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
  + Mace Bot
* Jon (PC), JonL (PC) and Scott Calcho + Civilians
  + Brute Bot
  + Laser Bot
  + Screech Bot
* Troy (PC) and Karen (PC) + Civilians
  + Mace Bot
  + Screech Bot

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) | | | | | | | | | | | | | |

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

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
    - Lying, Conversation, Investigation (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

Investigating the Attack

* There are a number of builder robots in the area, putting the tunnel back together
* A set of sentry bots have been deployed to keep people out
  + Normal invisibility won’t work, but Desolid and invis will
* Fences have been hastily put up to keep people out
  + These are normal locks that can be picked
  + Desolid always works
* Burn marks at various points in the walls point to explosives planted
* A search (RW) will find a small grey blob, no bigger than a quarter, on the floor. It is a liquid… mercury?
  + This is deactivated nano-fluid and it is the first real clue as to what might have occurred here…
  + But how does the party learn what this is?
    - Professor Bixby
    - Does Renee know what this is because she has Mechanical Interface?

News

* 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
  + 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
  + 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
  + Agents from the Federal Service are here