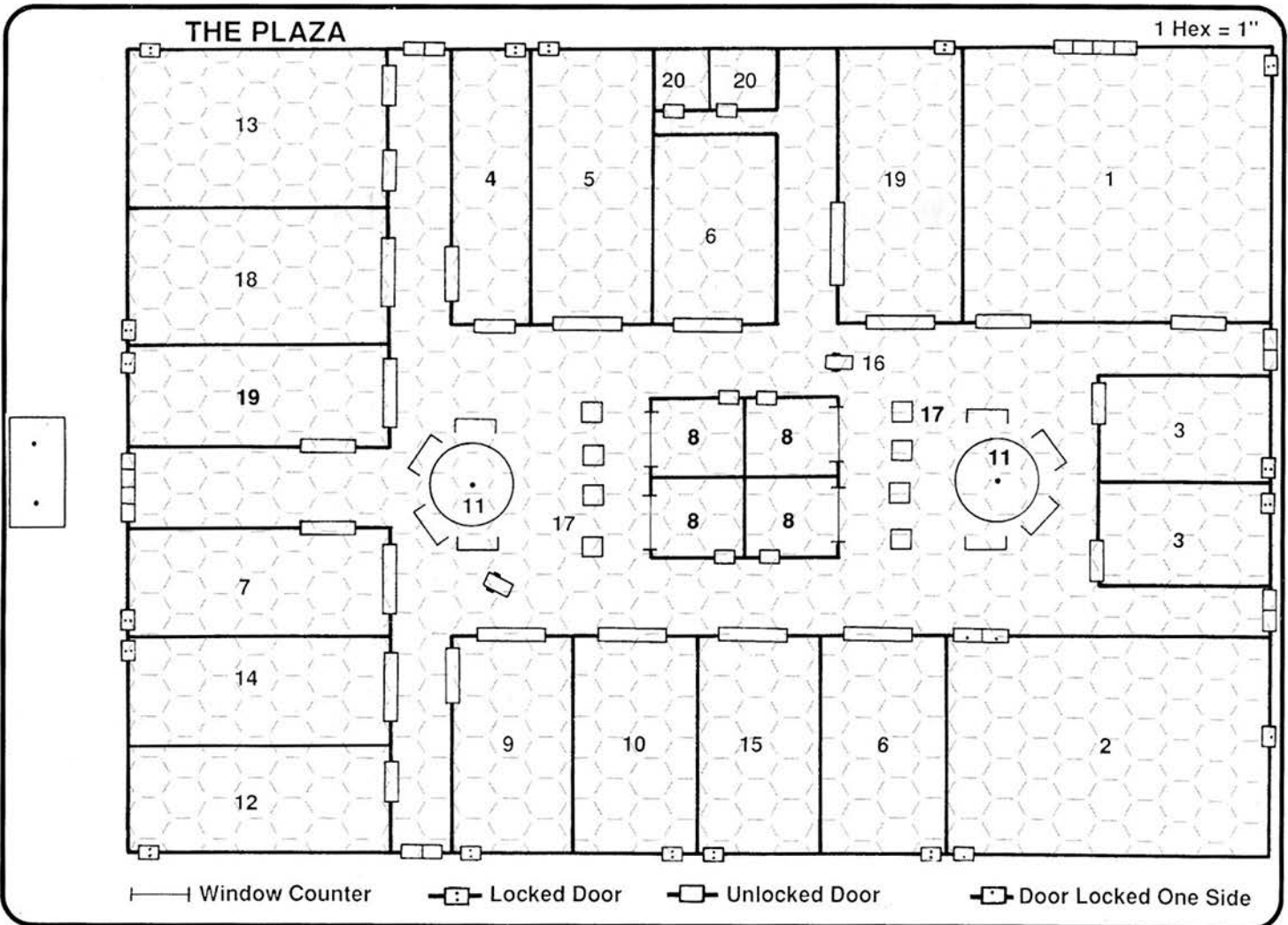
This small sea-side (or riverfront) plaza is the site of the PCs' first confrontation with the Aquans as a team, but is ready to use if ever a plaza is needed elsewhere. The outside walls of the plaza are DEF 6, BODY 4; the interior walls are DEF 5, BODY 3. All are made of reinforced concrete. Most of the businesses are divided into the display area for customers and a small storage area in the back.

The large department store (1) is two stories tall. The rest of the plaza is built as a single story structure. In the key below only types of businesses are given. GM's are encouraged to supply familiar names for those businesses to integrate the plaza into the campaign. The central fountains (11) are directly beneath huge skylights and are decorated with plants. The nick-knack shops (16) are mobile carts (DEF 4, BODY 3) with inexpensive items on sale to passersby, and are perfect for bricks who need something to throw.

- | | |
|-------------------------|----------------------------|
| 1 ... Major Dept. Store | 11 ... Central Fountain |
| 2 ... Cinema | 12 ... Arcade |
| 3 ... Restaurants | 13 ... Drug Store |
| 4 ... Shoe Store | 14 ... Flower Shop |
| 5 ... Men's Clothes | 15 ... Toy/Novelty Store |
| 6 ... Women's Clothes | 16 ... KnickKnack Store |
| 7 ... Record Store | 17 ... Food Stand Seating |
| 8 ... Food Stands | 18 ... Women's Accessories |
| 9 ... Cards, Gifts, | 19 ... Mixed Bag Clothing |
| 10 ... Bookstore | 20 ... Restrooms |

[8] AQUAN'S BREAKOUT

If any Aquans are unlucky enough to be caught, have an additional "Breakout" mini-scenario before proceeding to [9].





THE STUDIO

[9] TV STUDIO

This segment of the adventure takes place a few days after the encounter at the plaza. Nereid has made her preparations and is going ahead with her extreme plan to destroy civilization.

The first step, one which the characters will probably only hear about, is to kidnap Dr. Kepler, the Navy's top philologist (language expert), in order to use his expertise to fully translate the alchemical scroll found by the Navy. While the Aquans know the ingredients for the nerve gas, they do not know their proper proportions. Nereid hopes that Kepler can figure out how to mix the "recipe."

Nereid has found out that Kepler will be appearing on the next edition of "Meet the Media," a local television talk show. She knows about Kepler's appearance because she will be on the show too, as AI's CEO (Chief Executive Officer), Thetis Maxwell. The show's topic is underwater archeology. About halfway through the interview, the show will be interrupted when three Aquans charge onto the set, grab Dr. Kepler and Ms. Maxwell (Nereid) and run out before studio security guards can intervene.

Killer Whale will provide cover (grunting and making menacing gestures and obviously enjoying himself) while Anemone and Barnacle snatch Kepler and Nereid. If any of the studio workers try to interfere, Killer Whale will gallop to a camera, snap it in two, and hurl each half to opposite sides of the room. This Presence Attack should keep the concerned citizens at bay.

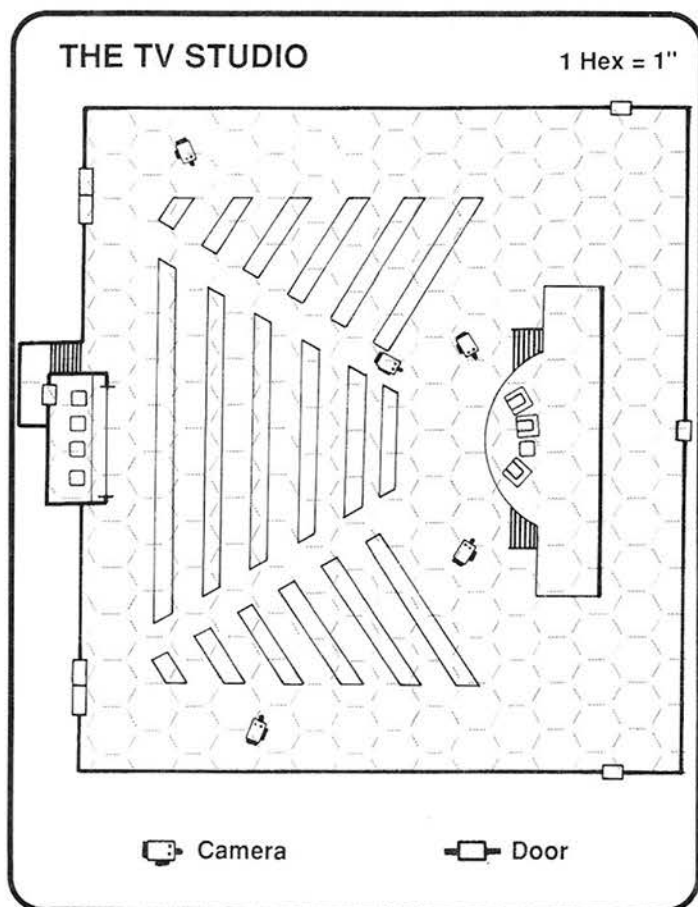
A character may be in or near the studio and might have the opportunity to pick up a clue or two while being smashed silly or protecting innocents, but this part of the adventure is

mostly for background, and the Aquans should not be diverted by a battle with a full-fledged angry superhero group. Dr. Kepler, once he has given the Aquans the information they want, will be held in the Detention Cells (room C) on Level VI of Aqua Industries.

The television studio is a large room (22 1/2" x 20") set for the news/talk show with three armchairs and a small end table on a large, low platform, long rows of audience seating, and five television cameras (DEF 4, BODY 2). A control booth overlooks the studio from the south wall; the only access to the booth is from the flight of stairs to the left. The low platform (10 1/2" x 3") is backed by a large screen that conceals the various props, construction materials, and the miles of wiring necessary to make a television broadcast. The room has five exits — two sets of double doors to either side of the control booth, two fire doors on the east and west walls, and a small door leading to dressing rooms and offices behind the stage area. When the Aquans attack, they will come from the dressing rooms and will burst through the screen at the back of the stage area.

Events in the studio will be widely reported and should prompt clever players to try to do a little research. Characters with Reporter or Detective skills will be able to use newspaper files to gather the information in [#11] - [#14]. Characters who want to try hacking may use Computer Programming Skill to find most of the facts, but computer searches are time consuming. Allow the character to glean one of the bits of information for each hour of searching, minus ten minutes per point the roll was made by.

This research will, however, have to wait until after the assault on Sealife Project [#10]. People at the TV studio will point out that the Aquans fled directly out to sea (a straight line towards Sealife Project).





[10] ASSAULT ON SEALIFE PROJECT

This encounter will occur immediately after the kidnapping of Dr. Kepler. Having discovered through AI's government connections that the scroll they want is being studied at their spawning ground (the Sealife Project), the Aquans will go there and try to retrieve the information it contains. At the same time, the Aquaguards will hijack the *Leviathan I*, and take it and Dr. Kepler to AI. The Aquans will divide into two groups: a massively strong assault team and a stealth squad. The assault team, which will certainly include Killer Whale and Coral, will make a frontal attack, bashing its way into Sealife Project and heading for the labs. Meanwhile, Nereid, Anemone, and Barnacle will use some of Porpoise's gadgets to sneak into the Project by coming in through the sub doors. They will then find a computer terminal where Nereid will use her computer skills to copy the computer-stored data collected from the scroll. Once she has a copy, Nereid will signal her comrades to cease combat and retreat. The data from the scroll will **not** reveal that the ingredients are for nerve gas. They are only proportions of sea-based elements. The only tie to the government is Dr. Kepler's name.

Adding confusion to an already confusing situation, OCEANUS will also be on the scene. This fledgling organization (almost as few in numbers as the Aquaguards) has had strike teams staking out Sealife Project since Hurricane Zelma on the chance that Killer Whale might return. Rodney Corrigan, Killer Whale's brother, has given

his operatives orders that no one except OCEANUS should capture Killer Whale. If it looks like Killer Whale may lose the battle, OCEANUS agents will help him escape. Conversely, if Killer Whale has won a battle or is leaving the scene without pursuit, OCEANUS agents have been directed to try to capture him.

The heroes can be on the scene for one of two reasons. First, they could follow the Aquans to Sealife Project after the kidnapping at the studio. The crowd at the studio has pointed out which way they went. Or, if they don't follow the Aquans from the studio, they will receive a signal from Sealife, "Help! We are under attack! They are SSSSSSSSSS.....". Whatever the method used to get them there, once they arrive the heroes should have their hands full fighting Aquans and OCEANUS agents alike.

When Nereid gives the order to retreat, as she will if she has the information she wants or if it looks like the whole team may be captured, let the heroes know that while they were fighting, the Navy's newest sub has been stolen right out of its dock. If the Aquans haven't retrieved the scroll data, Nereid will still be able to go ahead with her plan to destroy modern society, but the results will be even more devastating to the planet than a primate-killing nerve gas. Some of the *Leviathan's* missiles (not more than 10) are currently carrying nuclear payloads. Nereid doesn't care. Due to Bond's experimentation, she is not thinking rationally.

[11] BACKGROUND: THETIS MAXWELL

Players searching for information on Thetis Maxwell will find very little before four years ago. There will be a slew of reports about the "woman who single-handedly saved the floundering TransOceanic Salvage Co." Her home address will be listed as Aqua Industries.

If characters are capable of cross-referencing a photograph of Ms. Maxwell with FBI or PRIMUS computer files they will find an exact match with Corinne Magruder (a.k.a. Nereid) the daughter of a wealthy businesswoman. This should prompt them to search AI, which should lead to their final confrontation with the Aquans.

[12] BACKGROUND: AQUA INDUSTRIES

Anyone checking the history of Aqua Industries will discover the mysterious accidents that plagued its predecessor, TransOceanic Salvage, 4 years ago. One story will describe AI's government contract with the U.S. Navy, which was abruptly paid in full without being completed (the news story will not tell why the Navy removed all civilian contractors from the mission).

[13] BACKGROUND: DR. KEPLER

Research on Dr. Kepler will authenticate his credentials, at least as far as the press is concerned, and will show that he has been a Navy consultant for several years and worked with AI on a recent archeological mission in the Mediterranean.

Dr. Kepler will know the whole plan by the time the heroes can find him, and he will be eager to spill the beans. He is not insane, so of course he wants to stop the Aquans.

Skills: Linguist KS 22-; Cryptography 14-; Ancient Language 18-

Physical Description: Dr. Kepler is 5' 5" tall and weighs 110 lbs. He is in his late 60's and has white hair, blue eyes, and an elfin appearance. He looks like he knows the punchline to the greatest joke ever.

[14] NERVE GAS

Players who want to take the information that they received from [#12] and/or [#13] further may use Bureaucratics Skill to find out that the Navy kicked all civilians off of its Mediterranean excursion because of the discovery of an ancient formula for a gas that could be used as a devastating weapon. The government source might also let the heroes know that the information from the scroll was being kept at Sealife Project, since many of the ingredients listed on the scroll are derived from the ocean.

SHOWDOWN

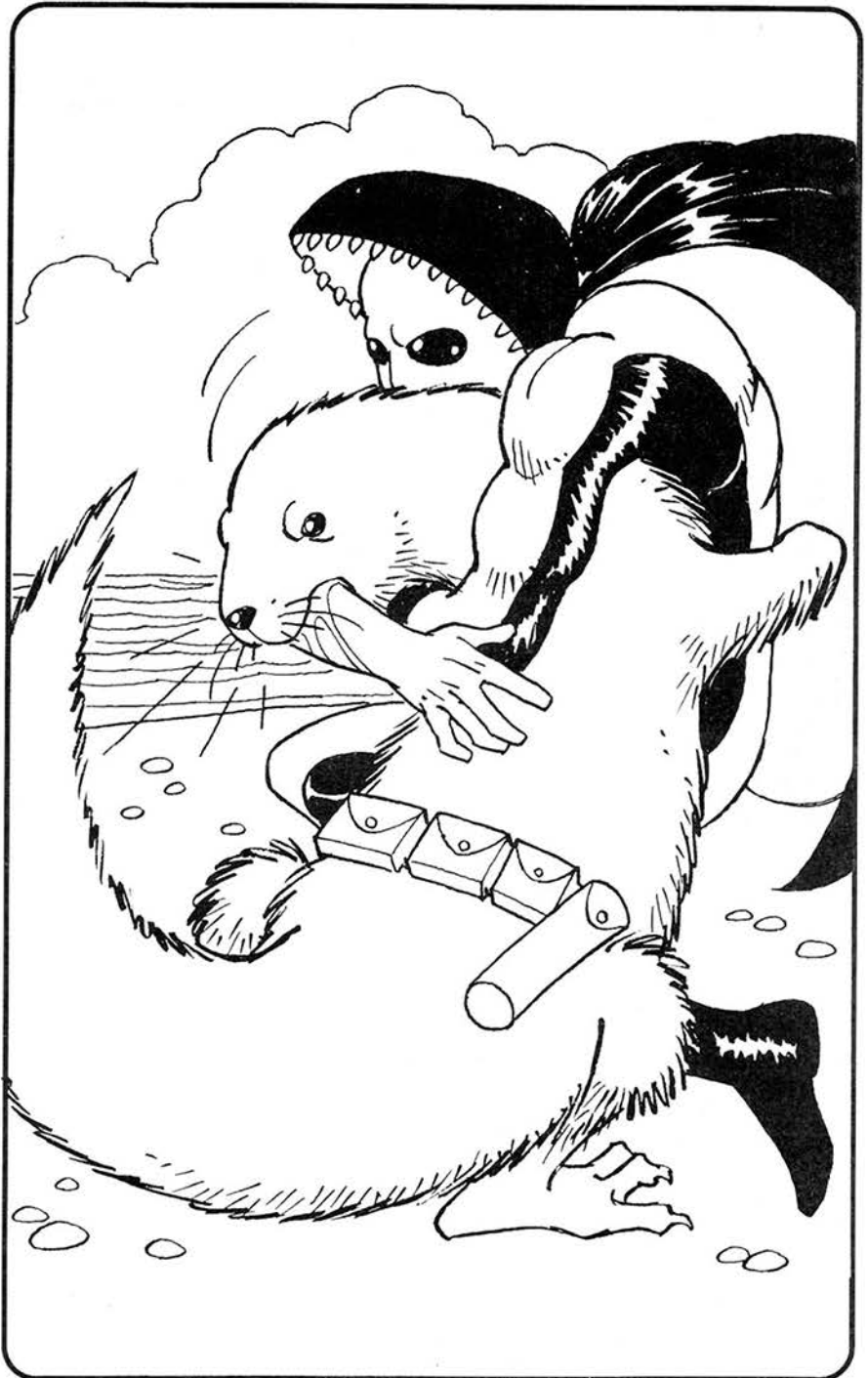
At this point, the players have a single, "simple" task — stopping the Aquans from destroying civilization. They have at least three means of doing so. First, the heroes may try to stop the Aquans by tracking them down to their headquarters. Second, the PCs may try to stop the Aquans by attacking from the sea outside the headquarters. Lastly, they can choose to ignore the headquarters altogether and concentrate their efforts on stopping the Aquans from using the *Leviathan I*. This last approach means the heroes won't be rescuing Dr. Kepler right away.

[15] HEROES -VS-AQUANS AT A.I.

The first two general approaches assume the players have discovered the Aquans' involvement with AI, or are at least suspicious enough to investigate AI's main office. Once at the scene, characters can discover more incriminating evidence and rumors by carefully questioning AI employees, or perhaps by using advanced equipment or super powers to determine that an unreasonably large power plant, not part of the local power grid, is in operation under the AI building.

An investigation conducted from within the building should (maybe with some prodding from the GM) lead the heroes to the realization that there are several secret levels beneath Aqua Industries. The PCs can then search for the secret elevator on Level II and if they find it, use Security Systems skill (or brute force) to go down to confront the Aquans/Aquaguards. (If the heroes are especially devious, they might allow themselves to be captured and taken below, on the assumption they can escape whatever confinement to which they are subjected.)

If the players have concluded that several secret levels are hidden beneath Aqua Industries but choose not to look for an interior accessway, they can attempt to infiltrate the headquarters from the coastal waters outside. The characters will find many underwater nooks and crannies in which to hide in the cliff wall near AI. If they are patient enough and observant enough (and stay out of sight), they will eventually be able to spot the water intakes for the Aquans' HQ or the Sub Dock's exterior door. If they are very patient (and willing to wait in hiding for several hours), they will get a chance to see Nereid open the cliffside window panel in her apartment. (Unless rushed into action, the Aquans will be spending at least 24



hours after their assault on Sealife Project preparing for the culmination of Nereid's plan — plenty of time for her to spend some time relaxing in her quarters.) The heroes can then decide if they want to sneak in (through the water intakes or Sub doors), or try to crash through Nereid's window. If the characters are interested in a more direct approach, they can simply swim back and forth underwater just off shore. The Aquans' security system may not be perfect, but there are externally mounted cameras to spot intruders. The Aquaguards (and some sharks) will eventually head toward the heroes to investigate and fight.

However the heroes enter the headquarters, they will still have to contend with the various traps around the base, and the Aquans are liable to use their pumps to flood various chambers to slow the PCs down. This should provide ample activity for any powered (or non-powered) adventurers.

[16] *LEVIATHAN I*, HEROES VS. AQUANS

It is possible that the players will ignore the Aquans' HQ entirely and concentrate their efforts on a search for the *Leviathan*. (Or they may abandon their attempts to enter the base from the outside once they spot the giant submarine "docked" outside the sub entrance.) While the vessel is very hard to spot with normal military detection equipment (it's engines are extraordinarily quiet), naval authorities can tell the PCs that the ship was headed along the coast when it went too deep to be spotted from the air. An underwater search anywhere within a few hundred yards of the Aqua Industries property will make it obvious that something big is on the sea floor. Approaching the *Leviathan* from the ocean, rather than from the coast, will protect characters from visual detection by the Aquans' security cameras. They may then try to disable the submarine before the Aquans board the vessel (though the government would frown on the destruction of a one-of-a-kind prototype vessel) Or they could hide aboard the submarine until they get a chance to sabotage the weapons firing controls. Sneaking aboard the vessel, though, will mean the heroes have to get by the two Aquaguards in the Level I airlock or the single Aquaguard in the Level II airlock. (Perhaps they could get aboard in the confusion of loading supplies from the base — food, entertainment tapes, nerve gas ... the essentials.)

[17] MID-OCEAN ENCOUNTER WITH THE AQUANS

If our heroes have not yet caught on to what is happening, they will receive an urgent call from the government (if they're friendly with the government), or will see newscasts stating that the *Leviathan* was spotted by several naval vessels. The ships that attempted to recapture it went down with all hands aboard.

At this point, the heroes must take the fight to the Aquans. Once the *Leviathan I* has travelled a safe distance out to sea, Nereid will secure it and fire its missiles. The heroes will have to reach the sub and thwart Nereid's plans before this happens, and will have to go through the Aquans to do it.

Once in contact with the Aquans, probably in combat, the heroes might try a more subtle approach. They could sow dissent by telling the whole team what they've deduced or discovered about Nereid's plan to destroy all human life. Even though they desire vengeance, Man of War and Barnacle will not want to kill millions of people.

Whatever they try, the final confrontation between the heroes and the Aquans should be played as if it is of world shattering importance. Hopefully the heroes will emerge victorious. If not, perhaps the government, now aware of the plot by the Aquans, will be able to come up with an antidote for the nerve gas in time to prevent too many deaths.

Gee, we hope so.

WHAT COMES NEXT?

These organizations and this cast of characters should be quite reusable, assuming the characters stop the Aquans.

The heroes could be called back to Sealife Project to deal with something that threatened either the Project or the civilian populace nearby (perhaps a dinosaur that was dormant for millions of years before a nuclear test reawakened it.).

If the heroes did not take care of him already, Dr. Bond must be stopped. Even if the heroes are not on the best of terms with the Project, Dr. O'Conner may try to contact them for help when she has had enough of Bond's activities. If they do not respond to a call to "clean up" Sealife Project, the Aquans will. After they have had a few months to recover from the first major plot, the Aquans will still be furious at the Project (the villains will have calmed down enough not to want wholesale destruction of the planet), and will probably still want Bond dead.

If the Aquans are not successful in their first battles with the characters, they will want revenge. This anger will be nothing like the hostility they feel towards Sealife Project, of course, but it will be enough to have the Aquans capture the characters one by one and take them to undersea caves where they can be eaten by sharks or gigantic squids (or Moray).

The Aquans can also branch out into entirely new plots. Nereid will probably try to investigate the source of her powers. This search might lead her to the home of the Greek gods, assuming they exist in the campaign. Perhaps the Aquans will find out about an Elemental Water Spirit whose magic grants control over the oceans. They might find themselves in a race with the heroes to find and gain the favor of that spirit.

If the Aquans are captured, AI will continue under Dr. Keith, who will probably employ the Aquaguards to their most lucrative use.

Let your mind wander.



GAMING UNDERWATER



At some point during a *Champions* campaign the heroes will probably be out of their natural element. Underwater activity has some wrinkles not covered in the basic *Champions* rules. Presented here are some optional new rules to deal with the special hazards of being underwater and the added problems of perception, combat, and use of exotic powers and weaponry underwater.

SPECIAL HAZARDS

The hero who is not naturally adapted to breathing underwater, and must rely upon gadgetry to survive, has to deal with hazards of using underwater Life Support devices. The cheapest safe way to survive underwater is by using an aqualung, which provides 5 points Life Support but has an unpleasant tendency to Burnout. For a slightly higher cost, characters can use SCUBA gear (10 points Life Support), which uses compressed air.

Unless the character is using the more expensive, fully pressurized diving suit (20 points Life Support) or stays within a watertight environment (a submarine) the Life Support equipment used may allow him or her to be afflicted with nitrogen narcosis and/or the bends.

DROWNING

Drowning is a very real danger in an underwater environment. Someone who is holding his breath underwater does not get to take recoveries, not even after Segment 12. The hero holding his breath also expends a minimum of 1 END pip per Phase. A hero can lower his SPD to 2, thus reducing the amount of END he uses. You can only declare your SPD change at the end of segment 12. After a character runs out of END, he must use his STUN as END until he has used all of his STUN. After the character is exhausted, he drowns at a rate of 1 BODY per phase.

Example: *Not able to secure a working aqualung, Shadow Wolf is holding his breath, expending END at the rate of 1 END per Phase. Sensing a long wait, the shaggy hero reduces his Speed to 2 in order to save his END. Once he runs out of END, he will have to expend STUN, and finally BODY. Shadow Wolf wouldn't mind if his teammates showed up with SCUBA gear sometime in the near future.*

THE BENDS (Decompression Sickness)

Underwater, the body absorbs nitrogen from breathing compressed air (as with a SCUBA tank). This may become a problem if a character is underwater for long periods of time and/or at great depths. When the character comes to the surface, the reduction of pressure can cause the nitrogen in the body to form bubbles in the bloodstream. These bubbles can be deadly unless the diver is treated in a decompression

chamber, an extremely expensive and time consuming process. (Anyone with the bends would have to spend 10 days in a decompression chamber.) A certified or commercially skilled diver (See New Skill) knows the limits of safety and avoids them. However, the unskilled diver knows only that there is danger and is usually warned not to go too deep for too long. The GM should keep careful track of depth and time underwater for PCs without special protection (staying inside a sub, using a fully pressurized diving suit, or having 20+ points Life Support). Use the following table for reference:

Depth (inches)	Max. Time at Depth w/o Decompression
53 ft (8")	100 minutes
79 ft (12")	50 minutes
105 ft (16")	25 minutes
132 ft (18")	10 minutes
145 ft (20")	0 minutes

There is no limit (other than the amount of air in the SCUBA tanks) to the time one can spend at depths less than 8" underwater.



If the maximum safe time is exceeded, though not by more than 50 percent, a 20-minute decompression stop must be made at a depth of 10 feet before surfacing. The decompression stop allows some of the nitrogen to be eliminated from the body naturally, through breathing. After a full 12 hours at the surface, all of the built up nitrogen will be gone. If the time limits for specific depths are exceeded and the hero decides not to make a decompression stop at 10' below the surface, if he exceeds the safe time by more than 50 percent, or if he spends any time at all more than 20" below the surface, the bends will strike, and he will lose 1 BODY point each hour until placed in a decompression chamber.

Example: Having finally procured SCUBA gear, Shadow Wolf breathes heartily and swims down to a depth of 18". Ignoring the advice of his SCUBA instructor, the hero stays for a full hour before swimming rapidly to the surface. Since Shadow Wolf exceeded the safe time by well over 50 percent, he will suffer from the bends until he gets to a pressure chamber.

It is possible to take precautions against the bends, even if one must make a too rapid ascent, by breathing compressed oxygen (rather than compressed air) before the ascent and continuously through the ascent to the surface. This helps eliminate the excess nitrogen from the bloodstream much faster than normal.

A character suffering from the bends will be totally incapacitated. However, a successful EGO Roll at -4 will allow the Character to perform one action (making another EGO Roll at the same -4 for each additional action). This gives the opportunity for an especially dramatic heroic effort from time to time.

NITROGEN NARCOSIS

When a character is breathing compressed air (using a SCUBA tank) at depths greater than 100 feet (about 16") below the surface, the nitrogen in the compressed air may have an adverse effect. For every turn spent deeper than 16", the character must make a Constitution Roll. If the roll is unsuccessful, he will act much as if intoxicated. OCV and DCV will be halved. The hero's judgment will be impaired, and he or she will probably become very reckless, or even silly. (A character might become wildly overconfident in combat or even forget about fighting altogether and wander away.) Once a hero has become a victim of nitrogen narcosis, he or she can be cured by going (or more probably being taken) to a lesser depth. Once the character is less than 16" below the surface and has taken a Recovery (this will be a post-segment 12 Recovery, since he lacks the judgment to volunteer a Phase for an extra Recovery), the narcosis will be gone. (GM's note: if characters use pure oxygen in their SCUBA gear, they will suffer effects similar to Nitrogen Narcosis.)

PERCEPTION UNDERWATER

SIGHT

During underwater combat, all individuals must make sight perception rolls in order to pick out a target or to select a new target. All sight perception rolls are made at an -2 penalty (for example, if a hero normally needs 11 or less for a successful dice roll, he or she now needs a 9 or less); in natural bodies of fresh water, which generally have more suspended matter (okay ... dirt) than sea water, take a -3 penalty. Additionally, it is harder to see objects at a distance underwater, so use a modifier of -1 per 2" in salt water and -2 per 3" in fresh water.

In murky, cloudy, or especially dirty water, use an additional -1 penalty (murky salt water would give a character a -3 to his/her perception roll, and in murky fresh water visual perception would be at a -4 penalty). Seeing objects at a distance in dirty or murky water, whether the water is salty or fresh, requires a modifier to perception of -1 per 1". If the heroes are in a man-made body of water, such as a swimming pool, or an intentionally flooded section of the Aquan's base, the water will be purer than in a natural state, so use

the base -2 penalty to perception, -1 per 2", whether the water is salty or fresh.

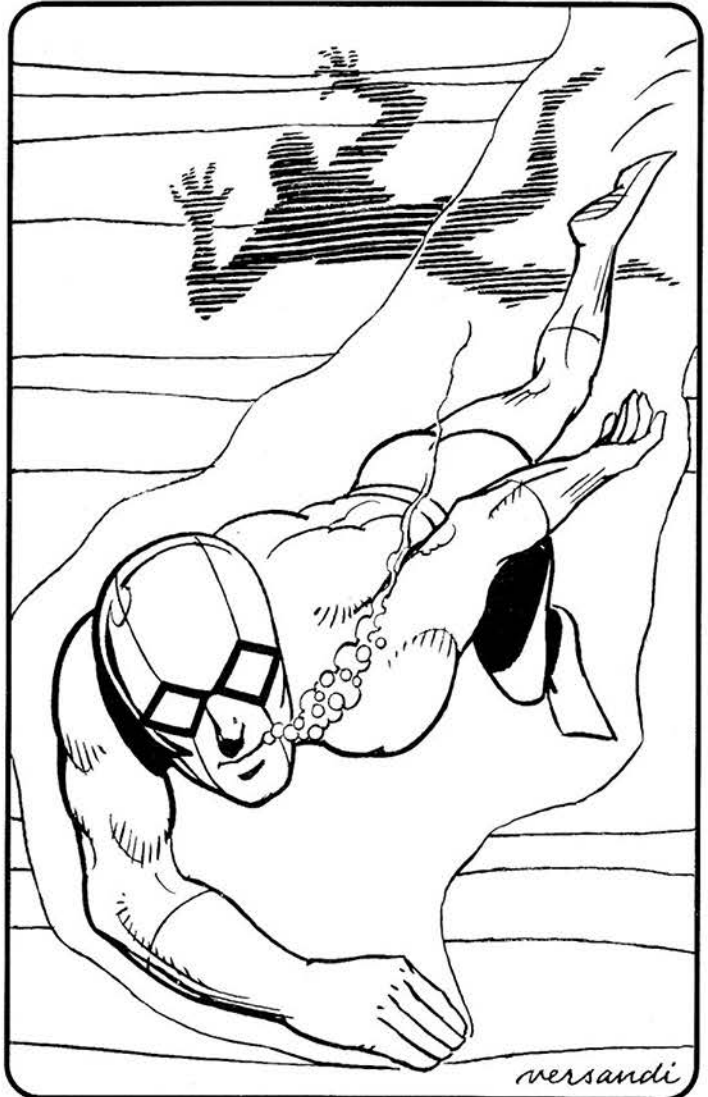
Note that a sight perception roll must be made in order to use any skill or power based on normal sight such as Detective Work or Find Weakness.

SIGHT PERCEPTION MODIFIERS			
	Very clear or purified	Natural Undisturbed	Murky or clouded
Fresh Water	-2 (-1/2")	-3 (-2/3")	-4 (-1/1")
Salt Water	-2 (-1/2")	-2 (-1/2")	-3 (-1/1")

Telescopic Vision: Telescopic Vision reduces the apparent distance of a specified point to one tenth of its real distance, and allows characters using it to closely examine objects at a distance. This makes Telescopic Vision an especially useful enhanced sense underwater.

Infrared Vision: Infrared Vision, the ability to detect objects by their heat emanations, will not work well underwater. Characters using Infrared Vision should receive a penalty of -2 per inch in addition to the standard penalties for underwater sight perception.

Ultraviolet Vision: Ultraviolet Vision will be totally unaffected underwater. A character with Ultraviolet Vision would have a tremendous advantage over any opponents without such benefits.



HEARING

Sounds will be more easily heard, but less easily understood or identified for those used to hearing on land. Unless a hearing perception roll is made at -3, the sound is unidentifiable.

Note: It should be assumed that characters with at least 5 points of Life Support can speak underwater normally, unless the Character Disadvantage "Can't speak while underwater" is taken.

Radio Hearing: Radio Hearing works very poorly underwater. Perception rolls with Radio Hearing are made at -6 below the surface of the water.

High-Range Radio Hearing: High-Range Radio Hearing will work little better than ordinary Radio Hearing. Perception rolls are made at -4 below the surface.

Sonar: Sonar is more efficient in the water than out of the water. Perception rolls with Sonar are made at +2 so long as the user and the target are both underwater. If the user of Sonar is out of the water, any object below the surface is undetectable, the water's surface bounces the Sonar back. Sonar can also be fooled by numbers of smaller objects close together; large schools of fish can be mistaken for the bottom.

SMELL

Smell perception can only be used underwater by characters that breath water.

Discriminatory Smell: Discriminatory smell works normally under the above restrictions.

Tracking Scent: Tracking Scent works very poorly underwater due to the shifting of currents. Tracking is at a base of -4 plus an additional -2 per hour that the trail is old. If the current is exceptionally strong an additional -1 per hour modifier can be used.

Radar: Based on the transmitting and receiving of radio waves, Radar hardly works at all underwater. Radar perception rolls are at -4. Characters that rely solely on radar to "see" will thus be at a significant disadvantage.

COMBAT CHANGES

Not only will being underwater change the way many of powers and skills work, some basic combat effects and maneuvers will also work differently.

Underwater battles will not have as many acrobatic knockbacks, since the effects of knockback are greatly reduced. So if a 10d6 attack does 12 BODY points and the knockback roll on 3 dice (two dice normally, with one die added just for being in water) is a four, this would mean $12 - 4 = 8$ inches knockback underwater.

Since most attacks based on strength (like a punch or a kick) rely on impact damage for their effects, these attacks will not be as powerful underwater. Total all damage done including damage for the specific maneuver, and then subtract 2d6. However, strength used to squeeze after a successful Grab Maneuver will be at full effect.

Dexterity is also hampered when a character is underwater. Subtract 2 from OCV for hand-to-hand combat. On the other hand, DCV is only reduced by 1 underwater.

ADJUSTED TABLE OF COMBAT MANEUVERS UNDERWATER

Maneuver	OCV	DCV	Damage
Punch	-2	-1	(X1) -2d6
Haymaker [1]	-2	-6	(X1 1/2) -2d6
Kick [1]	-4	-3	(X1 1/2) -2d6
Squeeze [2]	-2	-1	X1
Block	-2	-1	-
Dodge	-	+2	-
Grab	-3	-3	-
Move By [3]	-4	-3	V/5 + (X1/2) -2d6
Move Through [4]	-(V/5 +2)	-4	V/3 + (X1) -2d6
Other Attacks	-2	-1	-2d6
Martial Punch	-2	+1	(X1 1/2) -2d6
Martial Kick	-4	0	(X2) -2d6
Martial Block	0	+1	-
Martial Dodge	-	+4	-
Martial Throw	+(V/5 -2)	0	V/5 + (X1) -2d6

V =Velocity in inches.

[1] Takes one extra segment to perform.

[2] Can only be performed after a successful Grab maneuver.

[3] Hero takes 1/3 STUN and BODY he does to his target.

[4] Hero takes 1/2 STUN and BODY he does to his target.

Note: Ranged combat does not require the OCV penalty, but the DCV penalty still applies.

THROWING THINGS

Throwing attacks are practically futile underwater unless the perpetrator is close enough to the target to make a throwing attack unnecessary. If the thrower is properly supported (by a coral reef, the sea floor, etc.), the maximum throwing distance should be one half normal for both streamlined and unstreamlined objects, with a range modifier to hit of -2 per 1". An attempt to throw anything underwater without a stable support will be almost useless because the thrower will be pushed backward through the water 1/2 of the throwing distance, and the object being thrown will travel the other 1/2 forward. Also, the thrown object will not achieve the same velocity or strike with the same impact as on land, so halve the impact damage of streamlined objects.

Example: Aquifer, the Brick who Loves Water, wants to crush Scuttlefish with an old compact car pulled from the muck of the ocean floor. Aquifer's 45 STR can normally throw the car 6" on land. However underwater he will only be able to throw it if he is properly anchored. Unluckily for Scuttlefish, Aquifer has his feet wedged into a coral outcropping and will be able to throw the car 3" (the maximum he can throw it underwater) to hit Scuttlefish. Aquifer's OCV is 7 and Scuttlefish's DCV is also 7. Since he is 3" from Scuttlefish, he will need an 11 or less minus the range modifier (-2/1") to hit. The first inch is free so Aquifer will need an $11 - 4 = 7$ or less to hit. He rolls a 6, and Scuttlefish is hit with the car. He will take 1/2 of Aquifer's Strength damage (5d6). He rolls 20 STUN and 6 BODY. Scuttlefish has only 4PD and a 15 CON, so he is stunned and crushed to the sea floor by the auto.

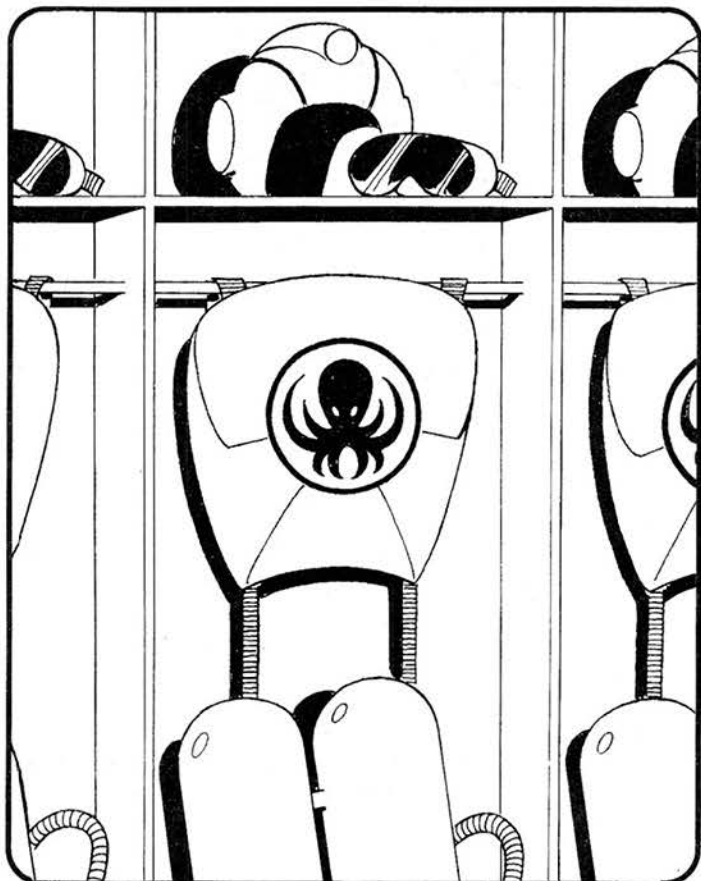
WEAPONS

Simple weapons like knives and clubs may be used underwater, but the portion of the attack based on strength must be modified to show the lessened effectiveness of strength underwater. Thus, damage directly caused by the weapon underwater, a Killing Attack knife or a Normal Attack bludgeon, will be the same as on land, but the strength addition to the dice will be -10 points.

Example: *The shady vigilante Rapier, who uses a 2d6 HKA sword and has a 10 Strength, dives off the dock in pursuit of Quicksan, who is trying to reach his hidden escape sub. Rapier catches up to the villain and tries to jab Quicksan with his sword which normally does 2 1/2d6KA counting the Strength addition. However, since the two combatants are underwater, Rapier's Strength addition is -10 points, and thus effectively 0. This means the sword now does 2d6KA, and it will take two attacks to overcome Quicksan's defenses.*

Most advanced weaponry (anything more complicated than a knife or club) will not function underwater at all unless special care has been taken to protect the mechanisms. Normal guns (guns that shoot bullets or similar projectiles) simply will not fire properly. Gyrojet pistols will work, as will lasers or sonic blasters if they have been protected to keep water away from their circuitry and power sources. Characters would be very unwise to try to change powerpacks for even waterproofed high tech weapons while underwater, since this would probably break any protective seal.

Advanced weapons that have been designed specifically for underwater use will of course work best. PCs and NPCs alike will use weapons like spearguns, ink sprayers, and entangle nets. (See Underwater Gadgets.)



Technologically advanced or magical foci other than those mentioned here will operate (assuming they do not have the limitation "will not work underwater"), but they will operate differently than usual if their Special Effects are changed by contact with water. Again, check Special Effects Changes to see what the changes might be.

NEW SKILL: DIVING

A character who has taken the time to become trained in underwater travel, whether wearing SCUBA gear or not, gains abilities to compensate for the handicaps presented by being underwater. Diving Skill can be purchased at three levels of expertise:

Basic Instructions (Familiarity) — This is a simple briefing about how underwater equipment works and how to use SCUBA equipment. The character spends a short time learning a very basic knowledge of SCUBA diving. **Cost:** 1 point.

Certified Diver — This level of training makes a character a standard recreational diver. The diver is trained to handle many problems underwater, knowing well the dangers of nitrogen narcosis and the bends, and is able to move with somewhat greater skill than the neophyte. The Certified Diver takes only a -1 penalty to his or her OCV in hand-to-hand combat, rather than the normal -2 penalty to hand-to-hand OCV. **Cost:** 3 points.

Commercial Diver — At this level of expertise, the character is considered expert enough to get a job as a diver. The character is well versed in the dangers inherent in underwater travel and can help others avoid them. Anyone with this skill will easily know when he or she is approaching the limits of safety (either time or depth limits). The Commercial Diver takes no penalty underwater for either hand-to-hand OCV or DCV. **Cost:** 5 points.

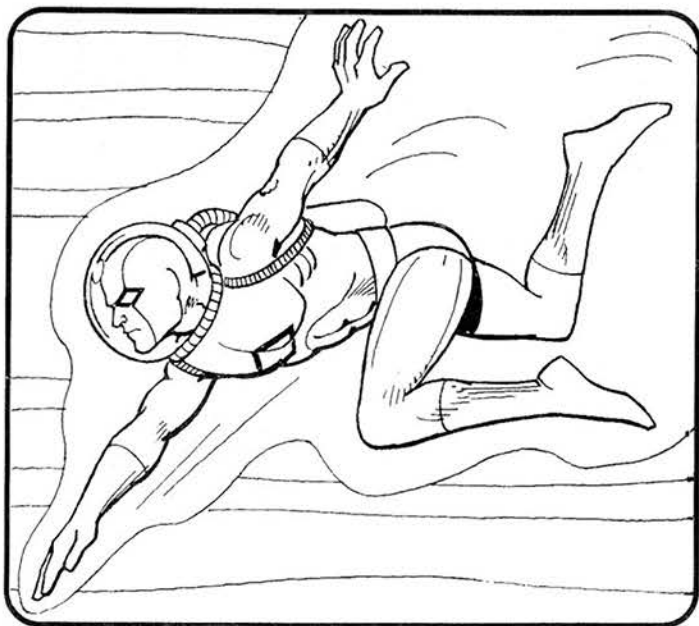
OPTIONAL POWER AND SPECIAL EFFECT CHANGES

The changes in power effects listed here are presented as Optional Changes to the basic **Champions** rules. It is recommended that the GM discuss these Limitations with the players and integrate the Limitations into the powers in advance so that the powers will work appropriately underwater. Remember the GM has final control over the bonus given, and also remember that the regularity of underwater adventures within your campaign will determine how much of a Limitation each change is.

SPECIAL EFFECT CHANGES

AIR

Powers that rely on air will unfortunately be of little use underwater. Even if the power comes with its own supply of gas (like a compressed air compartment for a STUN only Air gun), the water will diffuse the power too much for it to be useful. Also, taking compressed air tanks underwater, including those that are used for SCUBA diving, may become a hazard if an opponent decides to puncture the air reservoir. Puncturing a full tank underwater will release all of its remaining supply at once in a 6d6 Explosion (at zero range, of course).



ELECTRICITY

Water, especially salt water, greatly lowers electric resistance, so any electric power used underwater without proper insulation could cause as much damage to the person using it as it will for the target.

An electric Force Field or Force Wall can become a minor Damage Shield, but it will affect the character using it as well as anyone in contact with it from the outside, assuming that the heroes and NPCs are not fully insulated. The dice of damage for the Damage Shield is calculated from the active points in the Force Field/Wall: 1d6 damage for each 15 active points in the power.

An electric Energy Blast or Killing Attack becomes markedly more potent in water. In fresh water add 5 points of effect for every 20 active points in the power; in salt water add 5 points of effect for every 15 active points in the power.

Example: *Voltage Queen's 12d6 electric EB will become a 15d6 EB in fresh water, or a 16d6 EB in salt water. Her 4d6 electric RKA becomes a 5d6 RKA in fresh water, or a 5d6+1 RKA in salt water.*

In addition, any electric attack underwater (EB or RKA) that channels energy from the person using the attack to the target of the attack will act as if it has the Power Advantages Explosion and a modified Area Effect (Hexes). Damage for this type of attack will move in a single hex line from the starting hex to the hex that holds the target of the attack. The Explosion effect will flow outward from this hex line and both the starting and ending hexes. Damage will affect the character using the power unless he is, as mentioned above, specially insulated. This sort of attack is liable to make any nearby characters more than a bit upset if they do not happen to be insulated.

An electrical EB or RKA that fires a projectile, rather than a bolt of electricity, which only releases a jolt of energy upon contact with a target (such as a special speargun missile which releases an electric charge when it hits) acts as if it has just the Explosion Advantage.

Other powers of an electrical nature will be modified similarly underwater. Electricity is just not the power to use in the briny deep unless one is very careful.

FIRE

Any fire-based powers that rely on air for their effects are completely ineffective underwater. Other sorts of combustion, chemical flame or fire with a magical source, will work as expected.

ICE

The more impurities found in water, the lower its freezing temperature (the freezing point of salt water, for instance, is 28.5 degrees Fahrenheit). Not only will ice powers vary in strength and effect underwater, they will also vary according to the type of water in which the character finds him/herself.

There are two major forms of ice powers: 1) the character uses some sort of cold matter projected from his/her person, or 2) forms a field of cold within which the ice effects appear. Underwater, the first form of special effects for ice powers will have frustrating results for the character. Ice darts will float towards the surface after being fired and ice armor will make someone overly buoyant. (The person will tend to bob upward at the rate of 3" per segment, unless special weights, or judicious use of Density Increase, are added. Characters that are able to swim in their armor can also counteract this upward force.)

The second form of special effects should be mostly unaffected or even enhanced. These might include an ice ram, which due to temperature conduction would naturally expand over a larger area than usual (add 1d6 damage for dirty, salty water, 2d6 for clean salt water or dirty fresh water, and 3d6 for clean fresh water). Ice blasts of the "cold field" variety will be even more effective (add 1d6 damage to the above damage totals).



MENTAL POWERS

Mental powers would be mostly unaffected underwater except for the possible problems of achieving and maintaining line of sight.

TOSSED, THROWN, OR PROJECTILE EFFECTS

See notations on Throwing in the section on Combat Changes for specific information on thrown attacks. Projectile attacks (shrapnel, spines, etc.) are at -2 per 1" underwater. (Don't forget a target must be seen to be attacked. See Perception Underwater).

WATER

Water powers are mostly unaffected underwater. Non-attack powers such as telekinesis and entangle could be increased in effectiveness by 5 points per 20 Active points in the power.

LIGHT

Visible light becomes more diffuse in water, so actions emitting light (an energy blast) or requiring light (powers with the limitation: not in darkness) will not work very well. Normal damage and Killing damage as well as the effect from flash and light illusions will be reduced in dice as indicated below:

EFFECTS ON LIGHT ATTACKS			
	Very Clear or purified	Natural Undisturbed	Murky or Clouded
Normal and Killing Attacks	-5 pts/4"	-5 pts/2"	-5 pts/1"
Flash and Light Illusions	-1d6 per 4"	-1d6 per 2"	-1d6 per 1"

Example: Laser Lad (also known as BTU Boy) is swimming laps in his olympic sized pool. The hero's arch-nemesis Pisces (The Prince of Piranhas) releases a school of his smaller subjects into the pool, just as Laser Lad does a flip turn. Not wanting to be eaten, the hero quickly flashes the onrushing piranhas with his 4d6 Flash. Because the fish are 8" away, each piranha will only suffer a 2d6 Flash.

Turning his attention to Pisces, Laser Lad attempts to fillet the heavily armored supervillain with a 4d6 RKA. Because the villain is 12" away, the attack loses 15 points, and Pisces takes only 3d6 Killing Damage, which barely scratches his scales. Shrugging off the feeble attack, the villain sprints away to safety. Sorry, Charlie.

Other changes in visible light powers are left to the GM's discretion. Light powers based in other parts of the spectrum will change as follows: ultraviolet light will not be affected; infrared powers will work normally point blank, but not at range.



SOUND

Sonic powers are, in a rough sense, much more effective underwater because sound travels much better (about 4.5 times faster than in air). Sonic Force Fields will add 5 points for every 20 Active points in the power. Sonic energy blasts will usually act as if they have the power advantage Area Effect (Cone). Unfortunately, trying to use sonic powers without the Cone effect for careful work (for instance, hitting just one of a group of possible targets, or using a sonic Killing Attack to cut through a barrier) is extremely difficult for those not used to underwater activity. Using sonics in a very precise way calls for a power Control Roll of $9 + (INT/5) - 1$ per

10 active points in the power. An unsuccessful Control Roll means that the character is unable to refine the sound energy; the blast spreads into its normal underwater Cone and perhaps causes damage to unintended targets. Note that even if a Sonic EB has the Cone Power Advantage normally, the character will have to make a Control Roll to use the EB underwater in a focussed way.

Example: Vox, who has a 10d6 sonic Energy Blast, wants to stop Moray from biting a chunk out of Vox's unconscious teammate, Silver Guardsman. But Silver Guardsman is directly between Vox and Moray, and all three of them are underwater. Since the sonic EB has Area of Effect (Cone) underwater, Vox, with an INT of 15, must make a control roll to use his power precisely enough to avoid hitting his comrade, assuming his Attack Roll is successful. The Attack Roll is successful, and Vox must roll 7 or less ($9 + INT/5 - 1$ per 10 active points or $9 + 3 - 5 = 7$) to keep from hitting Silver Guardsman. He rolls 7 exactly and hits only Moray. If Vox had rolled 8, Silver Guardsman as well as the villain would have had reason to attack Vox.

OPTIONAL CHANGES IN POWERS AND SKILLS

You may assume that any power or skill not mentioned here will work with negligible differences from the way it works on land. This does not have to mean that the power or skill is unaffected, merely that the advantages and disadvantages of functioning underwater cancel each other out. Superleap, for example, because of buoyancy underwater, would allow more distance moved underwater. But the force one can use to jump is less due to the greater effect on the character of friction, thus, no change.

CHANGES IN SKILLS

Acrobatics: Acrobatics rolls will be made at -5, due to the slowing effects of water. Characters with swimming take no penalty.

Climbing: If for some reason you insist on climbing underwater (rather than swimming), your climbing speed will be halved. Climbing may be useful underwater for scaling cliffs if a character does not know how to swim or is very heavy. However, let's hope the character's oxygen tanks are full because this is going to take a long time.

Disguise: It is difficult to prepare a disguise underwater, but if someone sees a disguised person underwater and has a chance to see through the disguise, give the viewer a penalty from the Perception Table because it is harder to determine exact features underwater.

Martial Arts: As noted in Strength changes, damage from kicks and punches will be at half their normal effectiveness. Martial Throws underwater do half damage, though Blocks and Dodges do work.

Stealth: Stealth rolls are at -3.

Swinging: Ineffective underwater.

CHANGES IN POWERS

Armor: While a PC's Armor will work normally to reduce the damage the hero takes from attacks, using natural movement (Swimming or Running) underwater may be more difficult.

If the Armor is not bought through a focus but is a part of the character (perhaps the PC's Special Effect for the Armor is incredibly tough skin), the PC's natural movement underwater is unaffected. Bulky armor or armor which is not "aquadynamic" will reduce its user's running or swimming rate by 1/2.

These penalties for Swimming or underwater Running in Armor do not apply if the Armor is part of a suit that also provides enhanced Swimming or Underwater Running. Assume the propulsion unit for the suit was designed with the added weight of Armor in mind, so underwater movement for the character will be normal. However, enhanced Swimming bought through the suit will only counteract Swimming penalties (not Running penalties). Enhanced Running will only counteract Running penalties for the Armor (it will not affect Swimming penalties, nor will it change the regular one-half penalty to Running for being underwater).

Clinging: Clinging is only effective if a character's special effects on this power do not require tight, dry surfaces.

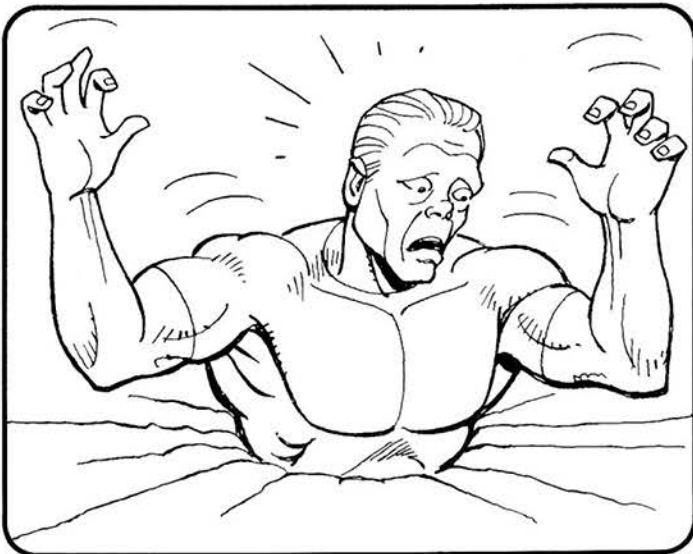
Density Increase: Characters using Density Increase underwater should have no reduction in Running other than those listed for all running underwater. Swimming is, however, going to be very difficult due to the characters weight. A character using Density Increase will generally be unable to swim at all. However, if he purchases additional inches of swimming, he can swim like any other character,

***Example:** Leadboy, a brick with three levels of Density Increase, is tired of sinking like, well, a sinker. Spending accumulated experience, Leadboy purchases 2" of Swimming for 4 points. Since he has bought additional swimming, Leadboy can swim at 2" + 2" = 4".*

Energy Blasts:

Air attacks (or fire attacks that require air for combustion) will not work.

Water blasts will have two normal dice of damage added.



UV blasts will not be affected but IR blasts will be useless more than about one hex from any character employing them.

Electric blasts will have devastating effects underwater, possibly as harmful to the user as to anyone else (see Special Effects Changes).

If *your favorite energy blast* is not listed above, don't panic. Just check Special Effects Changes. If that doesn't help, have your GM make something up.

Entangle: Water soluble entangles (some glues, bonding agents, webbing, etc.) will lose 1 BODY and 1 DEF each turn. Check modifications for Throwing Underwater if the character's Entangle is a thrown item, like an Entangle grenade.

Flash: Flash is generally explained as the blinding of a character. And because of this very general description the special effects available are wide in their variety, from bursts of light to facefuls of dust or sand. The usefulness (or lack thereof) of Flash underwater will depend greatly on the special effect. (See the section on Special Effects changes to find the modifiers that are most appropriate to the Special Effects.)

Flight: All flying movement will be at least halved and may be disallowed completely — GM's discretion for those PCs whose special effects on Flight might make movement difficult (boot jets, fire trails, and ice slides can cause problems for friendly fish ... or friendly PCs ... in the area). Flight bought as a super speed swimming power (with the Limitation: only in water) rather than movement through air, will of course work at full strength underwater.

Force Field/Wall: See Special Effects Changes for specific adjustments.

Gliding: Normal air gliding will not work underwater, but Gliding as a power will work if it is bought specifically for use in water and not air (See Man of War's powers).

Light Illusion: Like light-based Flashes, Light Illusion is much less effective underwater (see Special Effects Changes). Note that these penalties apply to the illusion from the source of its light. For example, an illusion from a projector on a hero's belt, projected in natural water, will be reduced by one dice per 2 inches between the projector and the spot where the illusion is to appear. However a hero who's illusion simply "appears" at a location, requiring no form of projector, takes no penalty. Also note that characters not used to being underwater are more prone to produce less believable illusions underwater (the image of a person who's hair isn't floating, etc.).

Missile Deflection: This ability versus thrown objects is unhampered. (Although a character's reaction ability is lessened underwater, projectiles there lack precision and move more slowly, giving the defender more time to react.)

Running: Running is not allowed unless the character has something to weigh him down to the surface he's running on. If the character is properly weighted the rate is halved, but swimming is really more efficient anyway. Note that many surfaces a character might run on underwater may be slippery (DEX or acrobatics roll at full movement) or even soft and mucky (treat as a weak entangle). The latter being particularly annoying to those using Density Increase. (Who knows how deep a character with Density Increase and Unluck might sink?)

UNDERWATER GADGETRY

Special devices for use underwater fall into three categories: Weaponry, Life Support, and Movement Aids. Most of these devices use reasonably common technology, making them easily accessible for agents and spies as well as the occasional super-being.

WEAPONRY

INK BOMBS

Actually, these two-charge packs are more like torpedoes than bombs, with small propellers and battery packs attached. For use in underwater combat, Ink Bombs operate as ranged attacks, not as thrown weapons. They are just right for blinding an opponent underwater since the penalties for vision through Darkness are added to the existing vision perception penalties for an aquatic environment.

- 2" Radius Darkness: OAF — bomb (-1), Usable only underwater (-1 1/2), 2 continuing charges of one turn duration (-1), Active Cost 20, Real Cost 4.

INK SPRAYER

Sprayers are much like Ink Bombs in effect, but the devices look more like cans of spray paint. Pressing a trigger releases one charge (each Sprayer has enough ink for four charges). Versions of Ink Sprayers are usually found on underwater vehicles designed for quick getaways. Spraying a Darkness field directly behind an escaping vehicle is a handy way to confuse pursuers.

- 2" Radius Darkness: OAF — sprayer (-1), Usable only underwater (-1 1/2), no range (-1/2), 4 continuing charges of one turn duration (-1/2), Active Cost 20, Real Cost 4.

NET GUN

The Net Gun is specially designed for use underwater and will not be effective on land (or in space, for that matter).

- 4d6 Entangle: OAF — gun (-1), usable only underwater (-1 1/2), 4 charges (-1), Active cost 40, Real Cost 9.

SHARK STICK

The Shark Stick was, of course, designed to help divers fend off shark attacks, but is is very effective against any target, in or out of water. The weapon is basically a shotgun shell attached to the end of a medium length rod. To use the device, the attacker flips up a safety switch on the handle and presses the opposite end (containing the shell) against the target. The pressure of contact causes the shell to be fired.

- 2d6 RKA: OAF — stick (-1), 1 segment delay to use (-1/4), no range (-1/2), 1 charge (-2), Active Cost 30, Real Cost 6.

SPEAR GUN

This is a fairly common underwater weapon that shoots a sturdy arrow-like projectile. The Spear Gun comes in three varieties — using Normal, Armor Piercing, and Electrified spears. The latter two types of Spear Gun were designed more with combat in mind than protection from hostile marine life. All are -1/2" range modified.

Note that a Spear Gun employing Electric spears will not have the Area of Effect Hexes Advantage usual to underwater electrical attacks. Electric Spears used underwater will create an Explosion Effect around the target, but only for

purposes of damage and not for the "to hit" roll. The tip of the spear has a small battery that releases an electric charge when it comes in contact with its target, so the spear will not release the charge until it hits something solid. If a Spear Gun with Electric spears is used out of water, the attack will not have the Explosion Effect when it hits its target.

- 1 1/2d6 RKA: OAF — spear gun (-1), 1 charge (-2), Active Cost 25, Real Cost 6.
- 1 1/2d6 RKA, Armor Piercing (+1/2): OAF — spear gun (-1), 1 charge (-2), Active Cost 37, Real Cost 9.
- 2d6 RKA: OAF — spear gun (-1), 1 charge (-2), Active Cost 30, Real Cost 7.

Spear Guns may have extra projectiles for re-loading, though this is a clumsy process in or out of water. Real Costs for Spear Guns with 3 1-charge clips (requiring the character to take one Phase to re-load) instead of a single shot for each Spear Gun, is as follows:

Standard Spear Gun: 7 points.

Armor Piercing Spear Gun: 10 points.

Electric Spear Gun: 8 points.

STUN BOMB

The Stun Bomb, similar to the Ink Bomb, is like a mini-torpedo that propels itself through water rather than a typical grenade. The Stun Bomb operates as a ranged attack, not as a thrown weapon. When detonated, the Stun Bomb creates a series of shock waves in water that tend to disorient anyone in the blast area who does not have tough defenses.

- 9d6 EB, Explosion (+1/2): OAF — bomb (-1), usable only underwater (-1 1/2), does not work against 15+ Active Points in Armor or Full Damage Resistance (-1/2), STUN only (-1/2), 1 charge (-2), Active Cost 67, Real Cost 10.

LIFE SUPPORT DEVICES

AQUALUNG

This device separates oxygen from water for use by the wearer. Unfortunately the aqualung is not perfected and has a tendency to fail with continued use.

- 5 Points Life Support: OIF — mask (-1/2), check once each turn for Burnout 15+ (-1/4), Active Cost 5, Real Cost 3.

SCUBA GEAR

Wearing compressed air tanks gives the diver a lot more leeway underwater than the aqualung. One air tank (weighing 18 kg) or two tanks (weighing 36 kg) allow the character to stay underwater for varying times depending upon the depth. (The air in the tanks becomes more dense the deeper the diver descends, so more air is used with each breath). An added advantage of SCUBA gear is that it provides safe air if its wearer must travel through an area of poison gas, underwater or on the surface.

Time Limit For:	One Tank	Two Tanks
Near Surface	90 min.	180 min.
5" Depth	45 min.	90 min.
10" Depth	30 min.	60 min.
15" Depth	22 min.	44 min.
20" Depth	18 min.	36 min.

- 10 Points Life Support: OIF — air tanks (-1/2), varying time limit (-1/2), Real Cost 5, Active Cost 10.

DIVING SUIT

The rather bulky, full body diving suit completely covers the underwater traveller and is pressurized to keep the diver safe from depth hazards (such as nitrogen narcosis or the bends). It does hamper movement though, so a character wearing the Diving Suit will take a 1/2 DCV penalty and will not be able to squeeze into tight spaces.

- 20 Points Life Support: OIF — suit (-1/2), Clumsy (-1/4), only usable for 1 hour (-1/4), does not work in a vacuum (-1/2), Active Cost 20, Real Cost 8.

MOVEMENT AIDS

PROPELLER SLED

The Propeller Sled allows a diver to travel at considerable speed underwater for long periods of time. The person using this device grasps both control grips and is pulled through the water. The Sled cannot accelerate or decelerate rapidly, but it will faithfully operate for hours on end.

- 6" Swimming, 0 END on extra Swimming (+1/4): OAF — sled (-1), Clumsy (-1/4), Active Cost 15, Real Cost 7.

SWIM FINS

These simple items, also called flippers, are worn on the feet and give more strength to a swimmer's kicking motion.

- +2" Swimming, 0 END on extra Swimming (+1/4): OIF — fins (-1/2), Active Cost 5, Real Cost 3.



VEHICLES

In addition to simple movement aids, PCs will probably need somewhat sturdier vehicles either for combat or for long trips across or under the water. Agents of OCEANUS will use submarines for extended trips below the surface and combat sleds for short distance attacks. Aqua Industries and Sealife Project use small research ships for salvage or exploration missions. Sealife Project also has speedboats for trips from shore to the main complex, small subs for long voyages, and mini-sub for short excursions.

COMBAT SLED

Since the Sled is designed for combat situations, it employs several weapon systems especially suited for aquatic activity. The person using the Combat Sled guides the vehicle from a prone position, face-down, using hand controls. Since the Sled's operator is lying on top of the vehicle, he or she gets no protection from an armored roof and is somewhat vulnerable to attacks from above. However, the vehicle is very maneuverable, so someone riding a Combat Sled can avoid such attacks almost as soon as the threat is perceived.

COMBAT SLED

MAX: 3" Water
ACC: 2 **DCC:** 2 **TURN:** 3 **STR:** 15
DEF: F5 B5 L5 R5 T0 U5
BODY: 6 **ISIZ:** 1/8 **DMG:** +0 **SIZ:** 1/4 **DCVM:** 0
MASS: 150 **KNB:** -0 **CARRY:** 200 **PASS:** 1
Watertight: 5 Vehicle is not airbreathing. The Sled has 2 Levels Smaller Than Normal Advantage.

Characteristic Cost: 49

Pts	Equipment
7	4d6 Entangle Net gun (OIF, limited arc — straight ahead, underwater only, 4 charges)
9	5" Radius Darkness Ink Sprayer (OIF, limited arc — straight back, no range, 4 cont. charges — 1 turn)
10	2 mini-torpedoes (driver's choice): 3d6 Entangle, 3" Radius, (OIF, straight ahead, underwater only, lasts 1 turn), or 8d6 EB, No Range Modifier (OIF, straight ahead, underwater only)

Total Cost: 75 (Vehicle Cost: 5 pts.)

RESEARCH SHIP

The typical research vessel, for our purposes either a scientific or salvage ship, is large enough to hold a number of labs (bought out of the Headquarters Fund) and carry approximately 20 crew members and passengers for long voyages. The captain would have a private cabin, but the rest would make do with small two- or four-person cabins. The rest of the interior space is set aside for storage of specimens and equipment. For short trips or emergency runs (jaunts up the coast, rescue missions, etc.) the ships can carry more than 200 people in cramped conditions. The Sealife Project Research Ship will carry two mini-sub; the Aqua Industries Salvage Vessel makes do with divers for its underwater explorations.

RESEARCH SHIP

MAX: 10" Water
ACC: 2 **DCC:** 5 **TURN:** 5 **STR:** 50
DEF: F8 B8 L8 R8 T6 U8
BODY: 12 **ISIZ:** 64 **DMG:** +11d6 **SIZ:** 128
DCVM: -17 **MASS:** 230 t **KNB:** -11
CARRY: 25 t **PASS:** 250 (but usually 20)

Characteristic Cost: 85

Pts	Equipment
25	Radar - 1/640" (OIF)
5	Radio (OIF)
30	Extra Limb w/40 STR, 0 END (OAF — crane, used to place or retrieve mini-sub, or to haul sunken items to the surface)

Total Cost: 135

Pts	75+ Disadvantages
20	2 x BODY from Explosions
10	10 minute delay
5	Needs Navigation Skill

Total Points: 135 (Vehicle Cost: 30 pts.)

SPEEDBOATS

Speedboats are used only for short trips since they provide little protection from the elements or attacks.

MAX: 14" Water ACC: 5 DCC: 5 TURN: 5 STR: 20 DEF: F6 B6 L6 R6 T0 U6 BODY: 4 ISIZ: 1 DMG: +3d6 SIZ: 2 DCVM: -4 MASS: 800 KNB: -3 CARRY: 400 PASS: 4
Total Points: 75 (Vehicle Cost: 5 pts.)

SUBMARINE

This medium-sized underwater vehicle is used, in slightly different forms, by both Sealife Project and OCEANUS. The sub used by Sealife Project is designed for oceanic exploration with comfort in mind. Each one of the six person crew (this includes the sub's commander) has a private cabin.

An OCEANUS sub is designed for transporting troops to combat sites. The conditions are spartan; most of the vessel, except for a tiny captain's cabin, is a large barracks. Combat Sleds for each attacker are fastened to the underside of the sub and are released once the sub reaches its target. This sub carries four crewpersons and 24 troops.

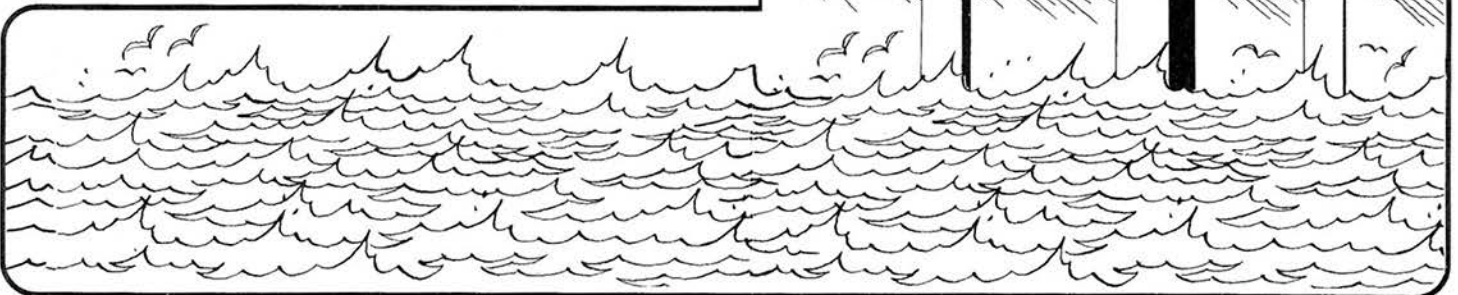
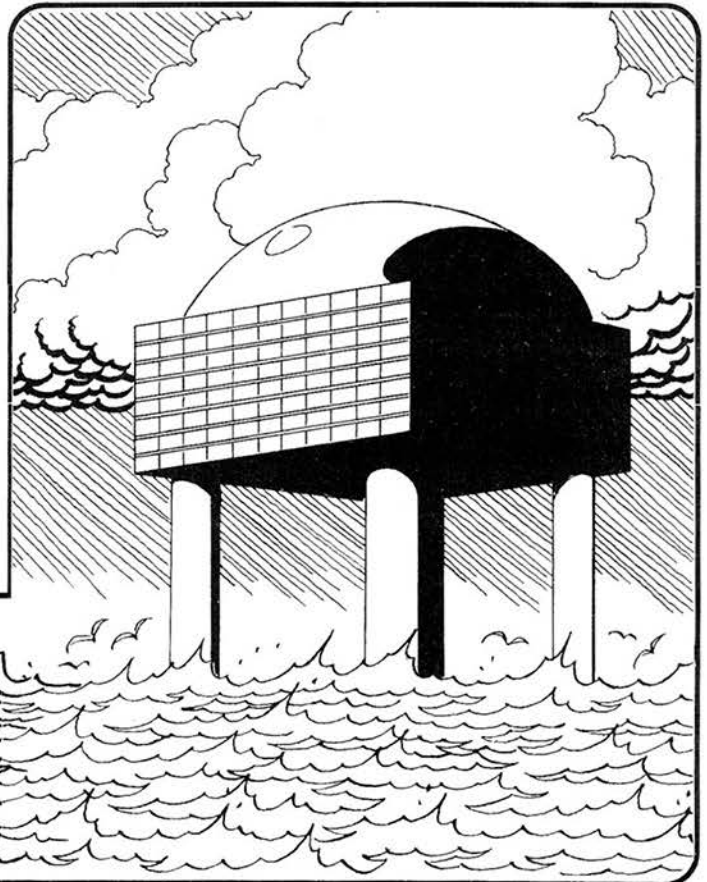
Each submarine is equipped with an airlock that can cycle four persons at a time to the outside.

SUBMARINE	
MAX: 15" Water ACC: 5 DCC: 5 TURN: 5 STR: 40 DEF: F10 B10 L10 R10 T10 U10 BODY: 10 ISIZ: 16 DMG: +9d6 SIZ: 32 DCVM: -10 MASS: 56 t KNB: -9 CARRY: 6.4 t PASS: 6 (or 28) Watertight: 5 Vehicle is not airbreathing.	
Characteristic Cost: 104	
Pts	Equipment
22	Radar -1/320" (OIF)
15	Telescopic Vision 1/100 (OIF)
2	UV Vision (OIF)
2	Radio (OIF)
10	20 Points Life Support (OIF)
10	Extra Limb w/10 STR, 0 END (OAF — sample gatherer)
Total Cost: 165	
Pts.	75+ Disadvantages
20	2 x BODY from Explosions
10	10 minute delay
5	Needs Navigation Skill
Total Points: 165 (Vehicle Cost: 60 pts.)	

MINI-SUBS

Mini-subs are used by Sealife Project for short exploration jaunts to places where a full-sized sub would not fit and where divers would be at risk. Mini-subs are quite sturdy for their size but will not stand up to too much punishment. Two of these vehicles are permanently on board Sealife Project's research ship, and another four are stored at the main base.

MINI-SUBS	
MAX: 12" Water ACC: 3 DCC: 3 TURN: 4 STR: 15 DEF: F6 B6 L6 R6 T6 U6 BODY: 6 ISIZ: 1/2 DMG: +3d6 SIZ: 1 DCVM: -17 MASS: 750 KNB: -3 CARRY: 200 PASS: 2 Watertight: 5 Vehicle is not air-breathing.	
Characteristic Cost: 68	
Pts	Equipment
17	Radar -1/80" (OIF)
7	Telescopic Vision 1/10 (OIF)
2	UV Vision (OIF)
2	Radio (OIF)
10	20 Points Life Support (OIF)
6	Extra Limb w/5 STR, 0 END (OAF — sample gatherer)
Total Cost: 112	
Pts	75+ disadvantages
20	2 x BODY from Explosions
8	1 minute delay
3	Needs 1 Point Skill w/Sub
Total Points: 112 (Vehicle Cost: 11 pts.)	





ORGANIZATIONS

SEALIFE PROJECT

Sealife Project's main complex is a deep-sea platform on four large legs several miles offshore from either the city where your campaign is based or the nearest coastal city. The Project takes up 16,250 hexes of laboratories, living quarters, and storage buildings at the offshore platform; 20 hexes of labs aboard the research ship; and an additional 3,830 hexes as the mainland offices and warehouses. Sealife Project maintains several vehicles:

- One sizable research ship, which is at sea most of the time on various information gathering missions;
- Four submarines, all kept at the deep-sea platform when not exploring the ocean floor;
- Six mini subs, four kept at the main platform and two held aboard the research ship;
- Two helicopters which, when not in use, are sheltered beneath helipads atop the platform's shorter anchoring columns;
- Several speedboats which are docked near the onshore warehouse for quick trips to the platform.

The outer surfaces of the Project's eight main levels are made of a tough plasteel substance (DEF 10, BODY 6). The walls of the four large support columns, which also serve as elevator shafts, and the support struts and walkways connecting the elevators with the submarine docks are made of a transparent, super sturdy plastic (DEF 12, BODY 7). Travelling from the helipad to the top four levels of the lab complex offers a panoramic view of the surrounding ocean, and travelling to the lower levels and submarine docks gives elevator passengers an up-close look at aquatic flora and fauna. Within the columns, the floors between levels are made of an opaque version of the construction material. The water level mooring platforms on the outside of the support columns are also constructed of the opaque material.

All interior walls of the Project are DEF 7, BODY 4. Each lab level is designed with the same basic configuration. The top six levels of Sealife Project, as well as the docks, are used for public research efforts. The bottom two levels have been assigned to Dr. Bond, who uses them mainly to store specimens and do unclassified research (his main experiments are conducted in the Secure Labs).

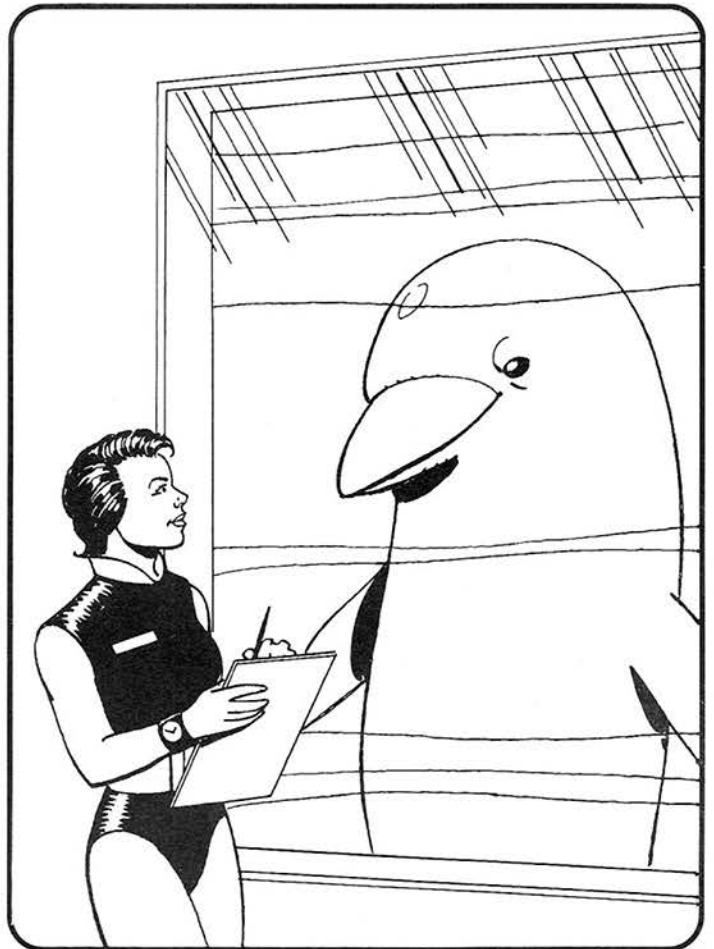
The entire offshore platform has 20 points of Life Support, and each level is equipped with pressure doors that seal automatically if the level springs a leak, isolating it from the rest of the Project.

TOWERS

#1) Communication/Transmission Center — Communication with Sealife Project's mainland facility, as well as contact with various communication satellites around the globe, is maintained from this area atop the #1 column. Many forms of transmission are possible from this center including audio, video, and computer data.

#2) Observation Deck — Project personnel wanting to take a break often come here rather than tie up the transparent elevators during peak hours. The walls, fully glassed, provide a breathtaking view of the ocean and the coastline in the distance. The deck contains a variety of chairs and benches for relaxing and viewing the ocean. There are also various magazines and a beverage machine (DEF 2, BODY 3; Activation 14-).

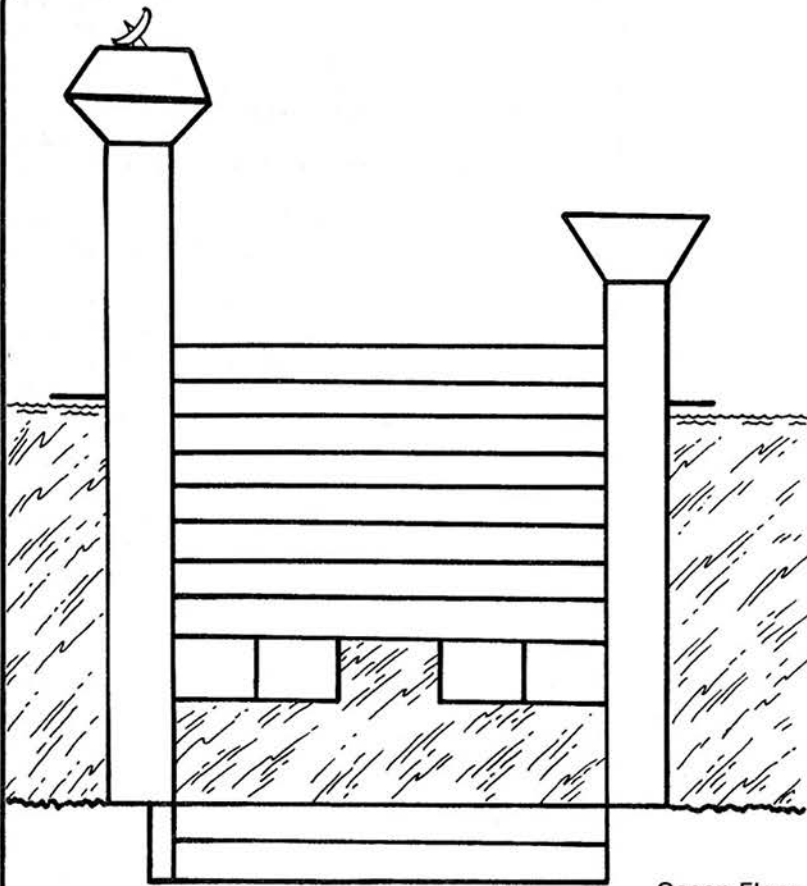
#3&4) Helicopter Pad/Storage Area — Sealife Project's two helicopters are stored here, one atop each tower. Equipment and tools for helicopter maintenance as well as fuel for the copters are kept here. The helipads themselves are hydraulic and are raised through sliding doors in the top of the column prior to takeoff. The helicopters are standard, short-range, 5 passenger copters with pontoons. They are mainly used for quick transport to shore or to Sealife Project's research ship at sea.



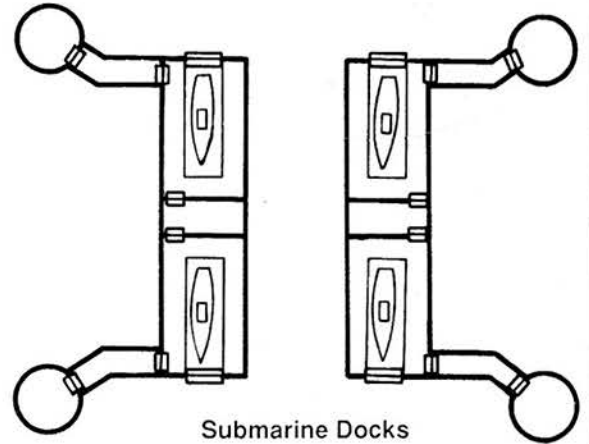
THE SEALIFE PROJECT

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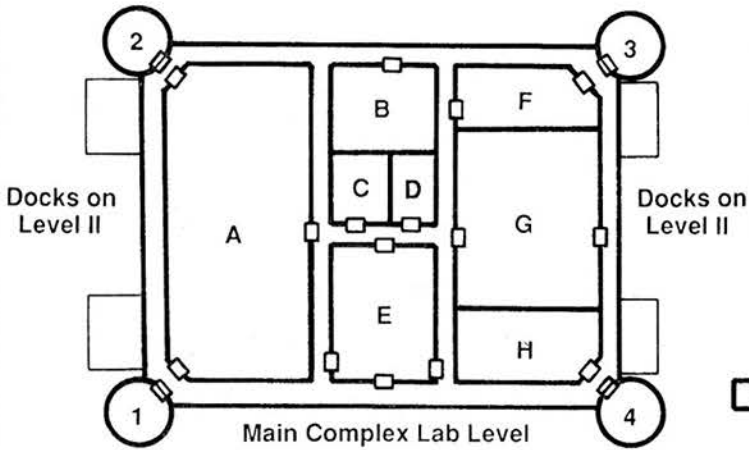
□ Door
 ▬ Sliding Pressure Door



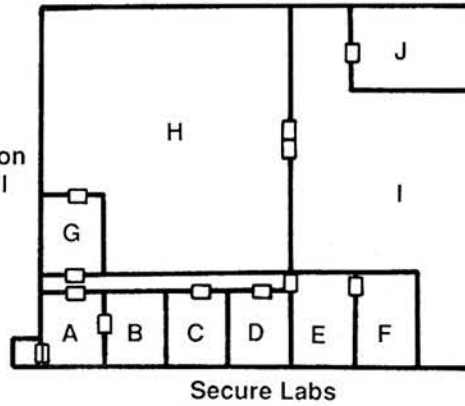
Ocean Floor



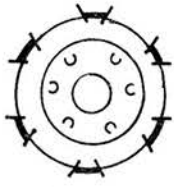
Submarine Docks



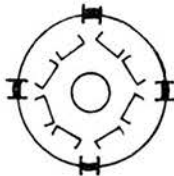
Main Complex Lab Level



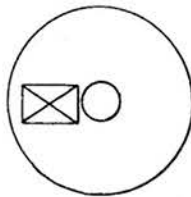
Secure Labs



Communications



Observation Deck



Helicopter
Storage/Maintenance

LAB LEVELS

A) Main Lab — This area on each floor is used for major research projects. Contents vary, but heavy equipment and large specimen tanks are typical.

B) Lounge/Dining Area — The staff that has quarters here at the main complex, rather than going ashore at the end of each day, spends a lot of free time here or in the observation deck.

C) Men's Room — This lavatory also has shower facilities for Project personnel.

D) Ladies' Room — Same as "C", only different.

E) Bunkhouse/Director's Quarters/Dr. Bond's Quarters — On Levels 2-7 this area is set aside for sleeping quarters for technicians and scientists. On Levels 1 and 8 are two luxurious apartments for O'Conner and Bond, respectively.

F) Lab/Offices — Depending on the research requirements of the level, this is either an additional lab or offices for Project scientists.

G) Lab — This laboratory concentrates on data analysis. It contains individual terminals for data entry to the main Project computer and sensitive monitoring equipment to keep tabs on projects taking place in all other laboratories. On other levels this room contains delicate aquatic specimens that need to be closely monitored in highly controlled environments and extra lab space.

H) Lab/Offices — This area, like section F, can be either an extra laboratory or office space for Project personnel.

SECURE LABS

Access to the Secure Labs, where Bond and his people do most of their work, is gained through the large security elevator at the bottom of the #1 support column. Using the security elevator requires an electronic ID card or a successful Security Systems Roll at -2.

The outer walls and flooring of the Secure Labs (DEF 8, BODY 4) are sealed by the surrounding rock. The ceiling (DEF 12, BODY 7) is perfectly camouflaged by the sea floor. All interior walls are DEF 7, BODY 4, with the exception of the Genetic Research Lab, which is DEF 12, BODY 7.

All rooms are equipped with gas jets (5d6 NND - Defense is 10+ Points Life Support or holding your breath). The jets are controlled from room B.

Security guards are lightly Armored (5 PD, 4 ED, 14-activation roll) and carry 4d6 NND Stun guns (Defense is Armor or Force Field). These troops are trained in hand-to-hand combat. Treat them as Type #3 thugs from *Champions II* with 15 points in Martial Arts (4 1/2 d6 punch, 6d6 kick).

At least three lab technicians will be working in each lab during the day, but if an experiment requires special attention, one technician will be on site even at night. Since Bond has his staff working toward breakthroughs as much as possible, most of the labs will have at least one technician present at all times (lab techs are average men and women).

A) Security Entrance — Two guards are on duty here at all times.

B) Monitor Chamber — The monitor room is staffed by three security guards and has controls for hidden cameras in all of the rooms on this level, which may be monitored at any time.

C) Men's Room

D) Ladies' Room

E) Cetacean Intelligence Lab — This is the "birthplace" of the Porpoise. The southern half of the room is a big saltwater tank that holds subjects for current experiments. Two such experiments are usually being conducted at any time.

Dr. Olivia Cornell heads this lab and treats the animals under her care with as much kindness as her workload will allow. A character who can communicate with the porpoises currently in the tank will find them to be content with their life at the Project. They perceive the events leading to the creation of The Porpoise as accidental.

F) General Sealife Research Lab — Most of the scientific projects being pursued in other parts of this level had their genesis here.

Bond placed Dr. Lev Yahya in charge of the General Research Lab. Dr. Yahya's lackluster personal scientific skills are far surpassed by his ability to see the big picture. He is a brilliant coordinator of other people's experiments.

There is little of interest going on here currently, since Dr. Yahya is trying to get the rest of his Refusenik family out of the Soviet Union.

G) Showers — This is the shower room for the clean lab beyond. All who wish to enter Labs H, I, and J must shower in the chemically treated water here.

H) Medical Genetics Lab — This lab concentrates on using methods found in aquatic life to strengthen the human body, either curing ailments or "improving the species." Dr. Gordon Skye, who heads the lab, "helped" mortally wounded Elizabeth Tamerlane (Coral) recover by giving her his serum closely modelled after a growth enzyme found in coral. A project in progress involves exploring genetically triggered healing and regeneration, much as crabs restore lost limbs.

Skye is a close colleague of Bond, both in terms of friendship and in the way they view science — the end of increasing knowledge justifies any means. Skye is not as detached as Bond about his subjects' feelings; he seems to enjoy an experiment more if it causes pain to a test animal.

I) Genetics Research Lab — This is Earle Bond's private domain where he engages in numerous morally questionable experiments. A recent favorite of Bond's involves unauthorized "gene-splicing." This is not, as one would suspect, a technique for developing hybrid lifeforms from single cells, but rather an entirely new procedure which imprints selected genetic instructions taken from one type of creature (in this case an aquatic animal) into the cells of another (thus far, usually a vagrant from inner-city slums). Most of Bond's results with this latest project have had to be buried at sea.

J) Genetic Reaction Chamber — This is the top secret room in which Dr. Bond actually performs his "splicing." Temperature and humidity can be set from controls on either side of the door.

SUBMARINE DOCKS

The docks for Sealife Project's four exploration subs are arranged in sets of two beneath Level 8. Each docking area, surrounded by 2" walkways, is separated from its partner by a control room. Before a sub enters or leaves the docking chamber, the area is flooded, and then the outer pressure doors are opened — the process takes about 10 minutes. Small pressure doors seal off the docks from the rest of the Project as a safety precaution.

SEALIFE PROJECT'S PROJECTS

LEVEL 1 — ADMINISTRATION AND COORDINATION

Dr. O'Conner uses the top level of the Project for her government mandated duties (paperwork, fundraising, meeting with congressional junketeers) and to keep tabs on what is going on throughout the rest of Sealife Project — except of course for the Secure Labs level. Regular staff meetings are held on this level and the largest "lab" on the floor has been turned into an auditorium for presentations.

LEVEL II — WEATHER RESEARCH

This level has been set aside for the National Weather Bureau's special research of the effects of ocean currents on the world's weather patterns. In addition, all of the Project's data collected in its mapping expeditions is stored and analyzed here.

LEVEL III — POLLUTION EFFECTS

Bruce Pleize runs this lab. He is absent-minded and counts on his assistants to keep the lab functioning.

The lab is currently testing the effects of high concentrations of pollutants on sea life.

LEVEL IV — MEDICAL LAB

Dr. Gordon Skye heads this lab, but he is rarely found there. Instead, Veronica M'Bani keeps the lab functioning. Most of the level is given over to the complex's medical facilities, so visiting heroes will find hospital-style beds and state of the art medical equipment. But M'Bani is a medical genius and has used her "spare time" to work on the development of disease treatments and cures and poison antidotes using the venoms of numerous sea creatures. One of the storage labs here contains the fruits of her labors.

LEVEL V — HARVESTING THE SEAS

Dr. Steinback Venture keeps the lab moving in a single-minded fervor toward the end of world hunger. It is a rare time when Venture isn't in the lab.

The lab is looking for ways to package, market and process all types of sea life, from plankton to Great White Sharks.

LEVEL VI — CETACEAN STUDIES LAB

Dr. Olivia Cornell, whose main function is the achievement of true inter-species communication, has done astounding research in this lab. She has actually begun communicating with the porpoises here by using vocal tones and hand signs.

The porpoises here are very happy. And they will tell anyone who learns how to listen to them. These porpoises know about the Porpoise incident, as do the creatures in the Cetacean Lab in the Secure level below, and view it as unfortunate and nobody's fault.

LEVELS VII & VIII — DR. BOND'S SPECIMEN STORAGE

As already noted, the bottom two levels of the main Sealife Project platform are used for Project storage space and for the disposal of Bond's test subjects and materials. Heavy equipment, storerooms, and holding cells monitored by specially selected Project security personnel are scattered throughout these two levels.

SEALIFE PROJECT PERSONNEL

Dr. O'Conner has hired only aboveboard, law-abiding citizens as technicians for Sealife Project's public endeavors. They know virtually nothing about any wrongdoing in the Secure Labs and will be useless to characters wanting such information. Dr. Bond, on the other hand, has hired "scruffy" lab technicians. That is, they have questionable morals. They are smart enough to avoid sticking their noses where they don't belong but they may have a tidbit of information about, say, body disposals. The lab technicians are forbidden to discuss experiments outside of the labs, and they will not give information unless threatened with physical violence.

Below is a list of general characteristics for the various named NPCs in Sealife Project, a description of what is known by the few who know any useful information, and what it will take to get them to reveal it.

Unless otherwise noted, the following personnel (of both Sealife Project and Aqua Industries) conform to the average man and woman descriptions in *Champions II*. Special skills and attributes are mentioned.

DR. MARIA (DIEGO) O'CONNER

Val	Char	Cost	50+	Disadvantages
8	STR	-2	10	Considers the success of any job a matter of personal and family honor.
10	DEX	0		
10	CON	0		10 Hates exploiters, (not developers) of natural resources.
8	BODY	-4	10	
18	INT	8		10 DNPC (husband, Mark O'Conner, normal) 8-Experience
20	EGO	20	10	
20	PRE	10		
12	COM	1		
2	PD	0	20	
2	ED	0		
2	SPD	0		
4	REC	0		
20	END	0		
17	STUN	0		
Cost Skills				
20	KS: Marine Biology	20-		
12	KS: Aquatic Ecosystems	16-		
14	PS: Administration	17-		
12	PS: Bureaucrat	16-		
5	Spanish (perfect fluency, literate)			
4	French (fluent with accent, literate)			
COSTS: Char Skills Total Disadv. Base				
	33	+	67	= 100 = 50 + 50

Physical Description: O'Conner is not what you would call a striking beauty — she's more the pert and perky type. And although she is only 5' 2" and 98 lbs., she has a very forceful personality that gives her a compelling presence. Her dark hair is graying now that she's 54, but she still gives the impression of being a tireless dynamo.

Maria O'Conner was born and raised in central California where her family has lived quite well since the days of Spanish control. She disappointed her father a little by deciding not to go into the family business (a collection of businesses, including import/export, textiles, and produce operations). She was more interested in science than money and devoted her time to the study of the seas. Her important positions — dean of a major University Science Department, Director of Sealife Project, have changed her father's opinion about her choice of careers.

O'Conner does not know what Bond is really up to, but she wants to find out. If the characters approach her as agents of the government, she will give them investigatory carte blanche. Even if they are freelance investigators, O'Conner will not hinder their efforts too much; she will just keep an eye on them.

Maria's husband Mark is a nature photographer and travels a lot. When he is not on a shoot, Mark stays with Maria at her Sealife Project apartment.

DR. EARLE BOND

Val	Char	Cost	50+	Disadvantages
10	STR	0	10	Egocentric (thinks his view of science is the only rational view) Ends justify any means Experience
10	DEX	0	10	
10	CON	0	10	
10	BODY	0	9	
25	INT	15		
18	EGO	16		
15	PRE	5		
8	COM	-1		
2	PD	0		
2	ED	0		
2	SPD	0		
4	REC	0		
20	END	0		
20	STUN	0		
Cost Skills				
12	KS: Marine Biology 16-			
12	KS: Genetics 21-			
10	KS: Medicine 15-			
8	KS: Biochemistry 14-			
2	PS: Engineer 11-			
COSTS: Char Skills Total Disadv. Base				
	35	+	44	= 79 = 29 + 50

Physical Description: At 5' 6" and 120 lbs., Bond is a plain-looking man in his mid-forties. He has thinning gray-brown hair, watery gray eyes, and an overall mousy appearance.

Earle Bond is something of a two-dimensional individual. His one goal is increasing scientific knowledge, specifically, his own scientific knowledge. Not much is known about his early life, but he was undoubtedly a bookworm as a child and as such the victim of a lot of schoolyard bullies. He does not have a lot of respect for people who use their fists to resolve conflicts (this certainly includes most characters) and is supremely confident that his intellect is the match for any challenge.

Of course Dr. Bond knows all the details of his secret projects but will answer any questions from the heroes in the vaguest terms. Characters using telepathy on Bond will find all sorts of incriminating details, though.

DR. GORDON SKYE

Medlab and Medical Genetics Director

Skills: Medicine 15-; Genetics 18-; Physician 14-

Physical Description: Dr. Skye is handsome in a smoothly nauseating way. He wears his hair slicked back and racing shades to give him what he sees as a "jet-setter" look.

Skye is aware of everything going on at the Project, and he revels in it. If questioned vigorously, Gordon will become defiant, offering answers like "Grow up, there's nothing wrong with the experiments we're doing."

If physically threatened, Skye will tell all (though, of course evidence gathered this way is inadmissible in a court). After all, he sees nothing wrong with what Sealife is doing.

DR. OLIVIA CORNELL

Director of Cetacean Studies Lab

Skills: Marine Biology 21-; Cetacean Studies 18-; Management 14-

Physical Description: Dr. Cornell is a slim woman of medium height. The only thing striking about her is the conservative nature of her dress.

Dr. Cornell cares deeply about her work and and the special creatures she works with. She would try to stop the nastiness at Sealife Project if she knew about it, but she doesn't. She is so unaware of the illicit goings-on she will be confused and flustered by questioning, defending the Project ceaselessly (and thereby looking guilty in the process).

**DR. LEV YAHYA**

Director of General Scientific Research

Skills: General Science 14-; Marine Biology 18-; Lab Management 21-

Physical Description: At 6'6" Lev is one of the tallest lab personnel. His hair is brown and he has a very full beard. Lev always wears dark clothing.

Lev is currently absorbed with efforts to get his family out of the Soviet Union. When he is finally able to concentrate on the Project, his first priority is toning down Dr. Bond's questionable behavior.

Lev Yahya knows the intent of Bond's experiments, but assumes they are of a theoretical nature — he knows of no murders at Sealife.

Due to his internment in Soviet detention centers, Yahya is not susceptible to physical threats or normal questioning. Only mental probing will yield information from Lev.

**BRUCE PLEIZE**

Director of Pollution Effects Lab

Skills: Marine Biology 18-

Physical Description: Bruce is 5' 7" and weighs 195 lbs. He has straight, black hair and green eyes. He likes to wear plaid pants and bow ties. Amazingly, he looks almost good in them.

Bruce made one big discovery many years ago and has rested on his laurels ever since. He is forgetful. He doesn't shower. He lacks common sense. He tells bad jokes. These characteristics combine to make him one of the least popular people at Sealife. He is unenlightened about the Secure Labs, and Bond does not even *consider* allowing him access to them.

DR. VERONICA M'BANI**Asst. Director of Medlab**

Skills: Marine Biology 19-; Medicine 18-; African History 11-

Physical Description: Veronica is a native Ugandan. She is 5' 10" tall, weighs 125 lbs., and has dark hair and dark eyes. She is always in a lab coat while at work, and she never relaxes.

Veronica practically runs the Medlab at Sealife. Skye, the official director, spends most of his time with Bond in Bond's genetics lab. She is a capable administrator, and as she becomes more adept at genetics, she may supplant Dr. Skye, especially if his less savory experiments become public knowledge. She is convinced Skye is a shifty character and is waiting for his big slip-up, but she doesn't have any knowledge of Secure Labs goings-on.

DR. STEINBECK Q. VENTURE III**Director of Marine Harvesting Lab**

Skills: Marine Biology 16-

Physical Description: At 6' 3" and 165 lbs., Stein is a very handsome man with black hair and hazel eyes but he has no time for a love life (at least not until he's well on his way to stopping world hunger).

Stein is the black sheep of the ultra rich Venture family. He's the black sheep because he gave up the purely hedonistic life style his family prefers. He instead chose to follow his beauty queen sister's advice and attempt to end world hunger.

AQUA INDUSTRIES (AI)

AI Inc.'s headquarters are on a cliff overlooking the ocean, with limited docking facilities below. The storage warehouses and the dock for AI's salvage ship are at the campaign city's harbor or, once again, at the harbor of the nearest coastal city.

The Aquan's base is beneath the cliff and docks, set into the rock face. The interior may be water-filled for the Aquans' comfort, but is not necessary for their survival. Access to the base is either through the hidden elevator leading down from AI Inc. or an underwater entrance, big enough to admit the *Flying Fish*, with appropriate safeguards against unwanted guests.

The exterior of the Aqua Industries building is of Art Deco design, featuring cream colored bricks (DEF 7, BODY 4) with aluminium trim. The interior of AI is meant to look as innocent as possible. The walls are of typical construction (DEF 5, BODY 3). The walls of the Aquans' headquarters (Levels III-VI) are much stronger (DEF 10, BODY 10).

There are 24 water intakes for the pump rooms on the lower levels, no more than three feet in diameter and camouflaged to appear as the cliff surface. (-6 to Perception Rolls).

The sub level exterior door is hydraulic and is made of reinforced concrete sculpted and painted to look like the cliff wall. There is a -4 to Perception Rolls for finding the door.

All rooms in the complex can be monitored from room F on Level I, though the regular guards on duty there do not know about Levels III-VI. Surveillance of Levels III-VI requires entry of a code sequence known to Nereid only.

LEVEL I

A) Reception Room — All visitors to AI are greeted by Vi Bishop (Martial Arts 4d6 punch 6d6 kick). No normal person gets by Vi, unless she wants them to.

B) Elevator — The elevator goes only to Level II.

C) Stairwell — This stairwell goes only to Level II.

D) Men's Room

E) Ladies' Room

F) Security/Monitor Room — Three guards are always on duty here. They carry 2d6 RKA guns (6 charges), wear 6PD/6ED armor (activate 11-) and fight as 15 STR Martial Artists (4 1/2d6 punch, 6d6 kick).

G) Board Room — This exquisitely appointed room maintains the Art Deco motif of the building exterior. The conference table (DEF 5, BODY 3) is heavy frosted glass with black tracings. The chairs (DEF 3, BODY 3) are made of walnut and sculpted leather with Decoupage patterns. A large painting of CEO Thetis Maxwell (Nereid) dominates the wall opposite the door.

H) Mail/Copier/Supply Room — Ginny Atkinson rules this center of activity with an iron hand. She is aware of the needs of everyone at AI. Ginny suspects something peculiar is going on at AI and will tell anyone willing to listen.

I) Marketing Department — Two junior marketing execs have cubbyholes here behind banks of filing cabinets. They don't know much. They don't do much. And they get paid well for doing it.

J) Accounting Department — Two junior accounting execs have cubbyholes here behind banks of filing cabinets. They don't know much. They don't do much. And they get paid well for doing it. (Hmm ... Sound familiar?)

K) Office of the Vice President for Research and Product Development — Dr. Fredrick "Rick" Keith keeps up appearances by using this large office an hour or two every day; the room has several sofas and two desks (one for Keith and one for his assistant). The rest of his work time is spent in the labs, engrossed in his favorite pursuit, genetic research.

Dr. Keith has known Corinne Magruder/Thetis Maxwell for years and knows all about the Aquans. He hopes to eventually become an Aquan himself. Most of his personal research is devoted to this goal.

The computer and file cabinet records in this office contain information about AI's oceanic discoveries and new machinery that the company's engineers have developed to facilitate salvage operations. Information about AI's more aggressive research practices (stealing data from competitors, sinking their salvage vessels, etc.) will not be found here. That sort of information is kept in the secret labs below the AI building.

L) Office of the Vice President of Marketing — Sylvia Petra heads the marketing department and, not trusting assistants, does 95 percent of the work herself. She knows nothing of the secret levels below the AI building.

M) Office of the Vice President for Accounting and Finance — Otis Corey is a financial genius, and his investments have netted AI considerable sums of money. Corey is considered Thetis's closest confidant among the normals at AI. It is rumored among the employees that they are lovers.

He keeps two sets of books for AI. The one showing no illegalities is kept in a safe (DEF 9, BODY 6) in this office. The real books are kept in Nereid's room, 3-L.

N) Storage Room — This room is currently used for janitorial storage. This will be converted to office space as AI continues to expand.

O) Corinne MacGruder's office — Corinne, though using the "untainted" identity of Thetis Maxwell as CEO of Aqua Industries, followed her natural impulses when decorating her office. Her desk is a shelf of blue-green marble on four columns of white stone (DEF 6, BODY 5) and is situated to give her an unobstructed view of the ocean through the floor to ceiling window (not glass, but a transparent material similar to the super-plastic used at Sealife Project (DEF 12, BODY 7) facing the cliff. Several small tables and couches fill

the room, and the carpeting and upholstery is all in blues and greens to simulate the ocean depths. Several paintings, emphasizing stories from Greek mythology (a character with special knowledge of Greek mythology will be able to identify a picture of Nereus and his fifty daughters — the Nereids) and aquatic themes, are placed at tasteful intervals along the walls.

P) Private Lounge — This room, with comfortable easy chairs and an individual recreation center, is where Corinne relaxes during breaks from a hard day at work. The room sees little use.

Q) Computer Room — Corinne's computer is kept here. It contains information on all the legal aspects of AI and files with the dirt on all AI's competitors. All Level I offices have terminals connected to this computer.

R) Bathroom — This spacious bathroom features a marble sink, toilet, and bath tub. All have brass fixtures. A speaker phone/intercom unit is built into the wall by the tub.

S) Library — Corinne keeps an impressively complete library on sea life, biology, and business topics. Others at AI often use this room with Corinne's permission.

T) Trap Room — Security devices have been placed here to prevent unauthorized entry from the small docks below or unauthorized departure from the AI building. Anyone entering this room has 10 seconds (no warning of the time left is given) to present an AI magnetic ID card to a device on the wall; if appropriate identification is not presented, the doors lock and the room fills with a knockout gas absorbed through the skin (6d6 NND, Defense is 15 pts. Life Support). If the room is triggered, an alarm will sound in Corinne's office as well as in the Security Monitoring Room.

U) This is simply a short hall from the Trap Room to the Elevator leading to the AI docks.

V) Elevator — The Elevator goes to a corridor leading to the dock platform at sea level. The Elevator will only operate after being activated by someone with an AI magnetic ID card or by someone who makes a successful Security Systems Roll. The walls and ceiling are DEF 5, BODY 3. If one BODY of damage is done to the elevator, it will cease to function.

LEVEL II — LABS

A) Security Station — Two Guards are on duty here at all times. They have the same abilities and equipment as the guards in room F on Level I.

B) Elevator — This elevator goes to Level I only.

C) Stairwell — These stairs go to Level I only.

D) Auxiliary Security Room — One guard is on duty here, keeping watch on the security cameras. This room has the backup equipment should something go wrong upstairs.

E) Adhesives Lab — Doug Duis heads this lab. He has four lab assistants. Most of the research done here involves increasing the performance of existing adhesives through sea-based additives. This lab has been one of the big money-makers at AI. Mr. Duis isn't aware of the secret levels below.

F) Microencapsulation Lab — This lab coats the medicines from lab G to make them palatable, usually through gelatin/gum arabic microencapsulation. Ten technicians do the work in this lab. Access to the Emergency Ladder (H) and the Hidden Elevator (I) is near the entrance to this lab.

G) Medical Technologies Lab — New medicines derived from sea life are developed here. Merel James heads this lab, and he is completely unaware of AI's lower levels.

H) Emergency Ladder — This is a shaft sunk into the rock from this level to each of the secret levels below. The walls of the shaft are lined with parallel horizontal ridges about one foot apart (ladder rungs) only for use by the Aquans if their Elevator (I) fails. Each of the villains (except Porpoise, who can fly) can climb to Level II and then to the surface.

I) Hidden Elevator — The doors to this elevator, which provides the direct access from the AI building to the Aquans' main HQ levels below, can be opened by activating a pressure plate located 2 meters from the floor, just to the right of the doors. When a

passenger enters the compartment, a wall panel slides open and a mechanical voice requests verbal identification followed by a retina scan. If a response is given by anyone other than the Aquans, the voice will simply state that they are not authorized to pass. Guards will be summoned. If the passenger does not respond to the request within 10 seconds, a 12d6 Electrical EB will be channeled through the floor and walls. As if that isn't enough to eliminate most security threats, the compartment will then fill with a 6d6 NND gas (Defense 15+ points Life Support). If several passengers enter the Elevator at once, each of them will be given 10 seconds to comply. Only Nereid knows the override code to allow unauthorized personnel to use the Elevator.

J) Genetics Lab — Basic genetics research is done here. Corinne's sample-gathering abilities have provided researchers here with quite a few previously unknown lifeforms whose special adaptations to depth pressure, high salinity, and frigid temperatures have provided genetic clues to curing diseases in higher lifeforms. Both this lab and the Clean Genetics Lab (M) are run by Mike Eshbaugh; he has a total of six lab assistants under his supervision in both labs. Eshbaugh suspects illegal activities at AI but has no proof. He will not volunteer his suspicions but will fully cooperate with hero investigations.

K) Showers — These showers are to kill all the germs on people wishing to enter the Clean Genetics Lab (M).

L) Disinfectant Room — This room sprays a quick drying disinfectant on all who wish to enter or leave the clean lab. This spraying keeps the germs that are inside in and the germs that are outside out. Special germ free clothing is provided for workers entering the lab.

M) Clean Genetics Lab — More advanced and precise genetic experiments along the same lines as those performed in the regular Genetics Lab (J) are performed here.

N) Trap Room — This is a duplicate of the Trap Room (T) on Level I.

O) Elevator — This is the same Elevator (V) already described in Level I.

LEVEL III — AQUANS' LIVING QUARTERS

A) Emergency Ladder — To the main secret levels and Level II.

B) Elevator — To the main secret levels and Level II.

C) Pressure Equalization Chamber (PEC) — The pressure and water level of each residence is controlled from its PEC, which operates much the way an airlock does. A person must wait here until the pressure and water level of the PEC is the same as in the chamber he/she wishes to enter. The controls alter either the pressure and water levels of the PEC or the chamber(s) beyond. When not in use, they will return to the conditions present in the corridor.

The chamber can be filled with water, so drowning is a danger to anyone without life support. The chambers can also increase the pressure to deliver 3d6 killing (at SPD 3) to anyone without 20 pts. of life support.

D) Bathroom — Each room has a private bath. These are for use only when there is no water in the rooms.

E) Pump System — Water levels in all rooms are manipulated from this room. The pumps and the computers controlling them are in this room.

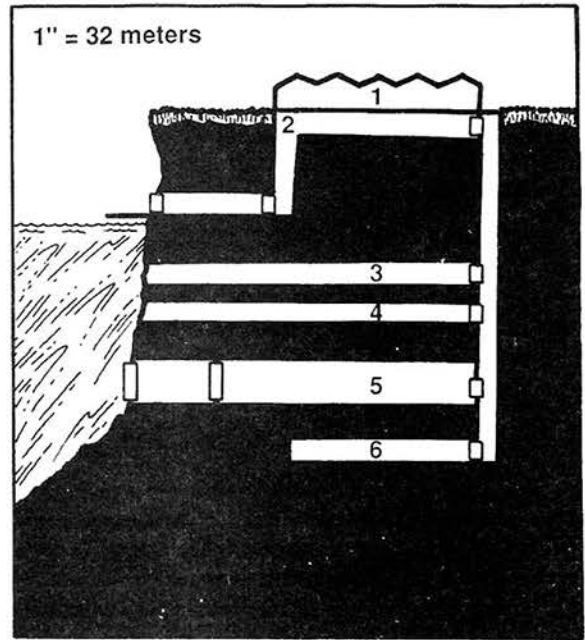
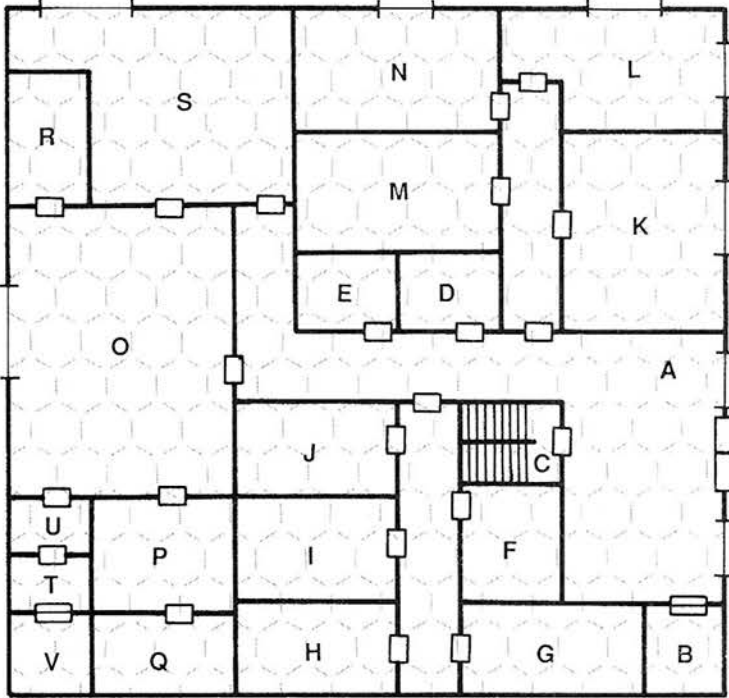
F) Barnacle's Room — Opulent is the best way to describe Clayton Parr's room. Barnacle has spent most of the wealth gained from being an Aquan on the most expensive furnishings he can find. Barnacle never floods his room.

G) Man of War's Room — Clem's room is spartan and has little in the way of personal touches. Man of War keeps a laminated picture of his wife behind a (waterproofed) wall hanging, but will refuse to discuss it. This room is usually full of water; Man of War is more comfortable floating.

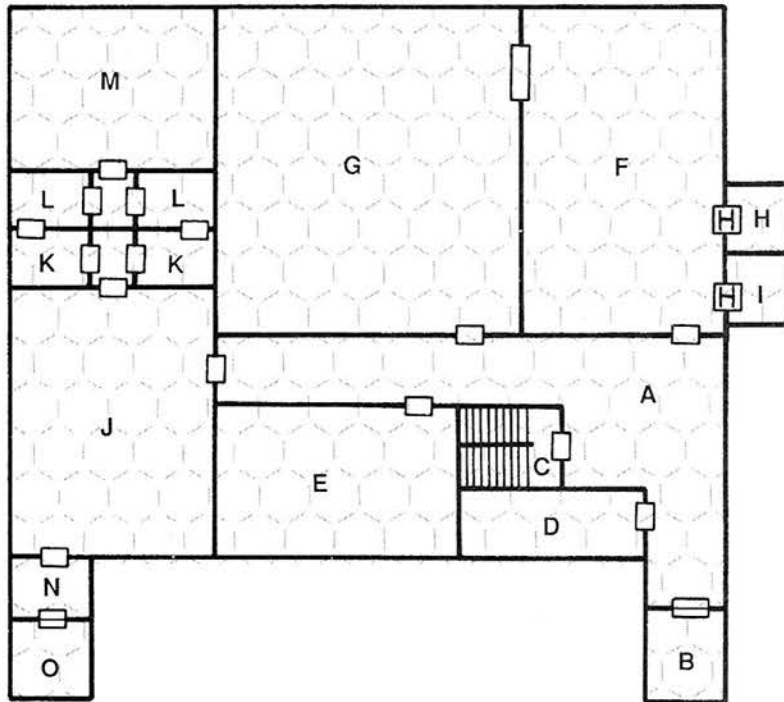
AQUA INDUSTRIES





1 Hex = 1"

Level I

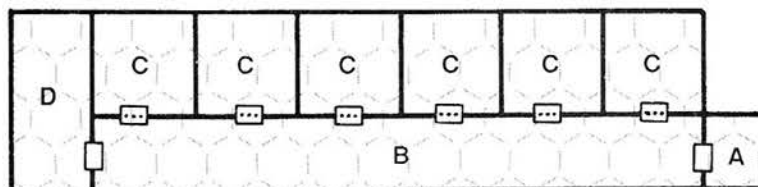


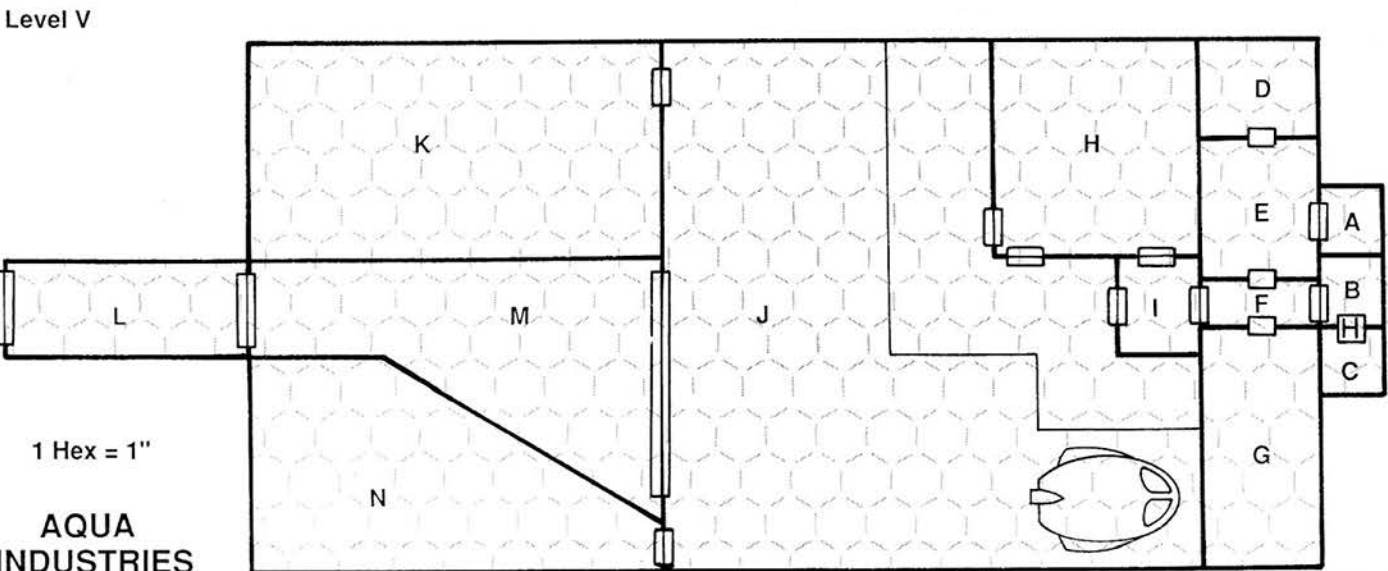
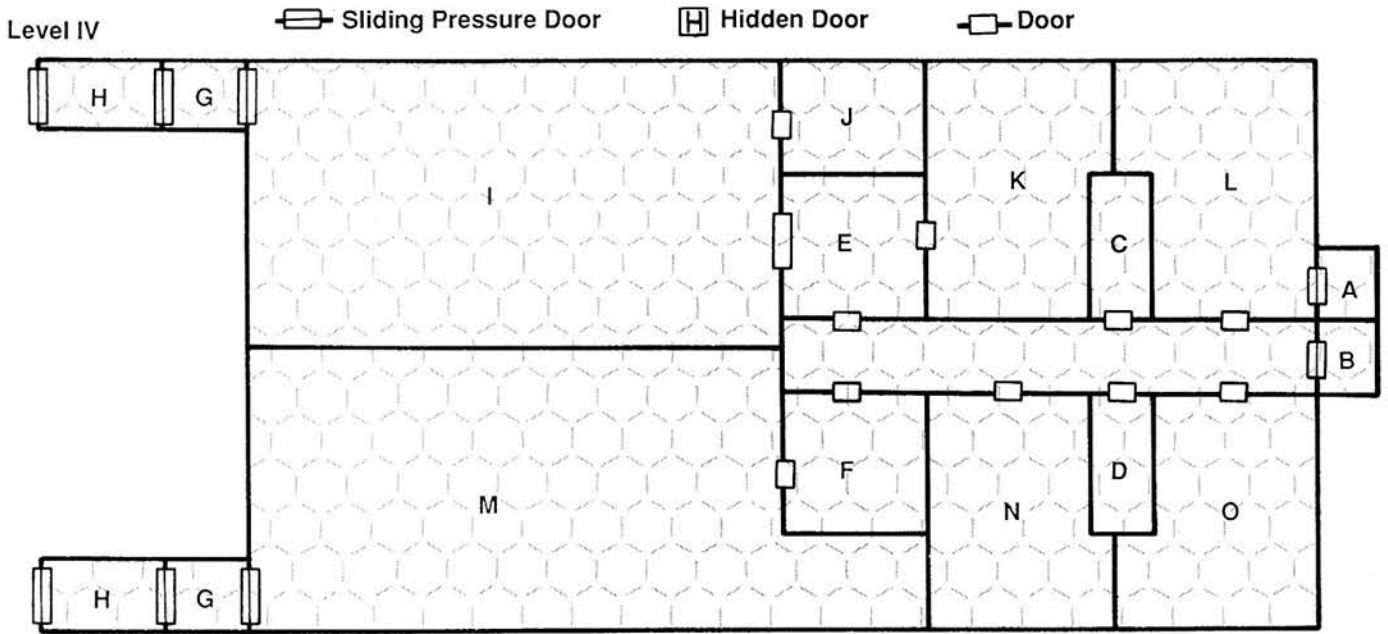
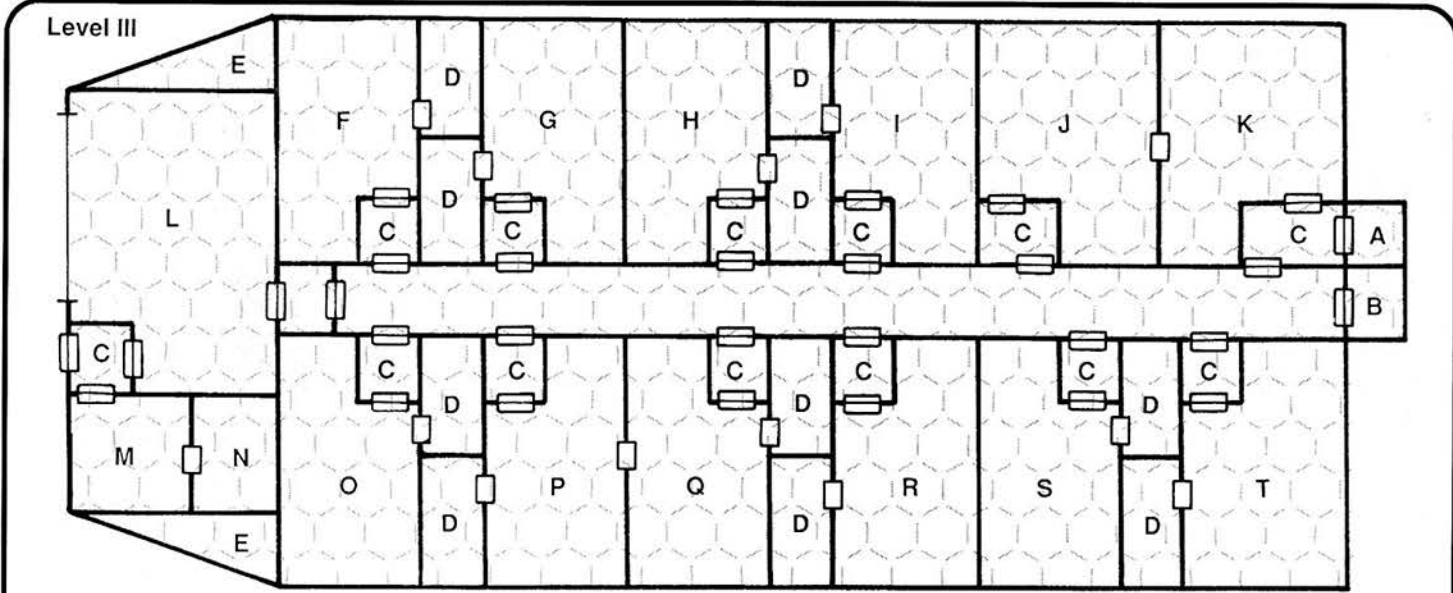
Level II



-  Hidden Door
-  Cell Door
-  Sliding Door
-  Door

Level VI





H) Shark's Room — Wil's room is constantly changing, with his mood. Occasional destructive frenzies have left lots of debris which Wil doesn't bother to clean. Pictures of sharks usually dominate the walls of this room. Shark rarely if ever sleeps so he has no bed.

I) Coral's Room — This room is usually empty of water. All of Coral's furniture is made of reinforced concrete (the least expensive construction material that stands up to Coral's uniquely abrasive body).

J) Library/Study — This room, never flooded, contains books on numerous topics. Favorite subjects are science, science fiction, horror stories, and fashion magazines (Coral finds old habits hard to break.)

K) Lounge — A big screen TV dominates this room, which is also never flooded. Entertainments available include the CD/stereo system, the video games, the billiards/ping-pong table, and the card tables.

L) Nereid's Living Room — This main room of her large living quarters is, like her office at Aqua Industries, decorated in lush blues and greens, simulating the beauty of the ocean depths. Scattered across the room's deep carpeting are divans, overstuffed chairs, and teak and mahogany cabinetry (all waterproofed). In one corner Corinne has a modified rolltop desk for her computer station (hooked into the main computer upstairs). Her desk is locked and contains Al's secret books and assorted business documents of no major importance. When the desk drawers are closed and the top is rolled down, they form a watertight seal; the computer cannot be used when the room is flooded. (If the room should be suddenly flooded while the computer is exposed, those nearby will take 2d6RKA with the explosion effect.)

An efficiency kitchen and dining area allows Corinne to dine with her fellow Aquans in the comfort of her own home. The Aquans, at least those who feel like socializing, also like to congregate here to make plans or take advantage of Nereid's state of the art entertainment center. Killer Whale is especially fond of electronic games.

Nereid's most dangerous indulgence is the ocean-facing wall, which can slide up into the cliffside, leaving a much weaker window (DEF 5, BODY 2) to the outside that allows her to watch passing fish and patterns of light in the water. She only lets the sliding wall stay open when she is in the room. The complex's external cameras usually give ample warning of anyone approaching the area, but the wall mechanism takes a full turn to open or close. Especially fast characters, with stealthy scouting to find the window in the first place, might surprise Nereid by attacking her here.

M) Bedroom — This is just a continuation of Nereid's decorating tastes, blues and greens, with the usual bedroom furnishings. Corinne keeps this room dry.

N) Bathroom — This is a typical large bathroom, except for its extravagant marble tub and sink and gold fixtures.

O) Moray's Room — Moray is still mostly a wild animal, and he likes to keep his room, with its carefully adjusted lighting and water current simulators, like his ocean home. The illusion that this chamber is really a section of ocean floor (with rocks, sand, and aquatic plantlife), is almost perfect. Moray always keeps his room full of water.

P) Killer Whale's Room — Edgar's bed dominates his living quarters. It is a super king-sized bed, but it is still too small for Killer Whale. Although Edgar loves water, this room is usually kept dry. That is the way Anemone likes it; it is easier to move between her room and Edgar's room if both rooms are dry.

Q) Anemone's Room — Kris' room is an exact duplicate of her childhood bedroom, complete with canopy bed and doll house. She never had the opportunity when she was with the circus to indulge her longing for childhood pleasures. Killer Whale is rarely allowed in this room, since he is always breaking something.

R) Dr. Gilliam's Room — These quarters belong to Dr. Edward Gilliam, the only non-Aquan who has free run of the secret levels of the Aquan Headquarters. Since Gilliam has no special powers, he keeps a diving suit in his room in case the hallway is flooded. The room, which looks like any efficiently maintained apartment bedroom, is never flooded.

S) Empty — This room is for any new Aquan that may happen along. Nereid likes to plan ahead.

T) Porpoise's Room — The Porpoise uses his room sparingly. Though it's larger than most other Aquans' rooms to allow him more swimming room, he only comes here to sleep. He prefers to relax by swimming in the ocean.

LEVEL IV — LABS

A) Emergency Ladder — To the main secret levels and Level II.

B) Elevator — To the main secret levels and Level II.

C) Men's Room

D) Ladies Room

E) Showers — Anyone who wishes to enter the Genetics Labs (I, J and K) must first be thoroughly cleaned here so as not to endanger experiments in progress.

F) Disinfectant Room — This room will serve the same functions as room L on Level II, using a quick drying disinfectant spray on anyone who wishes to go to the next room, the Medical Technologies Lab (M). However, the equipment for the Medical Lab is not yet in place; this Disinfectant Room is not operating yet either.

G) Emergency Exit/Inner Chambers — These rooms hold SCUBA gear for Dr. Gilliam (or any other normal human who happens to be on Level IV) in case of emergency evacuation. The pressure door leading to the Outer Chamber will only open to a command code known by Nereid and Gilliam or Security System roll at -4.

H) Emergency Exit/Outer Chambers — These rooms contain two Propeller Sleds each and open directly to the sea. The doors will open only to the command code known by Nereid and Dr. Gilliam or Security System roll -4.

I) Genetics Lab 1 — Experiments in real gene splicing, rather than the genetic imprinting practiced by Dr. Bond at Sealife Project, are the meat and potatoes of this lab. No human genetic stuff has been used here yet. Dr. Gilliam is in charge of this lab and Labs J and K. Dr. Gilliam, also unlike Bond, is not an evil man. His drive toward scientific discovery simply clouds his morals.

J) Genetics Lab 2 — Experiments in cloning take place here. They have, to date, been unsuccessful, though Dr. Gilliam believes he is very close to a breakthrough.

K) Genetics Lab 3 — Regeneration experiments take place in this lab. Unknown to the public, many recent breakthroughs have been made with invertebrate and simple vertebrate lifeforms in this lab. One of Gilliam's hopes is to find a "cure" for Coral's rampant tissue regeneration.

L) Adhesives Lab — Barnacle uses this lab not just for his research into the properties of marine adhesives but also to pursue any line of inquiry that interests him. The tables and benches that line the walls of this lab hold electronics, computer systems, chemical vats, and even the odd video game.

M) Medical Technologies Lab — This is the newest lab at Al. Nereid, not suddenly converted to humanitarianism, hopes to develop useful weapons in this still incomplete lab.

N) Porpoise's Lab — Porpoise researches and builds most of his gadgets in this lab. His latest project is a brainwave distorter (3d6 Intelligence Drain).

Porpoise is also working on the next generation of motive armor for himself. Some of its technology is used in the equipment worn by Al's security guards and by the Aquaguards.

O) Empty Lab — This lab is more expansion waiting to happen.

LEVEL V — THE SUB LEVEL

- A) Emergency Ladder** — To the main secret levels and Level II.
B) Elevator — To the main secret levels and Level II.
C) Lift — This hydraulic lift runs between Levels V and VI. It will automatically return to this level after a trip down to Level VI.
D) Security — The security forces stationed here are much more intense than those employed by Aqua Industries. Corinne Magruder's hand-picked Aquaguards are mostly criminals who needed a place to lie low for a while. They are tough, vicious, and personally loyal to Nereid for saving them from the police. At the moment Nereid has recruited 17 Aquaguards. This level is always patrolled by at least five Aquaguards. Their purpose is to keep intruders out and prisoners in.

All rooms on Levels V and VI, as well as the ocean depths around the water intakes and sub doors, are monitored from this room via cameras. Note that the standard AI guards in levels I and II know nothing of this separate security system. The Aquaguards are prepared to board submersibles or Combat Sleds to engage suspicious types in the water around AI.

E) Lounge — Since the Aquaguards are on call 24 hours a day, this lounge was built for their relaxation. The mainstays of this room are the big-screen TV, the AM/FM stereo/cassette player, and numerous card tables. Kitchen facilities are also included.

F) Hallway — This corridor is a high priority with the Level V Security Room cameras. If the Aquaguard on monitor duty does not recognize someone entering this hall, the guard will hit the controls activating a sonic blast (12d6 EB, Area Effect (Hexes) only effective in corridor) to deal with the intruder(s). A Security Alert will be sounded throughout the secret levels of the complex.

G) Aquaguards Living Quarters — These living quarters make an army barracks look plush, but then they're better than jail. Each bunk has a foot locker and dresser.

H) Warehouse — Supplies for all of the secret levels are kept here until needed. Weapons and armor for the Aquaguards are also kept here.

I) Airlock — The airlock connects the Hallway (F), the Warehouse (H), and the Docks (J). Though the main docking area is not usually flooded, it can be (to handicap foes or drown them, for instance), so this pressure chamber allows movement into the docks regardless of the water level there.

If the security station spots intruders here, the doors (DEF 10, BODY 9) will seal and the chamber will be electrified (1 1/2d6 RKA, 5 hexes).

J) Docks — All of the Aquan's vehicles — the *Flying Fish* for the Aquans and ten Combat Sleds and two mini-subs for the Aquaguards — have berths here. Enough space has been set aside for a medium-sized submersible craft, but Nereid has not purchased one yet.

A 5-meter wide concrete walkway skirts the walls of the Warehouse and Airlock. The water level in this cavernous room is kept just below the top of the walkway so normal humans (Aquaguards) can move around unprotected. The Docks have a ceiling-mounted Sonic Blaster (8d6 EB) which is especially effective when the area is flooded. Ink Sprayers mounted at the large pressure door are only effective when the room is flooded.

K) Pressurizing/Pumping Equipment — The pressure adjusting and water pumps for Level V are housed here. The entire capacity of the huge machinery is necessary to change the water level in the docking chamber or to pump, in any reasonable time, the tremendous amount of water that fills the dual lock leading to the outside. The pumps can change water levels in either the locks or the docking chambers, not both at once.

L) Outer Lock — Submersibles wait here while the water and pressure levels are changed to match the levels of the area they are entering. This area has a deadly Sonic weapon (2d6 RKA) mounted over the inner door, but facing the outer door.

Directly outside the outer door, a half dozen sharks are constantly patrolling. They have been summoned by Shark and stick around not because he told them to, but because they are regularly

fed. They have been trained not to attack Aquan personnel (either the regular villain team or the Aquaguards) by the simple process of being jolted unconscious with electric prods whenever they came too close. The sharks identify Aquans through a scent pattern imprinted on all Aquan clothing (costumes, armor, etc.).

M) Inner Lock — This is a larger version of (L) that works as a backup measure in case of accidents or attacks to the Outer Lock. Unless the Outer Lock is damaged and open to the ocean, the water level of this chamber is the same as that of the Docks (J). Just like the Outer Lock, this area has a Sonic weapon (2d6 RKA) mounted over the inner door, but facing the outer door.

N) Power Plant — Power for all the secret levels at AI is supplied from this room.

LEVEL VI — DETENTION CENTER

A) Lift — This hydraulic lift runs between Levels V and VI.

B) Hallway

C) Detention Cell — These cells are designed to hold powerful normals, not super heroes, so characters with Teleport, desolidification, or Shrinking would have no trouble escaping. The front walls and doors to each cell are made of transparent plasteel (DEF 8, BODY 7). The remaining sides are fashioned from slightly stronger steel sheeting (DEF 10, BODY 8). Cell doors are opened either with magnetic keys or from the Security Room control console, which identifies the cells by number, left to right.

Each cell is equipped with a ceiling mounted Entangle Gun which shoots 5d6 Entangle nets at overactive prisoners. Alternately, sleep gas may be sprayed into the cells from additional hidden ceiling nozzles (6d6 NND, Defense is 10 points Life Support).

It is in one of these cells that Dr. Kepler will be detained after he has translated the nerve gas formula from the scroll.

D) Security — An Aquaguard is always on duty here. He or she will be fully armed and armored. All cells are watched from the monitor board here.

AQUA INDUSTRIES PERSONNEL

Below is the list of general characteristics for the various named NPCs in Aqua Industries, a description of what is known by the few who know any useful information, and what it will take to get them to "fess up".

Unless otherwise noted, the following personnel (of both Sealife Project and Aqua Industries) conform to the average man and woman descriptions in *Champions II*. Special skills and attributes are mentioned.

GINNY ATKINSON

Supply Room Head

Skills: Secretary 14-; Resource management 15-

Physical Description: Ginny is a 35 years old, blond, and a few pounds overweight. She always wears dress pants and white tops — she says it fits any occasion.

Ginny has been at AI since its inception, though she still doesn't feel like she's a part of the company. She doesn't know specifics about the Aquans, but she thinks something suspicious is going on at AI.

DR. FREDRICK "RICK" KEITH

Vice-president of Research and Product Development

Skills: General Science 14-; Research 18-; Marketing 14-

Physical Description: The 5'9", 180 lb. Rick is a dead ringer for a dark haired Billy Carter.

Rick loves his job at AI, as it gives him the chance to lose himself in his work. With a messy divorce pending, the real world holds little for him. As already seen, Rick knows all about the Aquans and wants to be one himself.

SYLVIA PETRA

Vice-president Marketing

Skills: Marketing 14-

Physical Description: At 5' 9" and 130 lbs., she is a good looking brunette with just a hint of crow's feet around her brown eyes. Sylvia speaks with a slight British accent.

Sylvia was chosen as Vice-president of Marketing because she lacks drive. Nereid likes to make money but she doesn't want to attract undue attention to AI. Hence the lethargic Sylvia was the perfect choice.

Sylvia is originally from York, England, but her family moved to the U.S. when she was 5 years old.

DR. OTIS COREY

VP of Finance/Accounting at AI

Skills: Finance 24-; Accounting 17-; Business 18-; Management 18-; Golf 8-

Physical Description: The 6' 185 lb. Otis looks like a young Mark Twain, with his red bushy hair, mustache and eyebrows. Corey almost always wears tweeds.

Otis would be one of the golden boys on Wall Street if that was his style. However, he, prefers a slower paced, more inventive way of making money hand over fist. When Thetis Maxwell offered him the job at AI, he jumped. Now he plays successfully at business and works hard to improve his flagging golf game.

Otis knows that "Thetis" is Nereid and is aware that a lot of the money used as starting capital for her financial holdings came from shady deals, but he doesn't know the specific details of Aquans' plans.

DOUG DUIS

Director of the Adhesives Lab

Skills: Chemistry 18-; Adhesives 21-; Storytelling 8; Startrek 15-

Physical Description: Doug has black hair and brown eyes, wears sensible clothes, constantly fidgets, and smokes up a storm. He is 5' 8" and weighs 150 lbs.

The full extent of Doug's work is writing out adhesives formulas and having his lab techs prepare samples to check adhesive performance. Then he revises the formulas as necessary and sends his techs back on their way until the project has met Doug's intentions.

He spends most of the rest of his time watching reruns of Star Trek (only reruns, he hates the new show). The rest of the time Doug regales the lab personnel with his wry stories. Any hero who talks to Doug is liable to be stuck talking to him for hours, since none of his stories are short.

MIKE ESHBAUGH

Director Genetics Lab

Skills: Genetics 16-; Engineering 16-; Education 16

Physical Description: Mike is 5' 7" and weighs 155 lbs. He has blue eyes and thinning blonde hair. He wears the latest fashions under his lab coat and is very athletic.

Mike has a well deserved reputation as the friendliest person at Aqua Industries. He suspects foul play at AI, but this is really just a hunch. He secretly harbors a crush on Vi Bishop and could be antagonistic to any characters she has become friends with.

MEREL JAMES

Director of Medical Technology Lab

Skills: Medicine 20-; General Science 17-; Religious History 18-

Physical Description: Merel is 6' 2" tall and weighs in at 255 lbs. His eyes are brown and his remaining hair is black.

Merel loves his job, wife, family, and life. The only things he feels are missing are a farm to live on and a successful career publishing his historical writings.

Unfortunately his happiness is likely to wane as more and more of the secrets at AI come to light.

DR. EDWARD GILLIAM

Aquans Scientific Advisor

Skills: Biology 18-; Genetics 20-

Physical Description: Though 47 years old, the 6'5" 210 lb. Gilliam prefers Yuppie clothing. He has blonde hair, blue eyes, and is otherwise unremarkable.

Gilliam was the neighborhood kid who liked to blow things up just to see what they looked like exploded. Genetics is just a more adult way to "explode things." He knows just about every detail of the Aquans' plans.

VI BISHOP

"Receptionist"

Skills: Karate 4d6 Punch, 6d6 Kick; Receptionist 15-; Secretary 14-

Physical Description: Vi is 5' 5" tall and weighs 125 lbs. She has green eyes, is very freckled, and has a remarkable tan when one considers her red hair.

Vi's job is to keep uninvited guests out of AI, and she's very good at it. When at work she is all business. Vi is only aware of and concerned with the public side of AI.

Outside of work, she has a very wild side, living the local night life. The heroes could meet her at a local night spot and become friends, causing later complications.



THE AQUAGUARDS

The Aquaguards are so few in number, only 17 so far, that they can hardly be considered a full-fledged agency. The organization pattern is simple: all the Aquaguards (Rank 1 agents) at the bottom of the hierarchy, Nereid at the top. Nereid has recruited the Aquaguards from criminal society around the world. Most of them are people she's teamed up with in the past who have become a little too well known by the police and need a place to lie low for a while. As previously noted, they are tough, vicious, and personally loyal to Nereid. In time they will progress to become full 50-point agents. If Nereid and the Aquans continue in your campaign, double the number of Aquaguards for each six months of campaign time.

AQUAGUARD					
Val	Char	Cost	50+	Disadvantages	
15	STR	5	15	Loyalty to Nereid (common)	
11	DEX	3	4	Monitored by Aquans, 11-	
13	CON	6	4	Subject to Orders of Aquans	
10	BODY	0	5	Stat Minimums (STR 15, DEX 11, CON 13, PD 4, ED 3, SPD 3)	
10	INT	0			
10	EGO	0			
13	PRE	3	15	Hunted by Law Enforcement Agency 8-	
8	COM	-1			
5	PD	2			
4	ED	1			
3	SPD	9			
5	REC	0			
26	END	0			
24	STUN	0			
Cost	Skills				
5	Diving (commercial)				
5	Stealth				
3	One skill from List A*				
5	One skill from List B* (or a second choice from List A at +1)				
Equipment					
42	Combat Suit (see below)				
5	Vehicle (usually a Combat Sled)				
COSTS: Char Skills Total Disadv. Base					
28		+	65		= 93
			=	43	
				+	50

SKILLS AVAILABLE TO AQUAGUARDS

List A: Demolitions, Driving, Paramedic, Streetwise (and from Danger International: Bugging, Mechanics, Gunsmith)

List B: Security Systems, Computer Programing, Gadgeteering.

AQUAGUARD COMBAT SUIT

The combat suit is not a typical underwater device. It was designed for combat agents who spend a lot of time underwater. Similar models are used by agents of OCEANUS.

- 20 pts. Life Support: as Diving Suit, Active Cost: 20, Real Cost: 8.
- UV Vision: OAF — visors (-1), Active Cost: 10, Real Cost 5.
- 6 PD/6ED Armor: OAF — reinforced fiberglass (-1), activates on 14+, Active Cost: 20, Real Cost: 8.
- 5" Swimming, 0 END on extra Swimming (+1/4): OAF — boot-mounted water jets (-1), Active Cost: 12, Real Cost: 6.
- 8d6 Sonic EB: OAF — wrist blasters (-1), 6 charges (-3/4), Active Cost: 40, Real Cost: 15.

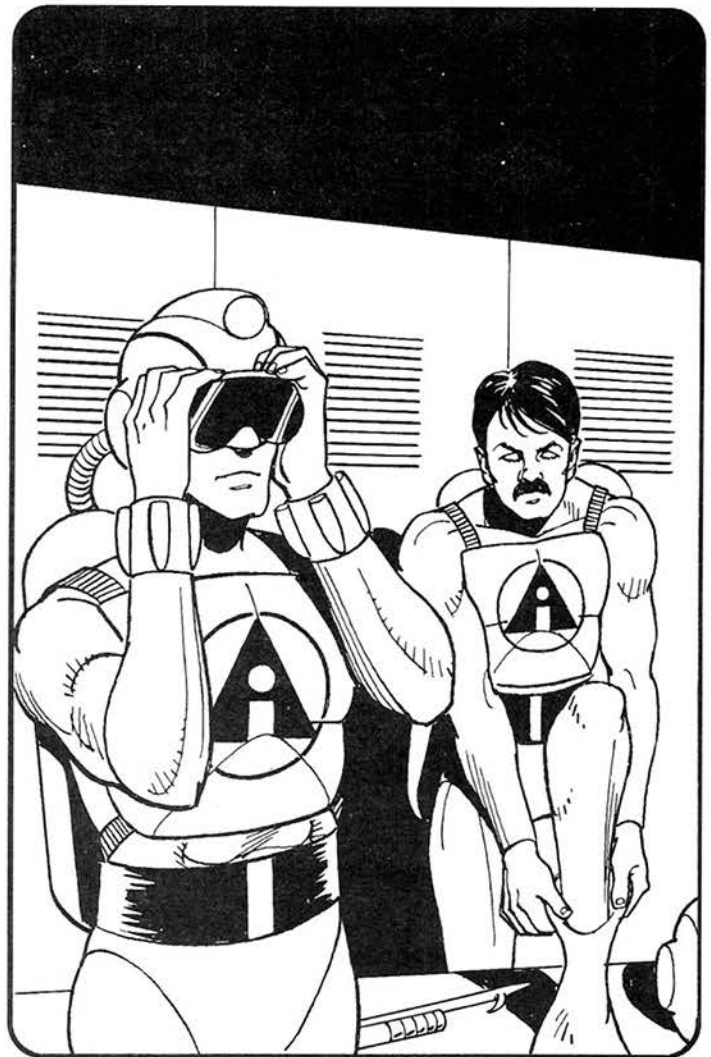
Total Real Cost: 42 Total Active Cost: 102

THE FLYING FISH

The *Flying Fish*, both a submarine and aircraft, is the team vehicle for the Aquans. It has enough room to carry all of the team members and three extra passengers — 12 people. If Killer Whale is not on board, the vessel can carry a total of 16 passengers. When not in use, the *Flying Fish* can be found at the Dock Level of the Aquan's secret headquarters.

Note on the map of the *Flying Fish* that Porpoise does not enter the craft using the small airlock in the port wall. A panel in the roof of the vessel slides open to allow him to come into the ship and come to rest, within a small compartment in the ceiling.

Killer Whale always sits on the last, specially supported bench when he rides in the *Fish*.



THE FLYING FISH

MAX: 12" Water* **MAX:** 96" Flight
ACC: 4 **DCC:** 4 **TURN:** 4 **STR:** 30
DEF: F8 B8 L8 R8 T8 U8
BODY: 10 **ISIZ:** 4 **DMG:** +6d6 **SIZ:** 8
DCVM: -8 **MASS:** 7 t **KNB:** -6
CARRY: 1.6 t **PASS:** 12 (or 16)
Watertight: 5

* Water MAX not air-breathing. Exhaust does 6d6 Normal Damage.

Characteristic Cost: 120

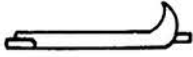
Pts	Equipment
10	20 Points Life Support (OIF)
2	Radio (OIF)
10	3 missiles: 3d6 RKA (OAF, 60 degree arc forward, 1 segment preparation time)
3	2" Radius Darkness Ink Sprayer (OIF, limited arc — only in water, straight back, no range, 4 cont. charges — 1 turn)
Pts	75+ Disadvantages
5	1 turn delay
3	Needs 1 Point Skill w/Sub

Total Cost: 145 (Vehicle Cost: 67 pts.)

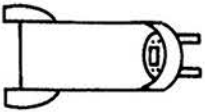
1" = 2 meters

FLYING FISH

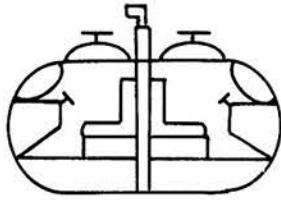
COMBAT SLED



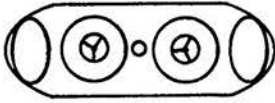
Side View



Top View



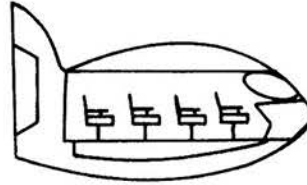
Side View



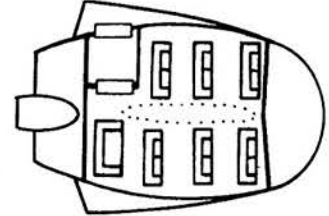
Top View

1" = 4 meters

MINI-SUB

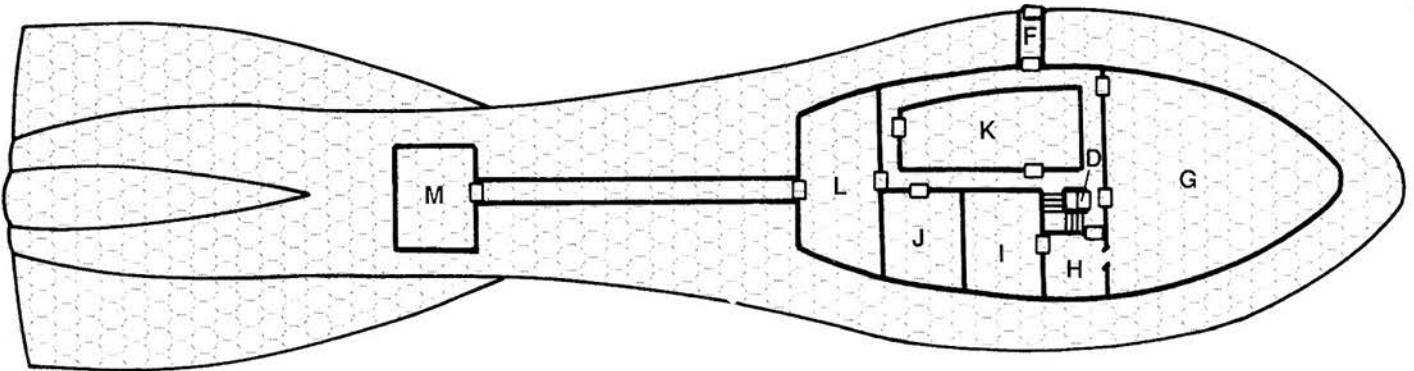


Side View

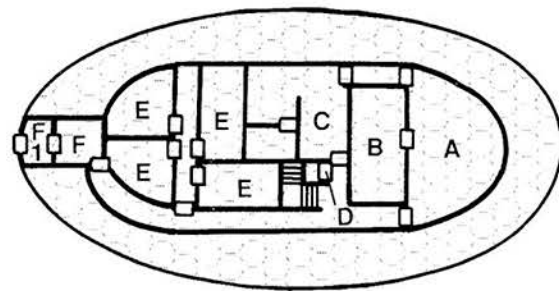


Top View

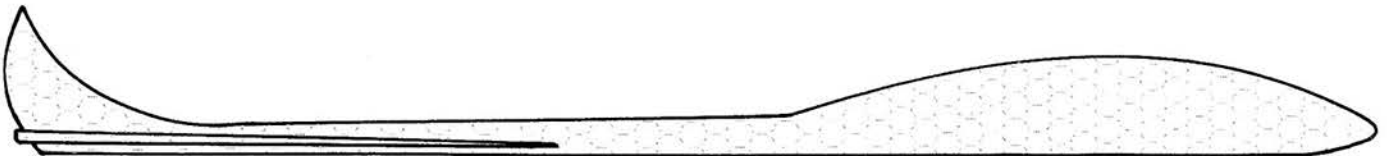
LEVIATHAN I



Top View (Level II)



Top View (Level I)



Side View

LEVIATHAN I

The *Leviathan I* is equipped with the best technology money can buy. It is spacious, but the on-board computer handles almost all of the duties of navigation and detection so the crew needed to run the ship is very small (one person each to run the navigation, weapons and engineering consoles, with an optional person on duty in the Communications Shack). The vessel is expected to hold a crew of 75 for long missions. There is room, however, to carry 2 or 3 times that number for short periods of time.

The weapons system is composed of 32 mini-missiles. These missiles can, and are intended to be, equipped with, nuclear payloads. (We won't attempt to list the actual damage done by a nuclear explosion — the GM should simply decide if any characters had a chance of surviving such a blast.) For the purposes of this adventure, the majority of the missiles can be assumed to be equipped with the still formidable Devilfire warheads.

The ship's double-hull design allows most of the equipment to be placed between the outer hull and the pressurized inner hull. The crew compartment, therefore, is roomier and cooler than in a single hull design craft.

MAX: 20" Water	
ACC: 5 DCC: 5 TURN: 5 STR: 80	
DEF: F20 B20 L20 R20 T20 U20	
BODY: 18 ISIZ: 500 DMG: + 16d6 SIZ: 1,000	
DCVM: -21 MASS: 9 ktons KNB: -16	
CARRY: 1.6 ktons PASS: 75+	
Watertight: 5 Vehicle is not air-breathing. Vehicle has three levels Smaller Than Normal Advantage	
Characteristic Cost: 148	
Pts	Equipment
30	Radar - 1/2560" (OIF)
15	Telescopic Vision 1/100 (OIF)
2	UV Vision (OIF)
5	Radio (OIF)
10	20 Points Life Support (OIF)
34	20 INT On-board computer with Navigation 18-, Geogra- phy 18-, and Weather 18-
150	Devilfire Conventional Missiles 8d6 RKA Explosion, 2 levels extended area, no Range Modifier, 32 missiles, increased Knockback (-3d6); OIF, 2 Turn delay, 30 second flight time.
Pts	75+ Disadvantages
20	2 x BODY from Explosions
10	10 minute delay
5	Needs Navigation Skill
Total Cost: 394 (Vehicle Cost: 289 pts.)	

LEVIATHAN I-LEVEL I

A) Control Room — This is the Bridge for the ship with a Captain's command chair and stations for all the ship's officers (Navigator, Engineer, Weapon's Officer, Communications Officer), though only the Navigator must be at his/her station here. The walls are lined with floor to ceiling viewscreens, showing exterior scenes, that give the illusion that the Bridge has only windows separating it from the outside. Visual communications with the surface may also be routed from the Communication Shack to these screens.

B) Communications Shack — This is where the ship's computer and communications equipment are housed.

C) Captain's Quarters — This lavish apartment is reserved for the vessel commander. Viewscreens in the port walls act much as the bridge screens.

D) Elevator (between Levels I & II)

E) Officer's Quarters (varied sizes) — These cabins are reserved for the Captain's staff.

F) Airlock Prep Room — These rooms have diving gear for external movement.

F1) Airlock — This chamber can be pressurized/depressurized to allow entry into or exit from the ship.

LEVIATHAN I-LEVEL II

G) Mess Hall/Recreation Area — This is a multi-purpose area for the crew, providing a place to eat and relax. On the walls are several viewscreens like the ones on the Bridge.

H) Galley — This area is self explanatory.

I) Ship's Stores — Connecting with the Galley, this room holds provisions and replacement parts for tours at sea.

J) Showers/Laundry — This room provides hygiene facilities for the crew.

K) Barracks — This is where most of the ship's crew resides during missions.

L) Weapons Station — The ship's missiles are controlled from this area, which can also be used as an Auxiliary Bridge if the regular Bridge is somehow disabled.

M) Engine Room — This fusion-powered engines can be monitored and repaired from this chamber.

OCEANUS

The OCEANUS Institute was formed 35 years ago by the late shipping magnate Lawrence Corrigan, who said he wanted to increase human knowledge about the Earth's oceans, the source of his wealth. More likely, he wanted to find ways to increase his personal fortune using the resources of the seas. At any rate, the Institute sponsored scholarships for young marine scientists and financed at least one deep sea research expedition each year, gathering a great deal of useful information in the process. Unfortunately, the whole project never paid off in immediate financial gain, so Corrigan lost interest in it. When he died, he left the bulk of his fortune to his eldest son, Edgar (Killer Whale), and gave the directorship of the OCEANUS Institute to his "no account" younger child, Rodney.

Rodney Corrigan resolved to make a success of the Institute, at least until he could find a way to gain access to the rest of the Corrigan money. He has maintained the scholarships and research expeditions but has added an entirely new money-maker — one not known to the general public. An entire wing of the Institute building has been made into the headquarters of a mercenary organization — OCEANUS —, which specializes in aquatic combat. Though opportunities for "amphibious assaults" are not terribly common, the element of surprise OCEANUS agents gain with their shoreline attacks has ensured success in two hostage rescues and one raid on a terrorist's waterside fortress. This has earned the organization good publicity and a lot of money, but Rodney does not plan to restrict OCEANUS to these "public relations" missions. He will accept any assignment that nets the proper fee.

Rodney will also do anything to get his hands on his brother's inheritance; it is even conceivable Rodney sent a team of agents to sabotage the experiment at Sealife Project that turned his brother into Killer Whale. OCEANUS agents have standing orders to bring Killer Whale to Rodney if at all possible and to keep him from falling into "helping hands." As long as Rodney does not have his brother, he does not mind if the Aquans have him. Rodney is the trustee for the entire Corrigan fortune while Edgar is incapacitated.

OCEANUS is still a young group, so the agents (about 150) are all rather basic, much like the Aquaguards. With the exception of Rodney's righthand woman, Livia Vincent, all agents are the simple Package Deal. (Livia, who trains all OCEANUS agents, is the Package Deal, with 14 COM — 2 pts, 4 SPD — 16 pts, and Martial Arts — 10 pts.)

SKILLS AVAILABLE TO OCEANUS AGENTS

List A: Driving, Paramedic, Oceanography(12-), Marine Biology(12-), Marine Tectonics(12-).(and from *Danger International*: Bugging, Mechanics,Sailing)

List B: Security Systems, Computer Programing, Gadgeteering, 1d6 Luck.

OCEANUS COMBAT SUIT

The combat suit is not a typical underwater device. It was designed for combat agents who spend a lot of time underwater. Similar models are used by Aquaguards.

- 20 pts. Life Support: as Diving Suit, Active Cost: 20, Real Cost: 8.
- UV Vision: OAF — goggles (-1), Active Cost: 10, Real Cost 5.
- 9 PD/3ED Armor: OAF — impact resistant plastic plates (-1), activates on 14-, Active Cost: 20, Real Cost: 8.
- 7" Swimming, 0 END on extra Swimming (+1/4): OAF — boot-mounted water jets (-1), Active Cost: 17, Real Cost: 9.
- 2d6 Physical RKA: OAF — Gyrojet dart launcher (-1), 8 charges (-1/2), Active Cost: 30, Real Cost: 12.

Total Real Cost: 42 **Total Active Cost:** 102.

OCEANUS ASSAULT AGENTS

Val	Char	Cost	50+	Disadvantages
13	STR	3	10	Hunting Killer Whale (11 or less)
14	DEX	12		
13	CON	6	8	Monitored by OCEANUS (14 or less)
10	BODY	0		
10	INT	0	4	Subject to Orders
10	EGO	0	10	Hunted by Terrorists (8 or less)
10	PRE	0	6	Stat Minimums (DEX 14, CON 13, PD 4, ED 4, SPD 3)
10	COM	0		
4	PD	1		
3	ED	0		
3	SPD	6		
5	REC	0		
26	END	0		
24	STUN	0		

Cost		Skills	
5	Diving (commercial)		
3	One skill from List A*		
5	One skill from List B* (or a second choice from List A at +1)		
Equipment			
42	Combat Suit		
5	Vehicle (usually a Combat Sled)		

COSTS:	Char	Skills	Total	Disadv.	Base
	28	+ 60	= 88	= 38	+ 50

AQUANS AND OTHERS



The Aquans became a supergroup partly through the intervention of Sealife Project, partly through the need to work together to escape the fury of Mother Nature (in the form of a severe hurricane), and partly through the recruitment efforts of their leader Nereid, who feels she has a mission to show the superiority of all things aquatic and has already established one superior fighting force — the Aquaguards — in pursuit of her goals.

Some of the Aquans are resentful of the "bad breaks" they've had in their lives. The rest profoundly resent their torture at the hands of the director of secret projects at Sealife Project, which they perceive as the fault of the "surface dwellers" who turned them into something less than human. Even though most of them were born surface dwellers themselves, they now want vengeance.

When Hurricane Zelma roared over the Project, causing power outages and untold damage with winds and blasts of lightning, most of the Aquans found each other while trying

to escape. Nereid gathered all of the current team except for Man of War, Moray, and Shark and convinced them to join her crusade against the people who had wronged them. She promised wealth, power, and revenge. In a search days later, Nereid discovered Shark and added him to the rolls (his friend Man of War joining a little later), She also discovered a trail of mayhem that would eventually lead the team to Moray.

The Aquans have trained together long enough to know their strengths and weakness. They are beginning to compensate for each other's shortcomings, but the team is not yet a precision fighting unit. Nevertheless, the Aquans are very dangerous because most of them believe they have a right to show the world their power in as violent a way as possible.

The character backgrounds presented here also include listings of the Special Effects of their powers and their usual battle tactics.

NEREID					
Val	Char	Cost	100+	Disadvantages	
15	STR	5	15	Secret ID (but uses a lot of aliases)	
20	DEX	30	5	Unusual looks (webbed fingers and silver-green hair) that she disguises with gloves and hats) 8-	
23	CON	26			
10	BODY	0	40	2 x BODY from Heat and Cold Attacks	
13	INT	3			
14	EGO	8	20	Must be leader	
18	PRE	8	15	Vain	
22	COM	6	8	Claustrophobic	
15	PD	12	30	Hunted by supergroup 8-	
14	ED	9	25	Hunted by UNTIL 8-	
5	SPD	20	112	Villain Bonus	
8	REC	0			
46	END	0			
30	STUN	0			
Cost Powers					END
30	EC Water Powers				
a-30	4d6 NND (10+ Life Support) 1/4 END				2
b-26	30 STR TK, Area Effect (6 Hexes) (no fine control, needs nearby water +3/4) 1/2 END				6
c-15	6d6 Telepathy (only with aquatic lifeforms +1) 0 END				0
d-32	5" Radius Darkness 1/2 END				5
e-20	15" Teleport (only works while submerged in water +1/2) 0 END				0
10	Ultraviolet Vision				
10	20 Pts. Life Support (not vs. gases or vacuum +1)				
13	+5" Swimming (7" total) 0 END on total				0
Skills					
7	Computer Programming 13-				
50	Mastermind (from <i>Champions II</i>)				
COSTS: Char. Powers Total Disadv. Base					
127 + 243 = 370 = 270 + 100					
OCV: 7; DCV: 7; ECV: 5; Phases: 3,5,8,10,12					

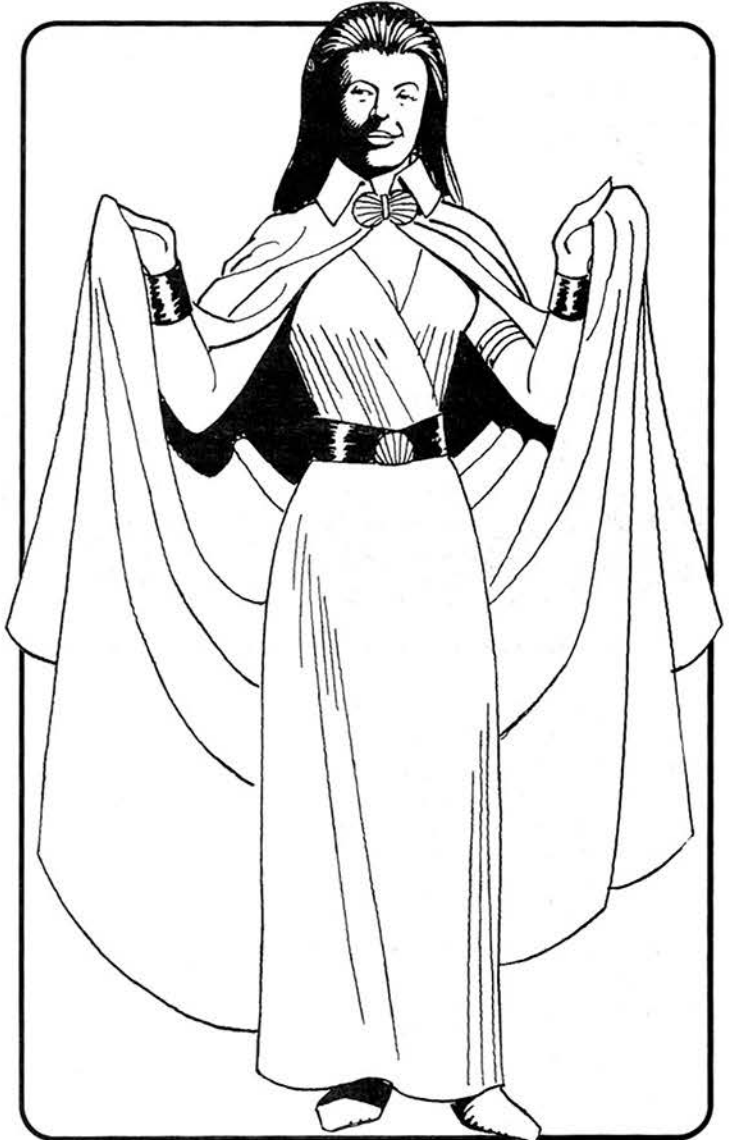
Nereid (Corinne Magruder), the daughter of a well-to-do businesswoman, was on a holiday trip to the Greek Islands when a freak storm blew up and destroyed the tour boat. All the other passengers were killed, but Corinne found herself conscious, and somehow breathing, in the underwater remnants of a temple. A gigantic, shadowy female form appeared before her and explained to Corinne that she was the mortal reincarnation of one of the ancient Greek goddesses of the sea — a Nereid — and that her ancient heritage had called her home to Greece to awaken her full abilities and "true" appearance. She was instructed to prove to the mortal world that the ancient powers were still potent in this doubting age.

Corinne decided she liked the sound of that, but her methods of showing "ancient powers" to the world were thoroughly modern. She returned to the United States and began using these new powers for personal gain — finding sunken treasure, and robbing ships at sea. She used her loot to establish a number of false identities and bases of operations around the world and began gathering financial power, usually through companies that channeled the wealth of the seas into her "responsible" hands. Her most successful identity so far is "Thetis Maxwell" — CEO of Aqua Industries. AI began as an underwater salvage company but has turned into a much more versatile and lucrative marine research corporation. She has also recruited a few of her underworld associates to become a private security team (The Aquaguards), backing up financial power with physical force.

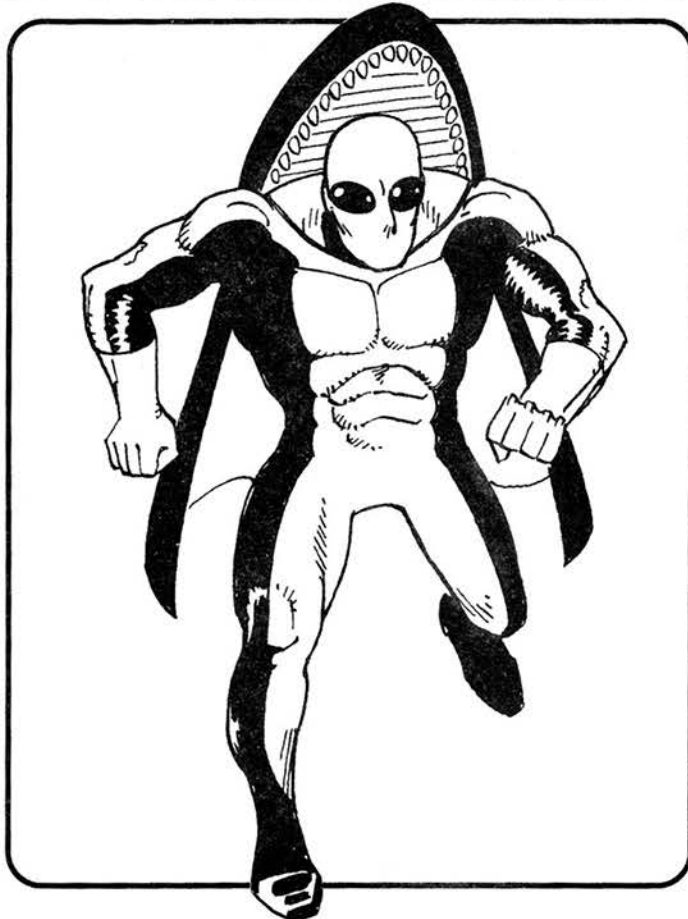
Recently, Nereid heard about strange goings on at Sealife Project and decided to investigate, since "mortals" seemed to be interfering too much in her realm. She purposely bungled one of her now infrequent robberies to insure her capture. When the federal authorities discovered her powers (and were offered some "petty cash" to help grease the wheels of justice) they offered her probation on the condition that she go to Dr. Bond for further study. She agreed, but Bond was more brutal in his examinations than Corinne was expecting. Even she might not have survived much longer, but Hurricane Zelma intervened with a power outage, and Nereid was freed.

Nereid's combat powers are easily visible to the naked eye. Her TK and water blasts (NND) are simply large volumes of water (salt or fresh, makes no difference) sprayed at her targets. When she uses her telepathy with aquatic animals, her entire being glows with blue-green light (this is less visible in daylight or other strong illumination). Nereid's Darkness attack takes the form of dense fog (or rain, in especially damp conditions) when used above water and makes water very murky when she uses it while submerged (visual perception will be as if in dirty fresh water).

Battle Tactics — Nereid will pick the foe she deems strongest and engage him/her in individual combat. She feels that if she can defeat the strongest opponent, this will lend invaluable moral support to her peers. Nereid is, however, grateful for the help which comes from Porpoise or one of Anemone's controlled heroes.



KILLER WHALE					
Val	Char	Cost	100+ Disadvantages		
70	STR	40	15	Perceives villainy as a game	
17	DEX	21	15	Devoted to Anemone	
33	CON	26	10	2d6 Unluck	
20	BODY	8	15	Blind except in extreme bright light	
4	INT	-6	15	1 1/2 x STUN from Energy Attacks	
5	EGO	-10	30	Hunted by OCEANUS 14-	
40	PRE	20	30	Hunted by Hero Group 8-	
8	COM	-1	10	Public ID	
25+	PD	7	10	Unusual looks 11-	
20	ED	13	46	Villain Bonus	
4	SPD	13			
15	REC	0			
46	END	0			
51	STUN	0			
Cost Powers					END
28	2 Levels Growth, Always On (Bonuses already added)			0	
28	2 Levels Density Increase, Always On (Bonuses already added)			0	
20	3d6 NND Sonic EB (20+ Life Support, Deafness) 24 pt. END Battery, +1/10 minutes				
20	Active Sonar				
10	Ultrasonic Hearing				
17	1/2 END Strength			7	
10*	20 Pts. Life Support (not in vacuum +1/2)				
10*	9 PD Armor				
22*	+15" Swimming (17" Total)				
* OIF—Life Support Suit					
COSTS: Char. Powers Total Disadv. Base					
131 + 165 = 296 = 196 + 100					
OCV: 7; DCV: 7; ECV: 2; Phases: 3,6,9,12					



Killer Whale (Edgar Lyman Corrigan) was a wealthy philanthropist who had everything to be happy about except his poor vision. In an attempt to improve his eyesight he went to Sealife Project where some industrial spies of his had let him know scientists were working on sonar as an underwater replacement for sight. After a meeting with Dr. Bond, Corrigan agreed to become a test subject for a series of injections of treated chemicals (extracts from sea mammals, chiefly). His wishes were partially fulfilled, but the drugs had some unexpected side effects, giving him more than just the sonar of a whale. Corrigan grew to tremendous size and gained incredible strength, but most of his intellect was destroyed by the shock of his transformation. Sealife Project personnel put him in a life-support suit to enable him to survive long periods of submersion in the water he now found so much to his liking. Deep inside, Edgar knows he is not the person he once was, and this causes him to throw tantrums in his frustration.

While Project scientists were still working on a cure for the side effects, Zelma struck. Frightened by the storm, Killer Whale escaped the lab into the open water, unwittingly carrying Anemone with him. Killer Whale is the group's brick. Note: Killer Whale is now devoted to Kris Arnette (Anemone), in a puppyish sort of way.

Killer Whale's main ability is his strength. Sometimes in the heat of battle he releases a blast of ultrasonic energy that sounds much like greatly amplified whalesong. Edgar's fighting is punctuated by loud child-like laughter. He has often confused opponents by asking them how they enjoy "playing" with him.

Battle Tactics — Killer Whale will fight anything he can identify as a foe, and have a fine time doing it. His personality is childlike, so he doesn't take damage in combat, either to himself or his opponents, seriously. Killer Whale can occasionally be found playing with the unconscious bodies of his opponents. His favorite game is one Shark taught him — juggle the heroes.

ANEMONE					
Val	Char	Cost	100+ Disadvantages		
10	STR		15	Secret ID	
14	DEX	12	10	Fear of Scientists	
18	CON	16	15	Fear that Killer Whale will be captured/killed	
16	BODY	12	10	1 1/2 x BODY from electrical attacks	
10	INT	0	10	Enraged when someone intentionally changes size 11-, 8-	
23	EGO	26	30	Hunted by supergroup 8-	
10	PRE	0	30	Hunted by OCEANUS 14-	
14	COM	2	59	Villain Bonus	
12	PD	10			
14	ED	10			
5	SPD	26			
8	REC	4			
36	END	0			
30	STUN	0			
Cost Powers					END
75	MultiPower: 75 pt. reserve				
6u	4d6 Mental Paralysis (8 charges)			0	
7u	2d6 EGO Transfer (to END) 1/2 END			6	
7u	2d6 EGO Transfer (to PD) 1/2 END			6	
7u	2d6 EGO Transfer (to ED) 1/2 END			6	
7u	12d6 Mind Control 1/2 END			6	
12	20 Strength Clinging 1/2 END				
5	5 Pts. Life Support				
15	Half Damage Resistance (all types)				
Skills					
10	Acrobatics 12-				
5	Security Systems 11-				
5	Stealth 12-				
COSTS: Char. Powers Total Disadv. Base					
118 + 161 = 279 = 179 + 100					
OCV: 5; DCV: 5; ECV: 8; Phases: 3,5,8,10,12					

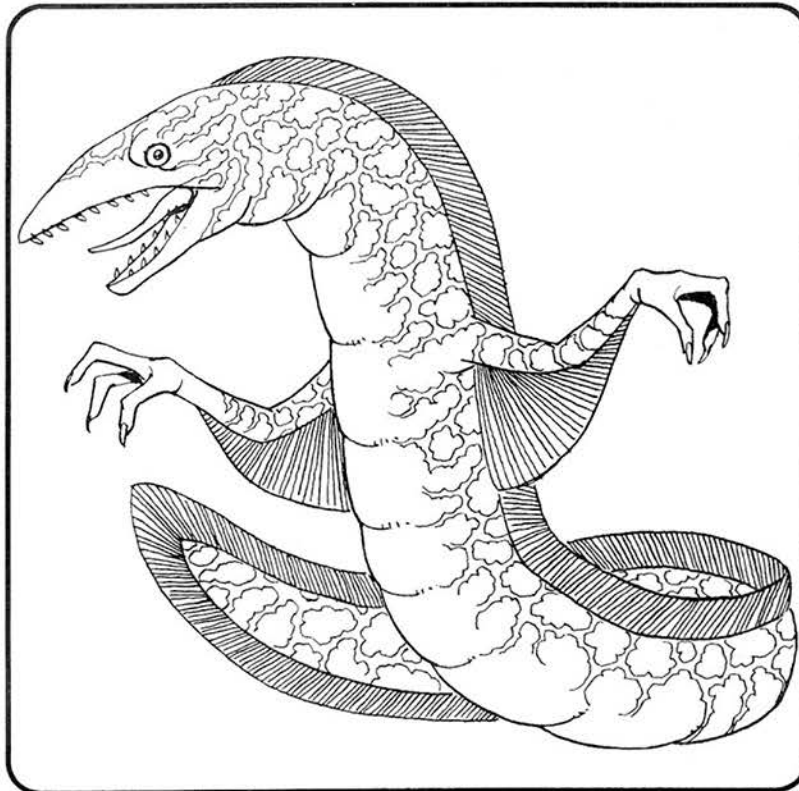


Anemone (Kris Arnette) was a circus acrobat who moonlighted as a burglar. One night the Circling Brothers road show stopped near Sealife Project's mainland warehouse. Curious about the possible loot waiting for her on the platform barely visible on the horizon, Kris hid herself aboard one of the supply speedboats heading to the Project. Sneaking past Sealife Project guards, she found her way down to a deserted storage area on Level 7. Taking a look around, she slipped on a glob of seaweed and fell into a vat of thick gooey stuff — unused samples from the Medical Genetics Lab. She struggled to the side of the vat, but not before

swallowing a great deal of the liquid. A little dizzy at first, Kris went into a nearby elevator. Seconds later the elevator shaft (column #1) burst and she was swept into the churning water. She was afraid of drowning, not yet aware of her powers, so she reached for the nearest object (the guidance fin on Killer Whale's life support suit). She stuck. She was carried out to sea with him and only later discovered her full potential as Anemone. She has the ability to produce "threads" from her fingertips that can either entangle an opponent or take control of her target's nervous system (Mind Control).

Anemone's powers are "focused" (not in the sense of Champions rules Foci) through small strands of matter that shoot from her finger tips to establish contact with a victim. The strands must stay attached for Power transfers, but need not be attached for Mind Control once the initial attack roll has been made.

Battle Tactics — Anemone will attempt to control at least one hero and have him attack his/her partners. If the hero is too strong-willed or if his/her attacks are ineffective, Anemone will order him/her to stand still and close his/her eyes. Then she'll ask Killer Whale to help her play "punch the hero." This is one of Killer Whale's favorite games and presumably results in an unconscious hero, at which point Anemone will transfer as many EGO points as possible from the drowned hero to her Endurance. Anemone will drop whatever she is doing to help Killer Whale if he is in need, even to exclusion of her own safety.



MORAY

Val	Char	Cost	100+	Disadvantages
10	STR	0	15	Unusual Looks 14-
24	DEX	42	20	Loves to kill
23	CON	26	15	New to Sentience
10	BODY	0	8	Will try to eat a downed foe before attacking again
7	INT	-3	8	Forgets to use arms
10	EGO	0	8	Public ID
15	PRE	5	10	Hunted by Supergroup 8-
4	COM	-3	30	Hunted by Police 14-
20	PD	18	25	Villain Bonus
24	ED	19	49	
4	SPD	6		
12	REC	10		
48	END	0		
32	STUN	0		

Cost	Powers	END
56	3d6 HKA (Bite) Controllable Continuous Attack (Stops if Moray takes any BODY damage +1/2) 1/2 END	4
26	+ 30 STR (for purposes of hanging on only +1)	0
15	Half Damage Resistance (all types)	
20	2 BODY Regeneration	
10	Danger Sense 11-	
10	EGO Defense (11 pts.)	
16	+8" Swimming (10" total)	
5	5 pts. Life Support (breathes underwater)	
2	English (Simple Conversation)	

COSTS: Char. 120 + Powers 160 = Total 280 = Disadv. 180 + Base 100

OCV: 8; **DCV:** 8; **ECV:** 3; **Phases:** 3,6,9,12

Moray, at first just a normal sea creature, was transformed during the height of Zelma when a laboratory vault containing radioactive material was blown apart by a series of freak lightning bolts. He mutated to a land-adapted creature with much greater intelligence

but the same predatory instincts he'd always had. Moray shattered the water tank in which he'd been kept and disappeared into the night in search of prey.

Moray cares little for battle plans or teamwork. He's just looking for a meal, and is very good at finding one. Moray fights instinctively, singling out the weakest opponent and attempting to kill and eat him. The other Aquans are trying to teach Moray to kill all of his foes before eating them. Only time will tell if they are successful.

Moray uses his claws sometimes, but they are rather new to him, so he usually uses his painful bite. In combat Moray bites his target and holds on until he is knocked loose or his target stops struggling. Then he lets go briefly so that he can start dining.

BARNACLE					
Val	Char	Cost	100+ Disadvantages		
55*	STR	30	10	Public ID	
20	DEX	30	20	Greedy	
20	CON	20	20	Likes to humiliate Law-Enforcers	
10	BODY	0	25	Hunted by Police 11-	
18	INT	8	30	Hunted by Supergroup 8-	
11	EGO	2	24	Villain Bonus	
10	PRE	0			
10	COM	0			
11+	PD	0			
4+	ED	0			
5	SPD	20			
10	REC	0			
40	END	0			
35	STUN	0			
Cost Powers					END
15*	EC Clinging Powers				
a-15*	60 STR Clinging 1/4 END				1
b-17*	4d6 Entangle 1/2 END				4
c-15†	40 STR Clinging, Ranged 1/4 END				1
27*	12 PD/12ED Armor				
13*	20 Pts. Life Support				
Skills					
4	Marine Biology 12-				
4	Organic Chemistry 12-				
2	Cybernetics 11-				
7	Inventor (from Super-Agents) 14-				
* OIF — Combat Armor					
† OIF — Safety/Grapple Line					
COSTS: Char. Powers Total Disadv. Base					
110 + 119 = 229 = 129 + 100					
OCV:7; DCV:7; ECV:4; Phases:3,5,8,10,12					

Barnacle (Clayton Parr) was born with two great gifts — a brilliant mind and almost superhuman manual dexterity. Physically, though, he was something of a weakling, and he was the victim of playground bullies all through his childhood. His resentment of the young thugs who beat him up was intensified by his envy of their material advantages. His family was poor, and his parents had to save every dime just to get him into the schools that his gifts warranted. They couldn't afford to get Clayton the designer clothes and trendy gadgets that his schoolmates had. He vowed that one day he would have everything he wanted; better yet, he would take everything he wanted from the same sort of people who had bullied him for years.

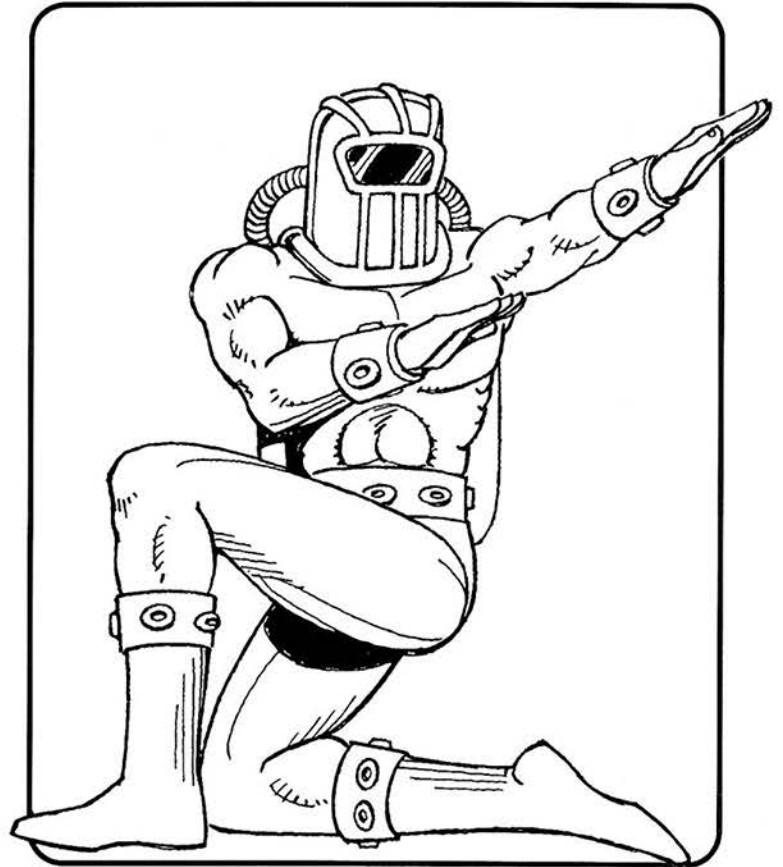
After years in school studying the sciences and skills he thought he would need for his perfect revenge on society, Clayton decided he was ready. He built a few simple devices (a swing line, an adhesive entangler, and strength magnifying gloves) and began his own version of a Robin Hood lifestyle — rob from the rich ... and keep it. Over a several month period, during which he spent nearly all of his ill-gotten gains on refining and expanding his arsenal, Clayton developed a full-fledged super identity, Barnacle, modeled after the small but sturdy creatures that spend their lives taking on juggernauts of the seas.

Barnacle's luck as a super-powered villain did not hold, though. After a series of daring robberies, including the attempted theft of a shipment of old dollar bills being taken to the Treasury Department for disposal, Barnacle was captured by a vigilante hero (possibly a Player Character). Because the Federal Government claimed jurisdiction, Clayton was confined at Sealife Project while awaiting trial. There, Dr. Bond hoped to find a use for Barnacle's aquatically adapted equipment. Bond was not gentle with his questioning of Clayton. When the power failed on Level 7 of the Project during Hurricane Zelma, Clayton escaped his holding cell, found his armor, and joined the exodus of super-beings.

Barnacle's weaponry is controlled through cybernetic circuitry in his helmet. His clinging line is extended and rewound by a tiny motor in his armor's right wrist casing (a soft whir can be heard when the cling line is being used). Barnacle's Entangle and normal Clinging are based on an adhesive of his own design. The entangle is shot from a nozzle on his armor's left wrist. The soles of his boots and palms of his hand can release small amounts of this adhesive for rapid movement up, down, or across sheer walls.

Barnacle's suit carries a solvent to dissolve his own entangles and release his clinging bond (otherwise he would spend a lot of time stuck on the sides of buildings). This solvent has no effect on Entangles not based on Barnacle's adhesive.

Battle Tactics — Barnacle is a team player and will follow sensible orders, especially when monetary gain is involved. He prefers to glue an opponent to one spot and pummel him/her into submission. Barnacle has an inventive mind and a tenacious spirit. He will keep fighting even if he has to improvise — with a chair leg, a rock, a broken soft drink bottle.



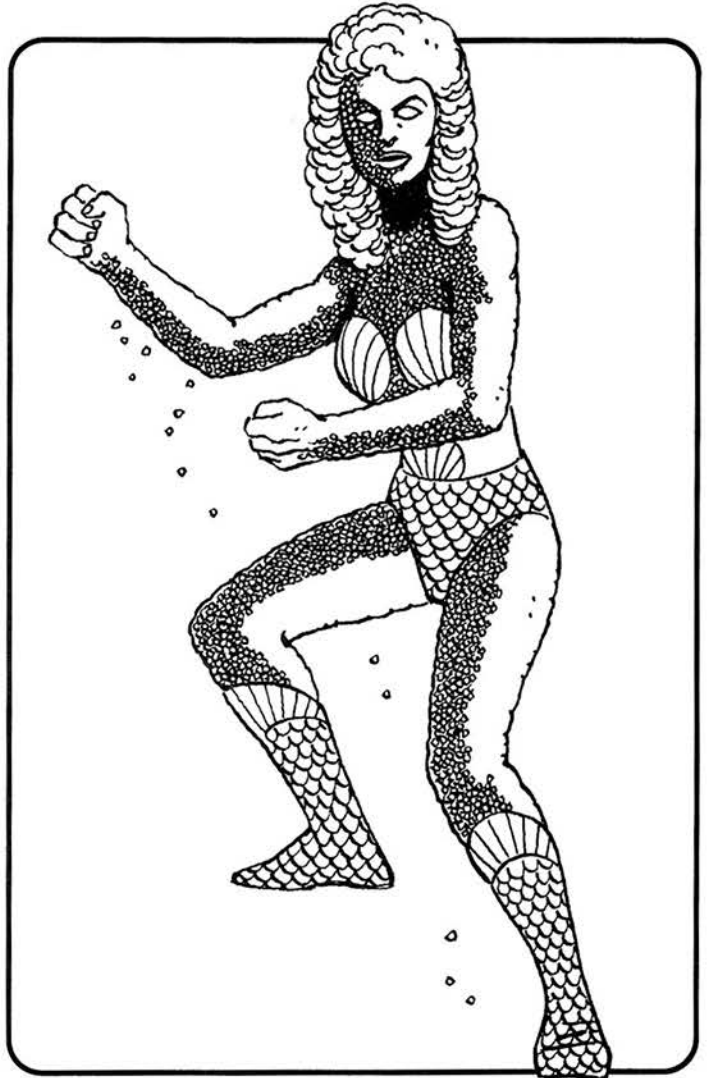
CORAL					
Val	Char	Cost	100+	Disadvantages	
30	STR	20	10	Unusual looks 11-	
20	DEX	30	15	1 1/2 BODY from Physical Attacks (brittle)	
20	CON	20	20	Hates Humans for making her Ugly	
12	BODY	4	30	Hunted by hero group 8-	
13	INT	3	20	Hunted by Police 11-	
10	EGO	0	5	Noisy	
15	PRE	5	14	Villain Bonus	
6	COM	-2			
6+	PD	0			
4+	ED	0			
5	SPD	20			
10	REC	0			
40	END	0			
37	STUN	0			
Cost Powers					END
a-22	EC Coral Powers				
b-22	2d6 HKA AP (3d6 w/STR)				9
c-10	3d6 RKA (12 charges, Coral loses 1 BODY per charge used, +1)				0
d-22	15 PD/12 ED Armor				
e-9	5 BODY Regeneration Act. 8-				
5	Life Support				
15	1/4 END Strength				1
Skills					
9	Security Systems 14-				
COSTS: Char. Powers Total Disadv. Base					
100 + 114 = 224 = 124 + 100					
OCV:7; DCV:7; ECV:3; Phases:3,5,8,10,12					

Coral (Elizabeth "Bitsy" Tamerlane) was a spoiled socialite with a taste for adventure, and for her nothing was more adventurous than crime. One of her capers took her aboard a salvage vessel searching for sunken treasure in the form of Spanish gold. While tampering with the ship's engines (she was trying to insure a safe getaway when she fled with her partners' shares of the gold), Elizabeth accidentally set off an explosion and was gravely injured. The nearest medical facility was at Sealife Project. She was rushed there by Coast Guard helicopter, but her injuries were too severe to be helped by conventional medical techniques. Luckily, one might say, Gordon Skye was experimenting with tissue regeneration, using a growth enzyme found in rapid-growing coral. He developed a serum to accelerate the healing process and approached Elizabeth with it. Barely conscious and in extreme pain, she agreed to let him try it as a last-ditch effort to save her life. The serum worked, but the regrown tissue resembled the protective coating formed by coral rather than normal human tissue. Elizabeth had great strength in her new form and used it to escape the Project, resolving to destroy the surface dwellers who had deprived her of her beauty. Coral can also "fire" razor sharp bits of coral-like material from her skin.

Coral's weapon is her body, which is almost entirely covered with a sharp, bone-like substance resembling the remains of sea coral. This substance is quite sharp and cuts very well. Her punch slices whatever she hits and her RKA fires fragments of her body at an opponent. PCs watching her closely will see the eerie sight of her body quickly regenerating.

Coral is very noisy. Her skin is constantly cracking and regenerating with her slightest movement, so she cannot take part in any covert operation unless it is already very noisy, or she has some way to mask the sounds she makes.

Battle Tactics — Coral likes to fire a RKA volley at a hero and, while the hero is reeling, punch the living daylights out of him. She will always gravitate towards the best looking foe in the hope of permanently marring his beauty. Coral picks targets not being fought by other Aquans because of a training accident in which she almost killed Anemone.



MAN OF WAR				
Val	Char	Cost	100+	Disadvantages
15	STR	5	15	Unusual looks 14-
24	DEX	42	20	No Arms
28	CON	36	20	2d6 Dependence on submersion in water
12	BODY	4	20	Wants to win his Wife's love back (prove he is not a monster)
10	INT	0	20	Hopes to redeem Shark
10	EGO	0	8	Wants to be Leader
20	PRE	10	30	Hunted by supergroup 8-
4	COM	-3	99	Villain Bonus
15	PD	12		
15	ED	9		
5	SPD	16		
12	REC	6		
56	END	0		
34	STUN	0		
Cost Powers				END
75	4d6 NND, Uncontrollable Continuous (not vs. Life Support/Armor) 1/2 END			6
30	2d6 HKA (3d6 w/STR)			6
10	16" Gliding, (only under water +1)			
60	50% Resistant Damage Reductions, PD & ED			
5	EGO Defense (7 pts.)			
7	0 END Strength			0
Skills				
5	Streetwise 14-			
3	Portuguese (Fluent w/accnt)			
COSTS: Char. Powers Total Disadv. Base				
137 + 195 = 332 = 232 + 100				
OCV:8; DCV:8; ECV:3; Phases:3,5,8,10,12				

Man of War (Clem O'Bannon) and Wilson Belcher (Shark) have been best friends since junior high school. Clem was good looking, popular, intelligent — really going places. Wil, a greasy not-too-bright loner, was going nowhere. There was never a truer case of opposites attracting. They first met in detention (Clem had been wrongly accused of stealing test answers) and eventually formed a bond of true friendship.

The two went to Europe a few years after high school and hitchhiked their way across the continent. While chasing Wil across the Iberian Peninsula in 1983, Clem met Andrea Sanchez (and married her soon after). The marriage was not a happy one because Clem spent too much time helping Wil out of jams. Then Wil, who had never been able to hold down a job, signed on as a guinea pig at Sealife Project. Clem did some research on the Project and heard rumors of strange dealings there, so he signed up as a test subject to keep an eye on Wilson.

In the course of "normal fitness testing" the two were injected with sodium pentathol and questioned as to their reasons for being at Sealife Project. Dr. Bond was not pleased to find that Clem had such extensive knowledge of his "immoral" activities and resolved to plug the information leak. But first, he decided to dispose of Clem and Wilson; he would use them as subjects in his latest round of genetics experiments, which did not yet have all the bugs worked out and usually left the test subjects dead.

Using his new technique of genetic imprinting with a jellyfish as a template, Bond changed Clem into a human Portuguese Man of

War and Wil into Shark. This change was most dramatic, since Clem's arms fused into his torso, and he grew a transparent fleshy "cloak" that covered his whole body and exuded a chemical paralyzer (which did not effect Clem).

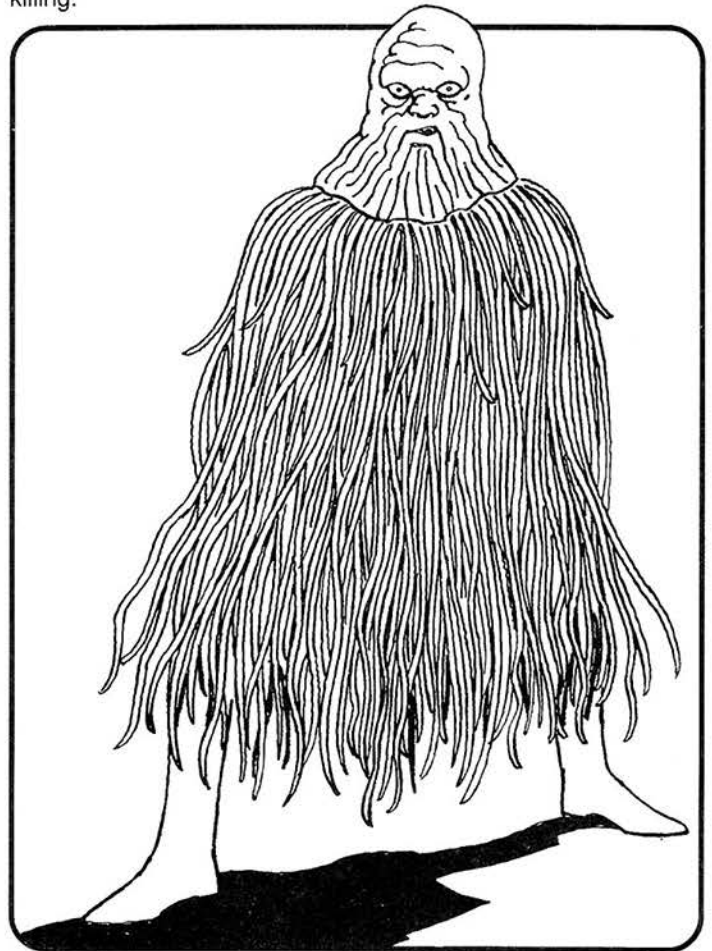
Surprisingly to Bond, the two men survived the genetic imprinting and even seemed to possess the very abilities he was trying to give them. Overpowering their captors during Hurricane Zelma, the friends escaped but were separated. Clem tried to rejoin his wife, but she was terrified of the creature which claimed to be her husband.

He left to search the seas for Wil and eventually found him with the Aquans. Clem joined the Aquans with in the hopes of finding a cure for his now hideous appearance; he was given the codename Man of War. Nereid is aware of Man of War's reservations about violence, so she has not told him all the details of her current plan. He has no idea that she wants to destroy the United States.

Man of War's attacks are based on a stinging neuro-toxin. The toxin is painful but not usually deadly. He moves through water, gliding, by shifting his body in the way peculiar to jellyfishes.

Battle Tactics — The only reasons Man of War fights as an Aquan are Nereid's promise of a cure for his condition and his hope of regaining his lost friend Wil (now thoroughly pleased with his Shark identity). Therefore, his heart isn't in the fight.

Though he will attack the foe Nereid designates, Man of War always uses what he hopes is the minimum force necessary to subdue an opponent. He will also try to prevent his teammates from killing.



SHARK				
Val	Char	Cost	100+	Disadvantages
30	STR	20	16	Berserk, when in shark form, in the presence of blood 11-, 8-
20	DEX	30	10	1 1/2 x STUN from Electrical Attacks
30	CON	40	10	1 1/2 x STUN from Sonic Attacks
20	BODY	20	10	Unusual looks 11-
6	INT	-4	15	2d6 Dependence on Saltwater, 1/ day.
15	EGO	10	30	Hunted by Supergroup 8-
15	PRE	5	15	Likes to kill
6	COM	-2	10	Claustrophobic
6+	PD	0	5	Bad Depth perception
6+	ED	0	10	2d6 Unluck
4	SPD	10	15	Secret ID
12	REC	0	60	Villain Bonus
60	END	0		
50	STUN	0		

Cost	Powers	END
80*	Multipower: 140 pt. reserve	
7u*	7d6 Transformation Attack 1/2 END	10
2u*	Shape Shift, 2 levels size increase/1 level size decrease (only underwater +1 1/2, only shark forms +2) 1/4 END	3
2u*	10d6 Mind Scan (only vs. Sharks +1)	10
5u*	7d6 Mind Control, 7 Area Effect (Hexes) (only vs. Sharks +1) 1/4 END	3
35	12 PD/9 ED Armor	
25*	3d6 HKA, 5d6 w/STR (Based on Shape Shift +1/2, Varies With Size +1/4) 0 END 1 level size decrease: 1d6 (2d6 w/STR) human size: 1 1/2d6 (3d6 w/STR) 1 level size increase: 2d6 (4d6 w/STR) 2 levels size increase: 3d6 (5d6 w/STR)	0
10*	+11" Swimming (only in Shark form +1/2)	
2*	5 pts. Life Support	
9	+3 w/Mind Scan	

* OIF - Control Disk +1/2, Not In Intense Magnetic Fields +1/4

COSTS:	Char.	Powers	Total	Disadv.	Base
	129	+ 177	= 306	= 206	+ 100

OCV:7; DCV:7; ECV:5; Phases:3,6,9,12

Shark (Wilson Belcher) and his best friend, Clem O'Bannon, had a dependable relationship; Wil always got into trouble and depended on Clem to get him out. Over the years since their junior high school meeting, their luck had kept both of them just barely on the right side of bad situations. Wil and Clem's luck ran out when Wil heard about big bonus money offered to experiment volunteers at Sealife Project. Wil signed on. Clem heard that a lot of volunteers went to the Project but never came back, so he followed his friend to save him. Dr. Bond found out how much Clem had "heard." He decided to use both of the men in his new gene imprinting experiments, which were fatal to most of his test subjects. Miraculously, Clem and Wil lived and gained inhuman power.

The genetic encoder disk used to imprint genetic information taken from a Great White Shark into Wil's cells unlocked a hidden potential within him for super powers. In addition to his ability to transform into a physical replica of almost any type of shark, he gained the power to "reprogram" the genetic structure of another person into a rough duplicate of his own in shark form and to achieve a telepathic link with beings like himself — sharks or transformed humans. (Anyone Transformed by Shark will recover his/her natural form in a few days, less if Shark willingly reprograms his/her genetic instructions.)

Wil cannot use his powers as Shark without the encoder disk, which is now in a circlet around his head, to monitor his mental

directions. (The disk is also sensitive to strong magnetic fields.) A negative side effect of the process was a decline in Wil's intelligence, which was not genius level before the experiment.

Wil and Clem were saved from "disposal" by Dr. Bond when Hurricane Zelma provided a timely power outage. They escaped into the ocean but were separated. Wil was discovered by Nereid a short while later and immediately agreed to join the Aquans.

Shark likes things the way they are now. He's extremely powerful and can get revenge on all the surface dwellers who never gave him a fair shot to make something of himself. Shark's Transformation powers are visible when he uses his control disk. It glows and a grayish light shoots toward his target.

Battle Tactics — On land, Shark will try to transform opponents, preferably overconfident authority figures, into small sharks. This should leave them helpless and gasping for breath until they are placed in water. If Transformation does not work, Shark will find something with which to bludgeon a foe into unconsciousness.

In water combat Shark's first choice is to change any authority figure into a shark, which is then under his thrall. The hero, now vicious, dangerous, and not particularly intelligent, will be ordered to attack his/her teammates. If his Transformation Attack seems ineffective, or if ordered to do so by Nereid, Shark will take one of his shark forms and attack directly. But Wil prefers to stay in human form. He tends to forget what he does as a shark. And he wants to savor, not forget, his triumphs.



THE PORPOISE				
Val	Char	Cost	100+ Disadvantages	
20	STR	10	15	No Arms (compensated for by CMA's "Extra Limbs")
17	DEX	21	20	No legs
25	CON	30	12	-6" Running
10	BODY	0	10	In Constant Pain
20	INT	10	8	All Perception rolls on 8-
13	EGO	6	30	3d6 Dependence on Salt Water once per Hour (Very Common)
13	PRE	3	15	Hatred of normal humans
10	COM	0	15	Considers self better than any human
10	PD	6	30	Hunted by supergroup 8-
10	ED	5	89	Villain Bonus
5	SPD	23		
7	REC	0		
50	END	0		
33	STUN	0		
Cost		Powers	END	
25	4d6 Telepathy 1/2 END		2	
20	+10" Swimming (12" natural swimming, cannot be used while inside CMA)		2	
27*	12 PD/12ED Armor			
20	Active Sonar			
40*	MultiPower: 60 pt reserve			
8m*	20" Flight 1/4 END		2	
8m*	20" Swimming 1/4 END		2	
2m*	2 "Extra" Limbs (No OCV Bonus, costs END)		4	
3*	5 Pts. Life Support			
30	25 pt. Gadget pool			
Skills				
11	Gadgeteering 16-			
11	Computer Programming 16-			
10	KS: Biology 15-			
12	+4 with Move Through			
* OIF — Computerized Motive Armor (CMA)				
COSTS: Char. Powers Total Disadv. Base				
114 + 227 = 341 = 241 + 100				
OCV:6; DCV:6; ECV:4; Phases:3,5,8,10,12				

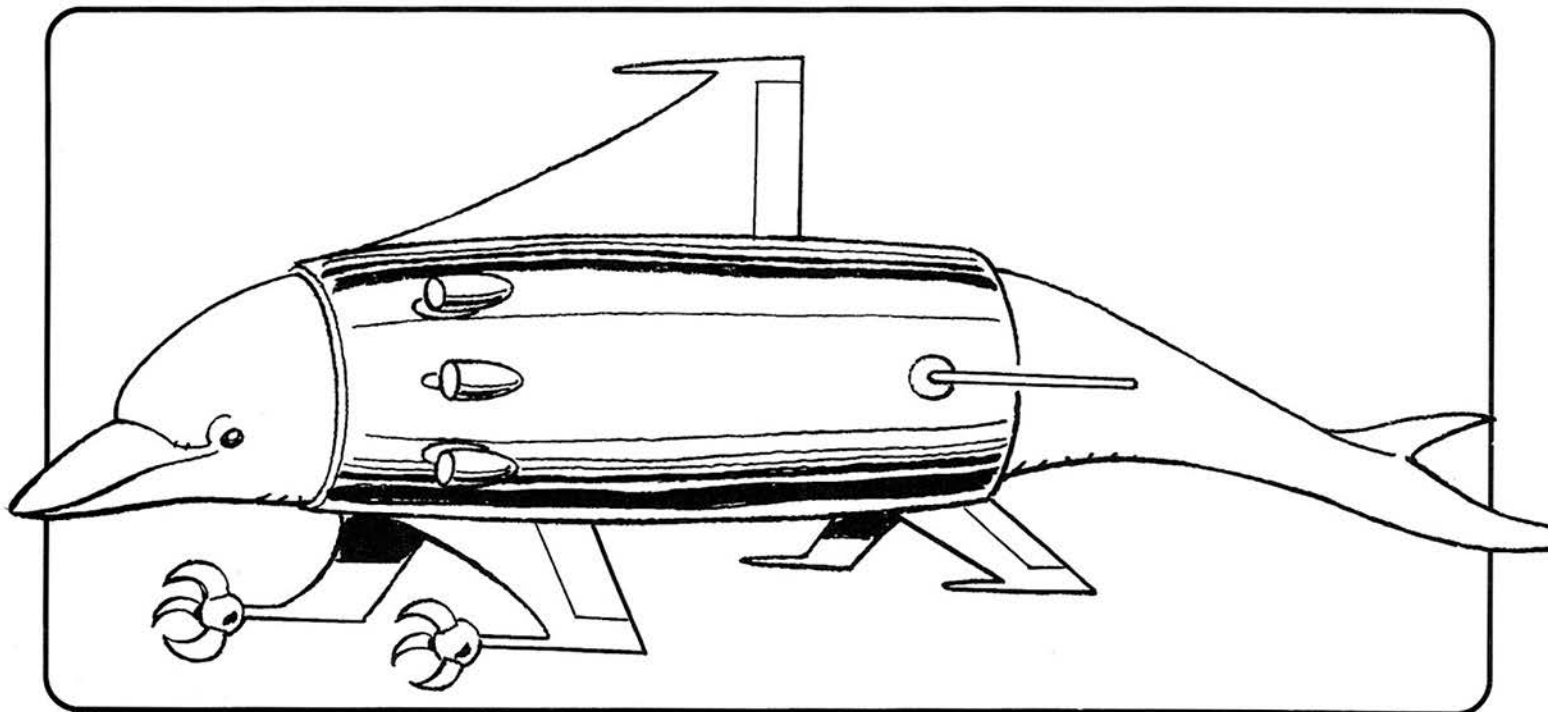
Porpoise is just what his name says he is, a sea mammal, captured for use in the Project's experiments on cetacean intelligence. Unfortunately, Porpoise was taken to the Secret Projects Labs rather than the main levels of the Project. He was placed in a suit of computerized motive armor (CMA) so Project scientists could better monitor reactions to drug and radiation treatments designed to boost his brain power. The experimental procedures were successful, in a way, but a flaw in the equipment allowed an overdose of radiation to bathe Porpoise in wave after wave of searing pain. The poor creature was driven insane. He escaped during Hurricane Zelma with the armor and its advanced computer to guide him on a life of revenge. With the mechanical limbs in his CMA and his high intelligence, Porpoise is the group's gadgeteer, but his armor makes him a deadly foe when he chooses to Move Through a target.



Porpoise is not a completely despicable villain. He could be converted to the side of law and order if someone could end his pain. Nereid has come the closest to relieving his agony, so she is his current benefactor. Porpoise secretly harbors a crush on Nereid but goes to great lengths to hide it.

Porpoise uses his CMA for most of his attacks (Move Through), and when he uses one of his gadgets, the effects vary. His armor moves by gravitics.

Battle Tactics — Porpoise is the group's "helper." Preferring not to remain with a specific foe, he likes to move from enemy to enemy using a Move Through or one of his gadgets. If Nereid looks like she is losing a fight, Porpoise will forget his current plan and rush to help her.



OTHER PARANORMALS

Two NPC Heroes have also had dealings with Sealife Project (after all, everyone there can't be a bad guy). You may add these fellows to your campaign or ignore them as you wish.

OTTER				
Val	Char	Cost	100+	Disadvantages
25	STR	15	10	Unusual looks 11-
26	DEX	48	20	Curious
23	CON	26	20	Code Against Killing
15	BODY	10	5	Loves Practical Jokes
20	INT	10	10	Unfamiliar With Earth Customs
14	EGO	8	35	Hunted by VIPER 11-
10	PRE	0	35	Hunted by The Rogues 11-
12	COM	1	10	Public ID
16	PD	11	47	Experience
14	ED	9		
6	SPD	24		
10	REC	0		
46	END	0		
40	STUN	0		

Cost	Powers	END
22*	5d6 STR (Punches Only +1/2) 1/2 END	0
8	16 pts. EGO Defense (vs. Mind Control & Telepathy +1) 20 pts. total	
10	+5" Running (11" total)	
10	+5" Swimming (7" total)	
24	20 Pt. Gadget Pool	
	Skills	
5	Gadgeteering 13-	
5	Computer Programming 13-	
5	Paramedic 14-	
3	Scoutcraft Pilot 14-	
5	PS: Sociologist 14-	
4	KS: Psychology 12-	
2	KS: Xenobiology 11-	
3	Linguist	
24	Languages (all with idiomatic fluency)	
	Galactic Trade Language	
	4 Alien Languages (GM's choice)	
	English, Russian, Arabic	
	* OIF — High Tech "Brass" Knuckles	

COSTS:	Char.	Powers	Total	Disadv.	Base
	162	+ 130	= 292	= 192	+ 100

OCV:9;	DCV:9;	ECV:5;	Phases:2,4,6,8,10,12
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Otter (Saltspray Crafter) is a Planetary Scout for the Grrr-y'p (which means "The People"), an interstellar race evolved from semi-aquatic mammals, playful in the extreme and quite sharp-witted. Saltspray's chief duty, because of his people's sense of moral obligation to help the technologically less fortunate, is to determine if a primitive society is worthy to be brought into the Federation. Saltspray is a comparative rookie, but both of his previous solo planetary reconns were successful, so the Scouts are optimistic about his mission to Earth. (The Grrr-y'p are somewhat concerned about possible interference from their rather piratical adversaries, a humanoid interstellar species known as the Rogues, whose "diplomacy" is more like extortion.)

Shortly after arriving on Earth, Saltspray set up several supply caches around the world and sent his Scoutship to a parking orbit. He allowed himself to be captured by a U.S. research vessel and taken to Sealife Project for further study. Dr. Bond, who thinks the

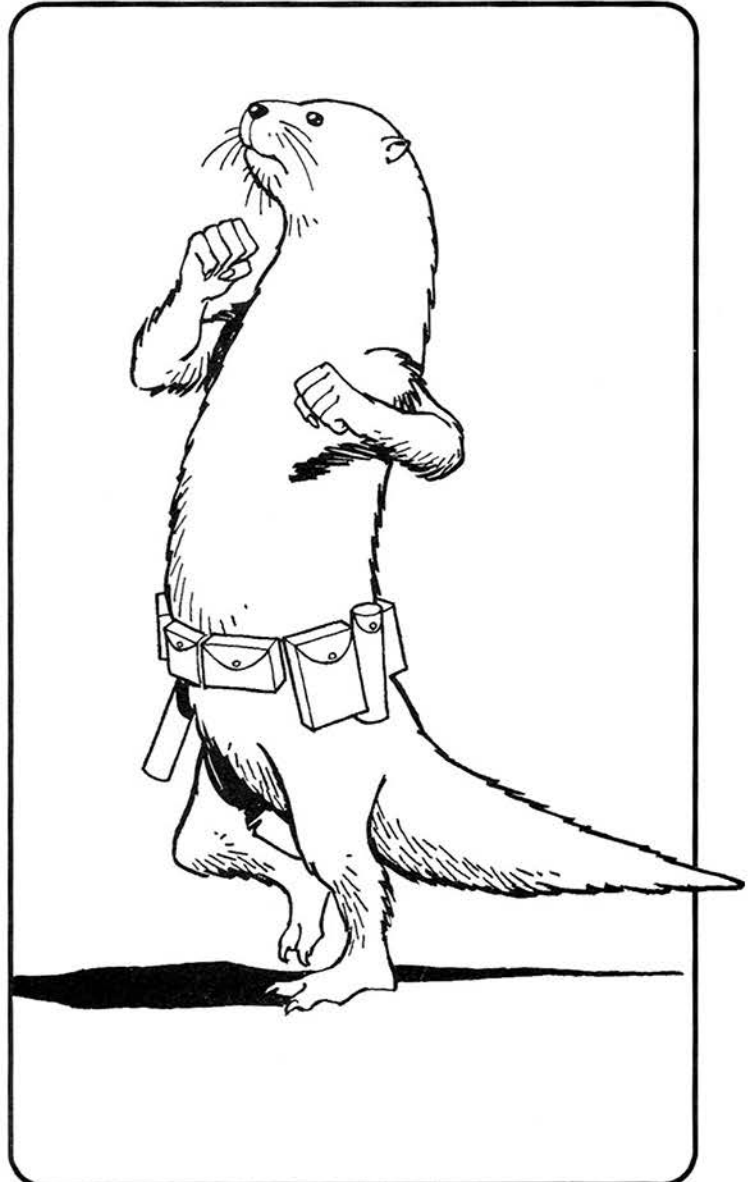
alien is simply a genetically enhanced sea otter, is worried that some other scientist is having even more success with "enhancement" experiments than he is.

Saltspray, who has been nicknamed Otter by his human captors, does not like very much of what he has seen at Sealife Project and has not let on that he is anything but an unusually large animal. He is gathering data for his reports home and will soon use his hidden teleportation device to leave Sealife Project for a more extensive, and hopefully more encouraging, examination of human society.

Saltspray/Otter will be entranced by PCs who demonstrate super powers in a noble cause and may try to leave with them. Once he is sure that the PCs are trustworthy, he will probably let them know his true nature.

Otter's main abilities in combat are simple and physical. When he uses one of his gadgets, the device will give off the same white light that Coast Guard's armor emanates.

Battle Tactic — Otter enjoys playful fighting, so he will rely mostly on punches and grappling attacks, rather than a hand blaster. If he must, Otter will use one of his gadgets to stop another person from severely hurting someone. He enjoys making opponents look silly but doesn't like to do permanent damage; Otter will use his full strength and/or his damage-enhancing claw attachments only against foes who have the least chance of being seriously hurt — beings with armored protection or obvious super powers.



COAST GUARD				
Val	Char	Cost	100+	Disadvantages
40*	STR	20	15	Secret ID
21*	DEX	22	20	Believes he must protect all coastal regions within a day's travel from his home area.
15	CON	10		
11	BODY	2		
10	INT	0		
10	EGO	0	20	Does not understand his armor at all
10	PRE	0		
12	COM	1	10	Watched by Otter's people (The Grrr-y'p) 14-
8+	PD	0		Hunted by the Aquans 8-
3+	ED	0	30	Hunted by the Rogues (enemies of the Grrr-y'p) 8-
5	SPD	20	30	
11	REC	0		
30	END	0		
39	STUN	0		
Cost Powers		END		
41*	Multipower: 62 pt. reserve 48 pt. END Battery: no recovery unless "plugged in" to power source, then +1/Phase			
4u*	4d6 EB ALD (Flash Def) 1/2 END			5
2u*	4d6 END Drain 1/2 END			2
5u*	4d6 Flash 1/2 END			4
17*	10" Flight 1/2 END			1
4*	+3" Swimming (5" total)			
40*	18 PD/18ED Armor			
3*	5 pts. Flash Defense			
10*	15 pts. Life Support			
Skills				
19	Security Systems 18-			
5	Computer Programming 11-			
* OIF — Armor Suit				
COSTS: Char. Powers Total Disadv. Base				
75 + 150 = 225 = 125 + 100				
OCV:7; DCV:7; ECV:3; Phases:3,5,8,10,12				

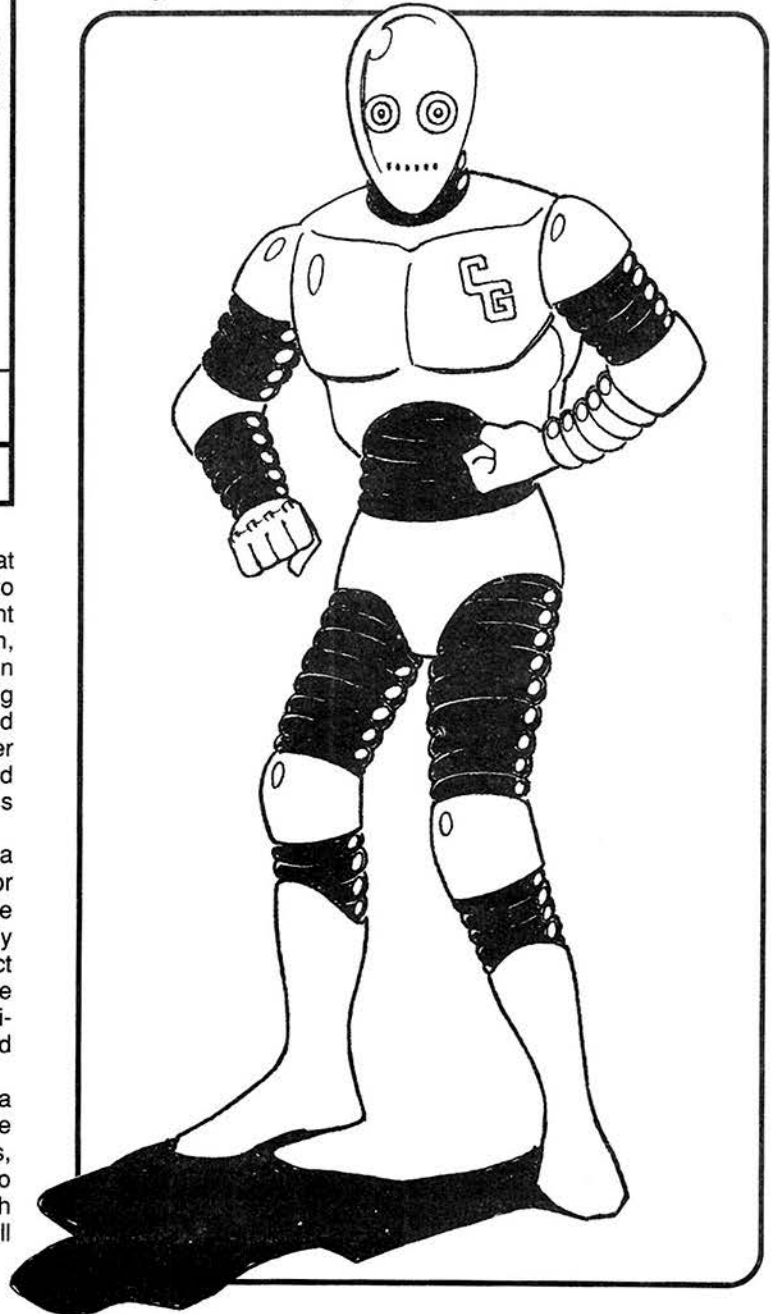
When Earl awoke, thinking he had just had the weirdest dream of his life, he was face-to-face with glowing ivory armor. Not one to argue with physical evidence, Earl decided he had been "chosen." Eventually he figured out rudimentary control of the armor and embarked upon a career as the world's newest crime fighter ... Coast Guard, adding a golden "CG" as his personal emblem to the upper left side of the suit's breastplate.

Earl has no idea who really gave him his armor, and he doesn't know that his combat suit's computer has been instructed to send sensory data from his missions back to the Grrr-y'p homeworld, where he has become something of a media sensation.

Coast Guard has had his armor for a couple of weeks before Hurricane Zelma. He would be morally outraged if discovered the details of Dr. Bond's experiments.

Coast Guard's powers all involve brilliant white light, which has no combat effect in itself but does prevent him from spending a lot of time hidden in the shadows. Whenever Coast Guard is using any of his special powers, except for Armor protection and Flash Defense, he glows. This light does not give off heat.

Battle Tactics — Coast Guard has not yet gained a working knowledge of his armor, so he has no formal battle tactics. He has shown a tendency to reuse an attack repeatedly if it comes close to working on the first attempt.



Coast Guard (Earl Liatta) works as a night shift security guard at Sealife Project. He was recently promoted from nightly rounds to safeguarding Project lab "specimens" — in his case that meant keeping an eye on Otter, still thought to be a mutated Earth lifeform, during the midnight to 8 a.m. shift. Earl and the friendly alien immediately hit it off, though Otter did not let on that he was anything but an exceptionally bright animal. A kind-hearted fellow, and probably not cut out for security work after all, Earl began to let Otter out of his cage for short periods of time. As Earl became convinced of Otter's harmlessness, he became less vigilant, spending less time on guard duty and more time reading or taking brief naps.

Otter appreciated Earl's finer qualities, accepting him as a worthy, if not very discerning, friend. One night he decided to honor his first human friend by indulging in one of his people's favorite recreations — the practical joke. Otter retrieved one of his supply caches and used the materials to fashion a suit of high-impact resistant ceramic armor, tailored to fit a human physique. The armor included a sophisticated computer system which automatically repaired malfunctions and controlled the suit's weapons and motive systems.

While Earl was napping at the monitor console, Otter slipped a telepathic projector onto Earl's head. In a dream Earl was told he had been selected by an ancient deity, the Lord of Coastal Regions, to become the protector of the coasts. The supposed deity also granted him a suit with great powers that could be recharged with simple electricity (even a built-in adapter plugged into a simple wall socket).

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