NPCS that we have seen

* Scott Calcho (Beetle) – Roomie of Jon/JonL/Troy
* Billy Sawyer (Diode) – Roomie of Scott
* Jane Doe (Dead Girl) – Zombie girl they met in the cafeteria
* Renee Palomino (Call Girl) – Roomie of Karen
* Heather Pellmore – Daughter of a vocal anti-hero senator
* Collette Sunday – Upperclassman, tour-guide, illusion powers

NPCs no one has seen

* Geoffery Winters (NOVA) – CEO of NovaCorp
* Tim Balmer (Buckshot) – Jock
* Hunter North (Fridge) -- Jock
* Sam Wentz (Iron Knight) – Jock
* Jack – Fire powers, ties to local gangs, bad kid
* Tracy – hangs with bad kids
* Omar – hangs with bad kids
* Marta Olmos – librarian
* Arthur – curator of museum, android
* Nurse Wagoner – school nurse, has teleport/empathy powers

The Situation So Far

While touring the Underground, the PCs, their guide, and a small host of non-powered civilian kids and their families were caught in an explosion. The explosion has separated everyone into three groups with huge piles of debris in between.

The Groups & Enemies

* Scott (PC), Jane, Billy and Collette + NO Civilians
  + Laser Bot
  + Slash Bot
* Jon (PC), JonL (PC) and Scott Calcho + Civilians
  + Brute Bot
  + Laser Bot
  + Screech Bot
* Troy (PC) and Karen (PC) + Civilians
  + Slash Bot
  + Screech Bot

Crazed Training Androids

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| ***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 | | | | | | | | | | | | | |

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| ***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 | | | | | | | | | | | | | |

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| ***Slash 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  Robot Slash – 3d8 Physical Stab/Slash Damage (Special)  Shielded Electronics – EMP immune  Sweep – Accuracy -3, but attack two targets | | | | | | | | | | | | | |

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| ***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) | | | | | | | | | | | | | |

The Setup

* Everyone becomes aware slowly. It is dark and dusty. The air is heavy and smells of smoke.
* Red emergency lights give a dim view of the tunnel, which has collapsed around you.
* Somewhere a phone is ringing… and there is a yellow, blinking light. (In Karen’s battlefield)
  + It is Renee – “Are you there? Are you ok? Listen. There has been a huge explosion in the tunnels. Emergency services has been triggered, there aren’t any staff on site and something is locking the robots down, so don’t expect assistance anytime soon. But listen… listen… You have to stay alert. Something is coming your way. A lot of somethings, and it isn’t help! I am trying to get a hold of anyone who can get to you, so do what you can to hold out until then.”

The Battle

* Billy starts the battle Terrified – cannot act until he makes an ongoing save (Charisma, Power)
* Collette is sort of useless this battle because the robots are immune to her illusions
  + Bots can be in Simulation Mode – where they behave like humans and react to powers they normally wouldn’t
  + The bots are in Defense Mode – where they use their powers to defend the school, and do not react like simulated villains

Getting from one debris pocket to another

* At some point, you might want to get from one section to another
* Super Muscle, Tunneling, Teleport, Desolid will all work to get characters into each other’s battlefields

At some point… Nurse Wagoner will teleport into one of the battlefields and move a civilian, or injured party away. She will continue to do this each round, or fire off a heal, and otherwise assist.

Aftermath

* After the battle, the wounded are taken to the infirmary
* The Headmistress will want to debrief the PCs
  + The official line is that there was a steam explosion due to faulty equipment. That caused the robots to go into defense mode, and misinterpret the PCs as invaders
    - Social (RW) – this is not true
  + The whole area is off-limits while clean-up and reconstruction ensues
* The school quickly tries to get back to normal orientation schedule
* When Karen returns to her room (or is in the infirmary), there is a delivery. It is fast food… sent by Renee

News Interlude

* Channel 6 is here, covering the event and broadcasting their news live on site
  + The ever beautiful and businesslike Sheryl Redmond is doing today’s broadcast
  + The villain calling himself Scythe remains at large after being spotted perched on Newhurst Water Authority Reserve Tower 4
    - Police pursued the villain, but were unable to catch him
    - The NWA assures citizens that the water has been tested, and there is no sign of contamination, or tampering
    - Scythe is wanted for his alleged involvement with the September Incident, as well as the killing of three law enforcement officers
    - Anyone spotting Scythe is instructed to keep their distance, call police, and leave the area as quietly and quickly as possible
  + The metas Blackbird and Crow continued their crime spree, this time wrecking the popular restaurant, DeSalvo’s on the city’s northside
    - The self-proclaimed vigilantes are wanted for questioning in the death of former mob boss Jonny Sommers and his associates
  + Gang activity has reached a record high over the past 6 months, prompting Mayor Grey to call for a new task force to address the issue
    - Over a dozen incidents in the past 6 weeks has caused a panic through City Hall
    - The incidents, pitting the notorious gangs, the Hellions against the Skulls, have terrorized the city’s Bringham District
    - Both the Mayor, and Police Chief have promised an increased response to deal with this devastating gang war
  + This troubling gang activity seems to come alongside a rise in a new street drug, Engenix
    - Engenix, or “Nix” as it is called, has been appearing in clubs, schools and street deals since February
    - Talking Head: “Engenix causes a feeling of heightened awareness, and delusions of power and invulnerability. As such, it is sought out by naïve young people who believe it gives them super powers. There is no evidence that this is anything but a delusion.”
  + Today marks the 2nd anniversary of the disappearance of Newhurst’s guardian super-group, The Regulators

Fair Day

* Upperclassmen start to arrive at school and The Square is blocked off as all the clubs start to put up booths and tents
* The last day of orientation is Fair Day with tons of random food vendors, club tents, seminars, etc.
* It is one of the few days that visitors are allowed on-site
* The news outlets take advantage of this, and often have teams here covering the fair

Highlights

* Food vendors – Happy’s, Nan’s Dogs, NovaBurger, The Taco Truck and SuperFry are the highlights
* NOVA is here, signing autographs, giving press soundbites, and generally looking regal and corporate
  + His associates are signing people up for internships, and access to the NOVA science labs on campus
  + Freshmen can sign up, but will need to take an exam to get an internship
* Agents from the Federal Service are here signing people up for early training
  + Vanguard is here – a gold and silver clad super heroine (Super Strong/Fly) is here to be the public face of the Federal Service
* Lots of burly boys are here recruiting freshmen for the Blitz League
  + Blitz is an intermural league that plays like Lacrosse/Handball with super powers
  + They have a Zig Ball for demonstration purposes
    - It is made of a special material that partially nullifies powers
    - Anyone who carries it is weighed down such that any movement power only counts 1/3, and teleport and flight are impossible – normal running is unaffected
    - Also, in the round you get possession of the ball, you are protected against missile attacks
  + Omar (from the “bad kids”) is here signing up, even though his crowd thinks it’s dumb
  + Buckshot, and Fridge are recruiting people, and generally demonstrating, and fooling around
* Health Services is recruiting assistants
  + Nurse Wagoner is here
* What other clubs are there?
  + Drama – Collette is there, Luke Stetson and Melinda Cro
  + Live Poets’ Society – Tammy Sikes, and Jinx are there
  + Photography – Carl Picket
  + Journalism – right next to photography, Sally Winnie
  + TV Production
  + Radio Station
  + Cooking
  + Orchestra
  + Biking – Lee Lansbrook
  + Japanese Club