

BOILING POINT CONVERSION GUIDE

MUTANTS AND MASTERMINDS

This guide will help you in adapting Boiling Point to the Mutants and Masterminds 3rd Edition game system. Please be aware that this conversion assumes a high powered game (PL10). In the event you run a lower powered game consider lowering the Difficulty Class of skill checks by 2 or 3 per tier. Additionally, follow the advice included with the various NPCs for possible ways to adjust their numbers to avoid overpowering the heroes.

You will find all mechanical elements listed below in order of their appearance in the book including suggested methods of action, new powers, and NPCs.

For converting loot values to Power Points, power interaction rules, and have to convert goals please visit www.baseraiders.com/downloads/ to get the core conversion documents.

Taskforce Darknet

Rebecca Walling (Page 10-11)

Social Approach

Rebecca has nothing to hide from the PCs if they contact her directly. Have whichever PC contacts her first make a Persuasion check. A result of 15 or higher moves Rebecca from Indifferent to Favorable and a 25 or higher moves her to Helpful. A Deception check has similar results, depending on who or what the player

claims to be. She will tell the ad she found (Handout #1) to any PC who asks, even if she is Indifferent, and will provide additional information at higher attitudes.

Stealth

Rebecca's apartment is shockingly under protected with only conventional locks on her windows and doors. Slipping in undetected is a DC 12 Stealth check. If Rebecca is home then it is instead an opposed Stealth check against her +5 Perception skill (normally it would be higher but she is currently midway through her treatment and distracted).

A DC 10 Technology check is all that is required to bypass her computer's passwords and reveal her communications with Lukas regarding "Baamph".

A DC 10 Investigation check reveals that substance can be found on "Agora" and the ad (Handout #1). Additional degrees of success reveal more information about Agora, the illegal powers digital marketplace. With two degrees of success the player has the option of registering an account on the service themselves.

Lukas' Apartment (Page 11-13)

Compiling a list of people named "Lukas" is an Investigation check. A result of 10 gets the list of names and addresses while a 15 reduces it to likely suspects and 20 finds the only possible candidate.

Anyone approaching the apartment should make a DC 15 Perception test to notice that there are people

watching the apartment already. Characters with active super senses should ignore this and succeed automatically.

Cautious investigation

Sneaking around the back of the apartment is a Stealth check opposed by the +3 Perception of the FBI agents.

Direct investigation

The apartment is conventionally secured. DC 10 Technology or fitting Expertise check will get inside. If the PCs do this within view of the FBI (see opposed test above) then the FBI will begin tracking the PCs as well, especially if they display the use of powers.

Check out the car

Actually approaching the car with the FBI agents is more difficult than moving around the apartment unseen. The FBI agents have a +6 Perception check to oppose any Stealth checks directly approaching their vehicle. Getting next to the vehicle reveals its contents and a DC 15 Perception check spots the images on the open laptop. Hacking powers can be used to access the laptop.

Misdirect the agents

The car is a conventional car; DC 10 Technology test to pick the locks or a DC 10 Strength check to break a window. A sufficiently strong hero (lifting Strength 8 or more) can literally carry the car away though this is not the most subtle approach. Cracking the laptop security requires a DC 10 power test from a suitable power or a DC 20 Technology check.

Caught by the FBI!

A Perception check against DC 15 while in custody will reveal a new Handout to the players.

Teleporting

A character with Intelligence 6 or higher can crunch the numbers in their head while a DC 15 Investigation check will allow a more average hero to look the locations up online using a mapping service.

NPCs (Page 15-17)

FBI Agents

PL4

STR 1, STA 2, AGL 1, DEX 1, FGT 3, INT 2, AWE 2, PRE 2

Equipment: Bulletproof vest (+4 Toughness vs. Ballistic), heavy pistol, cell phone.

Advantages: Defensive Roll, Equipment 2.

Skills: Athletics 4 (+5), Deception 2 (+4), Expertise: Behavioral Sciences 3 (+5), Expertise: Civics 2 (+4), Expertise: Current Events 2 (+4), Expertise: Government Agent 3 (+5), Expertise: Streetwise 2 (+4), Intimidation 4 (+6), Investigation 6 (+8), Perception 3 (+5), Persuasion 3 (+5), Ranged Combat: Chosen Weapon 4 (+5), Technology 2 (+4), Vehicles 4 (+5).

Offense: Init +1, Unarmed +3 (Damage 1), Pistol +5 (Ranged Damage 3).

Defense: Dodge 5, Parry 5, Fortitude 3, Toughness 3/2, Will 3.

Totals: Abilities 28 + Advantages 3 + Skills 22 + Defenses 8 = 61 points

Leatherbacks Biker Gang

PL 3

STR 2, STA 2, AGL 1, DEX 1, FGT 2, INT 0, AWE 0, PRE -1

Equipment: Leather jacket (+1 Toughness), light pistol, cell phone, motorcycle.

Advantages: Equipment 4.

Skills: Athletics 4 (+6), Expertise: Drug Traffic 4 (+4), Expertise: Criminal 2 (+2), Expertise: Streetwise 4 (+4), Expertise: Motor Cycles 2 (+2), Intimidation 4 (+3), Stealth 2 (+3), Vehicles 4 (+5).

Offense: Init +1, Unarmed +2 (Damage 2), Pistol +1 (Ranged Damage 3).

Defense: Dodge 2, Parry 2, Fort 4, Tou 3/2, Will 0.

Totals: Abilities 14 + Powers 0 + Advantages 4 + Skills 13 + Defenses 3 = 34 points

Lukas, the drug dealer

PL4

STR 0, STA 0, AGL 1, DEX 1, FGT 1, INT 2, AWE 2, PRE 2

Equipment: Heavy jacket (+1 Toughness), light pistol, cell phone.

Powers: Teleport 10 (about 4 miles), Change Velocity.

Advantages: Contacts, Equipment 2, Improved Initiative 2, Move-By Action.

Skills: Athletics 4 (+4), Expertise: Criminal 4 (+6), Expertise: Streetwise 6 (+8), Expertise: Current Events 4 (+6), Perception 4 (+6), Stealth 2 (+3), Vehicles 4 (+5).

Offense: Init +9, Unarmed +1 (Damage 0), Pistol +1 (Ranged Damage 3).

Defense: Dodge 3, Parry 3, Fort 2, Tou 1/0, Will 2.

Totals: Abilities 18 + Powers 21 + Advantages 6 + Skills 14 + Defenses 6 = 65

Boiling Point

Researching Hot Water (pages 31-35)

A DC 10 Investigation check reveals all of the basic facts about Hot Water. Three degrees of success (DC 25) also reveals the listed rumors regarding the Ideal hero. A fitting Expertise skill can substitute for the Investigation check at GM discretion.

Finding the Boiler (Page 37-39)

Magic Portal:

An Expertise: Magic or similar skill check against DC 20 will sense the presence of a magical portal nearby. Application of the Ritualist Advantage and Expertise: Magic can even access the portal to enter the base. Alternatively any magical movement powers (such as teleportation) can lock on and use the portal as an exit point.

Secret Passage:

Spotting the secret passage is a Perception check with a DC of 20. Sensory skills that let heroes see through water easier lower this to 15. If an aquatic hero is in the party and actually swims the area the DC is only 10.

Emergency Exit:

Noticing the hidden emergency exit is a DC 30 Perception check normally but using Investigation (DC 20) before leaving the city to research rumors of the base's location lower than DC to 20.

Ripping the hatch open:

A character with a lifting Strength of 7 or higher can pull the door open. Resisting the resulting torrent of water is a DC 20 Athletics check.

Mechanically triggering the hatch:

A DC 20 Technology test can force the door to open itself, causing it to drop inwards. The Athletics check to avoid being sucked in is the same.

New Power Source: Easy genetic Manipulation Oven (Page 40)

24 points

Healing 5. Immunity 20 (Sustained, dynamic array with 5 slots). Removable (-2 per 5, easily disarmed).

New Power Source: Advanced Kinetic Energy Challenge Machine (Page 40)

15 points

Enhanced Trait 5 (Dodge). Move Object 5 (Damaging, Limited Direction (away from user)). Leaping 5 (250 ft). Removable (-2 per 5, easily disarmed).

Meeting Hall (page 43)

Turning the tablets back on is a simple DC 10 Technology check. However, trying to remove them without damaging them is a DC 20 Technology check. Failure results in a damaged tablet while failure by two degrees or more results in a destroyed tablet.

Magic Portal

Opening the doorway into the magic portal room can be done with a DC 15 Technology test to bypass the door locks. The doors will also respond to magical power; a DC 10 Power check using a magical ability opens the doors as well.

Docking Facility (Page 44-47)

Moon pool doors:

Opening the doors using the access terminal is a DC 20 Technology test. Forcing the doors open requires an effective Strength of 8 or higher. They can be blasted open by reducing them to 'incapacitated' through attacks. The doors have Impervious Toughness 10.

The Grabber

Accessing a control panel to manipulate the Grabber requires a Technology of varying difficulty (see below). More than one player may activate a Grabber function each round but they must each use a different panel and make a separate skill check.

Selachius warriors do not use the Grabber but if any science caste are present in the Hangar during a conflict with the PCs they will make use of the device, possibly even overloading it to cover a Selachius retreat.

Clear debris: Technology DC 10

This instructs the Grabber to grab and crush foreign matter. This is a Rank 10 Area Damage effect with a Line shape (5ft by 30ft) (Dodge check DC 20 for half damage, resist damage as normal).

Relocate: Technology DC 15

This instructs the Grabber to seize and move a single object to another place in the Hangar. Dodge check

DC 20 to avoid. This does not damage the target.

Overclock system: No check required

This is as simple as hitting all of the buttons on the control panel at once. The Grabber overloads and tries to grab, move, and smash everything at once.

On Initiative 0 the Grabber makes a Rank 10 Area Damage attack with a Perception shape, hitting everything in the Hangar that it can detect with its sensors (visual). Powers or Advantages that block sight or electronic senses render one a non-target otherwise it is a Dodge check DC 20 for half damage, resist damage as normal.

On its turn on the third round of frantic attacking the Grabber breaks and shuts itself down requiring extensive repairs before operating farther. A Technology check DC 20 can stop the machine's shut down and restore normal function any time before Initiative 0 on the third round.

Removing an arm from the Grabber can be done in a single action with Strength 7 or higher. Removing two of the arms carefully takes an hour and a Technology check at DC 15. Either process renders the Grabber itself inoperable.

Power Source: Grabber Arm (page 46)

12 points

Elongation 2. Damage 9 (Area: Line). Removable (-2 per 5, easily disarmed).

Below the Boiler (Page 47)

Any unprotected character who moves from the docking facility to the Selachius Outpost gains the Fatigued condition when they enter a decompressed area. Someone going from the Selachius Outpost to the Bermuda Pyramid gains the Exhausted condition.

The Selachius Outpost (Page 48-52)

The Doors

The water tight doors on the outside of the Outpost can be forced open with an effective Strength 7 or higher. A DC 20 Technology check can also open the doors. Many security doors can be found inside of the Outpost itself. These have complex alien locks. Intelligence 6 or higher heroes can solve the coded lock with within one minute (higher Intelligence reduces this time per the "Ranks & Measures" chart). Bypassing the lock entirely

is a DC 25 Technology check. Interior security doors are very tough, requiring effective Strength 9 or higher to tear open. Powers designed to pass through solid matter work normally.

Commander Center: Using the base

While in the command center a DC 15 Technology check allows a hero to impose any one of the following conditions on the occupants of another section of the Outpost: Dazed, Hindered, or Vulnerable. This represents altering environmental controls to inflict adverse conditions.

Count Down Scenario

If the emergency evacuation triggers players must attempt Athletics or Acrobatics skill checks against DC 15. Count each who succeeds and each who fails. If a hero has a movement power that would reasonably allow them to escape the Outpost quickly than they automatically succeed.

If more than half of the characters succeed then the group was able to escape the primary blast area and gets to watch the explosion.

If half or more failed then the party is caught in the edge of the explosion. Everyone gained the Staggered condition and the party is either forced upwards (splashing out onto the surface) or downwards (slamming into the Bermuda Pyramid below). Any unprotected characters are affected by the pressure as per the pressure rules above.

The Dark Depths (Page 52)

As the heroes move deeper down they begin to be assailed by strange sights and sounds. The dimensional anomalies present in the water are an attack against Will.

Every hero must make a Will Resistance check against a DC of 15. Success means they are unaffected.

Failure by one degree grants the Entranced condition. Failure by two degrees grants the Stunned condition. Failure by three degrees or more grants the Transformed condition.

If a player is Transformed, the GM must select one of the character's powers and replace it with an alternate power (following the alternate powers rules) with a theme of dimensional mutation. Bodily alterations are encouraged. Characters may begin to attempt recovery only after they leave the deep water, either by

entering the Bermuda Pyramid or by returning to the surface.

The Bermuda Pyramid (Page 52-56)

Airlock

Opening the doors using the exterior panel requires a Technology check DC 15. The doors can be forced open using Strength 7 or higher with the obvious flaw that this breaks their water sealing ability. The doors can be opened without a check from the inside if any heroes possess teleportation or phasing abilities.

Security footage

Accessing the security footage stored on the bridge is a DC 15 Technology check.

Negotiating with Dressed-In-Bones

The Shaman begins as Indifferent and so can be improved to Favorable with a DC 15 Persuasion check (Helpful with a 25 or higher result). If he can be raised to Favorable then he will suggest a summit be held to discuss the fate of the planet.

Mess hall horror roll

When entering the mess hall for the first time each hero is subject to a Rank 5 Will Attack. Anyone affected is Impaired and is unable to recover until after leaving the mess hall.

New Power Source: Bone Fetish (Page 55)

16 points

Swimming 5 (250 ft). Immunity 1 (Breath underwater). Communication 2 (Mental; Selective, Area, Limited to ocean creatures). Comprehend 1 (Animals, Limited to ocean creatures). Feature: Hero is unrecognizable as their normal self while transformed.

Complication: Contact with water causes involuntary transformation.

Generator Room

Getting down to the cavern from the generator room requires either a fitting movement power (flight or climbing) or an Athletics or Acrobatics skill check against a DC 10.

The Rift (Page 56-57)

Pulsing Floor

At the end of each round everyone near the floor of

the cavern is attacked with a +5 Attack by the pulsing energies of the floor. On a hit the pulse is a Rank 5 Damage effect.

Craggy Walls

The walls can be climbed with a DC 15 Athletics check. The check must be repeated each round as a movement action to keep from being thrown off of the wall by the pulses or the chaotic winds.

Vibrating Air

Staying in the air with a Flight power requires a DC 10 Power check each round as a free action. Failure forces the hero into one of the other zones at random. Critical failure might even force them to slam against the rift itself (see Eye of the Storm below).

Eye of the Storm

While directly next to the rift there are no special effects. However, touching the rift is a Rank 5 Damage effect.

The Selachius (page57-68)

Selachius Warrior Caste

The most commonly encountered of the Selachius in the bases are warrior caste fighters. These soldiers are six feet tall when hunched, wear full body armored suits, and generally carry both a curved blade for melee combat and an electrical gun for ranged fighting.

PL6

STR 4, STA 3, AGL 2, DEX 4, FGT 4, INT -4, AWE 1, PRE -4

Powers: Damage 1 (Strength-based). Protection 3. Senses 2 (Low-Light Vision, Acute Smell). Immunity (Breath underwater and in alien atmosphere) 2. Swimming 6 (30 MPH).

Advantages: All-out Attack, Power Attack.

Skills: Athletics 4 (+6), Close-Combat: Bite 3 (+7), Perception 5 (+6).

Offense: Init +2, Bite +7 (Damage 5), Slam +4 (Damage 4), Lightning gun +4 (Damage 3).

Defense: Dodge 5, Parry 5, Fortitude 7, Toughness 6, Will 5.

Totals: Abilities 20 + Powers 14 + Advantages 2 + Skills 6 + Defenses 13 = 55 points

Shark-hounds

Work and war animals employed by the warrior caste, shark-hounds appear similar to earth sharks but with

greatly enlarged torsos, heads and mouths, shortened tails, and four stocky legs instead of pectoral fins.
PL6

STR 2, STA 1, AGL 2, DEX 1, FGT 4, INT -4, AWE 4, PRE -4

Powers: Damage 5 (Strength-based). Protection 3. Senses 2 (Low-Light Vision, Acute Smell). Immunity (Breath underwater and in alien atmosphere) 2. Swimming 6 (30 MPH).

Advantages: All-out Attack, Power Attack.

Skills: Athletics 6 (+8), Close-Combat: Bite 1 (+5), Perception 5 (+9).

Offense: Init +2, Bite +5 (Damage 7), Slam +4 (Damage 2).

Defense: Dodge 4, Parry 4, Fortitude 5, Toughness 4, Will 3.

Totals: Abilities 12 + Powers 18 + Advantages 2 + Skills 6 + Defenses 8 = 46 points

Apex Warriors

Apex Warriors are the elite of the warrior caste and have years of fighting experience. They are exceptionally dangerous; the equal of a starting level player. Apex Warriors who become aware of the players are nearby may begin hunting for them, seeing them as prey.

PL 10

STR 10, STA 10, AGL 6, DEX 4, FGT 10, INT 1, AWE 4, PRE 4

Powers: Enhanced Strength 2, Limited to Lifting. Immunity 2 (Breath underwater and in alien atmosphere). Swimming 6 (30 MPH). Movement 1 (Environmental Adaptation: Aquatic). Senses 1 (Low-light Vision). Leaping 10. Senses 10 (Accurate and Analytical Hearing, Danger Sense, Extended Hearing and Vision, Hearing Counters Illusion, Tracking Vision, Ultra-Hearing).

Advantages: Agile Feint, Move-by Action, Power Attack, Ranged Attack 4, Takedown, All-out Attack, Leadership, Fearless, Accurate Attack.

Skills: Acrobatics 6 (+12), Athletics 5 (+15), Expertise (Tactics) 4 (+5), Insight 6 (+10), Intimidation 5 (+9), Perception 6 (+10), Stealth 4 (+10), Tracking 6 (+10).

Offense: Init +6, Slam/Bite/Sword +10 (Damage 10), Lightning Gun +8 (Damage 5)

Defense: Dodge 10, Parry 10, Fortitude 10, Toughness 10, Will 10

Totals: Abilities 98 + Powers 33 + Advantages 12 + Skills 21 + Defenses 10 = 174 points

Science Caste

Noticeably smaller than warriors, science caste Selachius do not wear armor. Instead they wear tight full body suits with lots of belts, loops, and pockets. Players will generally not fight them physically (though they will attempt to fight if required to) but rather must overcome their counter-actions (locking doors, directing security defenses, etc.).

PL3

STR 2, STA 2, AGL 0, DEX 1, FGT 2, INT 6, AWE 4, PRE 0

Equipment: Translation Device, Personal Tablet Computer.

Advantages: Equipment 6, Inventor.

Powers: Damage 2 Bite (Strength based). Immunity 2 (Breath underwater and in alien atmosphere).

Skills: Expertise: Dimensions 2 (+8), Expertise: Previous Invasions 2 (+8), Expertise: Science 6 (+12), Technology 6 (+12), Vehicles 2 (+3).

Offense: Init +0, Bite +2 (Damage 4).

Defense: Dodge 0, Parry 2, Fort 2, Toughness 2, Will 4

Totals: Abilities 34 + Powers 4 + Advantages 7 + Skills 9 + Defenses 1 = 55

Dressed-In-Bones

One of the two central authority figures involved with the invasion, Dressed-In-Bones is a mystic responsible for ensuring that the prey hunted and killed during the coming war is of proper quality and pleasing to the spirits. His skin is jet black except for white and red markings which cover his head and back. Great age is clear from the loose skin and thin frame but a predatory menace hangs in the air about the shark. Though he wears no clothes he is covered by coils and coils of beads made from teeth and bone.

PL10

STR 6, STA 6, AGL 4, DEX 4, FGT 6, INT 8, AWE 7, PRE 7

Powers: Ranged Damage 8 (arcane energy beams). Damage 4 (bite). Sense 2 (Magical Awareness, Radius).

Advantages: Ranged Attack 8, Ritualist, Trance.

Skills: Close Combat 4 (+10), Expertise: Magic 10 (+18), Expertise: Spirits 10 (+18), Insight 6 (+13), Intimidation 4 (+11), Perception 4 (+11), Sleight of Hand 4 (+8)

Offense: Bite/Claw +10 (Damage 10), Arcane beams +12 (Damage 8)

Defense: Dodge 14, Parry 6, Fortitude 6, Toughness 6, Will 12

Totals: *Abilities 96 + Powers 22 + Advantages 10 + Skills 21 + Defenses 15 = 164 points*

Teeth-Always-Shown

A commander in the Selachius equivalent of the military, Teeth-Always-Shown is a survivor of the previous assault on Earth and still carries the facial burn scars given to him by Hot Water. The burns removed much of the flesh on the left side of his face, leaving his many rows of teeth exposed and prompting his new name. When the rift began to allow passage once more he convinced the Council of Spirits to allow him to attempt another invasion of Earth but they only allowed a small expedition until Teeth-Always-Shown could provide evidence that prey and not predators could be found. Teeth-Always-Shown has been slowly taking control of the trench and the base. While he is personally convinced Hot Water and other heroes are no more he must provide proof to the council, which is why he is searching for information on Ragnorak. The Commander wears an enhanced version of Apex Warrior armor that is adorned on the shoulders by glowing anemones and decorative corals.

PL12

STR 10, STA 14, AGL 4, DEX 3, FGT 6, INT 2, AWE 6, PRE 10

Powers: Damage 4 (bite). Burst Area Damage 10 (lightning burst). Leaping 10. Immunity 12 (Cold and Heat Damage, Fatigue, Pressure). Impervious Toughness 12. Ranged Damage 14 (lightning).

Advantages: All-out Attack, Power Attack, Ultimate Effort (Toughness checks), Improved Initiative 5, Quick Draw, Uncanny Dodge, Instant Up.

Skills: Close Combat: Unarmed 4 (+10), Expertise: Commander 10 (+12), Insight 5 (+6), Intimidation 7 (+8), Perception 5 (+6), Ranged Combat: Lighting 7 (+10)

Offense: Bite/Sword +10 (Damage 14), Lightning +10 (Damage 14).

Defense: Dodge 10, Parry 10, Fortitude 14, Toughness 14, Will 10

Totals: *Abilities 110 + Powers 82 + Advantages 11 + Skills 19 + Defenses 14 = 236 points*

The Hound at the Door

This horrifying spirit is the bound guardian of the Selachius' rift. It will only be encountered if the players descend into the Rift cavern itself or if the players begin attempting to either realign the generator or drop it out of the Pyramid and into the Rift cavern. The Selachius consider the safety of their homework important and so this guardian spirit is terrifyingly powerful. The Hound is an immense serpentine column of black necrotic energy ending in a gapping wolfish maw which flies through the air and water with equal ease. It can become invisible and/or intangible at will and is virtually immune to physical harm. Only powerful magic or the exploitation of its weaknesses will allow anyone to best the Hound in combat.

PL14

STR 15, STA 15, AGL 10, DEX 10, FGT 10, INT 0, AWE 10, PRE 10

Powers: Ranged Damage 14 (Death beam). Ranged Affliction 14, Hindered, Disabled, Paralyzed, resist with Fortitude (necrotic beam). Area Cone Affliction 14, Hindered, Disabled, Paralyzed, resist with Fortitude (necrotic breath). Continuous Flight 5 (60 mph). Immunity 10 (Life support). Immunity 20 (solid projectiles). Visual Concealment 8 (invisibility from all visual senses). Insubstantial 4 (incorporeal). Impervious Toughness 15. Regeneration 10.

Advantages: Ranged Combat 2, Close Attack 2, All-Out Attack.

Skills: Acrobatics 5 (+15), Athletics 5 (+20), Insight 5 (+15), Intimidation 5 (+15), Perception 5 (+15), Stealth 5 (+15).

Offense: Bite/Slam +12 (Damage 15), Death Beam +12 (Damage 15),

Defense: Dodge 10, Parry 10, Fortitude 15, Toughness 15, Will 10

Totals: *Abilities 175 + Powers 92 + Advantages 5 + Skills 15 + Defenses 0 = 287 points*

Weaknesses: The attacks of anyone carrying a fetish crafted by a Selachius shaman bypass the Hound's Immunity to solid projectiles.

The Hound cannot leave the area of the Rift, limit-

ing it to the cavern containing the rift and the engine room above it. It cannot affect individuals outside of its influence even if its abilities would normally extend to a sufficient range.

Looking through glass that has been dimensionally warped, such as that kept on the Bridge of the Bermuda Pyramid, bypasses the Hound's invisibility. The Hound cannot Regenerate any damage caused by magical force which carries a Keyword linked with joy, hope, or life.

Octobots (Page 68-69)

Octobot Swarm

A collection of small octobots, these are designed for more detailed work on minor damage and in small spaces like the air ventilation and water bulge systems. The ten units that make up each swarm are operated by a single AI system but the individual swarms aren't directly linked. This means that each one has a personality, if a fairly subdued one.

PL3

STR -2, **STA** n/a, **AGL** 3, **DEX** 0, **FGT** 3, **INT** 2, **AWE** 2, **PRE** 0

Powers: Flight 4 (30 MPH; Hover). Senses 2 (Extended: Vision, Low-light Vision). Shrinking 8 (Permanent, Innate; +8 Stealth, +4 active defenses). Extra Limbs 6. Immunity (Fortitude effects).

Skills: Close Combat: Unarmed 2 (+5), Perception 6 (+8), Expertise: Repair Droid 2 (+4), Technology 2 (+4).

Offense: Init +3, Unarmed +7 (Damage -2).

Defense: Dodge 7, Parry 7, Fortitude Immune, Toughness 0, Will 2.

Totals: *Abilities 16 + Powers 31 + Skills 6 + Defenses 2 = 55*

Octobot Heavy Lifter

An individual unit rather than a collection of small bots heavy lifters are large, "standing" seven feet tall when walking and capable of hauling loads of rubble when required to do so. While the swarms repair systems lifters build new elements to bolster the base, putting up new walls or digging passages. Their AIs are stored onboard and just as developed as the swarms' giving each a minor personality.

PL5

STR 6, **STA** n/a, **AGL** 3, **DEX** 1, **FGT** 3, **INT** 0, **AWE** 1, **PRE** 0

Powers: Growth 4 (Permanent, Innate, -2 active defenses included). Protection 8. Senses 2 (Low-light, Acute Smell). Immunity (Fortitude effects). Enhanced Strength 4, Limited to Lifting.

Skills: Athletics 6 (+12), Perception 6 (+7), Expertise: Repair Droid 4 (+4).

Offense: Init +3, Unarmed +3 (Damage 6)

Defenses: Dodge 3, Parry 3, Fortitude Immune, Toughness 8, Will 2.

Totals: *Abilities 18 + Powers 31 + Skills 8 + Defenses 7 = 64 points*

Scion

After Ragnorak the AI in charge of maintaining the base's structure decided to save power and increased security by shutting itself down but before it did so it copied a basic version of itself into one of the blank octobot shells. This created a leader for them that could direct repairs without having to power the entire computer system. When the Selachius attacked it also meant that the defense systems couldn't be organized from a central point. Now Scion is cut off from the main computer entirely and can't bring it back online.

PL10

STR 6, **STA** n/a, **AGL** 3, **DEX** 1, **FGT** 4, **INT** 10, **AWE** 5, **PRE** 4

Powers: Growth 4 (Permanent, Innate, -2 active defenses included). Protection 8. Senses 2 (Low-light, Acute Smell). Immunity (Fortitude effects). Enhanced Strength 4, Limited to Lifting. Quickness 4, Limited to Mental Tasks.

Skills: . Expertise: Engineering 10 (+20), Expertise: Science 10 (+20), Expertise: Base AI 10 (+20), Insight 5 (+10), Investigation 4 (+14), Perception 5 (+10), Persuasion 8 (+12), Technology 10 (+20).

Offense: Init +3, Unarmed +4 (Damage 6)

Defenses: Dodge 3, Parry 3, Fortitude Immune, Toughness 8, Will 10.

Totals: *Abilities 56 + Powers 32 + Skills 31 + Defenses 5 = 124 points*