**Notes**

As far as I know, the PCs are

* Jon’s Fire Angel
* Karen’s Wind/Lightning
* Scott’s Demon Spirit guy
* Troy’s Super Speeder
* JonL’s Dark Curser

We are starting with the 3-day orientation for first year students. Events that might be interesting… (I might switch Scott and Troy, depending)

* Moving In, meeting your new roommate
  + The boys are easy… since I can mostly pair them off
  + Jon and Troy and JonL can be roomies
    - They lucked into the first-year suite
    - If JonL is playing Jinx, this might make sense – someone else was supposed to get the suite, but that person had a freak accident and is not able to attend this year
  + They will also have a roommate
    - Scott Calcho (Insect Form/Super Tough – alpha designation) will be found clinging to the ceiling, sleeping
    - When the PCs are surprised, he will startle and fall to the ground, smashing the table beneath
  + Scott’s roommate is a light-projector named Billy Sawyer
    - Billy Sawyer (Energy Projection -- delta) is a slightly bluish light-projector who cannot quite control his powers.
    - Probably just energy projection, and terrible combat skills
    - Self-conscious about his “condition”
  + Karen’s roommate is Renee Palomino
    - She is buried in her computer, either gaming, or programming
    - Ballcap, super-long, black hair, smell of cigarette smoke vaguely emanates from her
    - She is super-computer girl (maybe Super Genius/Machine Interface – zed designation)
    - Always has a dozen devices, and stuff keeps showing up for delivery
    - She has used her computer skills to avoid the requisite physicals/exams for entrance, and so no one knows she has any powers – the system thinks she is just a smart, normal
      * She didn’t do this because of any conspiracy, anti-establishment thing… she just wanted out of gym
* The welcoming address
  + XBH was founded in 1955 as a joint venture between philanthropist Xavier Banes, the United States Government, and the Nova Corporation
  + With the percentage of meta-human powers growing each year, Dr. Banes saw a future threat to the fabric of American society
  + The goals of our curriculum are the same as they were when the school was founded
    - Teach young people to control their powers and use them responsibly
    - Train the future generation of heroes so that they can enter the Federal Service
    - Instill the culture and values that bind us to society at large and make us part of our community
  + This year, as part of our Diversity Initiative, we have enrolled 100 non-powered students who will attend classes and activities beside the meta-humans
    - We hope this will build bridges between the community and its future protectors
* First lunch, meeting a few of the other kids
  + Scott Calcho meets up with the PCs and he is super-excited because lunch the first 3 days is FREE!!!!!!
  + So, he loads his plate and eats like a champion
  + Sitting alone, with a strange area of emptiness around her, is Jane Doe (aka Dead Girl)
    - Jane is Zombie/Super Toughness
    - She was a twin (and was strangled in the womb by her nasty, evil twin)
    - She was still born… no pulse, no breathing, but mysteriously was still moving
    - Her parents freaked and abandoned her to the state
    - She grew up in orphanages, and state houses, and this is the last step in her institutional upbringing
  + A small security-detail accompanies Heather Pellmore
    - Daughter of Senator James Pellmore
    - The senator is a huge proponent of regulating and segregating meta-humans
    - He enrolled his daughter in school partly as a spy, and partly because he expects her to be harassed, thus enforcing his narrative that metas need controlled
    - No one knows (not even her) but she does have latent powers that will surface under stress
  + A small group of boys sits at a table and horses around
    - Tim Balmer – (aka Buckshot)
    - Hunter North – (aka Fridge)
    - Sam Wentz – (aka Iron Knight)
      * Super handsome, blonde and boy-next-door ish
      * Sam has a bit of a history, because there has been a couple of news stories where he was reported to have gone into burning buildings to save people
      * He is sort of a mini-hero in his home town, and a mini-celebrity here
  + A couple of the “rough kids” are sitting in a corner, feet up on the tables
    - Jack – Fire powers; he is a local who already has ties to one of the local gangs
    - Tracy
    - Omar
  + This is irritating the hell out of our straight-laced Sanjay
* Tour/Meet some upper-classmen
  + Your tour is being run by Collette Sunday, an upperclassman with Illusion powers
  + Pick some kids to be in the same tour group
  + Also, there are some younger kids (who may enroll next year), and their families
    - These are all non-powered citizens who the school is trying to recruit for next year’s Diversity push
  + Collette walks backwards as she leads you through the school facilities, enriching the tour with illusion visuals
    - Traditional Classrooms
    - Traditional Gym
    - Auditorium/Theatre
      * They show movies on weekend nights
    - Arts Pavilion
      * Theatre for live performances
      * Studio space
      * Student art gallery
    - Science Building (sponsored by NovaCorp)
      * Where more of the super-powered science stuff gets done
      * Robotics lab
      * Computing lab
        + Networking and PC services here
    - Library
      * Big library
      * Librarian is Marta Olmos – older woman with perfect memory
      * Metahuman museum
        + Museum curator is Arthur -- android
        + Display for Xavier Banes
        + Display for The Regulators

Minima

Owl Man

Thorn

Dr. Faraday

* + - * + Display for some “artifacts”

Helmet of Panzer Leader from WWII

Diving suit of The Nefarious Frog

Gun of The Lone Gunman

Scrap of the cape of American Dream

* + - * + Display for NOVA

Geoffrey Winters aka NOVA

Of course, he is the founder and CEO of NovaCorp

The penultimate hero… super strong, energy, flight, blah, blah

* + - Student Union
      * Some restaurants, coffee shops, book store
        + All of these establishments are run by androids of varying degrees of realism
      * Lounge with TV and some video games
      * Meeting rooms and club rooms
    - Student Health Office
      * School nurse
      * Infirmary
    - The Square
      * Middle of campus
      * Walled garden with statues and fountains
      * Seating places
      * Secluded study groves
    - Premium Housing
      * Mostly for teachers
      * But some upperclassmen can get houses with special permission
    - The Underground
      * There are tunnels from building to building for inclement weather
      * Obviously steam and maintenance tunnels
      * You might have noticed at various points along our tour, these yellow phones
        + These phones are direct lines to our Emergency Staff
        + Safety of all of our students is of utmost importance to us and so just picking up any of these phones will put you within seconds of assistance
      * Over there are the powered gyms and training facilities for metahumans
        + We’ll get to those facilities later in the tour
      * IF ANYTHING IS GOING TO HAPPEN, IT HAPPENS HERE WITH AN EXPLOSION AND AN INVASION OF CRAZED TRAINING ANDROIDS

Crazed Training Androids

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ***Brute Bot*** | **M** 16 | **S** 10 | | | **R** 8 | | **T** 16 | | **W** 8 | | **P** 8 | | | **C** 8 |
| **INI** -2 | | | **HP** 36(9) | | | | **AV** 6/4/- | | | | **MV** 7 | | |
| **STK** 16 | | **BLK** 14 | | | **SHT** 11 | | | | **DOD** 11 | | | **ZAP** 9 | |
| Heavy – Resist Knock(2)  Metal Skin – No armor vs. Electricity, Magnetism, etc.  Robot Mind – Immune to psychic damage and mental powers  Robot Punch – 3d8 Physical Smashing Damage  Stunning Punch – On roll of 9 or more, their punch does Stun (T, P) in addition to damage  Shielded Electronics – EMP immune  Tough – Hits +8 | | | | | | | | | | | | | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ***Laser Bot*** | **M** 10 | **S** 14 | | | **R** 14 | | **T** 12 | | **W** 10 | | **P** 14 | | | **C** 8 |
| **INI** +2 | | | **HP** 24(6) | | | | **AV** 3/3/- | | | | **MV** 7 | | |
| **STK** 11 | | **BLK** 12 | | | **SHT** 16 | | | | **DOD** 16 | | | **ZAP** 10 | |
| Conical Blast – 3d8 Laser in 3“ cone (R); can do once  Heavy – Resist Knock(2)  Laser – 2d10+1d8 Energy Laser Damage  Metal Skin – No armor vs. Electricity, Magnetism, etc.  Repulsor – Laser + Knock(1) on adjacent targets  Robot Mind – Immune to psychic damage and mental powers  Shielded Electronics – EMP immune | | | | | | | | | | | | | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ***Mace Bot*** | **M** 13 | **S** 13 | | | **R** 13 | | **T** 13 | | **W** 10 | | **P** 8 | | | **C** 8 |
| **INI** +1 | | | **HP** 24(6) | | | | **AV** 4/4/- | | | | **MV** 7 | | |
| **STK** 15 | | **BLK** 16 | | | **SHT** 14 | | | | **DOD** 13 | | | **ZAP** 10 | |
| Bola – 4/4/- & 4d6 Entangle  Heavy – Resist Knock(2)  Metal Skin – No armor vs. Electricity, Magnetism, etc.  Robot Mind – Immune to psychic damage and mental powers  Shielded Electronics – EMP immune  Sweep – Accuracy -3, but attack two targets | | | | | | | | | | | | | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ***Screech Bot*** | **M** 10 | **S** 14 | | | **R** 12 | | **T** 12 | | **W** 10 | | **P** 12 | | | **C** 8 |
| **INI** +1 | | | **HP** 23(6) | | | | **AV** 3/3/- | | | | **MV** 8 | | |
| **STK** 12 | | **BLK** 13 | | | **SHT** 15 | | | | **DOD** 15 | | | **ZAP** 10 | |
| Armor Disruption – Dissolve(1d6) on first attack  Buzzing Aura – Adjacent enemies are Impaired (R,W)  Metal Skin – No armor vs. Electricity, Magnetism, etc.  Robot Mind – Immune to psychic damage and mental powers  Shielded Electronics – EMP immune  Sonic Bolt – 2d8+1d6 Physical Sonic Damage, Pierce(3), Daze (T) | | | | | | | | | | | | | |