

Gen-Ex

A Heroic Campaign by Stan Ward
Version 1.0

A Risus Supplement

Setting - Shortly after the beginning of the 3rd millennium A.D., a series of news reports captured the attention of the American nation: sporadic reports of teens demonstrating "exceptional" powers. These teens became known as those with "exceptional genetic abilities" or "gen-ex." for short.

Public opinion differed dramatically over what to do with these exceptional teens. Some wanted to "live and let live" while others wanted them to be monitored by the government.

Rumors began to circulate about an "Academy Ex" - a school for gen-ex students. Its location is unknown to the general public, and so is its benefactor. The school and its students are closely monitored by the U.S. Government ("We know *who* you are. We know *what* you are. And we know *how* to take you out . . . so behave.") Students "enroll" at age 16 and "graduate" at age 21. No one has graduated yet, and the government is still discussing what to do with the gen-ex population. Suggestions range from military to scientific applications.

Character Development - To create a gen-ex character requires four steps: (1) select your gen-ex ability, (2) select your study skill(s), (3) select your personal interest(s). Finally, select your "hook" (because nobody is perfect).

Exceptional Genetic Abilities - The following are suggestions. Feel free to create your own.

- Elemental Control (choose one: earth, wind, fire, water)

- Lycanthrope (Werewolf, werebear, etc.)

- Energy Blast

- Energy Drain

- Contortion/Plasticity

- Teleport

- Control Animal

- Control Weather

- Telekinesis

Telepathy
Flight
Growth
Shrinking
Swimming
Running
Super Strength
Super Senses
6th Sense
Intangible

Study Skills -

Computers
Foreign Language (Specific)
Linguistics (General)
Detective Work
Martial Arts (defensive; - 1d6 if used to attack)
Invention Science (gadgeteering)
Acrobatics
Leadership
Piloting
Mechanical Engineering
Diplomacy
Public Speaking
Speed Reading/Memorization
Outdoor Survival Skills
Physics
Biology
Math

Interests -

Guitar
Athletics
Poetry
Literature
Games
Comic Books
Gymnastics
Pouting/Sulking

Sample Characters

Robert Strongarm (Headmaster)

Genius (4)

Leadership (3)

Detective Work (3)

Mysterious Secret (2)

Hook: Works directly for *mysterious benefactor*, yet never has direct contact with him/her/it.

Coyote - 16 year old native American werewolf

Werewolf (4)

Martial Arts (3)

Linguistics (2)

Guitar (2)

Hook: Distrustful of Caucasians, and especially *Patriot*.

Patriot - super boy scout, wears red, white, and blue

Flight (4)

Martial Arts (2)

Leadership (3)

Gymnastics (2)

Hook: WASP-y do-gooder

Swoosh - Conceited track star

Hyper Speed [6]

Ladies Man (2)

Athletics (3)

Hook: Conceited and easily distracted by ladies

Academy Ex - is located underground, below a ghost town outside of Roswell, NM. Besides the typical school features (library, gymnasium, cafeteria, dorms, etc.) the school owns a *Stealth Helicopter* (Silent Propeller - 5, Flying - 5) to assist it with locating and picking up gen-ex candidates.