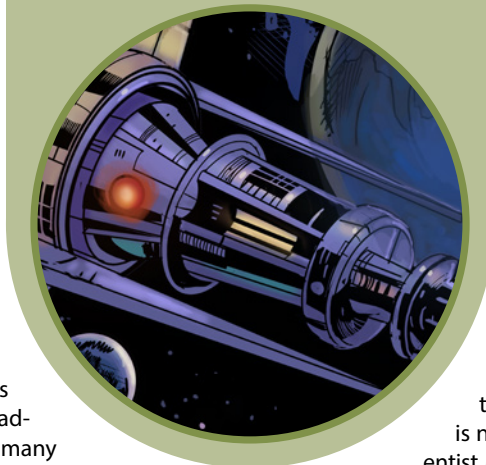


GADGET GUIDE: INSTALLATIONS

From hidden caves and arctic fortresses to urban towers and sanctums sanctorum, comic book heroes have distinctive places they call home in their costumed identities. Likewise, villains operate from hidden lairs and brooding castles, and finding and breaching a villain's headquarters can be an important part of an adventure.

This Guide looks at installations of all kinds, including heroic headquarters, villainous lairs, and the many places where heroes and villains might clash in a **MUTANTS & MASTERMINDS** series.



INSTALLATIONS AND POWER LEVEL

Like vehicles and other gadgets and equipment, installations are limited by the series' power level, or have their power level determined by their traits (for installations used solely by non-player characters). Gamemasters may wish to limit an installation's power level to that of the NPC who owns or uses it, but this is not strictly necessary; a PL8 mad scientist could well have a PL12 installation, for example. As with most NPC power levels, it is merely a guideline and tool for the Gamemaster.

INSTALLATION TRAITS

An installation is a permanent, fixed structure of some sort. The simplest installation may be a stone cottage or tower, while highly advanced installations can be orbiting satellites or vast underground complexes. The *Hero's Handbook* uses the term "headquarters," but this **Guide** uses installation to cover all types of permanent structures, whether they are used as headquarters, lairs, or what have you.

The key descriptors of an installation are *permanent* and *fixed*. A tent or other temporary shelter is more equipment than an installation, while something capable of moving under its own power (rather than drifting on currents or in a fixed orbit) is a vehicle rather than an installation (see **Gadget Guide: Vehicles** for more information). Installations may be moved from place to place (see **Movable** under **Installation Features**, following) but this is usually an involved process, rather than the mobility of a vehicle.

Unlike more complex items like vehicles, installations have fairly few traits: just their size (starting at small), Toughness (starting at rank 6) and whatever Features or powers the installation is given. Note that installation size is measured on a separate scale, given on the **Installation Size Categories** table. The installation's total cost (in equipment points) is based on its traits:

INSTALLATION TRAIT COST

TRAIT	BASE VALUE	EQUIPMENT COST
Size	Small	1 point per size category
Toughness	6	1 point per +2 Toughness ranks
Features	—	1 point per feature
Powers	—	power cost

Since they have no active defenses, installations may have Toughness ranks up to twice the power level, effectively trading off their "defense" entirely (see **Trade-Offs** in **Chapter 2** of the *Hero's Handbook*).

INSTALLATIONS AND ENVIRONMENTS

Also like vehicles, installations are assumed to provide suitable life-support conditions for their inhabitants at no additional point cost. This is usually Earth-normal atmosphere, pressure, temperature, and gravity, regardless of where the installation is located (particularly important for things like orbiting satellites, moon-bases, and deep-sea installations, to name a few). Problems with an installation's life-support systems can range from a nuisance (like the air conditioning going out on a hot day) to a serious complication (like the air recycling system failing on a space station!)

Immunity to other effects generally requires a Feature for the installation, and an installation's self-sustained environment does not generally prevent changes to the environment within the installation, such as someone capable of manipulating the temperature, atmosphere, etc. At the GM's option, use of the installation's environmental systems may be able to counter some of these effects ("I'll use the ventilation fans to clear out this gas!"). See **Countering Effects** in **Chapter 5** of the *Hero's Handbook*, substituting the installation's power level for an effect rank for the countering check.

SHARED INSTALLATIONS

It is common for heroes, at least, to share an installation as a common "home base" and most hero teams will have a headquarters of some kind, even if only to hold meetings and train, if not to interact with the public. Occasionally villain teams will also share an installation, although it more often belongs to the villain team's leader

HOW MUCH FOR THE WHOLE COUNTRY?

Some characters control *far* more extensive resources than just a single installation, no matter how large. Billionaire industrialists may have labs, homes, and facilities around the world, while hereditary monarchs (and villainous dictators) can call upon the loyalty and resources of entire nations! Characters from places other than Earth may even rule an entire planet, stellar empire, or dimension!

Generally speaking, such considerable resources are best handled as a Benefit advantage, reflecting the character's wealth and influence. The GM determines the appropriate rank, based on the availability and usefulness of the resources. The *Hero's Handbook* recommends rank 5 for the equivalent of a billionaire; the king of a small nation might be similar, with the ruler of a planet being perhaps rank 7, and higher ranks for even greater influence. Keep in mind that while this benefit gives a character virtually unlimited access to most material resources, there is only so much the character can do with it all at once. If it becomes problematic, the GM is free to intervene or to cite the various responsibilities that come with such a position of power and influence. After all, it's difficult enough for a billionaire CEO to run off and play hero, to say nothing of the next Emperor of the Andromeda Galaxy!

Villains are another matter, of course, and some do rule over vast territories. As with minions and other resources, a villain's game traits don't have to account for things like material wealth and influence unless the GM wants to keep track of it in some fashion. Even then, the villain does not usually have the same difficulties as heroes in managing such resources (one area where ruling with an iron fist is useful).

or organizer. The same is true of villainous organizations, which make extensive use of installations controlled by the organization itself.

A truly shared installation divides its equipment point cost amongst all of the characters who have access to and use it. Generally, each character contributes 1 or more ranks of the Equipment advantage towards the cost of the installation. Characters who leave the team permanently regain any contributed Equipment ranks and may apply them elsewhere. The deficit is either covered by new characters joining the team or by the Gamemaster applying future power point awards towards making up the difference.

INSTALLATION SIZE CATEGORIES

SIZE	COST	EXAMPLES
Awesome	6	Small town, sprawling installation
Colossal	5	City block, estate
Gargantuan	4	Skyscraper
Huge	3	Castle, cave complex
Large	2	Mansion, cave
Medium	1	Warehouse
Small	0	House
Tiny	-1	Townhouse
Diminutive	-2	Apartment
Fine	-3	Loft
Miniscule	-4	Room

ALTERNATE INSTALLATIONS

As with vehicles and other forms of equipment, characters may have multiple installations as Alternate Effects of each other (*Hero's Handbook*, **Chapter 7, Alternate Headquarters**). This is based on the same concept of diminish-

ing returns as other Alternate Effects: an extra installation is not "worth" as much as having the initial one, since the successive installations are more likely used as backups, or provide the feature of having a convenient home-base in different geographic locations.

INSTALLATION FEATURES

The basic features of installations are listed in **Chapter 7** of the *Hero's Handbook*. Many "Features" are also included as part of the default structure of the installation. These include doors and windows, access passages (hallways, stairs, elevators, etc.), storage (closets, crawlspaces, storerooms, etc.), lighting and connections to utilities (unless the installation has its own Power System) and the necessary environmental systems. If the installation has the Living Space Feature, it is also assumed to have full kitchen and sanitary facilities.

The following are additional Features which may be useful in creating some installations.

Habitat: A portion of the installation is given over to an artificial environment suitable for certain plants or animals. It may be a greenhouse, arboretum, zoo, or even "living laboratory" with a self-contained ecosystem. The habitat may serve primarily as a place of rest and quiet contemplation, a home for pets or rare creatures, or have more practical uses, including the generation of oxygen (from plants) or the growth of food for the inhabitants of the installation.

Holding Cells: Defined in the *Hero's Handbook*, this Feature may have different enhancements or upgrades, particularly in an installation designed to contain prisoners long-term. For additional Feature ranks, the cells can have the following options:

- Impervious on the Toughness of the cells.
- "Punishment" cells (an Affliction effect at the installation's power level).
- "Sleeper" cells (an Affliction effect at the installation's power level that keeps prisoners incapacitated).



Intelligent: The installation itself is intelligent, aware, and capable of interaction, having total effective Intellect, Awareness, and Presence ranks up to the installation's power level. It may be an advanced computer, a magical spirit, or some other disembodied entity. The installation's intelligence is capable of controlling any part of it, from doors and windows to environmental systems or powers.

Movable: The installation is capable of relocating from one place to another, but it is not as capable as a vehicle in that regard. Generally speaking, moving the installation is a significant undertaking that can only occur (at most) once per game session, and probably less often than that. This may be due to the need to charge powerful batteries, make complex calculations, wait for the right alignment of mystic energies, or any number of other reasons. The key point is that the installation isn't particularly useful for getting from place-to-place within the context of a single adventure, although it may move between adventures, and even serve as a primary means of conveying characters to adventures, such as a "Tower Beyond Time" that shifts from dimension to dimension, with each dimensional shift heralding a new locale and a new adventure.

Remote Feature: One of the installation's Features is separate from the main structure, such as a laboratory in an isolated area (for safety and security) or a hangar high in the mountains overlooking an installation in a valley far below.

Teleport Lock: The installation has a feature that emits a "beacon" or "lock" for certain Teleport effects, making the installation a "well-known location" and effectively making teleporting to it Accurate (like the extra) so long as the character is going to the installation, has the right Teleport descriptor(s), and is authorized. This is a common "escape hatch" for villains to quickly teleport back to their hidden lair, should plans go awry.

Trophy Room: The installation has an area specifically dedicated to storing and displaying various trophies, souvenirs, and keepsakes acquired by its owner(s). A trophy room may function primarily as an archive and museum, a storehouse, a monument to its owner's ego, or some combination thereof. In game terms, the trophy room serves three primary purposes: as a source of adventure hooks involving the items and information stored there, as a source of complications for the same reasons, and as a means for characters using the installation to spend hero points for inspirations, scene edits, and power stunts connected to the contents of the trophy room (see **Chapter 1** of the *Hero's Handbook*).

Variable Environment: Beyond just adjusting thermostats and dimmer switches, the installation is capable of a full range of Environment effects, significantly altering the environment throughout, or in just a select number of rooms. Among other things, this means control over the temperature, gravity, and composition of the atmosphere (or whether there is even an atmosphere at all). Intended primarily to adapt parts of the installation to different life-support needs (for alien visitors, for example) this Feature can also serve as a kind of Death-trap by flooding an area with toxic gas, evacuating all of the air, raising temperatures to fatal levels, and so forth. In the latter case, the GM may consider overcoming and escaping the environmental hazard a challenge based on the installation's power level.

INSTALLATION POWERS

Installations can have power effects as Features. The Effect Feature gives the installation a power effect at up to its power level in rank, with roughly twice its power level in power point value, although the GM is free to adjust this, if desired, including charging multiple Feature ranks

for particularly expensive power effects (with each additional Feature rank doubling the number of available power points, but not changing the maximum effect rank allowed).

Generally, installation powers should be things that focus on the installation itself or its grounds and not extending much beyond. Gamemasters should be cautious about allowing installation powers to have far-reaching use in the series unless they are agreed upon in advance. An example of this is a teleport or portal network, since it effectively gives every character with access to the installation the Teleport power at a substantial rank for virtually no cost! Gamemasters should approve all installation power effects and keep in mind that they are subject to the usual limitations of equipment. Feel free to have them break down at inopportune times, get sabotaged (especially by villainous foes aware of them), or cause other complications (like a teleporter affected by sunspots accidentally sending the heroes to a dangerous parallel Earth, for example).

DEFENSES

Installations may have defenses beyond just their Toughness and environmental systems. The most common is for some or all of the installation's Toughness to have the Impervious modifier (at the usual cost of 1 point per rank) making it largely immune to minor damage or attacks. This may come from hardened or super-science materials or special defensive force fields or the like.

Speaking of force fields, an installation may have them as well. They tend to take two forms: additional Sustained

Toughness, applied on top of the installation's normal rank, and a Create effect capable of producing shapes of solid force such as walls, domes, or cubes, perhaps even enclosing the entire installation. Unlike added Toughness, Create effects are independent objects, offering cover (and perhaps concealment) for anything behind them. An installation beneath a force dome (for example) cannot be damaged until an attack breaks through the dome and destroys it.

Lastly, an installation may offer ranks of Immunity beyond just the normal benefits of its environmental systems. For example, a mystic site may have inherent protection against malign magic, granting anyone there Immunity to Magical Attack (5 ranks). Similarly, an installation may be shielded against outside intrusion, providing Immunity to Teleport effects (and related Movement effects) for 5 ranks, preventing anyone from teleporting into or out of the installation. The Gamemaster approves Immunity effects assigned to an installation, just like any other.

TRANSPORT

While installations themselves are generally fixed (although see the **Movable** Feature, previously) they may offer different means of transporting people who use them.

The most common is simply for the installation to have the Dock, Garage, or Hangar Features and associated vehicles. See **Gadget Guide: Vehicles** for more on the possibilities here. A team vehicle tends to go hand-in-hand with a team headquarters as a primary mode of transportation.

INSTALLATION ARCHETYPES

STRUCTURE	SIZE	TOUGHNESS	BASE COST
Apartment (1 BR)	Diminutive	4	-4
Cottage	Tiny	6	-1
Townhouse/Brownstone	Tiny	6	-1
House	Small	6	0
Warehouse	Medium	6	1
Large Warehouse	Large	6	2
Mansion	Large	6	2
Cavern	Large	8	4
Cave complex	Huge	8	5
Castle	Huge	8	5
Skyscraper (4-6 floors)	Large	8	4
Skyscraper (whole building)	Gargantuan	8	6
Estate (includes Grounds)	Large (Colossal)	6	3
Village	Colossal	6	5
Complex (interconnected structures)	Colossal	8	7
Complex (massive)	Awesome	8	8
Satellite	Gargantuan	10	8

Alternately, the installation might have the ability to transport people. A Teleport effect may be a matter-energy “transporter,” a series of spatial gateways, or some similar set-up, turning the installation into a “way-station” for sending people virtually anywhere.

Typically, such a system is both Extended and Limited to Extended, curtailing its use as a tactical option (since it leaves characters dazed and vulnerable for a round after teleporting). It may be further Limited to certain destinations, such as a linked series of teleport gates, booths, or transport tubes, meaning users cannot just teleport anywhere. Perhaps the system is only one-way: the teleporter in the installation can *send* characters to any destination within range, but cannot bring them back. They must either return under their own power, or use another teleporter in a different installation to send them back.

The same concept for a teleport system can also apply to various Movement effects, particularly Space Travel (for very long-range teleportation between planets and star systems), Dimensional Travel (for an interdimensional transporter or portal), and Time Travel (for an intertemporal transporter). These options may serve primarily as plot devices, and the GM should keep a close eye on their use, particularly time travel, depending on the settings rules for such. See the **Plot-Stopping Powers** section of the *Power Profiles* sourcebook for discussion on handling some of these powers effects in-game.

WEAPONS

Installations may be equipped with a variety of weapons systems, both external (to defend against assault) and internal (to use against invaders who have breached the installation’s outer defenses). Unless the installation has the Computer or Intelligent Features, these weapons systems require operators, either directly firing the weapon, or controlling them from an interface within the installation.

Weapons can be virtually any attack effect allowed in the setting. The various weapon **Gadget Guides**, particularly **Heavy Weapons**, may provide some inspiration and useful suggestions.

Generally speaking, the weapons of heroic installations tend to be non-lethal and aimed at restraining or harmlessly incapacitating targets, while the installations of less scrupulous and more ruthless owners may be quite lethal. Weapons used within the installation are likewise more likely to feature effects that will not severely damage the installation itself.

OTHER POWERS

Installations can have a range of other miscellaneous powers, particularly sensory effects representing external or internal sensor systems or equipment capable of performing scans or analysis. See the **Alien Sensors** section of **Gadget Guide: Alien-Tech** for some examples suitable for an installation.

The key thing to keep in mind for installation powers is: are they an integral part of the installation, or are they independent gadgets in their own right? For example, a scrying pool in a magical sanctum that provides Remote Sensing is an integral part of the installation (as it cannot be moved and must be used there) whereas a crystal ball that offers the same effect is more of a portable and Removable power, rather than something integral to the sanctum.

ALTERNATE EFFECTS

Just as with other power effects, an installation’s powers may have Alternate Effects, usable one at a time (or in combination for Dynamic Alternate Effects). These usually represent “settings” on the installation’s systems, or an allocation of resources like energy or processing power, distributed amongst different systems.

Unlike characters, some installation powers might not be best handled as Alternate Effects if they need to be usable all at the same time. An example is weapons: while characters often have arrays of attacks (usable one at a time), an installation may need to be able to use multiple weapons systems all at once to repel attacks from different sides.

INSTALLATION PERSONNEL

The Personnel Feature described in **Chapter 7** of the *Hero’s Handbook* allows an installation to have a staff of personnel “commensurate with its size and facilities.” What this means in practical terms is largely up to the Gamemaster, although the following guidelines may be helpful in describing and defining installation Personnel in game terms.

- Personnel should always be considered minions (per the rules given under Conflicts in **Chapter 8** of the *Hero’s Handbook*). Non-minions should be regular non-player characters rather than personnel.
- Personnel should not be useful outside of the context of the installation for the most part. Underlings that accompany characters away from the installation should be acquired via Summon, Minions, or Sidekick.
- Personnel are subject to the power level limits of the installation and the series, and the GM may require them to be even lower level (6 or less, for example).
- Personnel can create complications for the owners of the installation, ranging from the need to protect them from potential harm (or rescue them from danger) to interpersonal conflicts or even betrayals.

The **Supporting Characters** from the *Hero’s Handbook* and the **Minion Archetypes** from the **Gamemaster’s Guide** can provide ready-made personnel suitable for particular installations (or ones easily “re-skinned” to suit).

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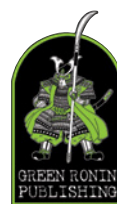
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