

ENTER THE GENE POOL

by
James Satter



ENTER THE GENE POOL - A SUPER-SCIENTIST, A FORMULA TO INDUCE MUTATIONS AND SUPER POWERS, A VILLAIN TEAM USING KIDNAPPING TO OBTAIN RESOURCES FOR EXPERIMENTS AND BUILD "STREET-CRED" ADD UP TO A CHALLENGE FOR THE HEROES - CAN THEY STOP THE GENE POOL?

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ARTIST
JAMES BISHOP

EDITOR
SCOTT BIZAR

IN THE HIDEOUT OF A MADMAN...

WYATT...
CAN YOU
HEAR ME?

...HAVE YOU EVERYONE IN PLACE?
HMMM... I SEE... YOU ARE CLEARED
FOR COMMENCING OUR SCHEME...

DO NOT INTERRUPT ME, DANIEL!
I DON'T... I DON'T CARE WHAT
PRECAUTION YOU TOOK...

MOVE WITH PRECISION
AND MAKE HASTE...
USE THE QUICKEST
ROUTE TO THE
RENDEZVOUS AND
NO FOUL UPS!

EVERYTHING APPEARS
TO BE PROCEEDING
ACCORDING TO PLAN...

...BY THIS TIME NEXT
WEEK WE WILL BE ENJOYING
MARGARITAS IN CABO...

... AND THE WORLD WILL KNOW
PROFESSOR PHYLUM IS A GENIUS
WITH NO EQUAL!!!

THE PROFESSOR SAYS
WE NEED TO DO THIS QUICKLY.
NO MESSIN' AROUND....

BESIDES...

SO HURRY UP AND GRAB THE
HOSTAGES AND WE CAN USE THE
H.O.V. LANE FOR A QUICK GETAWAY!

...I'M OUTTA QUARTERS AND
SOMEONE JAMMED THE NICKEL
AND DIME SLOTS...

UM, YEA... WHATEVER WYATT...
I DON'T THINK ANYONE'S BUYIN'
THE DECOY IN THE FRONT SEAT!



DRIFTER

PERSEPHONE

ROADKILL

SERENADE

SUNSCAR

SUNSCAR

SUNSCAR



DAN WYATT



PROF. PHYLUM



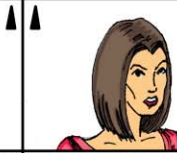
INVISIBLE MENACE



CAP'N CAPE



SCOTT CAPULETTI



SIMONE REDLEAF



JULIANNE GATES



DEREK DOUGLAS



CLERK



CLERK



CITIZEN 1



CITIZEN 2



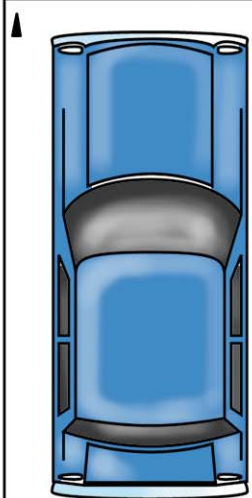
CITIZEN 3

CITIZEN 4

CITIZEN 4



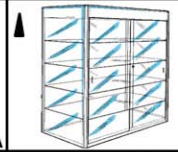
HIPPOGRIFF



CAR



CUTOUT



DISPLAY CASE



CITIZEN 3



CITIZEN 4



HIPPOGRIFF



COMPUTER



COMPUTER



COMPUTER



LAB RAT



LAB RAT



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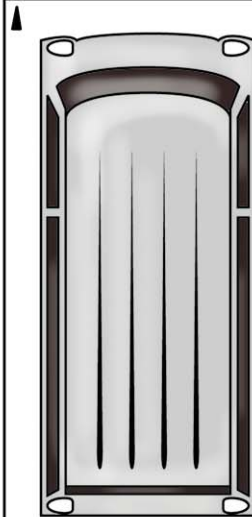
LAB RAT



LAB RAT



LAB RAT



VAN



PLANT-THING

ENTER THE GENE POOL

A

VILLAINS
AND
VIGILANTES™

ADVENTURE

written by James Satter

illustrated by James Bishop



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AUTHOR'S INTRODUCTION

I still remember how excited I was in the 1980s after hearing about a new superhero RPG called Villains and Vigilantes. I still think back fondly to my early days playing the game with friends. After all these years, it's a real thrill to write an official V&V adventure.

Enter the Gene Pool is designed for a team of relatively new heroes (levels 1-2). The setting should work for whichever city the player characters call home.

While the plot has a certain degree of predetermination, **Enter the Gene Pool** is character-driven. Decisions the heroes make early on, and how well they tackle their first few foes, directly impacts the massive threat they face at the end.

Enjoy the adventure!

James Satter

EDITORIAL INTRODUCTION

This is the first adventure by James Satter and the first illustrated by James Bishop. The two Jameses, or "the James Boys" seem to work well together. As James Satter is already at work on his next V&V adventure, I expect we'll see the same team reunited on that next project.

Enter the Gene Pool is the first of the new series of V&V adventures from FGU. It is initially offered as a PDF and will be combined with others to form an adventure book in a thicker format than the original V&V adventure books. The new format is called "a GIANT" and will include at least three of the traditional books bound together in a longer perfect-bound book format. GIANT No. 1 will include **Enter the Gene Pool** and the recently released **Citizen Report**, plus at least one other adventure book.

Though this adventure is designed for beginning level characters, it should be no problem for a GM to "up the ante" and make it more challenging for experienced superheroes. The levels of the villains can simply be raised with improved abilities to make the challenge greater.

Scott B. Bizar

CONTENTS

1. DOWN TIME	3
1.1 Making Plans	3
1.2 Dugout Books	3
1.3 Park Plaza.....	3
1.4 What the Heroes Don't Know	5
2. DOUBLE DARE.....	5
2.1 Trouble on Arrival.....	5
2.2 Bookstore Brawl	5
2.3 Problems in the Park	5
2.4 Escape Plans	7
2.5 Criminal Reputations	7
3. SUPPLY AND DEMAND	8
3.1 Ransom Demands.....	8
3.2 Ransom Pickup	8
3.3 Morale Checks	8
4. RANCH ATTACK.....	9
4.1 Arriving at the Ranch	9
4.2 Hidden Cameras	9
4.3 The Pasture	9
4.4 The Barn.....	9
4.5 The Garage	9
4.6 Living Quarters: Ground Level.....	9
4.7 Living Quarters: Upper Level.....	9
4.8 The Science House.....	11
4.9 The Phylum Formula (Plant-Thing)	11
5. THE AFTERMATH	12
5.1 Charisma and Experience Awards	12
5.2 What Becomes of . . . ?	12
5.3 As Seen on TV (Cap'n Cape)	12
SUPPORTING CAST	13
Scott Capuletti	13
Derek Douglas.....	13
Simone Redleaf	13
Julianne Gates.....	13
Dan Wyatt	13
THE GENE POOL	14
Drifter.....	14
Invisible Menace.....	14
Persephone	15
Professor Phylum.....	16
Roadkill.....	16
Serenade.....	17
Sunscar	18

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1. DOWN TIME

1.1 MAKING PLANS

The adventure begins on a Saturday morning, with two simultaneous events that are likely to attract the player-characters' attention. An actor best known for his role as a TV superhero is slated to appear at a local bookstore. Meanwhile, at a park across the street, a provocative sociologist readies to deliver a public lecture about the negative impact of costumed heroes on today's youth.

Both events begin at 11:00 AM. Attending either function should give the player-characters and the GM an opportunity to explore how members of the general public perceive superheroes. If the heroes decide not to attend the book-signing or lecture, the GM should find another reason to place them in the area – before any real emergencies begin.

If the heroes are in costume, or have unusual traits that stand out in a crowd, the GM should incorporate reactions from people on the street into this part of the adventure.

1.2 DUGOUT BOOKS

Scott Capuletti, who played Cap'n Cape in a superhero detective series, is appearing at the locally owned Dugout Books. The event is part of a 'world' tour to promote his autobiography, **The Cape's at the Cleaners: My Life as a Prime-Time Crimefighter**.

Though initially popular in the television ratings, the show's lack of super-villains and inconsistent use of the hero's powers frustrated fans. After four seasons the show was cancelled. (See Part 5 for Cap'n Cape's TV stats.)

Doors to the bookstore open at 10 AM, with 1d20 people already waiting in line outside. Many customers arrive wearing Cap'n Cape tee-shirts and other superhero costumes. Store manager Derek Douglas politely asks anyone with realistic-looking weapons to put the items away or leave them behind the counter. Two employees help customers at the register and throughout the store.

Scott Capuletti arrives at 10:45 AM wearing a sports jacket and blue jeans. Sitting at a table by the cash register, the actor gladly autographs purchased copies of the book. The 256-page paperback sells for \$14.99. Next to Capuletti stands a life-sized cardboard image of him dressed as Cap'n Cape. A real costume from the show rests against a wall in a thick, glass case (300 lbs. Structural Rating 3).

At any point after 10:45 AM, 1d6 customers wait in the checkout line while 1d6 people form a separate line for autographs, and 1d20 people browse throughout the store.

When asked about his life, Capuletti reiterates information covered in the book. He began his career in commercials, played Hamlet on stage, and considered the role of Cap'n Cape the chance of a lifetime. He answers questions loudly enough so everyone nearby can hear.

Capuletti did some of his own stunts in the series, but has no off-camera fighting experience. To the chagrin of his fans, Capuletti does not remember episode-by-episode details or much Cap'n Cape trivia. Since the show's cancellation, Capuletti has made guest appearances on other series. There are no plans for a Cap'n Cape movie.

Roll reactions for Scott Capuletti and Derek Douglas when they meet each player-character, either in costume or incognito. Interpret those reactions through each man's perspective. With a positive reaction, they might interpret a costumed character as an enthusiastic fan or see the superhero's presence as an unofficial endorsement of the book. With a negative reaction, they might be standoffish, perhaps concerned that a "real superhero" will upstage the event.



1.3 PARK PLAZA

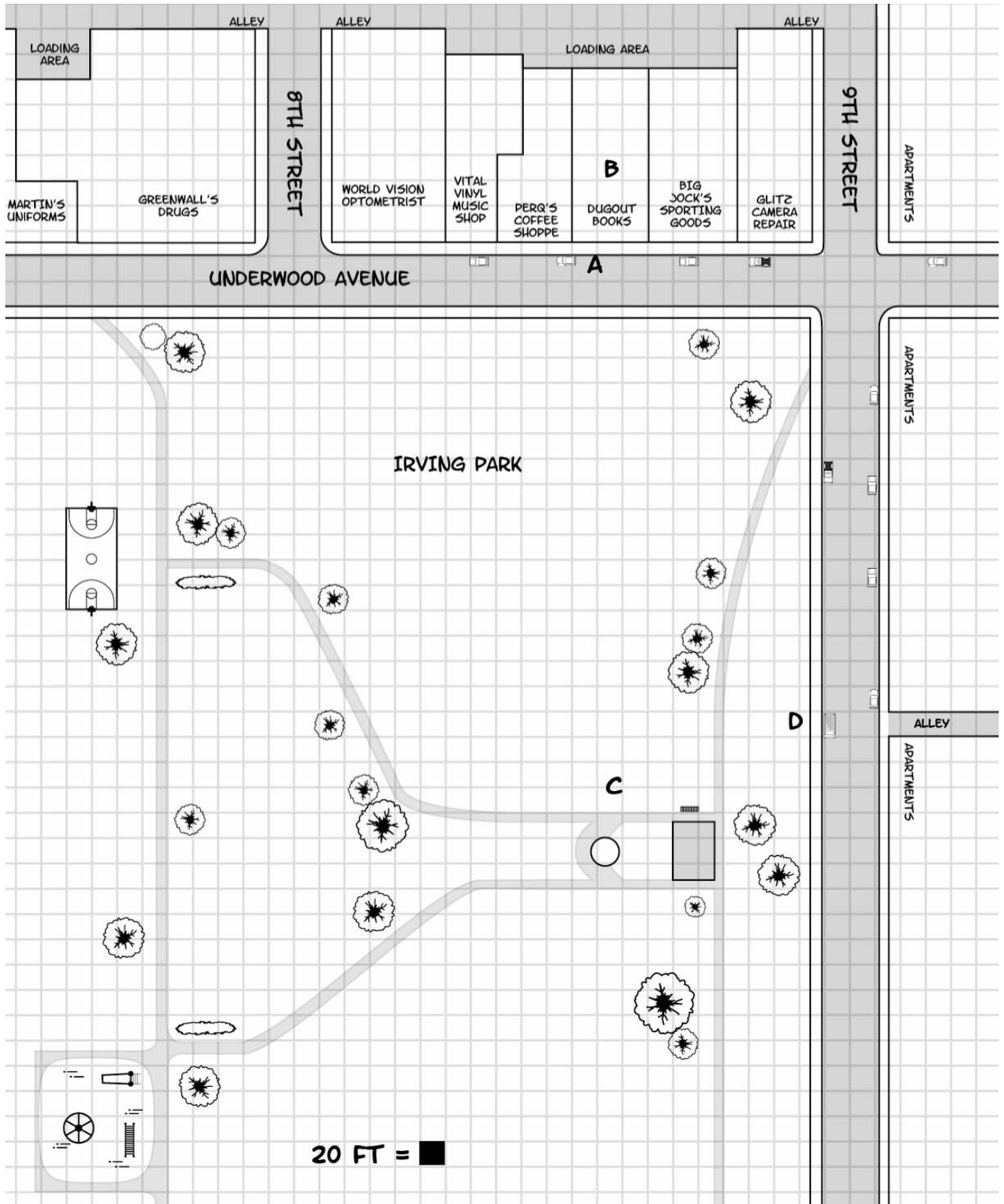
At 10:50 AM 1d20 people begin to congregate around park benches in a paved, semi-circular area of the park about five hundred feet (100") from the street. The aluminum benches (SR 6) are cemented into the ground.

Fliers on a nearby announcement post read:

THE SUPER PARADOX
The Link between Costumed Heroes
and Juvenile Delinquency
Dr. Simone Redleaf, Ph.D
Saturday, 11 AM
FREE

Over the next ten minutes, 1d100 more people arrive. Likely attendees include university students, grassroots activists, educators, and science fiction fans. The best-dressed person in the crowd is Julianne Gates, a successful real-estate agent who sits on the board of several philanthropic organizations. Characters with a background in business/sales, accounting/finance, or social work/charity will recognize her with a successful intelligence save (d100). Gates has no preconceptions about superheroes, and is simply interested in learning more about the lecture topic. Roll reactions normally to any heroes who might approach her.

Simone Redleaf arrives promptly at 11:00 AM with a briefcase that



A. SPOT WHERE VILLAINS ARRIVE VIA TELEPORT
 B. DUGOUT BOOKS

C. DR. REDLEAF'S SEMINAR
 D. DAN WYATT'S VAN

contains her lecture notes and the permit allowing her to use the plaza. After introducing herself and thanking the crowd for attending the event, Redleaf begins reading a list of dubious statistics:

- 84% of juvenile offenders believe that turning to crime will increase their chances of gaining super-powers.
- 92% of teenagers believe that superheroes act above the law.
- 80% of juveniles in custody believe that breaking the law makes them more like superheroes.
- 76% of teenagers arrested by police are trying to attract the attention of superheroes.
- 48% of juvenile offenders commit crimes to protest the special privileges afforded superheroes.

Roll Redleaf's reactions to the player-characters if she sees them in costume, or if they approach her incognito. But filter those reactions through her point of view. With a positive reaction, she might gladly presume that a costumed hero is coming to see her side. With a negative reaction, she might point accusingly at the costumed hero as she speaks.

Redleaf adds: "In trying to rid the world of super-criminals, these costumed crusaders instill a social disenfranchisement among the impressionable young people who look up to them most. When faced with the impossibility of achieving such heroic ideals, youth respond to this super inequity by disobeying the very social norms that promote those heroes."

When Gates (or one of the heroes) raises a hand to ask Redleaf for

2. DOUBLE DARE

2.1 TROUBLE ON ARRIVAL

Five members of the Gene Pool materialize on the sidewalk outside Dugout Books at exactly 11:10 AM. The villains are the Invisible Menace, Persephone, Roadkill, Sunscar, and Drifter (who teleports everyone there). Sunscar's light defense and Drifter's telekinetic defense are already active.

When the heroes intervene, the villains fight back, but escaping with one or both of the intended hostages is their primary objective.

2.2 BOOKSTORE BRAWL

Unless stopped, the Invisible Menace enters the bookstore and attacks Scott Capuletti from behind. If still conscious, Capuletti evades.

Persephone directs her ice beams at the store owner, Derek Douglas (or a costumed hero), prompting store employees and customers to hide behind bookshelves and counters.

Drifter assists Menace and Persephone by directing telekinetic waves at opponents, or by seizing control of a reading chair (100 lbs. Structural Rating 3) and display table (200 lbs. SR 3) to attack someone from behind.

Use 1d20 (instead of 1d100) to determine if missed attacks go astray anywhere inside the bookstore. Any character knocked against one of the bookcases along the walls must save vs. Agility (d20) or take 1d2 additional damage from falling books. Exterior walls are reinforced concrete (Structural Rating 9) and the windows are thick glass (SR 2).

2.3 PROBLEMS IN THE PARK

Roadkill uses his first action to evade while hopping across the street to the edge of the park. He stays out of range while Sunscar flies ahead and generates a flash of light in the center of the plaza. Statistically, about half of the people gathered for the lecture will be struck and temporarily blinded by the light. The GM should roll ran-

domly to see how Simone Redleaf and Julianne Gates are affected.

Roadkill uses his second action to attack Redleaf. She tries to evade, if possible.

Given a chance, Roadkill spends one action swiping an expensive looking necklace worn by Julianne Gates (as a gift for girlfriend Serenade). If, for some reason, she's not there, Roadkill may take an item of jewelry from another woman in the park unless doing so would prevent him from escaping.

If necessary, the GM should roll random stats for any ordinary person who inadvertently becomes involved in the fight (or use the stats for Bystanders included in FGU's **Citizen Report**).

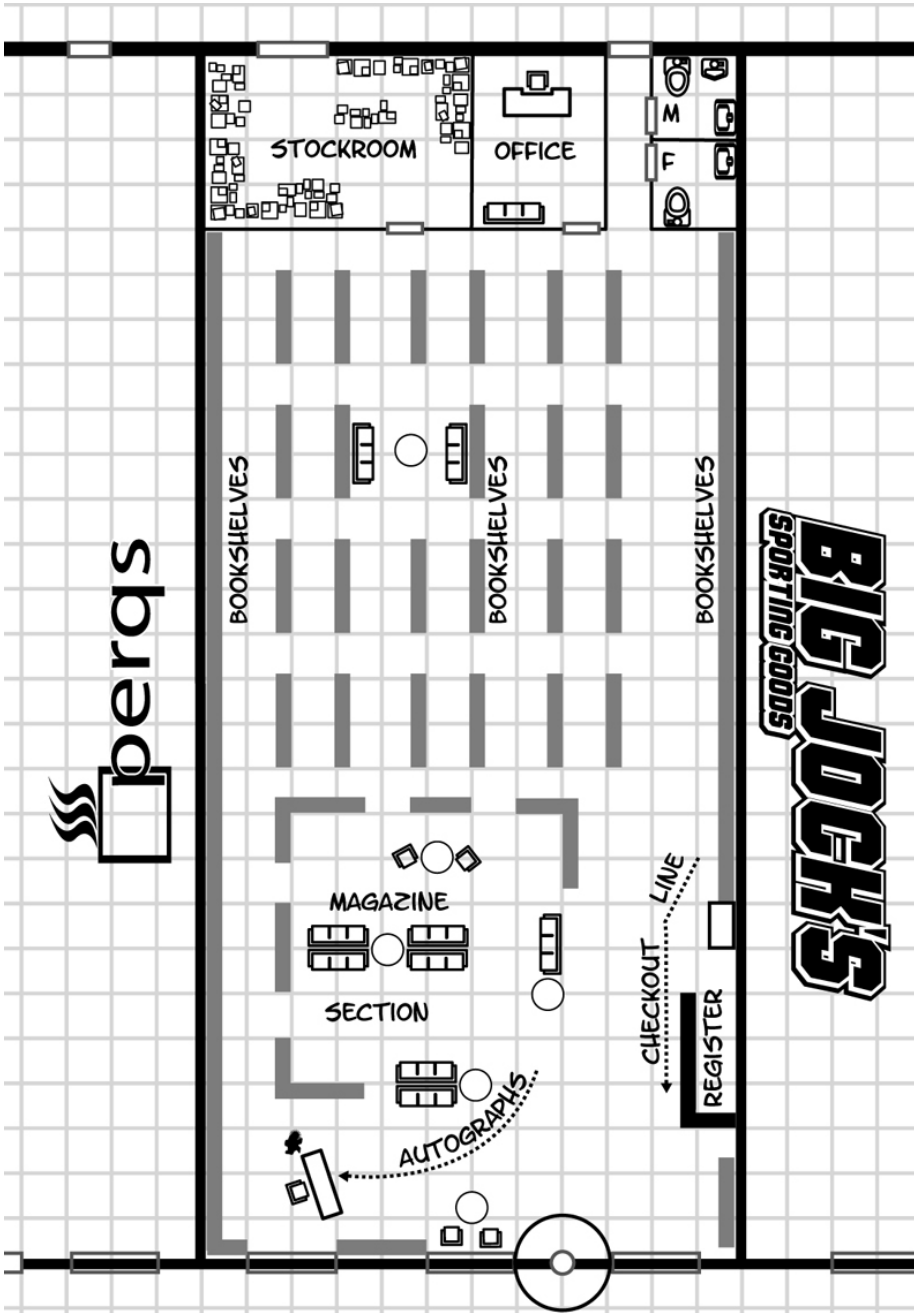
1.4 WHAT THE HEROES DON'T KNOW

Anyone with law enforcement, legal, or psychology knowledge areas should raise an eyebrow at Redleaf's statistics. Player-characters with backgrounds in education or social sciences might know of Redleaf's checkered past with an Intelligence save (d100). Unable to prove her theory that superheroes cause juvenile delinquency, Redleaf earned her Ph.D. through a "diploma mill." Though occasionally invited as a guest lecturer, her sloppy research has prevented Redleaf from landing a teaching position at a college or university.

Redleaf is not a fan of Cap'n Cape, but regards his show as a symptom of the superheroic problem, rather than the cause.

No matter what transpires earlier in the day, the GM must determine the player-characters' exact locations at 11:10 AM, when Part 2 begins.





 perqs

BIG JOCK'S
SPORTING GOODS

dugout
BOOKS & MAGAZINES



2.4 ESCAPE PLANS

When the villains regroup, Drifter plans to teleport his teammates and hostages back to their headquarters at Professor Phylum's ranch (see Part 4). He takes along the Cap'n Cape display case and a copy of Capuletti's book if possible.

If necessary, Drifter transports half of his teammates and one hostage back to the ranch, then immediately returns for the others.

If Drifter is incapacitated, Sunscar flies off with the hostages. Otherwise, it's up to the other villains to carry them on foot. During the conflict, Dan Wyatt is parked in a van about one block (90") away from the entrance to the bookstore. He is ready to drive away member of the Gene Pool, along with any hostages, as a last resort. Dan Wyatt has no criminal record and there is nothing conspicuous about the vehicle.

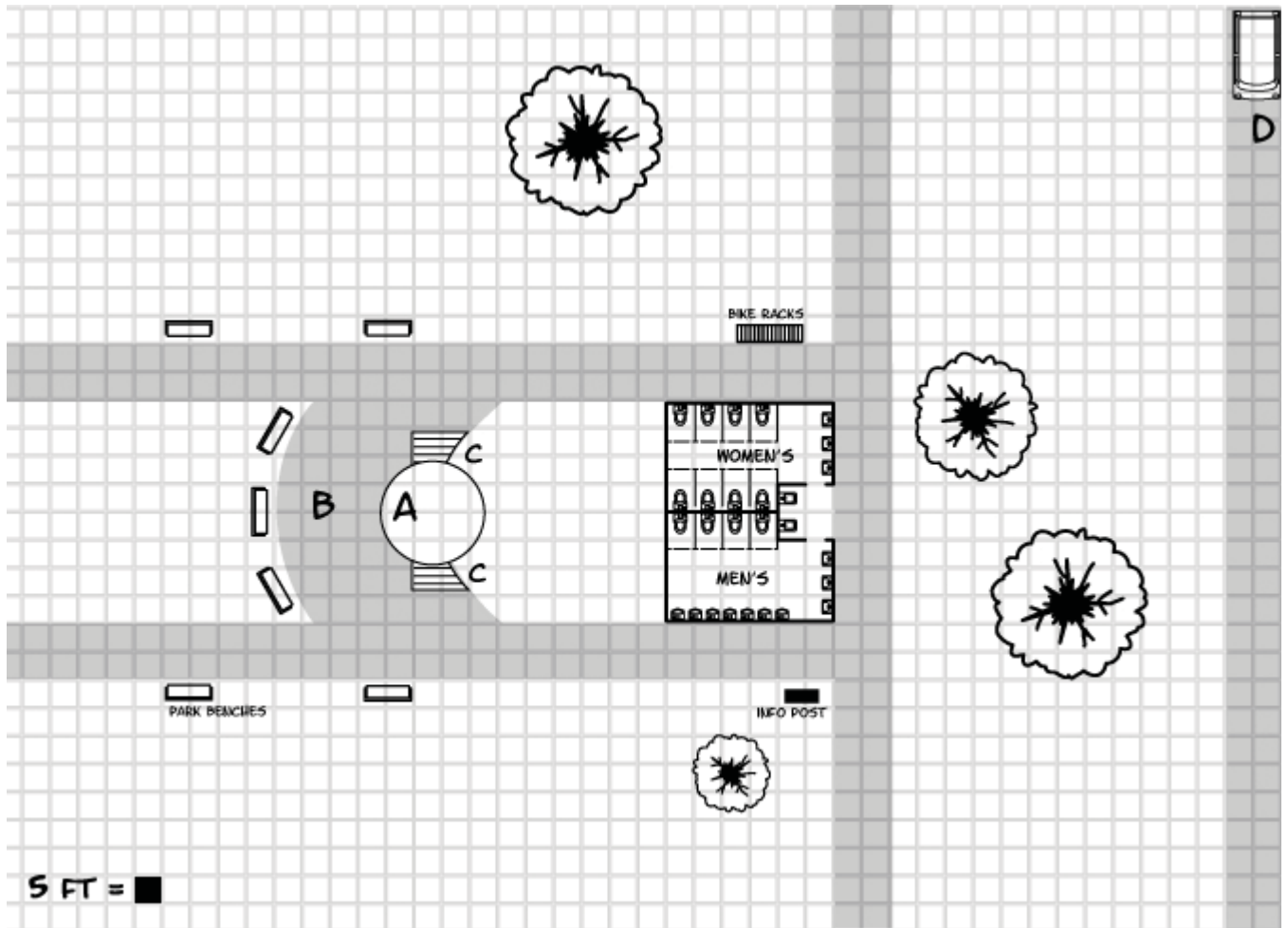
The villains will not kidnap any of the heroes or random bystanders. Professor Phylum is specifically interested in Redleaf and Capuletti because the public associates them both with super-beings (in different ways), yet neither has super powers.

2.5 CRIMINAL REPUTATIONS

If the heroes work with authorities or keep abreast of current events, they might discern that a member of the Gene Pool is the "invisible menace" allegedly responsible for a string of late-night muggings. The heroes also might be aware of Roadkill's criminal partnership with Serenade (although only her sonic attacks are known, not her illusionary abilities).

Sunscar has no prior record, but authorities are aware of his crime-stopping origin story. There are no criminal files on Drifter, Persephone, or anyone named Professor Phylum. Nevertheless, authorities are likely to have jail cells that will inhibit Drifter's teleportation and other powers the villains possess.

Information about villain morale checks appears in Section 3.3.



A. DR. SIMONE REDLEAF
B. AUDIENCE

C. CONCRETE STAIRS TO PODIUM
D. DAN WYATT'S VAN

3. SUPPLY AND DEMAND

3.1 RANSOM DEMANDS

Immediately after the kidnapping attempts, Professor Phylum contacts local police, boasting that an organization called the Gene Pool is responsible for the crimes. Using an untraceable phone, Professor Phylum demands that the authorities deliver a variety of rare chemicals and minerals to the roof of a closed-down diner just outside of town. The items should be left unaccompanied and in marked containers before 6:00 AM the following morning.

During the call, Serenade disguises her voice as the hostage(s) and begs officials to comply with the captors' requests. If the villains did not escape with hostages, Phylum resorts to extortion, making the same demands to prevent the Gene Pool from making further kidnapping attempts.

The list of rare substances Phylum requests includes the experimental chemicals connected to Sunscar's origin. Phylum believes that Sunscar and many other humans who develop powers as adults are, in fact, latent mutants whose origin events merely unleashed dormant abilities they already possessed.

Other requested substances might include the paralysis-regeneration drug Y-12 (used by the Tong organization in **Search for the Sensei**), the supper-alloy Collapsium (Structural Rating = 20; used by the extraterrestrial Kilton in **Most Wanted, Vol. 3**), or any other such previously discussed scientific breakthroughs. The GM should feel free to add other chemicals and minerals from the campaign universe. But whatever they may be, none of the requested materials are available on such short notice.

The evening news informs the heroes that law enforcement officials received ransom demands from the Gene Pool (without revealing specifics). This should cue the heroes to contact the police or government agencies such as CHESSE, FISH, or GIANT, if they haven't done so already. Organizing a stakeout at the diner or planning some other strategy is in the hands of the players.

3.2 RANSOM PICKUP

At 6:05 AM on Sunday, Drifter teleports himself and any other escaped villains from Part 2 to a roof about 50 yards (30") down the road from the diner to check if the coast is clear before teleporting to the diner's roof. There are no other buildings nearby. All heroes and villains receive one day of healing by this time.

If Drifter was previously captured, Sunscar flies to the location. If both villains were captured, Dan Wyatt takes the van and drives any other villains from Part 2 about one block (90") away from the diner, sending Roadkill to leap up to the roof (unless he too was captured). As a last resort, Professor Phylum sends his hippogriff to the area to pick up anything left on the roof – this is a trick they have already rehearsed. (See section 4.3 for stats for the hippogriff.)

3.3 MORALE CHECKS

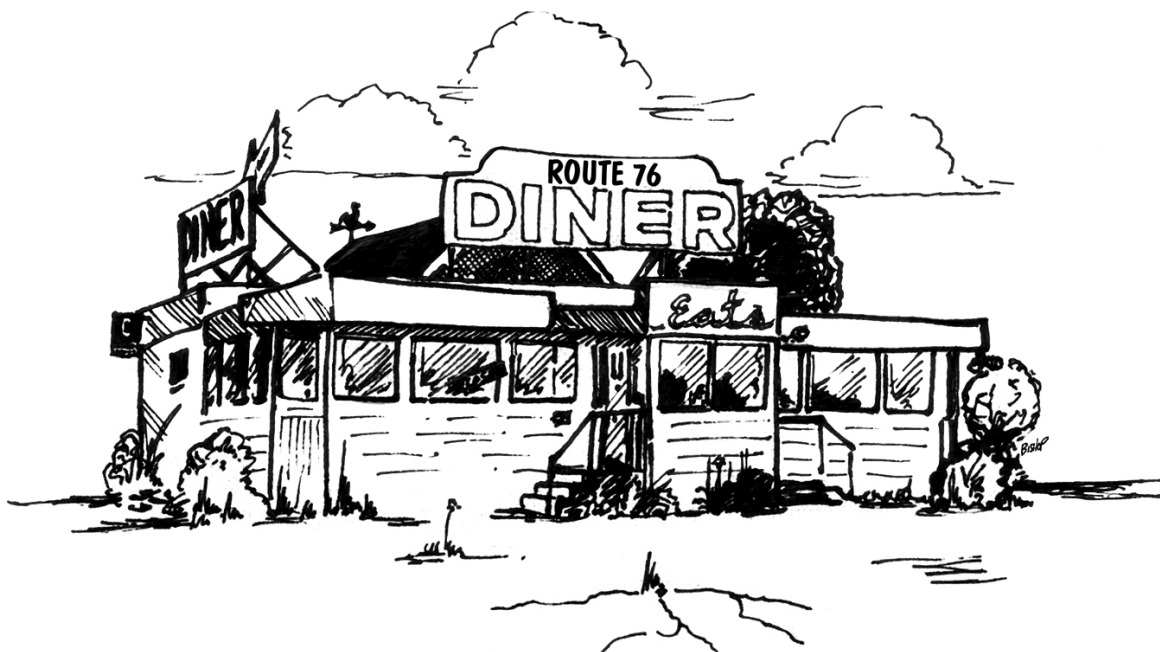
At this point, the GM should check morale for any captured villains to see if they reveal the location of the hostage(s) at Professor Phylum's ranch (Part 4).

Persephone and Sunscar have only average loyalty. Drifter rolls +2 on morale checks. Menace rolls +4 on morale checks, as he believes Professor Phylum might restore his visibility.

Roadkill's morale is +8 while Serenade is at the ranch, and she is equally loyal to him. They have neutral feelings toward the rest of the team.

If captured, Dan Wyatt enters into an agreement with authorities to disclose the location of Professor Phylum's ranch and perhaps reveal other information about the Gene Pool if all potential charges against him are dropped.

If no captured opponents lose morale and the heroes have not arrived at Phylum's ranch, area police receive a call at 4:00 AM Sunday morning. Tired of being called "dunce" for his "run-of-the-mill" intellect, and concerned that Professor Phylum's plans are falling flat, Dan Wyatt tells police that he is being held captive by the Gene Pool and discloses the location of the ranch (see Part 4).



4. RANCH ATTACK

4.1 ARRIVING AT THE RANCH

Located thirty miles outside the city, Professor Phylum's ranch is the headquarters for the Gene Pool. Phylum purchased this reclusive property with money he embezzled from the university where he previously taught.

Exterior walls to the Main Living Quarters and the Science House are built from reinforced brick (Structural Rating 8). Interior walls are standard brick (SR 5).

Exterior walls to all of the Garage and Barn are made of reinforced hardwood (Structural Rating 6). Outside doors to all of the buildings are made of hardwood (SR 3). Unless otherwise noted, outside doors are locked.

4.2 HIDDEN CAMERAS

Surveillance cameras (SR 1) in two trees monitor the property, sending surveillance images to screens in the Monitor Room of the Living Quarters (where Serenade is stationed).

4.3 THE PASTURE

Phylum's pet hippogriff grazes here or flies directly overhead (unless it was captured in Part 3). Each turn the creature has a 30% chance to detect any approaching strangers. Because of their mental link, Professor Phylum (in the Science House) knows immediately if the hippogriff is in danger outside. There are no horses or other farm animals on the property.

Hippogriff

Weight.....	1500
Agility	11
Ferocity	12
Hits.....	30
Accuracy	+1
Damage	1d12
Power.....	41
Movement	182" ground, 500" flying



4.4 THE BARN

The doors are unlocked and slightly ajar. This is where the hippogriff sleeps at night. Any unsuspecting person who approaches must make a successful Detect Hidden roll or save vs. Agility (d20) to avoid falling ten feet down into a pit-trap covered with hay. Determine falling damage normally. Climbing out requires one action, movement, and a 1d100 saving throw vs. Agility or Strength (player's choice).

A ladder can be seen in a corner leading up to the loft which contains only bales of hay and is otherwise empty.

4.5 THE GARAGE

The van (from Parts 2 and 3) and a full-sized car are parked inside. Dan Wyatt and Professor Phylum have the keys to both vehicles. The floor is reinforced concrete (SR 9). The generators that power the ranch are underground.

4.6 LIVING QUARTERS: GROUND LEVEL

A. Foyer: The front door (SR 3) is locked. Inside, this sparsely decorated area opens to the other rooms on the ground floor and the stairs to the upper level.

B. Monitor Room: Serenade rests on a couch (400 lbs. SR 5) watching the wall monitors that display images from the security cameras outside. Upon noticing intruders, Serenade uses sonic illusions to create the sound of the hostages calling out for help from the barn. If no hostages were captured, she imitates the voice of an elderly woman instead. If Roadkill managed to snatch an item of jewelry in Part 2, Serenade now wears it with her costume. Allow heroes a detection roll to recognize the stolen item.

C. Kitchen: Six chairs (50 lbs. SR 2) surround a wooden table (200 lbs. SR 3). The refrigerator (900 lbs. SR 10) and cupboards are well stocked with food.

D. Dan Wyatt's Room: The furnishings include a small bed (600 lbs. SR 5), dresser (400 lbs. SR 5), night table (150 lbs. SR 3), lamp (20 lbs. SR 2), desk (300 lbs. SR 4) and a chair (50 lbs. SR 2). Dozens of scientific journals about genetic mutation rest on shelves.

E. Laundry Room: The villains' uniforms/costumes worn in Parts 2 and 3 are in the laundry basket. The room has a washer (700 lbs. SR 7) and a dryer (700 lbs. SR 6).

F. Bathroom: The women use the downstairs facilities. The bathtub (SR 8) is built into the floor.

4.7 LIVING QUARTERS: UPPER LEVEL

Any escaped villains from Parts 2 and 3 are in their rooms, ready to join the fight against intruding heroes in 1-4 turns. If their costumes were damaged in Parts 2 and 3, they have spares.

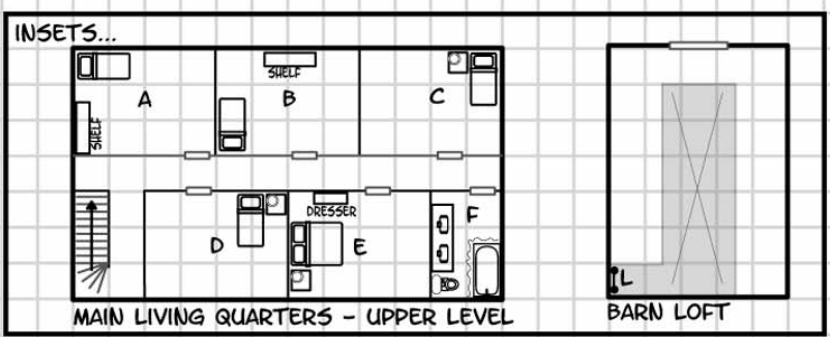
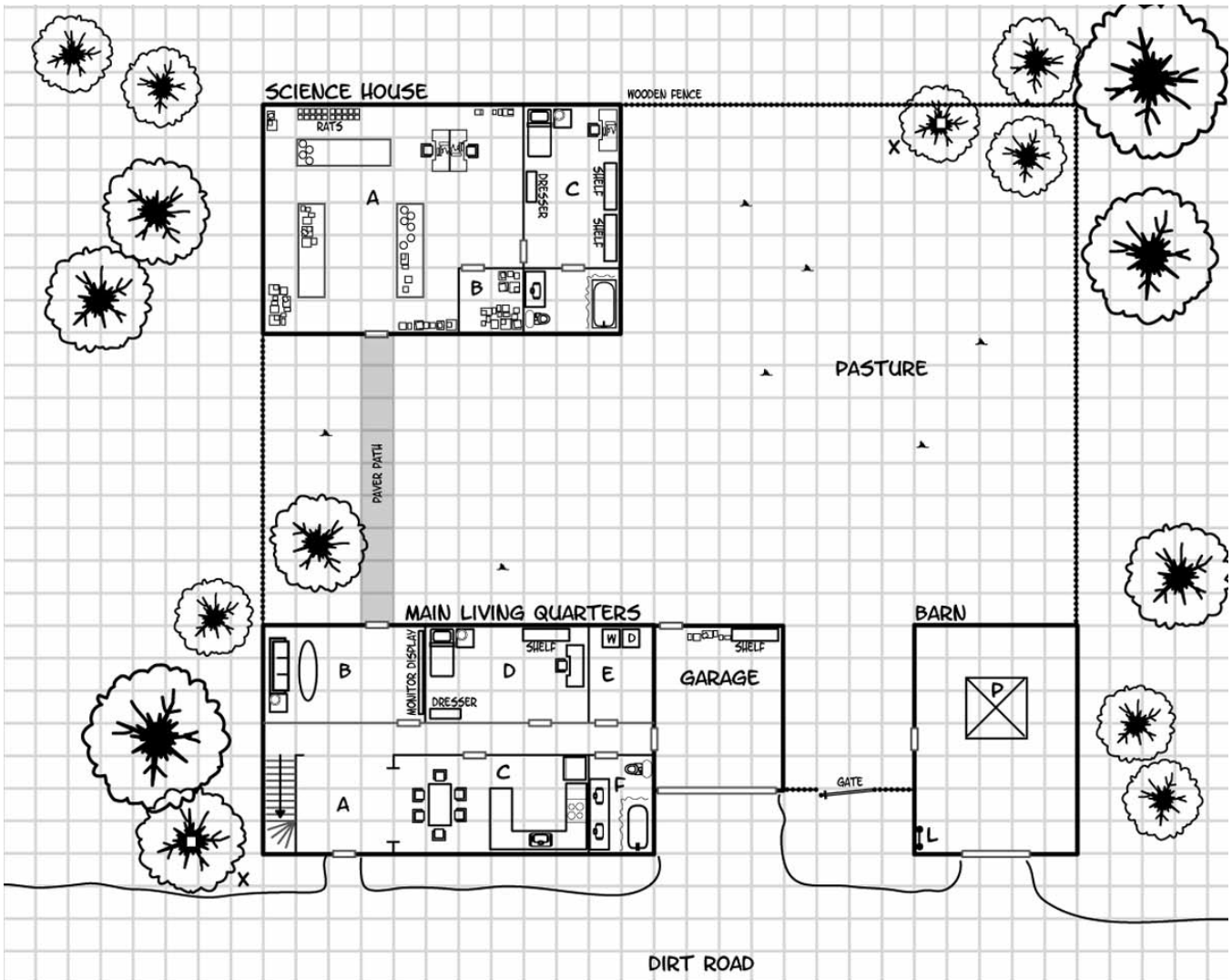
A. Sunscar's Room: Like the other upstairs quarters, the rustic room contains a small bed (600 lbs. SR 5) and little else. All of the villains arrived at the ranch only days ago and haven't fully moved in.

B. Menace's Room: On a shelf rest two wrestling magazines and a photo of Duane Hobson at age 18 (when he was still visible).

C. Drifter's Room: If the Cap'n Cape items were taken during the events of Part 2, they are now here.

D. Persephone's Room: A dog-eared book about Roman mythology lies next to the bed.

E. Roadkill and Serenade's Room: This is the only room with a double bed (750 lbs. SR 6).



L = LADDER FOR BARN TO LOFT
 P = PIT TRAP LOCATED IN BARN
 X = LOCATION OF TREE WITH HIDDEN CAMERA MOUNTED

F. Bathroom: The men use the upstairs facilities. A mirror above the sink is broken. (Menace put his fist through it.)

4.8 THE SCIENCE HOUSE

A. Lab: Dan Wyatt is here (unless he was captured in Part 2 or 3). He is unarmed, but can use an empty beaker as a weapon: attacks HTH +1, damage = HTH + 1, range = Agility.

Along with microscopes and other biochemistry equipment, twenty white rats are in individual cages along one wall of the room. Each metal cage is locked (40 lbs. SR 5). Due to Phylum's preliminary genetic experiments, the lab rats are as large and onerous as gutter rats. If a rat is accidentally set free, a roll equal to or less than Ferocity (d20) means that it tries to bite the nearest person. Otherwise it flees.

Rat

Weight.....4
 Agility18
 Ferocity13
 Hits.....2
 Accuracy+4
 Damage1d4
 Power.....51
 Movement12" ground

There are two computers here, but they contain only notes of the most rudimentary observations and experiments. Phylum's research is located only on the computer in Phylum's Chambers.

B. Supply Room: Professor Phylum is inside, standing guard over Scott Capuletti and/or Simone Redleaf (if taken hostage in Part 2). Duct tape covers their mouths and they are immobilized with heavy ropes (SR 4). Capuletti and Redleaf are both conscious but fatigued.

C. Phylum's Chambers: The room is furnished similarly to Dan Wyatt's quarters in the main building, but connects to a private bathroom. A personal computer on the desk houses all of Professor Phylum's research notes and financial dealings, using an encrypted code that requires an Inventing Point to decipher.

4.9 THE PHYLUM FORMULA

Following the heroes' intervention in Part 2, Professor Phylum rushed ahead with research to develop a serum that triggers powerful mutations in a normal human subject. (It has no effect on those who already have super-powers.)

Phylum carries with him a syringe with a single dose of the Phylum Formula. He must save vs. Agility (d20) to inject the fluid into the vein of Scott Capuletti or Simone Redleaf (GM's choice if both are present). If no hostages are there, Dan Wyatt injects himself with the formula to finally gain his own super powers.

Phylum expects the test subject to gain random superhuman powers AND to follow his commands. But, due to an error in his research, Phylum's formula has unexpectedly disastrous results.

Whoever receives the Phylum Formula undergoes a bizarre transformation between turns. Leaves will cover their skin, and their arms will resemble branches, while they grow to a height of about three stories – automatically breaking through the walls and roof of the Science House. Anyone inside the building must save vs. Agility (d20) or take 1d6 damage from falling rubble. (If no hostages were taken, or if Dan Wyatt and Professor Phylum were stopped, the GM can decide to make one of the lab rats mutate into the Plant-Thing as a delayed reaction to Professor Phylum's preliminary experiments.)

No matter what, the Plant-Thing will be conscious, with full Hit Points and Power. The creature rolls initiative the following turn, along with everyone else.

After one turn, Phylum senses that he cannot control the mutated monster. At this time, he and any remaining members of the Gene Pool flee.

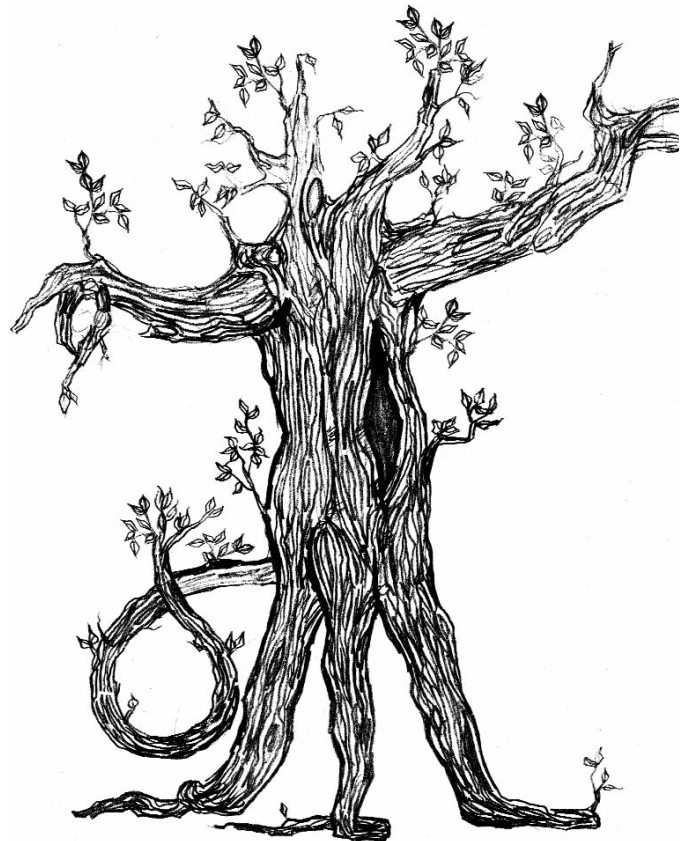
For all of its strength and stamina, the Plant-Thing's low Agility and Accuracy should give the heroes ample opportunity to defeat the creature.

PLANT-THING

Level 4 Side: Neutral

Powers:

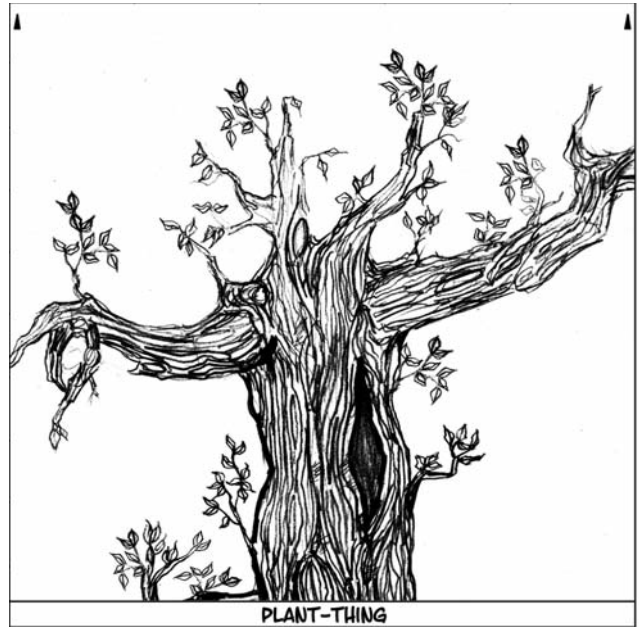
- Plant Powers: Strength +4, Endurance +4, Agility -8
 - Heightened Strength: +12
 - Special: Weight x 2 (Scott Capuletti) or x 3 (Simone Redleaf or Dan Wyatt), with leaves sprouting outward from head to toe.
 - Natural Weaponry: +3 to hit, +6 damage with branch-like arms
 - Lowered Intelligence: -18
- Size Change Larger: Height Factor = 5. Weight Factor = 125.
- Mutant Power: x 6 on all Endurance-based saving throws (treat Endurance as 96). Transmutation attacks do normal damage (where applicable), but cannot change the creature into something else.
- Low Self-Control: With little memory of its previous life or values, the Plant-Thing is mindlessly vicious (Ferocity 20). It cannot roll with damage or retreat. The creature swings at the closest target until everyone in sight is incapacitated. When there is no one around to fight, the Plant-Thing destroys the nearest buildings.



Weight: 45,000 lbs.
 Agility Mod.: -16
 Endurance: 16
 Intelligence: 0
 Reactions from Good: -3
 Hit Mod.: 0.396
 Damage Mod.: -3
 Accuracy: -8
 Carry Capacity: 529,920 lbs.
 Movement Rates: 220" ground
 Detect Hidden: -
 Inventing Points: 0

Basic Hits: 900
 Strength: 28
 Agility: 0
 Ferocity: 20
 Evil: -3
 Hit Points: 357
 Healing Rate: 360/day
 Power: 44
 Basic HTH: 8d10

Detect Danger: 30%
 Inventing: 0



5. THE AFTERMATH

5.1 CHARISMA AND EXPERIENCE AWARDS

The GM should consider rewarding the player-characters an extra point of Charisma for preventing the kidnapping of Simone Redleaf and Scott Capuletti in Part 2, or for safely rescuing both in Part 4. Bonus experience points are in order for recovering any stolen items. Suggested experience point awards for defeating the villains are as follows:

Gene Pool Villain	Experience
Drifter252
Invisible Menace582
Persephone540
Professor Phylum728
Roadkill498
Serenade372
Sunscar408
Hippogriff568
Dan Wyatt122

Defeating the Plant-Thing is worth 3208 experience points.

5.2 WHAT BECOMES OF . . . ?

Whoever becomes the Plant-Thing stays that way unless a qualified biologist or physician makes a successful inventing attempt to reverse the Phylum Formula. The GM should award players extra experience points or a bonus point of Charisma if they develop the cure.

If reactions to the heroes were favorable, Julianne Gates might pull some strings to help finance such endeavors. How the kidnapping attempts and subsequent events shape the futures of Scott Capuletti and Simone Redleaf rests in the hands of the GM.

As for the villains, Roadkill and Serenade are likely to stay together after the adventure (or when they get out of prison). Whether they and the other members of the Gene Pool stay together as a team depends largely upon the outcome of the adventure and the wishes of the GM. Either way, Professor Phylum may well return with another master plan to understand and augment super powers.

5.3 AS SEEN ON TV

Although Scott Capuletti has no super powers, the character he played on television did. At the GM's discretion, the heroes could encounter the TV-version of Cap'n Cape through some extra-dimensional or magical means.

CAP'N CAPE

Identity: Henry Harper
 Sex: Male
 Level: 4

Side: Good
 Age: 31
 Training: Strength

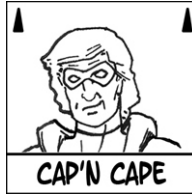
Powers:

1. Heightened Strength B (x2): +42
2. Flight: PR = 1 per hour, standard speed = 810 mph, plus hyper-flight.
3. Body Power: Cap'n Cape can survive in outer space and even speak within a vacuum, PR = 0. (This does not translate to adaption or water breathing.)
4. Cosmic Awareness Device: Requires one action to ask a question and turn over the Magic Eight Ball to read the reply, 54% chance of yielding the correct "yes" or "no" answer, 2 charges per day. Asking additional questions yields the response "Try again later."
5. Special Requirement: He must wear a cape to fly or breathe in outer space. Any cape will do.

Weight: 180 lbs.
 Agility Mod.: -
 Endurance: 15
 Intelligence: 14
 Reactions from Good: +2
 Hit Mod.: 10.296
 Damage Mod.: +1
 Accuracy: +1
 Carry Capacity: 14,307 lbs.
 Movement Rates: 82" ground, 3564' flying
 Detect Hidden: 10%
 Inventing Points: 5.6

Basic Hits: 4
 Strength: 54
 Agility: 13
 Charisma: 16
 Evil: -2
 Hit Points: 42
 Healing Rate: 1.6/day
 Power: 96
 Basic HTH: 2d10
 Detect Danger: 14%
 Inventing: 42%

Origin and Background: When he reunited a lost cat with its owner, Henry Harper (played by Scott Capuletti) received an amazing reward. The cat belonged to a retired magician who granted Harper 'the strength of a Titan so great, the power of flight with a cape, and an orb with the wisdom of fate.' As Cap'n Cape, most of his adventures involve rescuing people in emergencies rather than facing hardened super-criminals.



Combat Tactics: Cap'n Cape usually avoids direct combat, preferring to intimidate opponents through great feats of strength, such as lifting cars and moving boulders. When he does fight, the hero usually punches first and evades second.

Because the Magic Eight Ball is only slightly more reliable than flipping a coin, he usually leaves it at home.

SUPPORTING CAST

SCOTT CAPULETTI

Television Actor (Cap'n Cape)

Level: 1	Side: Good
Age: 36	Weight: 180
Strength: 12	Endurance: 12
Agility: 13	Intelligence: 12
Charisma: 12	Hits: 10
Power: 49	Damage: +1
Accuracy: +1	Carry Cap.: 264
Movement: 37"	
HTH: 1d6	



DAN WYATT

Assistant to Professor Phylum

Level: 1	Side: Evil
Age: 26	Weight: 120
Strength: 12	Endurance: 12
Agility: 13	Intelligence: 16
Charisma: 10	Hits: 8
Power: 53	Damage: +2
Accuracy: +1	Carry Cap.: 176
Movement: 37"	
HTH: 1d4	

DEREK DOUGLAS

Owner of Dugout Books

Level: 1	Side: Good
Age: 51	Weight: 190
Strength: 10	Endurance: 10
Agility: 10	Intelligence: 13
Charisma: 12	Hits: 5
Power: 43	Damage: -
Accuracy: -	Carry Cap.: 190
Movement: 30"	
HTH: 1d4	



JULIANNE GATES

Real-Estate Agent

Level: 1	Side: Good
Age: 47	Weight: 130
Strength: 9	Endurance: 11
Agility: 10	Intelligence: 14
Charisma: 14	Hits: 4
Power: 44	Damage: -
Accuracy: -	Carry Cap.: 119
Movement: 30"	
HTH: 1d3	



SIMONE REDLEAF

Sociologist

Level: 1	Side: Good
Age: 31	Weight: 120
Strength: 12	Endurance: 12
Agility: 11	Intelligence: 13
Charisma: 9	Hits: 6
Power: 48	Damage: -
Accuracy: -	Carry Cap.: 176
Movement: 35"	
HTH: 1d4	



THE GENE POOL

Formed by Tyson Plum (a.k.a. Professor Phylum), the Gene Pool is a group of relatively new super-villains who either were born with mutant powers or underwent mutations later in life.

In exchange for their help, Phylum promises to augment the powers of his teammates.

DRIFTER

Identity: Russell Sturgeon Side: Evil
Sex: Male Age: 25
Level: 2 Training: Intelligence

Powers:

1. Telekinesis (x2): TK capacity = 520 lbs., range = 52"; attacks as HTH, damage = 1d8 with TK waves, moves objects at a maximum speed of 52" (+1d4 velocity damage with controlled objects). PR = 1. TK defense requires one action and one power point to set up, PR = 1 for every attack repulsed.
2. Teleportation: range = current power x 1000"; PR = 4.
3. Willpower B: x4 teleportation cargo capacity at no extra power cost, letting Drifter transport up to 1120 lbs. along with him. Slight physical contact is all he needs to bring along objects or "passengers."

Weight: 160 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 13
Endurance: 13	Agility: 13
Intelligence: 14	Charisma: 12
Reactions from Good: -1	Evil: +1
Hit Mod.: 2.4024	Hit Points: 10
Damage Mod.: +1	Healing Rate: 1.2
Accuracy: +1	Power: 53
Carry Cap.: 280 lbs.	Basic HTH: 1d6
Movement Rate: 39" ground	
Detect Hidden: 10%	Detect Danger: 14%
Inventing Points: 2.8	Inventing: 42%

Origin and Background: Deeply in debt and about to be evicted, Russell Sturgeon wagered his remaining savings at a casino roulette table one night in a desperate attempt to break even. To his astonishment, the wheel abruptly stopped on his number – three times in a row. When a sore loser violently accused him of cheating, Russell's "mind over matter" powers emerged in full as he telekinetically threw the bruiser against a wall, then instinctively teleported back home.

Combat Tactics: Drifter activates his TK defense at the beginning of a fight. He combines teleportation and telekinesis to surprise opponents and attack from behind.

INVISIBLE MENACE

Identity: Duane Hobson Side: Evil
Sex: Male Age: 21
Level: 3 Training: Strength

Powers:

1. Heightened Expertise Skill: +4 to hit with unarmed HTH attacks.
2. Heightened Strength B: +18
3. Invulnerability: 6 points
4. Invisibility: Permanent. Standard clothing becomes invisible after only one phase, but most carried objects remain visible unless he can enclose them in his palm. PR = 0.



Paraphernalia: Menace wears a narrow electronic cuff (Structural Rating 6) wrapped around his left ankle. The device records vital signs and data about his invisible biochemistry that might help Professor Phylum to develop a "cure," possibly allowing Menace to become visible again at will. When someone makes a successful Detect Hidden roll to locate Menace, it usually means that they have spotted the ankle cuff.

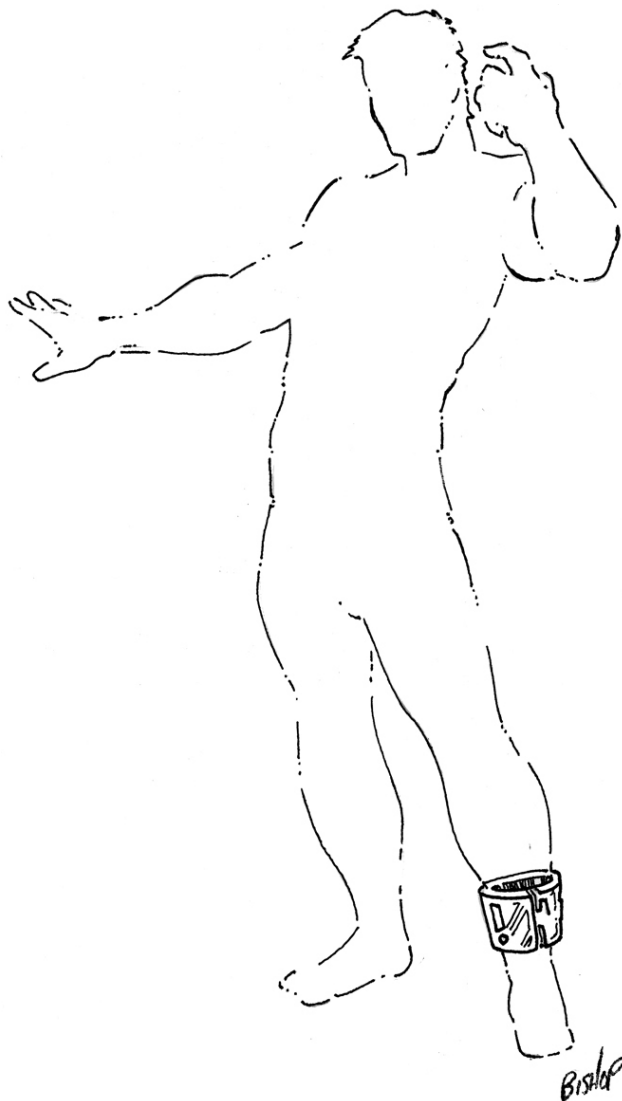
Weight: 170 lbs.
 Agility Mod.: -
 Endurance: 15
 Intelligence: 12
 Reactions from Good: -1
 Hit Mod.: 6.1776
 Damage Mod.: +1
 Accuracy: +1
 Carry Cap.: 2,193 lbs.
 Movement Rate: 60" ground
 Detect Hidden: 10%
 Inventing Points: 3.6

Basic Hits: 4
 Strength: 32
 Agility: 13
 Charisma: 13
 Evil: +1
 Hit Points: 25
 Healing Rate: 1.6/day
 Power: 72
 Basic HTH: 1d12

Detect Danger: 14%
 Inventing: 36%

Origin and Background: When he didn't land a college wrestling scholarship and wasn't good enough to turn pro, Duane Hobson felt like he'd been cursed. Overdosing on an unknown combination of street drugs, Duane was sure he had died when he woke up two days later inexplicably invisible. But with more strength now than he ever dreamed possible, Duane saw a new chance to prove himself – as a criminal. After a string of muggings, with no one seeing their attacker, police and press dubbed him the "invisible menace."

Combat Tactics: Because of his wrestling skills and advantages from invisibility (see rules, page 14), Menace does not use brawling objects in battle.



PERSEPHONE

Identity: Roslyn Malloy
 Sex: Female
 Level: 3

Side: Evil
 Age: 23
 Training: Endurance

Powers:

1. Heightened Charisma B: +17
2. Heightened Endurance B: +17
3. Body Power: With an "icy stare" Persephone can direct cold-beams from her eyes, attack type = Ice Powers, range = 9'; damage = 1d12 plus ice generation (see rules, page 13), PR = 5. Her skin automatically defends as Ice Powers, but does not generate any ice armor, PR = 0.

Weight: 120 lbs.
 Agility Mod.: +2
 Endurance: 29
 Intelligence: 15
 Reactions from Good: -5
 Hit Mod.: 6.3640
 Damage Mod.: +2
 Accuracy: +1
 Carry Cap.: 306 lbs.
 Movement Rate: 55" ground

Basic Hits: 3
 Strength: 13
 Agility: 13
 Charisma: 27
 Evil: +5
 Hit Points: 20
 Healing Rate: 2.4/day
 Power: 70
 Basic HTH: 1d6

Detect Hidden: 12%
Inventing Points: 4.5

Detect Danger: 16%
Inventing: 45%

Origin and Background: Roslyn Malloy ran away from her abusive family as a teenager, and turned to theft and prostitution to survive on the street. When stranded outside one night during a deadly blizzard, Roslyn began to change. As her hair turned snow-white and her skin turned light blue, the young woman suddenly felt at home in the cold and confident in herself. Identifying with a mythological goddess indirectly associated with winter, she now answers to the name Persephone.

Combat Tactics: Persephone looks for weaker opponents who are unlikely to break free when encased in ice. If forced to escape, she may generate ice to block exits.

PROFESSOR PHYLUM

Identity: Tyson Plum
Sex: Male
Level: 4

Side: Evil
Age: 28
Training: Strength

Powers:

1. Body Power: x2 Intelligence with enlarged brain and skull.
2. Psionics: range = 40"; attacks as Mind Control, mentally paralyzes opponents, making them unable to move or attack. Flying characters simply hover in place. PR = 7 per attack. Victims save vs. Intelligence (d100) between turns to snap out of the trance. This power has no effect on animals and other non-sentient beings.
3. Psionics: He automatically overhears all information that others communicate through telepathic broadcasts or via a telepathic switchboard within a 400" radius, PR = 0. This power does not allow Professor Phylum to project his own thoughts.
4. Pet: Hippogriff. Phylum and the eagle-horse can sense each other's general whereabouts and if the other is in immediate danger or pain.

Weight: 160 lbs.

Agility Mod.: -

Endurance: 12

Intelligence: 40

Reactions from Good: -1

Hit Mod.: 3.64

Damage Mod.: +6

Accuracy: +1

Carry Cap.: 203 lbs.

Movement Rate: 36" ground

Detect Hidden: 28%

Inventing Points: 12.0

Basic Hits: 4

Strength: 11

Agility: 13

Charisma: 13

Evil: +1

Hit Points: 15

Healing Rate: 1.2/day

Power: 76

Basic HTH: 1d4

Detect Hidden: 32%

Inventing: 120%

Origin and Background: Tyson Plum became fascinated by the subject of mutation at an early age, after witnessing a horse on his family's farm give birth to an offspring with the head and wings of a bird.

Ten years later, while working in a biology lab during graduate school, he embezzled money to fund secret experiments that enlarged his own brain. Longtime friend, Dan Wyatt (who he now treats as a flunky), was the only one who knew Tyson's secret.

Now calling himself Professor Phylum, the super-genius wants to further understand biologically based powers. The research is important to him above all else in life.

Combat Tactics: Phylum tries to psionically paralyze opponents who seem physically strong but mentally weak. The hippogriff usually attacks flying opponents first, but it will still instinctively follow Phylum's general wishes. The animal can carry Phylum away in an emergency.



ROADKILL

Identity: Tom Devlin
Sex: Male
Level: 3

Side: Evil
Age: 22
Training: Endurance

Powers:

1. Mammal Powers:

- A. Heightened Agility A: +14
 - B. Heightened Senses: Acute hearing, x3 on detection rolls.
 - C. Natural Weaponry: +3 to hit, +6 damage kicking, with bonus ability to leap up to 8" high and 16" across.
 - D. Speed Bonus: +80" ground
2. Heightened Defense: -4 to be hit when aware of attacks

Weight: 150 lbs.

Agility Mod.: -

Endurance: 14

Intelligence: 12

Reactions from Good: -1

Hit Mod.: 5.1744

Damage Mod.: +3

Accuracy: +5

Carry Cap.: 270 lbs.

Movement Rate: 135" ground

Basic Hits: 3

Strength: 13

Agility: 28

Charisma: 12

Evil: +1

Hit Points: 16

Healing Rate: 0.9/day

Power: 67

Basic HTH: 1d6

Detect Hidden: 30%
Inventing Points: 3.6

Detect Danger: 42%
Inventing: 36%

Origin and Background: Tom Devlin began snatching purses and wallets in his teens. But, he gained super powers in his early twenties when he was attacked by a rabid rabbit on a hike. (It's a story he tries to keep under wraps.) Roadkill met Serenade one year ago when they both showed up in costume to rob the same bank at the same time. They've been an item ever since.

Roadkill has recently taken to painting a large red cross mark on his chest after each successful job. This is best understood as being like "checking off a box" on a score sheet or card.

Combat Tactics: Roadkill has a wild fighting style, usually leaping to a different opponent with each action, and attacking with his kick-boxing abilities.



SERENADE

Identity: Charlotte O'Hearn Side: Evil
Sex: Female Age: 24
Level: 3 Training: Sonic accuracy

Powers:

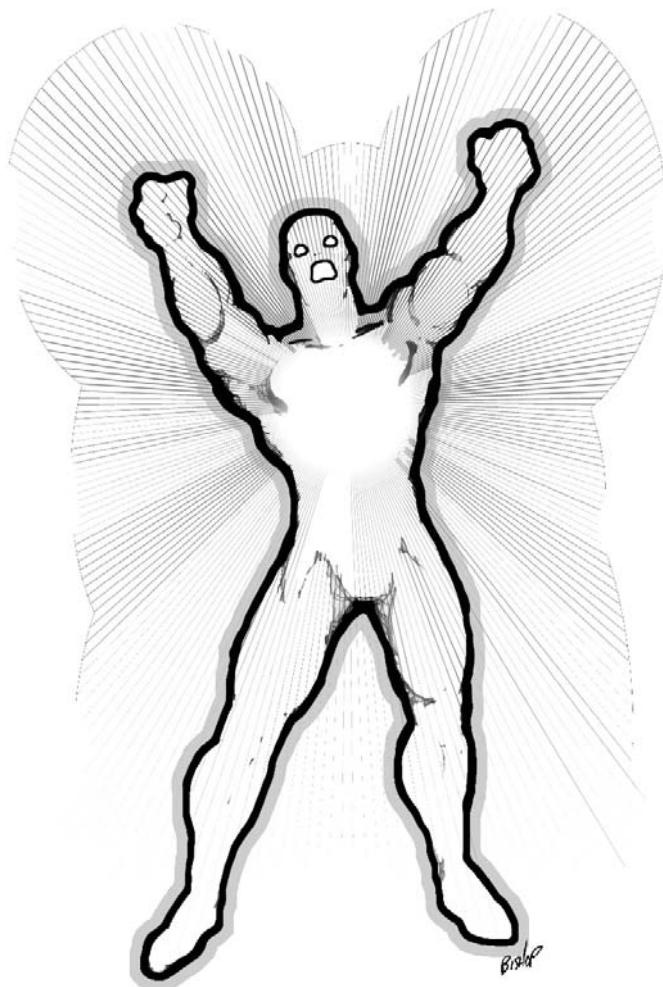
1. Heightened Expertise: +4 to hit with sonic attacks.
2. Sonic Abilities: range = 24", damage = 1d12, with a 12% chance of destroying an object with a special attack, PR = 1.
3. Illusions A: audible and psionic, requires one action, PR = 2 per turn. Serenade is a skilled impressionist, trained to imitate the sounds of others. She can use this power to "silence" her sonic abilities, attacking at frequencies most humans can't hear, but inflicting full damage just the same.

Weight: 120 lbs.
 Agility Mod.: +2
 Endurance: 13
 Intelligence: 13
 Reactions from Good: -1
 Hit Mod.: 2.9568
 Damage Mod.: +1
 Accuracy: +2
 Carry Cap.: 182 lbs.
 Movement: 40" ground
 Detect Hidden: 10%
 Inventing Points: 3.9

Basic Hits: 3
 Strength: 12
 Agility: 15
 Charisma: 14
 Evil: +1
 Hit Points: 9
 Healing Rate: 0.9/day
 Power: 53
 Basic HTH: 1d4
 Detect Danger: 14%
 Inventing: 39%

Origin and Background: The daughter of a struggling ventriloquist and an overworked opera star, Charlotte O'Hearn inherited both parents' audible talents – and then some. She honed her superhuman abilities as a vandal, using special attacks to destroy property with high-pitched sonic attacks. As Serenade, she regards all the world as a stage, and committing crimes as a form of art.

Combat Tactics: Serenade alternates between attacking with her sonic abilities and using illusions to confuse her enemies. For example, she may create the impression of Menace's voice shouting epithets off to the side so opponents attack thin air instead of attacking her.



SUNSCAR

Identity: Ian Vang
 Sex: Male
 Level: 3

Side: Evil
 Age: 26
 Training: Agility

Powers:

1. Flight: Max. speed = 182 mph, PR = 1 per hour of flight.
2. Light Control: range = 34"; damage = 2d8 or blinding light, PR = 1 per attack. Requires one action to "light up" defense, PR = 1 plus 1 between turns.
3. Heightened Attack: +3 damage on all attacks.
4. Absorption: For every Hit Point he drains from an opponent (with his light lasers or HTH attacks), Sunscar heals one Hit Point of damage (up to his normal maximum). The color of light he generates as a defense or with attacks reveals his current condition.

Hit Points

12 points
 10-11 points
 07-09 points
 04-06 points
 01-03 points

Percentage

100% of total hits
 76-99% of hits
 51-75% of hits
 26-50% of hits
 01-25% of hits

Color

Red
 Red-Orange
 Orange
 Orange-Yellow
 Yellow

Weight: 170 lbs.
 Agility Mod.: -
 Endurance: 14
 Intelligence: 12
 Reactions from Good: -
 Hit Mod.: 2.9568
 Damage Mod.: +1
 Accuracy: +2
 Carry Cap.: 308 lbs.
 Movement Rates: 44" ground, 801" flying
 Detect Hidden: 10%
 Inventing Points: 3.6

Basic Hits: 4
 Strength: 13
 Agility: 17
 Charisma: 11
 Evil: -
 Hit Points: 12
 Healing Rate: 1.2/day
 Power: 56
 Basic HTH: 1d6
 Detect Danger: 14%
 Inventing: 36%

Origin and Background: Security guard Ian Vang was investigating a break-in at the industrial plant where he worked, when two burglars knocked a vat of phosphorescent chemicals on top of him. As his body began to glow from exposure to the experimental fluids, Vang amazingly flew after the crooks and stopped them with laser blasts. Although he fashioned himself a hero at first, Sunscar decided that being a criminal might be more lucrative.

Combat Tactics: Sunscar prefers to fire lasers down on opponents while flying out of reach. He keeps his light defense on during battle, and saves blinding attacks for special occasions.