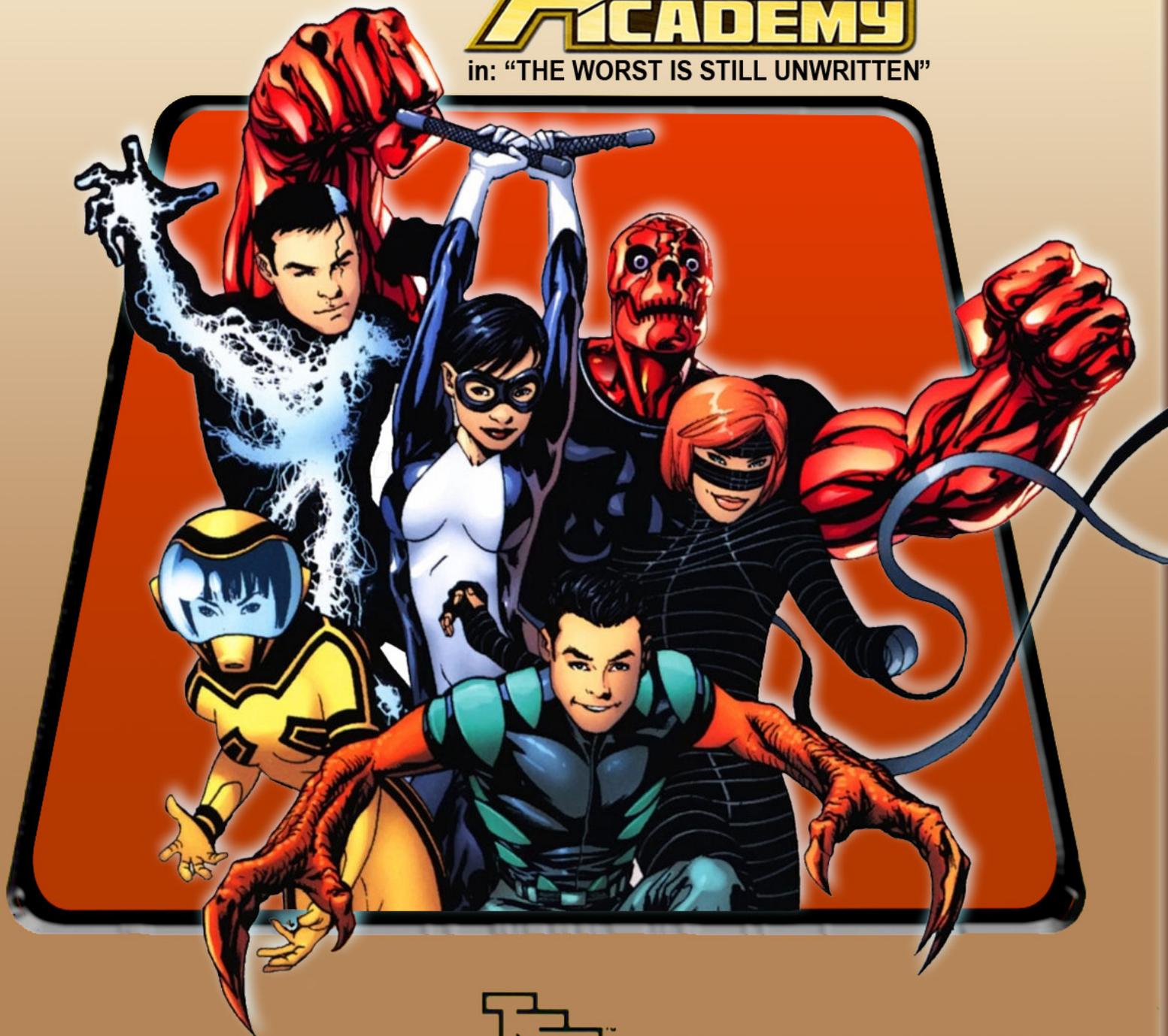


# MARVEL SUPER HEROES™

UNOFFICAL GAME ADVENTURE

## the AVENGERS ACADEMY

in: "THE WORST IS STILL UNWRITTEN"



TSR, Inc.

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**Avengers Academy**  
**in**  
**“The Worst is Still Unwritten”**

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*An UNOFFICIAL Game Adventure  
for use with the Classic Marvel Role-Playing Game, Advanced Set*

*by DANNY WALL*

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What would YOU do with super-powers?  
Would you become a hero . . .  
or a villain?

It's the modern-day characters of the *Avengers Academy* comic featured in the classic *Marvel Super-Heroes Role-Playing Game* (TSR, Inc.,1984). As this game is long since out of print, you certainly be inspired by the structure and ideas used for this adventure, adapting them for use with any role-playing system of your choice.

For more information on the classic Marvel game system,  
see <http://www.classicmarvelforever.com>.

In 2010, writer Christos Gage and artist Mike McKone created *Avengers Academy*, featuring the stories of young super-powered individuals mentored by Earth's Mightiest Heroes. But there was a twist. These cadets were not singled out for training because of their aptitude or their heroic past. Rather, they were chosen because the Avengers had marked each of them as having the greatest risk of abusing their powers, of lashing out against the world, of growing violent . . . in short, of becoming supervillains!

The origin of the Academy actually begins with Norman Osborn and his Dark Reign, when he used his position as the head of the United States' homeland security organization H.A.M.M.E.R. to place villains (and unwitting heroes) under his control and to position them in key positions throughout the country. In his search to amass as many super-powered lackeys as possible, Osborn not only gathered many superhuman youth but also performed hideous experiments on them in hopes of making them more powerful. When the Avengers finally brought Osborn down, they uncovered his experimentation and rescued the youth, choosing six to form the new Avengers Academy.

The story of *Avengers Academy*, then, is the story of six super-powered young people striving to find where upon a heroic spectrum they may fall. This adventure features several important decisions that force players to confront ethical issues by way of the characters. The emphasis here is on role-playing through various scenarios, but it can be just as enjoyable to enjoy the debates no matter where you personally stand!

## ALTERNATIVE CAST

While the plot structure and dilemmas in this adventure are tailored to the students of the Academy, you may want to use the characters from the first adventure in the MA-HA series, "And There Came an Age." The young characters of Rockslide, Firestar, and Amadeus Cho would fit well, and, although they may not fit the suggested age range, the characters of Captain America and Black Cat have had their share of moral questions that make them appropriate, thematically. Alternatively, minor adaptations to the structure can fit an entirely different set of characters; for example, young X-Men students. In either case,

you may have to create an alternate opening and/or skip directly to Chapter Two.

For completely original characters, it is possible to create your own brand-new heroes as young Academy cadets. Perhaps in your game's universe, the Avengers Academy has an expanded cast with dozens of students to choose from!

## BIBLIOGRAPHY

*Avengers Academy Vol 1: Permanent Record* trade paperback (ISBN: 0785144943). Collecting *Avengers Academy* #1-6 and material from *Enter the Heroic Age*.

*Avengers Academy Vol 2: Will We Use This in the Real World?* trade paperback (ISBN: 078514496X). Collecting *Avengers Academy* #7-12

## THE STUDENTS

### FINESSE

Real Name: Jeanne Foucault

Incredible Fighting!  
Excellent Agility!  
Good Strength!  
Remarkable Endurance!  
Good Reason!  
Excellent Intuition!  
Typical Psyche!  
Health: 100  
Karma: 36  
Resources: Typical  
Popularity: 5

### POWERS/EQUIPMENT

Photographic Reflexes: Amazing ability to learn physical skills after mere observation. She can pick up fighting styles, gymnastic techniques, and related talents directly after she has witnessed them with a simple Power FEAT result. A Red result allows her to permanently use the style as her own.

Polymathic Absorption: Finesse's ability to absorb information is not merely physical; she can learn languages with Amazing speed and has an eidetic memory. After encountering/absorbing information, she can use it as if she has Amazing reason, although this

retention is merely rote memory and she will not have an innate nor intuitive knowledge about the subject or technology.

Batons: Finesse's signature weapon are twin batons of Incredible material Strength/Excellent blunt damage.

### TALENTS

Blunt Weapons: Batons (Melee and Thrown)

Martial Arts A: Slam or Stun regardless of Strength/Endurance

Martial Arts B: Unarmed combat

Acrobatics

IT/Computers

### CONTACTS

Hero Community: Avengers/Avengers Academy

**FINESSE IN BRIEF:** Finesse displayed her power at an early age, delighting her parents and making money and a name for herself as a phenom. She graduated from M.I.T. at 14 and would have become an Olympic athlete if it wasn't for Norman Osborn. For whatever reason, however, Jeanne wasn't subjected to experiments, as she was more than willing to learn new skills wherever she could.

Over-confident doesn't begin to describe Finesse. After all, she believes she has the potential to do literally anything, and she might



be right. The result is that she acts robotic, aloof, and distant-- apt to dismiss those around her, as she doesn't really consider her fellow cadets as "peers." What's worse, her powers seem to keep her emotionally stunted. The only thing she can't "learn," it seems, is what it means emotionally to be human.

## HAZMAT

Real Name: Jennifer "Jenny" Takeda

Typical Fighting!  
 Good Agility!  
 Typical Strength!  
 Remarkable Endurance!  
 Typical Reason!  
 Typical Intuition!  
 Good Psyche!  
 Health: 52  
 Karma: 22  
 Resources: Typical  
 Popularity: 5

### POWERS/EQUIPMENT

**Toxic Emissions:** Hazmat's body generates a variety of toxic substances at an Incredible level, including radiation and toxic sweat, saliva, and even breath. The true extent of her ability is still being explored, and she has so far proven capable of:

- Firing Radiation Bursts of Incredible energy damage.



- Producing an electro-magnetic pulse (EMP) that knocks out all electronics and machinery in 3 areas for up to 10 rounds.

**Containment Suit:** Jenny is confined to her suit or she risks contaminating anyone who comes in contact with her. It provides her with Incredible insulation against energy attacks and Excellent protection against physical damage.

### TALENTS

None

### CONTACTS

Hero Community: Avengers/Avengers Academy

**HAZMAT IN BRIEF:** With her powers kicking in when she was kissing her boyfriend, leaving him in a coma, Jenny was immediately remanded to Norman Osborn's people. She experienced some of the worse of Osborn's experimentation until the Avengers rescued her, and Hank Pym in particular helped design Hazmat's bodysuit and living quarters to help her cope.

Hazmat is the most bitter of all the Avengers Academy, as her powers have been little more than a curse that have transformed her life for the worse. She is keeping most of her fellow students at a distance with sharp retorts and negative comments. Perhaps because she doesn't trust adults, Hazmat is the most likely to rebel against (and to hide things from) her teachers, and is very willing to take matters into her own hands, even in the most dubious of ethical situations.

## METTLE

Real Name: Ken Mack

Good Fighting!  
 Good Agility!  
 Amazing Strength!  
 Incredible Endurance!  
 Typical Reason!  
 Poor Intuition!  
 Typical Psyche!  
 Health: 110  
 Karma: 16  
 Resources: Typical  
 Popularity: 5



### POWERS/EQUIPMENT

**Iridium Body:** Mettle's body has permanently transformed into a metallic "living iridium," providing him with Amazing protection from physical attacks and Incredible protection versus energy. Further, he has Unearthly resistance to Cold, Heat, and Radiation.

**Limitation:** His iridium body has no nerve endings, allowing him to feel no pain, but neither any tactile sensation.

### TALENTS

Surfing

### CONTACTS

Hero Community: Avengers/Avengers Academy

**METTLE IN BRIEF:** Mettle's powers appeared during a surfing accident, as the skin pulled away to reveal his iridium body underneath. When taken to Norman Osborn, the experiments he suffered somehow exacerbated his power to its more powerful, but more tragically limited, present condition.

Many consider Ken the most easy-going of the Academy, often ready with a joke or comment to keep tension from rising too high. In some ways, he has to be this way, as his monstrous form has a habit of causing tension whenever he's out in public! Privately, however, Mettle resents his powers and their permanency.



## REPTIL

Real Name: Humberto Lopez

Good Fighting!  
 Good Agility!  
 Typical Strength!  
 Excellent Endurance!  
 Typical Reason!  
 Typical Intuition!  
 Good Psyche!  
 Health: 46  
 Karma: 22  
 Resources: Typical  
 Popularity: 5

### POWERS/EQUIPMENT

Dinosaur Transformation: Reptil can transform parts of his body into corresponding “dinosaur forms” and/or can add dinosaur appendages, thereby gaining enhanced abilities and power. Some of these Stunts to mimic powers such as:

- Claws or Talons of Excellent edged damage
- Hyper-Running
- Heat Vision
- Enhanced Intuition to Remarkable level
- Flight (Gliding only)
- Combat Tail of Good blunt damage

At the same time, he can temporarily raise either his Fighting, Agility, Strength, or Endurance attribute to a Remarkable level

when transformed, but he may lose such enhancement if switching to a new different form/Stunt. Humberto may transform in a single round. He has the potential to turn into a fully-formed dinosaur, but if he does so, he loses all rational thought, lowering his mental abilities to Feeble and reducing him to a bestial state.

Body Resistance: Reptil’s dinosaur forms are made of dense hide that protects him with Good body armor. Enemies wishing to affect Humberto directly must succeed with a Yellow or Red result.

Recovery: Damage taken to his dinosaur forms is healed in transformation. Humberto can recover 20 points of Health by switching back into human form, unless he received such damage with a Yellow or Red result.

### TALENTS

Student of Paleontology

### CONTACTS

Hero Community: Avengers/Avengers Academy

REPTIL IN BRIEF: Humberto lived with his grandparents after his parents, both paleontologists, when missing on a dig. He had taken to wear a special medallion that his parents left behind, a medallion that magically enabled Humberto to take on aspects of dinosaur’s physiology. He registered his powers, as per the Superhuman Registration Act of the time, and joined the Avengers Initiative. Before the Initiative’s downfall, however, Norman Osborn took over, and Humberto was among the victims of his experimentation.

In many ways, Reptil is the most experienced of the Avengers Academy, having been active as a hero already. Unfortunately, all this has done was make him more cocky and over-eager. He enjoys using his powers and being a hero, but he is frustrated by his lack of respect and his powers’ untapped potential that remains currently out of his reach.

## STRIKER

Real Name: Brandon Sharpe

Typical Fighting!  
 Excellent Agility!  
 Good Strength!

Remarkable Endurance!  
 Typical Reason!  
 Typical Intuition!  
 Poor Psyche!  
 Health: 66  
 Karma: 16  
 Resources: Typical  
 Popularity: 5

### POWERS/EQUIPMENT

Electricity Generation: Striker can generate and channel large amounts of electrostatic energy with Remarkable ability. His most developed stunt is the ability to shoot bolts of lightning from his hands, at a range of 2 areas. Grounded targets receive Remarkable damage, while insulated or ungrounded targets get a Good amount. He is also able to short out or otherwise disrupt electrical equipment.

Immunity: Striker has Class 1000 resistance to all forms of electrical damage, and Excellent resistance to other forms of energy.

### TALENTS

Trivia: Pop Culture

### CONTACTS

Hero Community: Avengers/Avengers Academy

STRIKER IN BRIEF: Brandon’s mother had always pushed him to be a child-star, as long as Brandon’s celebrity could keep her in



a lifestyle she preferred. He discovered his powers when fighting back against his own manager, but still he was pushed to become famous, playing at “special effects” for live audiences. He was approached by Norman Osborn, who never experimented on him as the other students, perhaps sensing that Striker would respond better to preferential treatment, and Striker hopes to keep this fact from his teammates.

Arrogant and self-centered, Striker is in the hero business for the fame and celebrity it promises. No one really knows that he’s just carrying on what his mother had started. They can’t see his insecurities when he wears his bravado and chauvinism so aggressively.

## VEIL

Real Name: Madeline “Maddy” Berry

Typical Fighting!

Good Agility!

Typical Strength!

Excellent Endurance!

Typical Reason!

Typical Intuition!

Typical Psyche!

Health: 42

Karma: 18

Resources: Typical

Popularity: 5

### POWERS/EQUIPMENT

Body Transformation-- Gasses: Amazing ability to turn her body into mist, fog, or any variety of gasses/air. Still developing her power, Veil has very few power stunts available beyond switching from one gas to another. Some uses include creating obscuring fogs, choking hazards, and becoming invisible. She uses a special costume to help her maintain a cohesive body when not using her powers.

### TALENTS

Trivia: Ms. Marvel’s heroic career

### CONTACTS

Hero Community: Avengers/Avengers Academy

VEIL IN BRIEF: Maddy’s powers manifested when her embarrassment over her classmate’s taunts made her want to literally disappear, and she did. She wanted to join

the Avengers Initiative that would be training heroes who registered with them, but she found Norman Osborn instead. His experiments were so extreme that Veil’s body was completely altered-- her body would be slowly evaporating over time, until one day she would dissolve completely. Most recently, however, she used the power of Korvac the Enemy to fix herself. She may be at risk of turning into an insubstantial ghost permanently, but she is no longer doomed to die for doing so.

Maddy is the most tentative of all the Avengers cadets, still unsure of herself, her future, and her powers. This doesn’t mean that she’s a pushover, of course! She is also the most proactive of the team, willing to do whatever it takes to follow through on a task, despite her fears and lack of confidence. This drive, perhaps to the point of overcompensation, gets her into trouble just as much as it helps her solve problems.



## THE TEACHERS

### GIANT-MAN

Real Name: Dr. Henry Pym

Excellent Fighting!

Good Agility!

Good/Incredible\* Strength!

Excellent Endurance!

Remarkable Reason!

Good Intuition!

Good Psyche!

Health: 60/90\*

Karma: 50

Resources: Remarkable

Popularity: 30

### POWERS/EQUIPMENT

Hyper-Invention: Dr. Pym displays Amazing ability to comprehend, design, and repair technology, even particularly futuristic/alien technology

Growth: Dr. Pym has recently taken the mantle of Giant-Man once again. He can grow up to Excellent size, approximately 35 feet tall, with a proportionate increase in mass. He is still limited to Incredible Strength and Endurance, and will be at + 1 CS to be hit.

Gadgetry: Dr. Pym usually keeps several of his inventions with him when he adventures. For example, he keeps the ability to shrink as well as grow, and he keeps his circuitry that affords him Insect Communication and Control at Excellent ability. Other tools and devices should be specified, but vary according to the situation.

### TALENTS

Scientific Supremacy: Dr. Pym receives a talent bonus for nearly every major scientific field. In particular, he has expertise in Biology, Chemistry, Engineering, Genetics, Physics, and Robotics

### CONTACTS

Scientific Community

Hero Community: Avengers

GIANT-MAN IN BRIEF: Dr. Pym had always been a brilliant scientist, and his discovery of the size-altering “Pym particle” allowed him to be one of New York’s first public heroes as Ant-Man. He was a founding member of the Avengers, but health problems related to his constant size-altering made him drift in and out of membership. A recent absence, however, was due to the fact he was kidnapped and replaced by a shape-changing Skrull! When he was restored, he rededicated his life to the Avengers and his inventions.

## JOCASTA

Good Fighting!  
Excellent Agility!  
Incredible Strength!  
Unearthly Endurance!  
Remarkable Reason!  
Poor Intuition!  
Good Psyche!  
Health: 170  
Karma: 44  
Resources: Feeble  
Popularity: 20

### POWERS/EQUIPMENT

**Optic Beams:** Jocasta's eyes emit heat beams of Incredible intensity (energy attack) to a maximum range of 5 areas.

**Body Armor:** Advanced steel alloy construction provides Amazing protection versus physical and Incredible resistance to fire/heat, cold, and radiation; also, she is invulnerable to toxins and disease.

**Enhanced Senses:** Remarkable vision and hearing; Energy Detection and Mutant Detection abilities of Amazing level.

**Holographic Inducer:** Typical rank projected illusion that disguises Jocasta as a human being

**Recovery:** Jocasta keeps hundreds of bodies scattered throughout the Infinite Mansion headquarters. She merely has to transfer her consciousness from one body to another, although she can only keep one body active at a time.

**Computer Interface:** Jocasta can manipulate the Infinite Mansion and access its memory/search functions, communications array, and sensors

**TALENTS**  
None

**CONTACTS**  
Hero Community: Avengers

**JOCASTA IN BRIEF:** Jocasta was created by the robotic Ultron (himself a creation of Dr. Pym) to be his "bride," using Dr. Pym's wife, the Wasp, as a template. She reached out to the Avengers before the

Wasp could be destroyed, turning against Ultron. She joined the team on several occasions. When Dr. Pym returned after being impersonated by a Skrull, Jocasta joined the Avengers once more, this time interfacing with the Infinite Mansion directly. (This way, she can monitor the pocket dimension it fills and make sure no one gets lost in it.)

Jocasta is not the cold, unfeeling robot that is the typical cliché. Instead, she is warm and considerate, often going out of her way to help others. This may stem from her own crisis of identity, as she seeks to find a way to fit in. She is particularly devoted to Dr. Pym, but she is either unaware of the uncomfortableness of the situation, being in effect his offspring, or is deliberately blind to the fact.

## TIGRA

Real Name: Greer Nelson

Excellent Fighting!  
Incredible Agility!  
Incredible Strength!  
Remarkable Endurance!  
Typical Reason!  
Remarkable Intuition!  
Excellent Psyche!  
Health: 130  
Karma: 56  
Resources: Typical  
Popularity: 25

### POWERS/EQUIPMENT

**Enhanced Senses:** Vision, hearing, and smell operate at the Monstrous level. She can track opponents with Amazing ability, but suffers a -1CS on attacks that target these senses.

**Night Vision:** Incredible rank infravision, even in almost total darkness. She suffers no penalties while fighting in the dark.

**Claws:** Good material strength; Good edged weapon damage

**Empathy:** Excellent ability to detect emotions in others; communicates on an animal level with cats and cat-like creatures with +2 CS.

**Lightning Speed:** 3 areas/round on land

**Alter-Ego:** Tigra transforms to her natural human form with a mystical cat amulet.

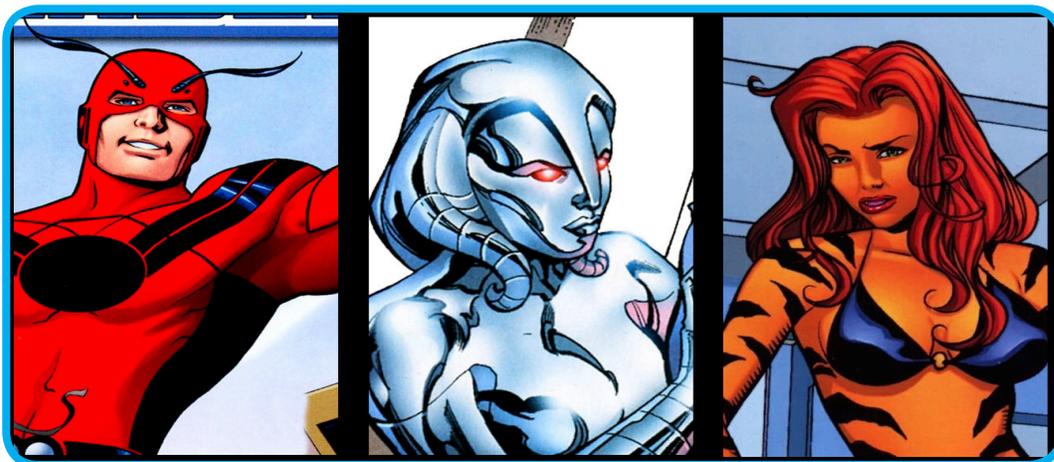
### TALENTS

Acrobatics  
Biology  
Law Enforcement

### CONTACTS

Chicago Police  
Cat People  
Hero Community: Avengers

**TIGRA IN BRIEF:** Once a laboratory assistant, Greer's mentor was secretly a member of the Cat People, a half-human race under the ground. Agents of HYDRA wanted to steal the mentor's research, but Greer stopped them, nearly dying in the process. She was resurrected by the Cat People who gave her part of a cat-soul, recreating in Tigra their greatest champion. Tigra became an Avenger and worked with the team on many occasions, finding great fulfillment as a mentor in her own right in the Initiative and in the Academy.



# CHAPTER 1

## CHAPTER ONE: CHOICES

### SET-UP

Read the following to your players:

*“School! Who can stand it? And who would have guessed that the majority of your time in the Avengers Academy would be consumed with the mundane routine of high school! Sure, you get tutored in history by Steve “Super Soldier” Rogers, biology with Hank “Beast” McCoy, and IT/Computers with Jocasta. And sure, gym class mostly involves battle with the likes of Valkyrie and Black Knight. But when it gets to be Wednesday and you know there’s still TWO MORE DAYS of it all until the weekend, you start to get a little stir crazy. And that always leads to . . . temptation!”*

The first chapter will take place in the Infinity Mansion, where the Avengers Academy is headquartered. This chapter is about the characters’ daily lives as students, but even typical days will include various ethical dilemmas that they will have to work through. And when one’s entire education can make you into a hero, or break you into a supervillain, even the little, tiny decisions can turn into life-altering and significant moments!

### ACTION

Direct each of the following narratives to the individual players one by one. Unless otherwise noted, no other Academy cadet will be aware of the characters’ actions, so players should role play accordingly. The Judge will serve either as a voice of the character’s temptation as well as a kind of sounding board for the character’s internal dialogue before the final decision is made.

Since the characters are required to

roll with their Psyche rank when facing these dilemmas, they should not be penalized with negative Karma if they perform an unethical decision. Instead, good role-playing should be the focus, and players can earn Karma for being true to their character. Take note of the decisions/actions made, as this may become important later in the adventure!

### STRIKER:

*“8:35 am, and you are already late to Dr. Pym’s tutoring session in Hyper-Physics. So you might as well go ahead and skip out entirely, right? After all, there are an infinite number of rooms in this extra-dimensional headquarters called the Infinity Mansion, and these classes are just time-wasters anyway. You are on your way to become a super-human celebrity, so you really won’t need to use any of the stuff you’re learning. Why not ditch class and find a quiet place to mess around with your smart phone for a few hours? Figuring out how to use your powers to glitch the surveillance would be a better lesson instead, right?”*

STRIKER will need to succeed with a Psyche FEAT to avoid the temptation to split class. Before the roll, the player has an opportunity to earn Karma through role playing the

thought process, such as the internal dialogue between Striker’s excessive pride and his knowledge of obligations. If he fails the Psyche roll, his selfishness wins out, and he will attempt to skip class. He will then need a second roll, this time for a Reason FEAT. A Yellow result or higher means that he successfully used his powers to cause a “blip” in the right place of the surveillance, and he chose a room far enough away to avoid being found. A Green result means that he may have “blipped” the surveillance right, but the room he chose was too close to regular activity in the Mansion as his presence was discovered! A White result means that Striker was caught the moment he used his powers on the surveillance system. Jocasta escorts Striker to Dr. Pym’s class, and Pym launches into a long-winded tangent about the importance of attendance for the remainder of the period.

### VEIL

*“10:30, Literature Class, and it’s test time on some book written by some guy named Chandler Raymond or something. You could swear that Tigra, your instructor for today, just copy and pasted the test from some internet source, and you wish you paid better attention when you tried to cram a web-surfing session in late last night. Mettle seemed to have enjoyed the book, though—meaning that he was the only one of you guys who actually read the*



*whole thing. He's sitting next to you now, and he is going so fast through the test that he's leaving his paper exposed."*

As before, Veil can spend a few moments wrestling with her feelings before attempting a Psyche FEAT roll. Good roleplaying would include the justification for cheating and/or exploring her feelings if she were to be caught. If she fails the FEAT, the temptation proved too strong, and she will attempt to cheat with an Agility FEAT roll. If she gets a Yellow result or higher, she succeeded in getting answers from Mettle's paper. If she got a Green result, she succeeded in getting answers, but Mettle noticed her doing so. If she got a White result, then Tigra noticed her cheating. Tigra will rip up her paper immediately and send her out of the room in anger.

## **METTLE**

*"10:30, Literature Class. You enjoyed the Raymond Chandler novel, and, hey, you are more surprised about that than anyone! That meant you didn't need to study, which meant you could surf the net for funny cat videos instead of pulling off a late night cram session like everyone else. But your warm feelings of pride as you took the test suddenly turned cold when you notice with disappointment Veil eyeing your paper. Well, not so much disappointment as indignation. How could she! Sometimes you get so fed up with others taking advantage of you. When the test finishes, you start to have second thoughts. Maybe Veil didn't cheat, after all, and it is all in your head. Everyone else beats it out of the room quickly, making you the last to the leave. As you turn in your test, Tigra notices your feelings and asks you if anything is wrong."*

METTLE must succeed at a Psyche FEAT roll or voice his suspicions about Veil (whether or not Veil actually cheated is irrelevant.) Good roleplaying might include how

he wrestles with the loyalty of his friends versus his feelings of pride and resentment, or even just good old-fashioned spite. If he fails, the pressure was too much, and he will try an Intuition FEAT to bluff away Tigra's suspicions. A Yellow result or higher will succeed. A Green result hides Veil's actions, but Tigra still believes that someone has cheated, and she will force everyone to re-take the test tomorrow (earning Mettle the frustration of everyone.) A White result fails to bluff Tigra at all, and Tigra believes Veil has cheated (or otherwise forces a confession.) Veil's test will be given a zero, but moreover everyone will be upset at Mettle for being a "tattler."

Note: If Veil was already caught cheating by Tigra in the previous scenario, you can replace Veil in this situation with another cadet who might attempt cheating, such as Finesse. Adjust the narrative as appropriate.

## **HAZMAT**

*"17:30 pm, and you really should start getting ready for dinner, but you've been cyber-stalking Striker's latest blog posts. Just like his attitude to superhero-ing, his internet presence is filled with vain attempts at boosting his own celebrity. To you, however, he just comes across as a jerk. If only you could bring him down a peg or two, just so that he could see himself for what he really is. All it might take would be an anonymous, fake rumor about how he shouted some hateful comments toward mutants-- not too unbelievable for an elitist like him. It's all for his own good, really. Maybe people will finally stop paying attention to him!"*

Good roleplaying here could be the internal debate over such gossipy behavior, as well as Hazmat's own smugness and attitude. Could she even be a little jealous? She also gets a Psyche FEAT roll. Failure allows her spite to overcome her better judgement, and she would next try a Reason FEAT to create the most scandalous rumor to post. A Yellow result or higher creates a scandal that manages to get picked up for the evening news, embar-



assing Striker and forcing him to publicly go on the defensive. A Green result creates the scandal, but Jocasta immediately traces the source to Hazmat, earning her punishment from the advisors and the enmity of Striker. A White result not only fails to create the scandal but actually gives Striker public sympathy for such "unwarranted attacks," in addition to Hazmat's discovery by Jocasta.

## **REPTIL**

*"18:30, and the cadets are eating in the dining room. You have excused yourself, however, since this would be the perfect time to sneak into Finesse's room. It's not "spying," per se. You just need to run some basic recon. You can't believe that she dismissed your romantic intentions, and you just can't take her "no" as a serious answer. There should be some kind of clue for something you could use to woo her back. Of course, if she ever knew you were invading her privacy, she might not react well at all, and all your chances will be blown!"*

Reptil needs a Psyche FEAT to calm down and walk away from Finesse's room, although some good roleplaying might be to struggle with his feelings and play up on his sense of rejection and/or retribution. Failure to resist leads him into Finesse's room, and he pro-



ceeds with an Intuition FEAT to search for something that might help him understand Finesse. A Yellow result or higher brings up some interesting journal entries in Finesse's computer, where with newfound realization Reptil reads about Finesse's discomfort in dealing with human emotions. He could leave a little bit wiser and maybe feeling a bit guilty. If he yields a Green result, he finds the same journal, but Hazmat and Veil surprise him when they come back from dinner early. They won't be sympathetic, and Reptil may have to offer a deal to keep them quiet. A White result not only fails to bring up the journal at all, but the instructors will catch Reptil in the room, and he will have to suffer punishment by them as well as the embarrassment from his friends!

## FINESSE

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*"It's midnight, and you are restless. You have been searching for ways to ingratiate herself with your peers, in order to force yourself into using the social skills that always seemed out of reach for you. The other students had talked about playing some pranks on their instructor Dr. Pym, but nothing came out of it. Was it because they were too scared, or was this something that "normal" kids do? If you yourself went through with a prank, it might help you improve your friendships and maybe understand what it means to be normal. Scientifically speaking, there is only one way to find out."*

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While complicated, good roleplaying with Finesse should play up her detachment from normal human development. The key might be for her to recognize both the strengths and weaknesses of peer pressure. Her Psyche FEAT is to prevent her from following through with the prank others were considering. Success will allow her to chalk it up to mere adolescent chatter, but failure will lead to an Intuition FEAT as she tries to set up the prank. A Yellow or Red result here is success-- she attaches pictures of the Wasp, Dr. Pym's lost wife, over the various robotic bodies of Jocasta that are scattered through-

out the mansion. All the students, gleefully laughing at the prank, will know right away Finesse pulled it off, but they refuse to rat her out to the irate teachers.

A Green result allows Finesse to tape the pictures up, but she will trip up at the last minute and be caught by the other cadets. They won't rat her out, but they know what kind of trouble they would all get in, so they help Finesse take them all down before the instructors find out. Worse of all, the students still think Finesse just "doesn't get it." A White result is similar to above, but worse, as the instructors catch all the students out of their rooms, misunderstanding they were actually taking down the prank, and they will proceed to punish everyone.

## AFTERMATH

Any students with White results for their Reason or Intuition FEATs will have to face the consequences! They will be forced to perform extra training sessions (as seen in the next chapter.) Unknown to them, their responses during their role-playing and their Psyche rolls may be used against them as they may come face to face with the end result of a lifetime of bad choices.

## KARMA:

Good Roleplaying: +10 each

## CHAPTER TWO: CONSEQUENCES

### SET-UP

The next day, the various Academy cadets are assembled in the “Play Room,” a high-tech adaptable environment that the Avengers use to train the students in the use of their powers. All the students who failed both their Psyche FEAT and their Reason or Intuition FEAT from the first chapter will have to endure additional training exercises. Those who succeeded in their Psyche FEAT (or otherwise failed the first roll but succeeded in the Reason/Intuition FEAT and got away with it) are assembled in the viewing area, along with their instructor, Tigra, and the Mansion’s caretaker, Jocasta. (Yes, it’s not about falling into temptation, it’s about not getting caught!)

Note: If no heroes failed their Reason or Intuition FEATs, the entire group will be punished since no confessed to Finesse’s successful prank. In this case, no students are allowed to simply observe.

Read the following to the players:

*“(Insert Names): You are standing in the plain, metallic-paneled, empty space known as the Play Room. ‘We’re getting a little tired of going over this,’ comes the voice of Tigra over the loudspeaker. ‘The other instructors and I have determined that if you get in trouble, it will result in more training.’ Usually, Tigra is a model teacher of patience and strictness. Today, it’s more the latter than the former. It’s worse than just getting yelled at-- it’s the whole ‘I’m just disappointed in you’ thing. It’s also making the tension that much more unbearable. What kinds of hurdles will the Play Room throw at you this time? Why can’t you just say sorry and be done with it?”*

*“(Insert Names): You don’t have to*

*perform any additional training, so you can sit in the observation booth high overhead, behind a plate of thick glass. But that doesn’t make it any more comfortable. Your guilt is enough to make you feel like you should be down below with the others. And that guilt easily enough turns to resentment, maybe even anger. Didn’t the Avengers invite you to the Academy because you were earmarked as a potential supervillain? Was this their plan to ‘help’ you-- by punishing or exhausting you?”*

Allow the players to narrate the characters’ reactions, either interactions or inner monologues, before the training and as it commences. Good character exploration will always be rewarded at the end of the chapter.

### ACTION

Jocasta starts the training by placing her palms down on the computer panels, interfacing with the systems. The Play Room will transform itself into a giant obstacle course, and the cadets will have to perform a series of basic, but exhaustively repetitive, exercises. Each player will take a turn to perform the necessary FEAT, although the Judge can vary the sequence, repeat various tasks, and even come up with his own. Some suggestions include:

- Running laps (Endurance FEAT)
- Dodging projectile spheres (Agility



FEAT)

- Scaling a wall with ropes (Strength FEAT)
- Crossing a divide by jumping from pillar to pillar (Agility FEAT)
- Timing a jump to avoid a giant pendulum (Intuition FEAT)

- Travel across monkey bars (Strength FEAT)
- Use your powers to escape/to hit a pop-up “villain” (Power FEAT)

Tigra will be strict. If any student fails at a FEAT, she will command “Again!” from the booth, and that character will have to succeed (as many times as it takes) before the next character continues. Players should feel free to comment in-character as the chores continue, even if they are observing. The idea is to make the characters regret their actions by making the consequences seem exhausting, but to still keep it interesting for the players. (Also, the characters are not meant to lose Health during these routines. It’s more drudgery than damaging.) Hopefully, one of the characters will get fed up, be defiant, and stop the exercises, regardless whether they are training or observing. If, however, after 2 or 3 rounds of narration no one speaks out, Tigra will stop the training herself after a particularly tense moment, such as a Green result that was very close to failure.

Read the following to the players:

*‘Okay, stop! Just ... stop,’ Tigra sighs. ‘I know you guys are upset, but we are trying to set certain guidelines here, guidelines that must be obeyed. You guys might not see it from your perspective, but we have your best interest at heart. If we seem serious, it’s because we take this seriously. We think the future has great things for you, if you will just...’*

*“Suddenly, loud crackling sounds erupt in the center of the playroom, and strobing arcs of lightning spill out from a rift forming in the air. In the observation room, the lightning also plays across the computer and into Jocasta, who is still attached. Instinctively, Tigra leaps at her friend, tearing her free with the force of her body, but bearing a brunt of the electrical discharge, too. The two instructors lie prone on the floor. Whatever happens next,*

### *the Academy faces alone!*

Out from the portal step five figures. They each have a distinctive costume but are immediately reminiscent of heroes more familiar. One by one they confirm with each other that yes, this is the right time period; no, it appears they are not too late; and yes, the future will finally be safe, thanks to the Defenders Academy! Thanks to their self-identification, the players know they face Gamma, green-skinned behemoth glowing with energy; Son of Neptune, lithe but seething with power; Strange Girl, adorned with mystic robes and holding a crackling staff; Cloudsurfer, a nearly featureless being striding upon mist; and Valraven, an Asgardian knight whose skin could be mistaken for the darkness of death itself...

The Defenders Academy has only one agenda - to kill the Avengers initiates. During the battle, however, they may reveal a few other vague details. They claim to be from the near future, and that they are attacking because “it is from among the Avengers Academy” that the villain responsible for their nightmarish future will arise. They refuse to acknowledge any specific name, however, speaking only of “The Public Enemies.” More often than not, they simply will answer any question with a question, confusing the cadets and turning the tables on them. The only thing that’s clear is that the Avengers’ worst fears may come true-- at least one of the Academy will become a terribly devastating supervillain!

In general, the Defenders will continue to press their attack, maneuvering as best they can, except for Strange Girl. She will remain rooted at the point of her team’s appearance, firmly holding her staff fixed on the ground. Her actions will be distance-based/defensive. (If a Defender falls early in the battle, she can create stone creatures to replace him.) It should become obvious that her staff has some importance, and a hero that succeeds in an Intuition FEAT will correctly surmise that Strange Girl’s staff is somehow keeping the portal open.

The battle may end if a hero somehow manages to attack the staff directly-- a Yellow result will be needed or else the attack will be blocked by Strange Girl’s magics or even her own body, if necessary. The staff will break

apart once it sustains 25 points of damage. Another option would be to grab the staff, but a hero would need two consecutively successful Grabbing FEATs, regardless of comparative Strengths, all the while leaving him/her prone to attacks.) If successful, though, the staff will break under the strain. The battle may also end, of course, with all of the Defenders Academy defeated, in which case Strange Girl’s staff will remain fixed on the ground and its portal remaining open. (In the unlikely event that the Avengers Academy is defeated, they will awaken to Chapter Three, thankful to be alive but in a mysterious environment.)

### **AFTERMATH**

Examining the broken staff will reveal the breaks to be quite clean, and the staff can easily snap back into shape. The character holding the staff needs a simple Psyche FEAT to focus his mind. He/she can try as often as he needs to summon the mental energies, and at any time someone else lays a hand on the staff and joins in, he/she receives a +1 CS to the attempt. If everyone focuses their attention, the bonus is + 5 CS and an automatic success. With a burst of light and sound, the portal will re-open!

The characters may wish to process what has just happened, but allow the hero who suggests they investigate the future beyond the portal to earn some karma for advancing the story. If they need encouragement from an outside source, a holographic display of Jocasta’s head will appear to confirm that they should pursue their attackers and clear up the mystery.

### **KARMA**

- Good Roleplaying during training: +10
- Good Roleplaying while observing: +10
- Failing at a training challenge: -5
- Defiantly stopping the exercises: +5
- Defeat the “Defenders Academy”
  - Gamma: +100
  - Son of Neptune: +40
  - Strange Girl: +50
  - Cloudsurfer: +50
  - Valraven: +40
- Deciding to investigate the future: +5
- Needing Jocasta to prompt investigation: -10
- Being defeated by the Defenders Academy: -30

## CHAPTER THREE: BRAVE NEW WORLD

### SETUP

The portal will close behind the last student who passes through it. Note that whoever opened the portal with the staff will remain holding the item but the portal will vanish behind him or her. No attempt to use the portal a second time will work; it's as if a charge has been used up and the thing remains inert. Looking around, the Academy finds itself in a world that's been turned upside down! It's just familiar enough that no one feels outright panic, but there is enough "alien" about the environment that everyone has an eerie, uneasy feeling that teases their fears.

Read the following to the players:

*"The first thing you notice is the smell-- a faint, burnt odor coupled with a stale wisp of rot. It overlays the entire cityscape, making what should be a familiar environment something strange and alien. Hazmat immediately recognizes it as San Francisco, but only if some kind of bomb hit it. Most streets are vacant, empty shells, and in fact only the Transamerica Pyramid building is lit, jutting into the surrounding darkness like an iridescent, pulsating scar. You are on a particularly looted and long-abandoned street, the litter and scraps of newspapers strewn about. Glancing down, the newspapers all show dates... 15 years into the future! But that's not the weirdest part. More than one headline is reporting on the greatest menace to the West Coast-- the Public Enemies-- with YOUR picture front and center!"*

The Public Enemies are a group of future Avengers Academy cadets. To make it more personal, the members of the Public Enemies

are all those cadets who failed their Psyche FEAT rolls in the first chapters-- in other words, those who fell into temptation. (If all of them failed their Psyche FEATs, then the Judge should only allow a maximum of four to become Public Enemies, basing the decision on what matches the role playing the players have performed thus far. Another criteria may be which four currently have the lowest Karma. There should be at least two heroes that become Public Enemies.)

### ACTION

Before the characters can investigate beyond their initial surprise, they will quickly realize they aren't alone! A rock thrown by someone nearby will certainly command their attention. Within seconds, the street scene will be peppered with various random citizens, all of whom become emboldened to toss rocks and jeer at the cadets.

The heroes can learn a lot by listening to the taunts of the people. The Public Enemies have "taken over the city," for example, and the people want them out and for them to take their "new friends" with them. The calls can be generic, such as "haven't you done enough?" or "isn't the Pyramid enough for you?!" Or they can be eerily specific, if a particular bystander yells out that her husband was killed "in the fight against the National Guard!" The heroes can try to call out questions or to interact with the crowd, but it's of no use; they just get pelted by debris and garbage. (There's no need for FEAT rolling here; even if a player specifically requests it, there will always be more debris to dodge, and it doesn't cause damage anyway.)

When the heroes grow too annoyed and/or fearful of the thrown rocks, they notice a quick exit nearby to a Muni Metro underground station. (Finesse might even be able to sense that the people are deliberately corralling them into the metro station; this would be a Red Intuition FEAT if unbidden, but if the player tells the Judge she is trying to read the area and/or use her Photographic



Reflexes to understand the strategy, a Yellow Intuition/Power FEAT would do it. Either way, she won't be able to discern the motives behind such intent.) Alternatively, the heroes might try to intimidate or aggressively defend themselves, but this would be unwise and would include Karma penalties. In fact, any overt use of powers or other kinds of direct interaction will send the civilians scattering, only to have more pop up around a different corner or different window/ledge/etc. And you may have to skip to the "Shocktroops!" section.

By kicking in some rotten boards, the heroes can enter the metro station, which is just as dilapidated as the streets above. Nevertheless, there is still an opportunity to continue their investigation. By using the remains of an ruined newsstand on the platform, any outstanding information can be revealed. In other words, in combination from the mob above and the newsstand below (or by other means the players create), the players can learn the following information during this chapter:

- The members of Public Enemies have risen to become the premier threat to law and order, taking over several major crime syndicates and forming one massive "underground nation of crime" within the United States.

- The foot soldiers and frontline forces are called the Enemy Agents.

- San Francisco was completely taken over by the Public Enemies, who now run

the city like a warlord does over a failed state, including regular patrols by Enemy Agents.

- The Transamerica Pyramid has been converted for use as the Public Enemies' base of operations, making the whole thing an Orwellian-like building in look and feel.

- So far, the U.S. National Guard is kept at bay by the Enemies, and heroes such as the Avengers and X-Men have failed to apprehend them. No one knows the full plans of the Public Enemies, and whether or not more American cities will be targeted.

## SHOCKTROOPS!

If the heroes decide to journey to the Transamerica Pyramid building, feel free to jump to the next chapter. To add some pressure and excitement, however, the Enemy Agents can make an appearance at any time!

Consider the following scenarios:

- Through the tunnels!

Hazmat can remember the layout of the city with a simple Reason FEAT, guiding the heroes through the abandoned metro tunnels to an exit accessible to the Pyramid. However, regiments of Enemy Agents may be patrolling along the way, requiring the group to perform various Intuition, Reason, or Power FEATs to avoid being noticed. The dimly lit tunnels can help create a tense and moody atmosphere perfect for intrigue and sneaking around. Should the heroes misstep, however, they may find the full weight of the

shock troops pouring through the tunnels on them!

- Up top!

If the heroes want to make a direct approach by returning to the street level, they will immediately find the area swarming with Enemy Agents, who have descended onto the area after the heroes' first disturbance. The heroes can have the first round as a surprise, but they will soon have to face overwhelming numbers as more Agents are called for backup.

- "Stay where you are!"

If the heroes take too long in investigating or coming to a decision (including fighting with the citizens on the street for too long), the Enemy Agents will toss a few smoke grenades into the area before flooding into the area. With Gestapo-like precision, they will begin a long and relentless campaign while bearing down on the heroes.

There can be as few as 8 Enemy Agents (to create a small fight scene) or as many as 24 - 30 Agents (two squads of 12 - 15), which could be up to 4 times the number of heroes. In the latter case, the heroes may feel (rightly) that the odds are stacked against them and they should pursue a better strategy by choosing stealth (and use Evade actions to retreat) or by playing possum, by allowing themselves to be captured. Adjust the next chapter accordingly. Note: Inventive heroes may try to use their "future self" to their advantage, bluffing the Agents as if he or she is their true boss. This might yield some good roleplaying opportunities and Karma

bonuses!

## AFTERMATH

The heroes have decided to investigate the Transamerica Pyramid. If a small fight scene with shocktroops was encountered along the way, the heroes may be rewarded with something to help their infiltration, such as an access key card or some security information an Enemy Agent provided during interrogation. If the heroes avoided Enemy Agents, they can reach the building without incident. Take private note of heroes whose decisions may have been made (or misconstrued to be) with violence or selfishness, as it may come into play later.

## KARMA

Getting information out of the angry citizens: +5

Investigating "future selves": +5

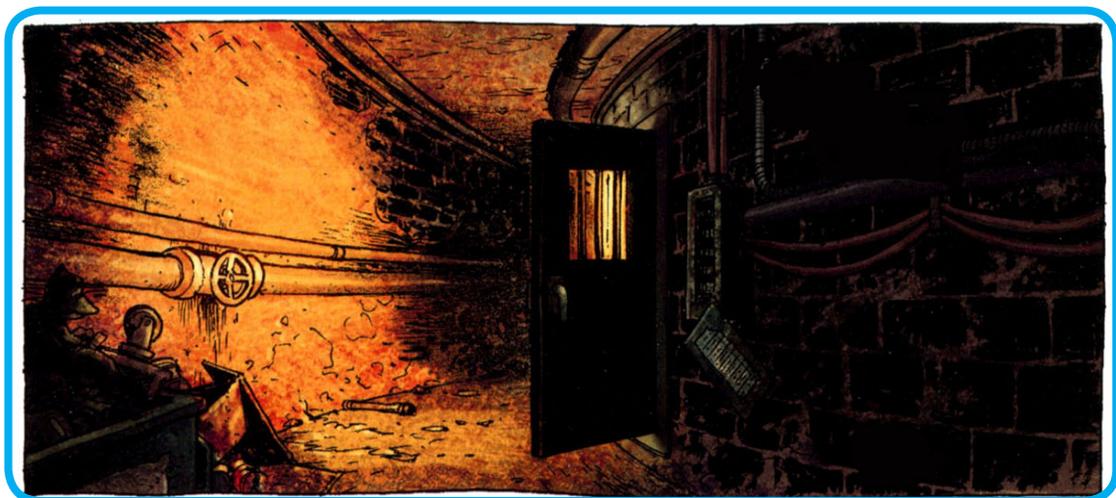
Avoiding Enemy Agents: +40

Fighting back against the citizens: -60

Defeating small amount of Enemy Agents: +30

Allowing to play possum/captured: +10

Bluffing and taking the role of a Public Enemy: +10



## CHAPTER FOUR: BROKEN MIRRORS

### SETUP

The top floors of the Pyramid are the only ones with power-- a beacon that cuts into the otherwise desolate and bleak apocalypse. It is obvious where the Avengers' cadets should be headed to find the truth about their mysterious attack... all the way to the top!

Once the Avengers Academy has managed to get to the Transamerica Pyramid building, they will soon come face to face with their future counterparts! The exact details may depend on their method of arrival - by stealth, by capture, or even by frontal assault. For example, if they have managed to avoid any Enemy Agents so far, the Judge can create one or more "obstacles" for the heroes to get around as they ascend. Each obstacle should require a simple FEAT roll from any, or all, of the heroes, although some heroes may have powers and abilities that get around certain obstacles automatically. Just a few examples include:

- Sneaking past Agents who have taken over a lobby and/or office floor could require Agility FEATs as they dodge around cubicles or office furniture.
- Climbing up an empty elevator shaft to avoid an Enemy-occupied stairwell would be a Strength FEAT.
- Avoiding exhaustion from climbing ten or more flights of stairs would require an Endurance FEAT.
- Setting up a trap to cause a distraction so they can sneak around would be a Reason FEAT.
- Timing their movements to avoid video camera surveillance would be an Intuition FEAT.

If undetected, the heroes can manage to set themselves up for a sneak peek on their counterparts from a nearby room and to eavesdrop on the situation through a crack in an adjoining door. However, a failure on any such obstacle could result in an Enemy Agent assault. (Alternatively, you might consider blindsiding the heroes with an attack that forces their capture. It's a common trope, so this wouldn't result in any additional loss of Health nor Karma; it merely serves to set up the Action to follow.)

### ACTION

Read the following to your players:

*"An entire floor of a penthouse suite has been overturned and mangled at the capricious whims of some powerful people. Imagine every cliché of a college party gone horribly wrong, and now imagine the perpetrators had super-powers. It is all completely serviceable as far as headquarters go, but there are all kinds of empty bottles and cans, discarded food, and graffiti everywhere, among the stolen luxuries as well as looted random items strewn about. There is even a Mercedes up here among the broken and shattered odds and ends! But one cleared area remains sacred - a giant table obviously dragged from an opulent meeting room on another floor. Around the table are the Public Enemies, with a couple other costumed villains that seem familiar."*

At least one Public Enemy will be playing video games on a giant flatscreen propped against the far wall, but the other(s) will be having a meeting with villains assembled for the occasion. The heroes listen in long enough to learn who's who-- Hobgoblin, Mr. Negative, Lady Bullseye, and A.I.M.'s Scientist Supreme. (Note: Adjust this list depending on the number of Public Enemies determined by Chapter Three. There should be an equal number of villains (non-player characters) as there are heroes (player characters.) For example, if there are only two future-Academics (the minimum) then there could be up to four other supervillains.)

The Academy has joined the scene in the middle of a violent argument between the Public Enemies and the assembled villain(s). The Public Enemies throw their demands upon the other lords of organized crime, and it's obvious they won't take the villain's excuses or be convinced by their flimsy arguments. The amount of hatred and violence spoken by the Academy's counterparts causes everyone to catch their breath. Is this really



the future? Are they really fated to become as jaded and harsh as that? And just at the height of the argument, everyone is surprised the sudden rise and even more sudden blast of energy, sending the Hobgoblin crashing to the floor in an unmoving heap! (The blast can easily come from either Striker or Hazmat directly, but if neither of these are Public Enemies, then the future-counterpart can use an Incredible intensity laser pistol.)

- If un-captured, Veil (or another character) cannot help but release a gasp at the sudden and vicious attack. This will alert the villains to their presence, and future-Mettle will tear down the wall separating the eavesdropping heroes (or the same Enemy who blasted the Hobgoblin can blast the wall down.) The Public Enemies will be unsurprised at their presence but will order everyone to "attack to kill!"

- If captured, the Public Enemies will finish their argument as above, and will then turn their attention to their counterparts. ("And as for you...") Any Enemy

Agents will be ordered to stand down, as “this battle is ours!” (However, it may be natural for an Agent to pick up where a felled villain leaves off.)

The battle can be little more than a free-for-all between the Academy and the Public Enemies. Be sure to have the evil-counterparts aggressively attack their “good” selves, complete with banter that berates them for being too “nice.” Each Enemy persona will do their best to persuade “themselves” to give up on being a hero, to embrace the dark side, and to revel in power and freedom that such “evil” allows. If the battle is going particularly easy for the heroes, however, the Hobgoblin will rouse himself with an evil laugh and join the villains.

When the number of villains have been reduced to two in total, the Public Enemies will make one final stand. (Perhaps a Public Enemy will have to revive him/herself temporarily if the only villains left are the other crime lords.) The Enemy(ies) will announce that they are willing to sacrifice a battle to keep winning the war, and they will activate a timer for a bomb hidden somewhere on this floor of the Pyramid building. Even if the battle is not going in the heroes’ favor, the Public Enemies will not play the battle to an ultimate conclusion-- simply wait until the heroes are at a particularly prone moment, in which case the Enemies will gloat over their assured victory and activate the bomb.

The Scientist Supreme will activate her teleport belt (as it is for a dramatic getaway, the normal restriction of being a personal teleport device is waived), and in a flash of light and acrid smell of ozone, the villains will have disappeared. The only thing remaining is a slowly chirping countdown, the bomb hardwired into the room to cover their escape!

The heroes have only two rounds to get to safety as best they can. They may try to seek shelter with the furniture and adjoining rooms, but the best tactic might be to get to a lower floor as quickly as possible! Heroes could rip up the floor, flee for a stairwell or elevator shaft, or some other kind of complex maneuvering. In fact, the best thing to do would be to use the portal from the magic staff. Even if the heroes had tried to use it before and failed, the staff will start



to glow more obviously, pulsing in time with the countdown, calling attention to itself. Perhaps it has needed only this amount of time to recharge itself, or maybe the energies released in battle had something to do with it? The heroes won’t have time to contemplate the mystery for too long. Regardless of what the heroes believe at this point, the staff needs a Psyche FEAT, similar to the aftermath of Chapter Two. If the heroes don’t catch on to the use of the staff, they will each need a simple FEAT at the end of the two rounds to represent their best effort to get to safety.

## AFTERMATH

Jumping into the portal right before the blast, the heroes will move immediately into Chapter 5.

If Psyche FEATs or simple FEATs can’t help anyone, those who fail will be caught in a tremendous blast that decimates the top floors of the building. Such unfortunate heroes will have some kind of impairment (-1 CS) for the remainder of the adventure, such as a broken limb, bruised ribs, disruption of powers, temporary deafness, etc. When the heroes pick themselves up groggily from the blast, the portal will be shining, open, and ready for them. The energies of the blast helped jumpstart the staff’s power instead.

## KARMA

- Overcoming obstacles to the Pyramid Building: +5 each
- Overcoming Enemy Agents: +25
- Reducing the Public Enemies/villains to two members: +50
- Defeating Lady Bullseye: +30
- Defeating Scientist Supreme: +30
- Defeating Mr. Negative: +50
- Defeating Hobgoblin: +40
- Losing the battle/Having the Public Enemies cut the battle short: -60
- Using the staff to escape: +10
- Failing to escape the bomb: -20

## CHAPTER FIVE: FRACTURED REFRACTIONS

### SET-UP

Once again, the portal snaps shut behind the last student passing through, and the staff will again appear to be exhausted but recharging. Unfortunately, the Academy's situation won't seem to be improved-- the scene is just as foreign as the one they just left!

Read the following to the players:

*"The immediate feeling is one of claustrophobia, after moving from a wide open penthouse office into a relatively spacious but empty room, composed of panels gleaming in an bright, antiseptic white. 'Ah,' a somewhat familiar voice remarks, 'it seems the rumors are true. I was wondering if you would be checking in on the Public Trust.' One panel slides down to reveal a darkened glass patron. 'After all, \*I\* should know that you would want to see \*all\* your new friends!' It's them! The remaining future-selves of the Avengers Academy! But, with an aura of confidence and superiority, it looks like these counterparts turned out quite differently. The smiles on your alternate counterparts aren't meant for welcome. With a raised hand holding a device, a thumb presses a button. Your world explodes in a flash of bright white light and shocking pain!"*

The Public Trust are any future-versions of the Avengers Academy who did not become Public Enemies. This would allow them to have at least two members, with a maximum of four. However, the future is not as bright and rosy as you might think, as the ambush should make apparent! When the cadets recover, they will find themselves in the same (or at least similar) sterile-white room, but this time they will all be strapped down on long metal slabs, all in a row in the center of

the room and angled slightly to allow them to see in front of them. Their bodies, ensnared; their heads, locked into place by electronic equipment surrounding them. Escape seems impossible.

### ACTION

The Public Trust explain themselves as the heroes revive:

*"We don't want any confusion here. We understand you have forced the Public Enemies to flee, and for that, the world thanks you. But -- WE are the world's heroes now, precisely because we value what the world wants right now-- control. No one may operate in this 'future' without following certain rules, and we mean to enforce those rules. You can either follow those rules, or you can be destroyed. It's actually the only humane course of action."*

The Trust will take their place by leaning onto slabs similar to the ones the cadets are trapped in and by similarly lowering devices onto their heads. They will explain that they are willing to sacrifice themselves to ensure that the Academy pass their 'tests'-- like any hero would. These tests will probe directly into the heroes' brain, literally tapping into their sense of duty, their moral center. One by one, they shall be forced to experience a series of ethical dilemmas, and each has to respond according to his/her basic character.

Unknown to the players, the correct answers, of course, will be according to the Public Trust' extreme sense of utilitarian justice. Any incorrect answers can risk the heroes' life, as feedback from the machine electrifies the hero as a consequence. If a hero attempts to lie, the machines will risk similar feedback, but lies have a chance to cause feedback on the Public Trust, instead.

In other words, each hero is read a moral dilemma, and each player will have to decide what would be the truthful response. The internal dialogue for the character is ripe for role-playing, and all players can feel free to engage in some debate. The stakes should

feel high, with the player having to 1) affirm his/her "final answer" clearly, and 2) decide if the character is going to lie about it or not.

Once the hero's "final answer" is given, the Judge will compare it with the Public Trust's answer. If the hero is "wrong," electricity will flood over the hero's body. An immediate Endurance FEAT will be needed, and only a Red result can keep him/her unaffected. A Yellow result will lower the hero's Endurance rank by one, and a Green by two. A White result lowers the hero's Endurance by three ranks. If the hero lies about the answer, regardless of how it compares to the Public Trust's answer, there is a chance to turn the tables on their captors. Any lie allows the hero to roll a Psyche FEAT. Failure here results in the hero losing three ranks of Endurance, but any result Green or higher will cause all Public Trust to lose three Ranks, instead. (The Judge is also free to vary the effects of the machine. For example, if a hero answers "correctly" but still doesn't match the Public Trust's justification, there could still be a degree of pain inflicted.)

Consider the following moral dilemmas, although the Judge may decide the order in which players/characters receive them. For the sake of argument, the answer must be specific to the question, either yes or no. Even with some pretty fantastic powers in play and with even more-fantastic imaginations of the players, the Public Trust want a simple answer yes or no.

- You arrive at the scene of a cemetery, where Baron Mordo has tied up ten people, one at each point of a ten-point star. The ground is cracking, and a demon is about to rise from the center of the star. When it is risen, it will take the ten people as repayment for one of Mordo's favors. The only way to disrupt the spell is to pull one person from her point of the star, but in doing so, the resultant backlash of magical energy will kill her. Do you pull her away, disrupt Mordo's spell and prevent the demon from rising? (The Public Trust's "correct" answer is yes-- killing the one person directly to save others and to force Mordo into disgrace with his demonic deities.)

- You are battling the evil telepath Mentallo, who has managed to clone two bodies of himself and attach their bodies to powerful antennas that boost his mind-powers to beyond-Unearthly levels. During the battle, one of the clones talks to you directly, claiming to be self-aware but asking you to attack the antenna directly. He knows the result will kill both clones but allow Mentallo to be defeated. The second clone, also self-aware, pleads with you not to do it, but admits he doesn't know of an alternate way. A blast of energy from Mentallo sets you up to take a shot at the antenna-- do you take the shot and destroy the antenna? (The Public Trust's answer is yes-- to take the shot, kill both clones, and defeat Mentallo. They do not recognize clones as separate living entities that require the same consideration for life.)

- You have finally caught up with Flaggmasher, whose latest anarchist campaign nearly wiped out an entire city. But you are seconds too late, as Flaggmasher is about to leap into a portal and teleport away into a public area of London. As he leaves, he seals the room, locking you inside with a small but powerful bomb! Although it's too late to leap into the portal yourself, you could easily knock the bomb into the portal instead. You could save yourself by sending the bomb with Flaggmasher, which is sure to kill him and also a large number of civilians. Do you

sacrifice yourself instead, staying with the bomb while allowing Flaggmasher to escape? (The Public Trust's answer is no-- you shouldn't sacrifice yourself, as you could live on to deliver justice and you would also rid the world of a convicted terrorist, who would later go on to kill many more innocent lives.)

A lone villager has been hurt in the cross-fire-- an old woman who you soon learn would become Hitler's grandmother. Her wounds are beyond the first aid you could administer; she needs a hospital. Do you make sure you get her to the nearest village for medical attention, knowing what her grandson would be responsible for? (The Public Trust's answer is no-- the number of who would be helped by Hitler's never being born are too significant.)

- You have responded to a break-in at OsCorp Laboratories only to find the hero Luke Cage behind the theft. He is stealing an experimental formula that has been proven to cure a rapid flesh-eating virus that has afflicted his wife, Jessica Jones. There is no time to seek out alternative cures, and Norman Osborn refused to release the formula without proper "legal" payment that was of course priced far outside Cage's ready cash. Do you stop Luke Cage from stealing the formula, remanding him to police custody, even though you know this will allow Jessica Jones to succumb to the virus and die? (The Public Trust would answer no-- it would be better to let the hero go in order to save another



- You have traveled back in time years before the rise of Nazi Germany, in order to fight the Red Skull who had hoped to rewrite history to give himself an advantage in WWII. The battle has cleared, but the forest in which you were fighting was not as empty as you thought.

hero, both of whom would be free to later continue the fight for justice. Besides, OsCorp is an evil company deserving the theft.)

- You and your team have just finished battling the a triad of Super-Skrulls on the moon, alongside a team of SHIELD



agents. Unfortunately, while you yourself are safe, the battle has left your teammates critically short of oxygen. There is also one surviving SHIELD agent who remains unconscious. Do you take his oxygen supply and revive your fallen teammates, knowing it would sacrifice the remaining soldier? (The Public Trust would answer yes-- it is in the line of duty for the soldier to sacrifice his life, and the team could continue to fight off super-powered threats whereas he could not.)

The Judge can be free to make up his own dilemmas, of course. Also, if one scenario is offering good discussion, the next hero in line could get the same scenario, but with slightly different criteria. For example, in Baron Mordo's story, instead of pulling a victim away from the star, perhaps the question is whether or not the hero could cause Mordo himself to pull a victim away. The change of details and the heroes involved might make the dilemmas interesting.

Once all the scenarios/flashbacks have been resolved, the Public Trust will be frustrated and angry that their ethical machine failed to cull the weak-minded heroes (especially if there was any feedback thrust upon them!) Now is their last-ditch effort-- a time of reckoning. It is also the time for the heroes to press their advantage! This moral/psychic battle takes the form of a "flashback" montage seen in films and TV-- all the heroes' good and bad decisions that have been tracked during the adventure will recur now in rapid summary. For every "negative" moment, when a hero performed a morally ambiguous and/or potentially villainous situation, all the heroes will experience a flash of pain from the machine, automatically losing one Endurance rank. For every "positive" moment, when a hero performed a noble and/or heroic deed, all the counterparts will experience a flash of pain, similarly losing one Endurance rank automatically.

It is possible at this point that some or all of the Trust may be reduced to zero Endurance ranks, providing they experienced enough feedback. As soon as that happens, describe the destruction of the mind-tap machine in glorious detail, allowing the heroes, for the first time, to see the room for what it truly

is-- they are in some kind of warehouse filled with random pillars and pylons of machinery! But looking down upon them from an observation deck are two villains, Arcade and Mysterio!

Even if some of the Trust remain with Endurance ranks, describe how their cries of frustration cause some more unintentional feedback. This will ruin their moral mind-tap machine and allows the deception to be revealed.

Arcade and Mysterio are the true voices behind the Public Trust and their frustration. The two villains accuse each other of "ruining everything," panicking that the heroes are "fighting back through the machine!" Their "attempts have failed," and now they must take an active hand before it's too late! Arcade orders his robots to attack, and the Public Trust responds to his command, revealing themselves to be robots all along! Wrap up the action with a battle between the heroes and Public Trust-bots, Mysterio, and Arcade (who jumps into an exoskeleton he brought along as a getaway contingency.)

Note that the Public Trust should be fairly easy to defeat if they had received feedback during the various scenarios. Give them each a -1 CS to all FEATs for every rank of Endurance they have lost, with the accompanying sparks and jerky movements appropriate for broken robots. The heroes do not need to have a similar negative penalty to their FEATs, although reduced Endurance ranks are potentially fatal until recovered.

## AFTERMATH

During the post-battle interrogation (or during the mid-battle conversation), allow the heroes to learn any missing exposition from the villains:

- Arcade and Mysterio had managed to jam the systems of the Infinity Mansion to infiltrate their own robots and illusionist technology, creating the Defenders Academy.
- Once the villain's "bugs" were in place, they could teleport the Academy cadets to their warehouse.
- The the Public Enemies/Public Trust and their future worlds were all created in the warehouse by a combination the vil-

lains' illusions, robotics/mechanical sets, and special effects know-how.

- The villains were contacted by an anonymous client in order to blindside the Avengers and twist the minds of their protégés. They only know that he "sounded young."

- The mysterious backer could be, for all they know, one of the Academy members themselves, testing the team!

Once all the exposition has been covered, the villains will attempt a sudden and last-ditch attack (such as suddenly awakening after lying prone, or by attempting a final melee blow in battle.) The nearest hero will make a reflex action, rolling an Agility FEAT. A white result means the hero was sucker punched and the villain can escape. But, any color result will unleash a counter-attack appropriate for whichever hero, with disastrous results. Although the hero won't mean it, the counter-attack will be a "kill shot" in a spectacular fashion. Perhaps Arcade's exoskeleton will overheat and explode, or Mysterio's fish-bowl helmet, with his head inside, could come flying off! The young heroes could be left with up to two dead bodies on the floor among the scattered robotic debris.

## KARMA

Good discussion of moral dilemma: + 10  
Choosing a Public Trust's answer (self-aggrandizing, dismissing individual rights): - 5  
Choosing a heroic answer (self-sacrificing, individual rights): + 5  
Defeating the Public Trust-bots: + 40 each  
Defeating Arcade: + 30  
Defeating Mysterio: + 50  
Making the "kill shot," even if by reflex: - 50

# CHAPTER 6

## CHAPTER SIX: STAND DOWN

### SET UP

The heroes may spend some time in reaction to what just happened, so allow some time for role-playing a blame game and/or for heroes to question themselves on “what to do now.” Maybe they will try to leave as soon as possible, but as soon as they try to leave (or perhaps in the middle of contacting the outside world,) an intense spotlight will immediately zap them (or, if still inside, will shine with menacing brightness through the upper windows of the warehouse.) A voice identifies the New York Police Department and orders the heroes to surrender quietly. They have video of what has just happened and the heroes must come in for questioning.

Indeed, the villains had hoped to publicize the heroes’ defeat, thus they tipped off the police ahead of time and used giant TV screens outside. But instead, the villains broadcasted their own demise, showing the hero make the kill shot in unfortunate detail, and now the heroes have been set up, forcing them to deal with an untenable situation!

### ACTION

Allow the heroes to make a choice-- do they surrender or do they try to escape? If they surrender, jump immediately to the “Behind Bars!” section. If they escape, there may be a firefight of some kind, with a potential for negative Karma if the heroes aren’t too careful. As always, give out some positive Karma for good role playing during the discussion of what would be an appropriate response.

Any immediate attempt to escape will be met with police response. Obviously, a direct response will have to face down police behind barricades, squad cars, and sniper guns trained on them from adjoining buildings. Escaping from the roof will reveal police helicopters and armed officers as well. Escaping via a tunnel will result in police storming into the building. For the most appropriate drama, however, consider interrupting the heroes’ discussion with the police bursting into the scene as they press the attack! Will the choice to attack/not to attack may be made for

them? Perhaps the release of some tear gas or equivalent non-lethal attack may tip the scales even more more.

At some point during any battle with the police, the Avengers Academy teachers (Dr. Pym, Tigra, and Jocasta) may appear, jumping down from a Quinjet. They will try to convince the cadets to comply with the police. They know that it “looks bad” but understand there could be any number of reasons they are innocent, and fighting or resisting will only make it worse. By working with the authorities instead of against them, the youngsters can prove themselves to be truly heroes, and they can wait while others investigate. If the cadets continue to be belligerent, then they must battle their teachers as well as the police! Or perhaps they may chose the better part of valor, making an escape once and for all.

To escape, the heroes must succeed with a Yellow Evade FEAT result. Allow them to use any ability or power (not simply Fighting) depending on how they describe the evasion attempt. However, players must understand it is “one for all, all for one.” If any one hero fails the Evade FEAT, then the whole team will be forced to stand down. If the heroes do manage to Evade, they can skip to the final Chapter. In this case, use the players’ suggestion for where they managed to escape as the scene for the final showdown.

### “BEHIND BARS!”

Being forced to surrender (especially if encouraged from the adult Avengers) means the Avengers Academy is led away in restraints used for criminals such as the Wrecking Crew. In other words, they are giant manacles with neck braces and would require Unearthly strength to even attempt a break-out. In this way, they are driven to an arraignment center.

*“It is an emotional roller-coaster undergoing the whole arraignment process. For some, there is fear-- fear of the strange and evil people around you with whom you’ve lumped together as ‘criminal.’ For others, there is frustration-- frustration for knowing you are better than all this and it’s become just one more*

*way you must lower yourself in the eyes of others. Uncertainty, humiliation, anger. And maybe, strangest of all, resulting from sidelong glances of police and prisoner alike-- a kind of . . . pride!”*

The cadets will remain in their shackles and will be placed in a specialty holding cell all together before being processed to prisons later. If the heroes want some action they missed out on before the surrender, there can be some particularly hardened criminals who will start to riot when they realize they are being processed in the same room as some “stinkin’ hero-type capes!” The heroes would have to fight while shackled, of course, but a well-placed hit can do Excellent blunt damage. Or instead, a more character-driven moment can allow heroes to endure some verbal taunting from the same criminals. Raise the stakes by requiring a Psyche FEAT roll to resist the temptation of shouting back and/or lashing out.

### AFTERMATH

After arraignment, the heroes will be brought specialty equipment that will serve as their final restraints, in the process of remanding them to prison. There, they will serve their time until some kind of trial can take place. With a sense of finality, as their whole lives as Avengers cadets seem to be ending, they are led one-by-one into giant tubed capsules that they must lay inside. Even these restraints are Unearthly material to break out of, and once inside, the heroes experience a mind-numbing ray that keeps them from using their powers. These tubes can levitate in place and are maneuvered inside the transport vehicle. The back of the vehicle slowly shuts itself, sealing the heroes off from the outside world.

### KARMA

Attacking the police: - 60  
Attacking the Academy teachers: - 10  
Evading capture non-violently: + 10  
Evading capture with violence: - 40  
Choosing to stand down: + 15  
Listening to the Academy teachers: + 5  
Enduring the taunts of prisoners: + 20  
Responding to violence of prisoners: - 20

## CHAPTER SEVEN: THE FINAL ANSWER

### SET UP

Just when the heroes think that all is lost, they will feel the transport suddenly lurch. After a period of weightlessness, there is a hush, then an ear-splitting rendering of metal as the sides of the transport wrench away! The entire vehicle has been reduced to scrap, and everything hovers in mid-air. The pods that once restrained the heroes begin to unlatch themselves, and the cadets can stand to their feet. With everything around them levitating, weightless, in a slow spiral, it's almost as if they are riding the pods like strange boats amid a telekinetic sea. And in the center of it all, a single figure, their rescuer-- a small child whose head is elongated and whose skin is colored green, and who commands a whirlwind of fantastic energy!

### ACTION

Read the following:

*"Well, Avengers Academy! Finally we meet! I am your savior, your sage... I am The Superior! And you? You're welcome. I have freed you from the petty, antiquated morality that the so-called "heroes" are forcing you to choose. I have shown you how arbitrary either "side" can be. Good and Evil are meaningless; they are simply labels and artificial constructs! But... Superiority and Inferiority? These are real, objective; they are the true nature of reality! So, join me! Embrace your superiority! Together we will tear down this false society and destroy this sick and ailing world!"*

As the heroes continue to float through The Superior's maelstrom, allow a wrap-up on any leftover exposition. These are the key elements: when The Superior learned of the Avengers Academy and its purpose as a kind-of reform school for super-powered youth, he was enraged! He hates such arbitrary moral distinctions as "good guy" and "bad guy," and hates even more that the adults of

the Avengers would demand young people to buy into such ideas. Instead, he orchestrated a series of "lessons" with artificial versions of Arcade and Mysterio standing in for him in case anything were to go wrong. But the cadets stepped through each lesson admirably-- they needed both the high of victory and the low of defeat. If they learned their lessons well, they could choose to rid themselves of Avengers' ideals and join with him instead!

The heroes will feel the psychic pressure of The Superior within his telekinetic storm, and although he has no true Mind Control powers, it is easy to succumb to his taunts. The hero with the lowest Karma must make a Psyche Feat, and failing it, he or she will turn the hero to The Superior's side! The Superior will laughingly accept the hero to his side, remarking that there are really only two options-- if they don't join him, then they join with the "inferior"-- the world that must be destroyed. Thus, with or without one cadet by his side, The Superior will begin to battle against the Academy!

The battle will have to be played out mid-air, in the middle of The Superior's mind-storm. Play up the feelings of desperation and challenge. Due to his massive intellect, The Superior can multi-task with little penalty. His pre-action will be to use his Amazing hyper-intelligence to attempt multiple actions per round; a Green result gives him one additional action, Yellow gives two, and Red three. Other tactics include:

- Using the debris that has been swept up in his telekinetic storm. Large objects such as pieces of the transport truck or big rocks will be of Excellent blunt damage. Smaller debris such as shards of broken glass and even blades of grass can be of Good edged damage.
- Spinning heroes in place as if they are in zero gravity. This is an Remarkable level vertigo-inducing attack versus the target's Endurance and may give them negative column shifts to their immediate actions.
- Curling a victim into a ball. Treat this as a Grappling attack using the Superior's



telekinesis.

- Deflecting attacks against him, be they ranged/thrown weapons or melee. He can use his Amazing telekinesis to parry any attack, but it costs him one action.

- Re-directing attacks against him, sending another's ranged weapon to a different target or turning a melee attacker toward another in close range. This costs him an action as well.

The players will have the added challenge that they have no footing-- they must fly under their own power, rely on ranged attacks, or use their former imprisonment capsules as boats amid the storm.

- Flight requires a simple FEAT to remain aloft or risk falling.
- Ranged combat is at - 2CS penalty, including aimed energy-based attacks. There will always be a handy miscellaneous floating object nearby for makeshift thrown weapons, if players ask.
- Close combat with The Superior is only possible after jumping from a point of leverage, which is a Strength FEAT. White results end in a failure to connect, Green results allow the hero to connect with a only a - 2CS penalty to subsequent

FEATs, Yellow a - 1CS penalty, and Red suffers no penalty.

- Close combat with a brainwashed Academy student may or may not need a point of leverage; the brainwashed teammate can join his combatant on a single capsule-platform.

- Random debris may block the hero's path through the tornado. A simple Agility FEAT will allow them to avoid the obstacle, but it will cost an action. Failure to avoid the obstacle can result in up to Excellent blunt damage, falling, or both.

The good news is that the heroes cannot truly fall to their doom; they merely get swept up into the maelstrom again. They may have to spend the next round recovering to find a capsule or other platform.

For every 50 points of damage scored against the brainwashed hero, the hero gets to perform another Psyche FEAT. Success allows him or her to make a choice to continue following The Superior's influence or not. This is also good opportunity for players of both sides to have some in-character dialogue about The Superior's philosophy.

The quickest way to defeat The Superior is to find a way to entrap him into one of the power-dampening capsules the heroes were encased in for transport. It's up to the players to get creative! They'll need to perform a Slam result against The Superior or its equivalent. (Throwing the villain, for example, would require a Grappling attack, following the close combat restrictions listed above.) Teamwork would most likely be needed-- someone to score a result and another to maneuver/to hold a capsule in place. If the players don't clue in on this, one of The Superior's attacks could include a capsule, or the hero might be Slammed himself, or otherwise fumble



and land inside one-- there, the hero will feel enough of the effects to realize the power-dampening properties are still in effect and can be used against their opponent.

Once inside the capsule, The Superior will continue to rant:

***"No! Don't you see? The superior of the world must survive! The inferior must be destroyed, by very definition of their existence! You have blinded yourselves to the reality around you! The world belongs to those such as us! I thought I could find allies, but all I've found are***

***robots... programmed to the same mundane mass of humanity. You could be so much more... much more..."***

Finally succumbing to the mind-numbing power dampeners, The Superior will slip into a coma-like state.

Climactic Option: The battle with The Superior might be too short, if the Academy defeats the arch-villain by reducing him to zero Health before any satisfying momentum of storytelling can be reached. In this case, The Superior's unconscious mind continue working while his body floats, lifeless in the eye of the telekinetic storm. The students will still have to get his prone body into a capsule while dodging randomly-floating debris. Allow The Superior to be revived within a capsule, with just enough time for his rant.

## AFTERMATH

Of course, once The Superior's powers fade away, so too will the Avengers Academy's loft! For the first round, the heroes will feel a sagging feeling as gravity slowly takes hold. This is the round in which they should react! The second round, they will begin to fall 3 areas, and the third and final round, an additional 3 areas to the sudden stop upon ground, resulting in Incredible damage. Obviously, students should try to help each other, whether through Flight or other means, and some characters like Mettle might be able to survive on their own. If seeking refuge in the capsules, the students will survive the fall without harm.

The Avengers' teachers will arrive just in time to see the Academy recover from their fight and fall. There will be no room for incriminations. They help ensure that everyone is uninjured or attended to, that The Superior is secure and locked away, and that the area is clear of civilians and safe.

As for the students themselves, the whole experience has left them shaken but assured. They have faced down some distorted visions of themselves. But will it be a warning,

or a prophecy? Only time, and their own determination and heroics, will tell!

## KARMA

Defeating The Superior: + 50

Defeating a teammate still under The Superior's influence: - 20

Choosing to reject The Superior's influence: + 10 (Brainwashed hero only)

Good Roleplaying (Including helping free a brainwashed teammate): + 10

Helping others survive the fall: + 5

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## VARIATIONS

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For a shorter campaign, ignore the final chapters beyond "Fractured Refractions," Chapter 5. In this case, perhaps the future world of the Public Enemies/Trust is, in fact, true, and the final battle between the Public Trust and the Avengers Academy is the climactic showdown. In this case, the heroes simply return to the Infinite Mansion after the Trust is defeated. Another shortened campaign can be made by removing Arcade and Mysterio, so the heroes can face the Superior instead of police directly at the end of Chapter 5.

(In this case, the key to defeat The Superior is to entrap him in the ethical mind-tapping machine used against the heroes in the same chapter.)

For a long-term campaign or a more battle-orientated adventure, extend the "Stand Down" chapter with one or more encounters as the heroes go on the run to clear their name. They may be forced to hide out in areas that lead to encounters with particular villains, such as stumbling onto the Lizard and Vermin in the sewers or Plant Man in Central Park. They may also be tracked as fugitives by other heroes such as Wolverine and the New Avengers or hunted down by bounty hunters like Deadpool. Or both!

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## SPRINGBOARDS

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The adventure here can springboard into new directions, should you wish to follow up on these students and their heroic (or otherwise!) destiny.

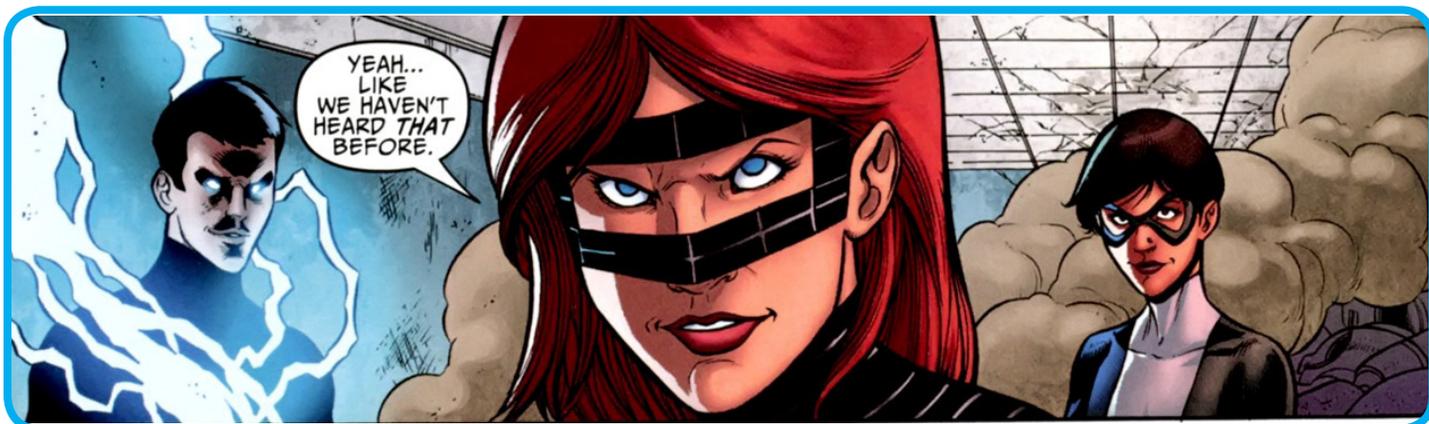
- The Superior has been set up as a major archenemy for the Academy, so you can expect his pet team, the Bastards

of Evil, to make their presence known! These guys are loyal enough that they might organize a breakout to get their leader back. The brainchild might have even made up some new Bastards just as a contingency plan!

- Perhaps The Superior is more of a seer than even he realizes, and the Defenders Academy is a real team of heroes from the future. The two teams could square off on other time-travel adventures, either as a pawn of Loki (similar to the original Avengers-Defenders War) or of the Grandmaster (similar to the original Avengers' battle against the original Squadron Supreme.)

- Consider having the hero who fell under The Superior's influence in Chapter 7 actually become a villain. He or she could be playing possum and steal some technology from the Infinity Mansion. A race could be on, along with the dilemma of what to do about a former friend. And if he or she quits or is expelled from the Academy, the recruitment drive for his or her replacement could offer new characters to play and new adventures to follow!

## THE END?



## THE VILLAINS



### LADY BULLSEYE

Real Name: Maki Matsumoto  
Occupation: Assassin

Remarkable Fighting!  
Remarkable Agility!  
Good Strength!  
Excellent Endurance!  
Typical Reason!  
Good Intuition!  
Typical Psyche!  
Health: 90  
Karma: 22  
Resources: Good  
Popularity: - 5

#### POWERS/EQUIPMENT

Ninja Weapons: Sword and shuriken (Excellent strength, Good damage)

#### TALENTS

Law  
Weapon Specialist: Thrown Weapons  
Marksmanship  
Martial Arts D  
Ninjitsu

#### CONTACTS

(Matsumoto only) Legal Community of New York  
Villain Community: Kingpin

**LADY BULLSEYE IN BRIEF:** A young girl, slave to Japanese crime lords, was inad-

vertently freed when her captors were slain by the assassin Bullseye. This girl dedicated her life to becoming like her savior, training with the Hand ninja and hoping to one day become their master. When she was passed over for such a blessing in lieu of Daredevil, Lady Bullseye took on the mantle of his archenemy, became the Kingpin of Crime's top agent, and even took employment as a lawyer so she could fight against Matt Murdock in the courtroom!

Lady Bullseye is quiet and controlled, unlike her brashly insane counterpart. She knows patience and its virtue of allowing her to get what she wants as long as she puts herself in the right place at the right time, such as slipping a knife into someone's back.

### MISTER NEGATIVE

Real Name: Martin Li  
Occupation: Crime Boss

Excellent Fighting!  
Remarkable Agility!  
Remarkable Strength!  
Excellent Endurance!  
Good Reason!  
Excellent Intuition!  
Typical Psyche!  
Health: 100  
Karma: 36  
Resources: Incredible  
Popularity: - 15

#### POWERS/EQUIPMENT

Alter-Ego: Mr. Negative is the "reverse" side of Martin Li, with his appearance and clothing resembling a photographic negative of Li. While the two sides appear to have knowledge of each other, neither persona recognizes the other directly, and neither can trigger the transformation into the other.

Negative Charge: By surrounding his sword with Darkforce energy, Mr. Negative creates a weapon of Remarkable material and capable of dealing Excellent edged damage. He can similarly "charge" daggers and other small weapons.

Corruption: Mr. Negative's touch can turn a victim into a negative alter-ego of him/herself. This is an Amazing form of mind control that renders the victim hypnotized or, left to his/her own devices, with an evil

attitude of spite and malice.

Healing: Martin Li appears to have a Remarkable degree of healing others, although it is often exhibited indirectly such as making those at his homeless shelters more healthy.

#### TALENTS

(Mr. Negative only) Oriental Weapons, Martial Arts B and C  
(Martin Li only) Business

#### CONTACTS

(Mr. Negative only) Villain Community: Inner Demons (his personal gang), Hammerhead  
(Martin Li only) Philanthropists, Volunteers, Peter Parker's Aunt May

**MISTER NEGATIVE IN BRIEF:** Mister Negative was smuggling Chinese refugees illegally into the United States, when he ran into a Maggia operation and was forced to undergo experiments of a new illegal drug. He escaped, and he set up his alter ego in the identity of one of his refugees, Martin Li, while his Mr. Negative persona became one of the most ruthless crime bosses in Chinatown.

Mr. Negative is a heartless man, cold and efficient. His only care seems to be to expand his criminal empire and indeed his corrupting influence. He takes pleasure in releasing the "inner demons" of his victims, and relishes the adoration they give him in return. His Martin Li side, in contrast, is filled with heart and compassion for his fellow human beings, especially the weak and downtrodden, and has given his life in service to the less fortunate.



## SCIENTIST SUPREME

Real Name: Monica Rappaccini  
Occupation: Head of A.I.M.

Excellent Fighting!  
Excellent Agility!  
Good Strength!  
Remarkable Endurance!  
Remarkable Reason!  
Excellent Intuition!  
Excellent Psyche!  
Health: 80  
Karma: 90  
Resources: Incredible  
Popularity: -10

### POWERS/EQUIPMENT

Weapons: Monica Rappaccini avails herself of the many weapons and devices developed by A.I.M. For the purposes of our story here, these will include:

- Paralyzing Toxin: Excellent intensity toxin that causes those who fail the Endurance FEAT to become completely paralyzed from the neck down for 1 - 10 rounds. Fired from a needle gun that delivers Good edged damage.
- Noxious Mist: Remarkable intensity biochemical agent fired from a nozzle in her gauntlets. Heroes in close quarters will need a successful Endurance FEAT or succumb to a -2 CS penalty to all actions due to extreme nausea.

Teleport Belt: Poor range (25 miles)

### TALENTS

Biochemistry  
Toxins/Poisons  
Marksmanship  
Martial Arts E

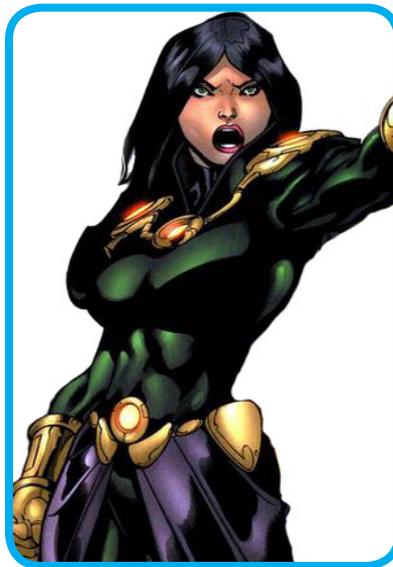
### CONTACTS

Villain Community: A.I.M.

SCIENTIST SUPREME IN BRIEF: Monica Rappaccini started her career as a brilliant, if unethical, graduate from an Italian university, but she rejected the scientific community and Western civilization in favor of A.I.M., Advanced Idea Mechanics, an organization known just as much for their terrorism as their scientific invention. She took control of a splinter cell when AIM threatened to fall

apart, and she now leads the organization as their Scientist Supreme.

Rappaccini has learned through experience that the only way to get what you want is to lie, cheat, and steal. She is an ambitious woman, not just for power but for knowledge, and she will cross any amount of moral boundaries to get what she wants.



## GAMMA

Real Name: Unrevealed  
Occupation: Member of the Defenders Academy

Excellent Fighting!  
Excellent Agility!  
Monstrous Strength!  
Amazing Endurance!  
Poor Reason!  
Poor Intuition!  
Poor Psyche!  
Health: 165  
Karma: 12  
Resources: 0  
Popularity: 0

### POWERS/EQUIPMENT

Gamma-Powered Body: Incredible resistance versus physical attacks and Excellent versus energy. Amazing resistance to Heat and Cold

Hyper-Leaping: Unearthly leaping ability thanks to over-developed leg muscles

Thunderclaps: Gamma has the established

power stunt to score Slam results at a distance using shockwaves created by clapping his hands with his superhuman strength

### TALENTS

Martial Arts C: Grappling, holds, and escapes

### CONTACTS

None

GAMMA IN BRIEF: Said to be the grandson of the Hulk, if by nothing else than by his giant size and his green skin, Gamma is quite the jock and constantly brags about his own strength and prowess. It also makes him over-enthusiastic about his teammates' successes and a sore loser about their failures.

## SON OF NEPTUNE

Real Name: Unrevealed  
Occupation: Member of the Defenders Academy

Excellent Fighting!  
Remarkable Agility!  
Incredible Strength!  
Remarkable Endurance!  
Typical Reason!  
Typical Intuition!  
Typical Psyche!  
Health: 110  
Karma: 18  
Resources: 0  
Popularity: 0

### POWERS/EQUIPMENT

Atlantean Physique: Good protection against physical attacks, such as the pressures of the deep ocean; Excellent protection against Cold and Electricity

Hyper-Swimming: Excellent speed traveling underwater

Flight: Hovering, or flying with Poor airspeed, traveling 4 areas/round

Water-Breathing: Son of Neptune can breathe water as well as air

Water Sprites: Son of Neptune is surrounded by four globes of water that revolve around him and respond to his mental commands. Some Stunts include:

- Forming shields that provide an addi-

tional layer of Good protection against both physical and energy attacks

- Hitting opponents for Good physical damage with each globe (can be cumulative)
- Making trip hazards
- Suffocating opponents by attaching to their heads (treat as an Incredible strength Grappling attack)

Dehydration: If not periodically immersed in water, Son of Neptune suffers a -1CS penalty to all physical abilities and thus his Health. Heat or Flame-based attacks hasten this process. Immersion in water immediately restores his Health and eliminates the penalty. He can sacrifice one of his water sprites should he suffer this penalty in battle.

#### TALENTS

Underwater Combat  
Blunt Weapons  
Marine Biology

#### CONTACTS

None

**SON OF NEPTUNE IN BRIEF:** Son of Neptune calls himself the “last true Atlantean” but refuses to explain what he may mean. Others say he is the son of Namor, the Sub-Mariner. He displays signs of a haughty temper but often stops himself short of full-on tantrums, as if humans are simply not worth the effort.

### STRANGE GIRL

Real Name: Unrevealed  
Occupation: Member of the Defenders Academy

Good Fighting!  
Excellent Agility!  
Typical Strength!  
Remarkable Endurance!  
Typical Reason!  
Good Intuition!  
Excellent Psyche!  
Health: 66  
Karma: 36  
Resources: 0  
Popularity: 0

#### POWERS/EQUIPMENT

Elemental Magic: Amazing manipulation of the four basic elements-- earth, fire, air, water. This often manifests as defensive

miracles, such as:

- Winds that blow away ranged attacks
- Walls of flame that keep away melee attackers
- Localized earthquakes that cause attackers to stumble

**Cloak of Levitation:** A replica of Dr. Strange’s most famous cloak, it responds to her subconscious needs to the point that appears to have a mind of its own. This includes acting as if it has Fighting, Agility, and Strength of Incredible ability. It will also act as a shield, providing Incredible protection against energy and Good protection against physical attacks, making it essentially bulletproof.

**Homunculi:** Stone creatures that attack at Strange Girl’s command. They take damage normally, and have these stats:

F A S E R I P  
TY TY RM RM N/A N/A N/A

The destruction of a Homunculus may cause magical feedback that can affect Strange Girl. She must make a Psyche FEAT roll to avoid Good psychic damage.

**Staff of Strange:** This rune-covered golden staff is the focus of Strange Girl’s powers. If deprived of it, her powers drop by -3 CS and any current Homunculi in existence will disintegrate.

#### TALENTS

Occult Lore  
Blunt Weapons: Staff

#### CONTACTS

None

**STRANGE GIRL IN BRIEF:** Strange Girl seems ironically unaffected by any strangeness she encounters. She seems more like a blasé slacker who is just coasting through life. Her passion shows up when she berates her teammates when they fail. Perhaps she is in fact the daughter or protégé of Wiccan.

### CLOUDSURFER

Real Name: Unrevealed  
Occupation: Member of the Defenders Academy

Excellent Fighting!  
Incredible Agility!  
Typical Strength!  
Remarkable Endurance!  
Typical Reason!  
Typical Intuition!  
Typical Psyche!  
Health: 96  
Karma: 18  
Resources: 0  
Popularity: 0

#### POWERS/EQUIPMENT

**Golden Armor:** Amazing resistance from both physical and energy damage. He is completely unaffected by Heat and Cold and the vacuum of space.

**Flight:** Cloudsurfer can fly at Shift Z speeds (200 areas/round, or 16 areas/round in cluttered areas), although he can boost this to Class 3000 in outer space. He moves by means of a kind of cloud that he can make solid beneath his feet.

**Cosmic Blasts:** Incredible blasts of pure energy. By attacking the material strength of objects directly, Cloudsurfer’s blasts can disintegrate non-organic objects depending on the comparable material strength.

#### TALENTS

Acrobatics  
Tumbling

#### CONTACTS

None

**CLOUDSURFER IN BRIEF:** Compared to his teammates, Cloudsurfer completely thrilled about the use of his powers and the physical altercations they get into. He has almost child-like sense of wonder, but also a child’s sense of petulance and selfishness. Whether he is truly alien or not is unknown.

### VALRAVEN

Real Name: Valravn  
Occupation: Member of the Defenders Academy

Remarkable Fighting!  
Remarkable Agility!  
Good Strength!  
Excellent Endurance!

Typical Reason!  
Typical Intuition!  
Typical Psyche!  
Health: 110  
Karma: 18  
Resources: 0  
Popularity: 0

#### POWERS/EQUIPMENT

Chain-mail Armor: Good protection versus physical attacks, said to be forged by the Valkyrie themselves as a special gift.

Regeneration: Excellent recovery from wounds

Sword of Crows: A unique weapon of Unearthly material strength and enchantment, said to be unbreakable. Under Valraven's hand, it causes Excellent Edged damage

Death Aura: Valraven produces a subtle aura of fear around himself. Those he faces in battle must overcome an Good Psyche FEAT or succumb to a -1CS penalty as the fear of death takes hold

Flight: His jet-black wings give him Typical air speeds (6 areas/round) with the bonus of silent flight.

#### TALENTS

Weapons Specialist: Swords

#### CONTACTS

None

**VALRAVEN IN BRIEF:** Valraven is a silent warrior, his fighting style made more effective by his silence. He is equally as tenacious in a fight, never backing down once engaged in battle. He may be a monstrous Valravn of Danish folklore, but if he is instead a modern-day version blessed by the Valkyrie, he isn't saying.

### HOBGOBLIN

Real Name: Phil Urich  
Occupation: Criminal

Excellent Fighting!  
Remarkable Agility!  
Remarkable Strength!  
Incredible Endurance!  
Good Reason!  
Good Intuition!  
Typical Psyche!  
Health: 120

Karma: 26  
Resources: Typical  
Popularity: -15

#### POWERS/EQUIPMENT

Lunatic Laugh: Incredible sonic attack, blunt force. Disorientates victims to the point of incapacity. Can also negate Spider-Man's Spider-sense

Body Armor: Excellent protection against physical attacks, Remarkable protection against energy

Flaming Sword: Excellent intensity flame/energy blade

Wings: Good air speeds, can be retracted, capable of hovering

Pumpkin Bombs: Explosives to Excellent damage to everything within 20 feet.

- Smoke grenades: Typical obscuring smoke

- Knock-out gas: Incredible intensity, induces unconsciousness

- Incendiary: Incredible intensity flames

Throwing Bats: Good edged weapon damage

#### TALENTS

Journalism

#### CONTACTS

(formerly) Hero Community: Spider-Man, the Loners

(current) Villain Community: Kingpin

**HOBGOBLIN IN BRIEF:** Phil stumbled onto the Green Goblin's weapons cache when helping his uncle, Ben Urich, famed New York reporter, escape from some thugs going after Norman Osborn's equipment. He used the Green Goblin's powers to become a part-time, if bumbling, superhero, but the weight of such responsibility was too much, and he retired the identity to help a group of similarly disenfranchised ex-heroes. When trying to help colleague Norah Win-



ters investigate the Goblin legacy, Phil ran afoul of the Hobgoblin and was forced to kill him. His mind unhinged, Phil took up the Hobgoblin's identity and new equipment, becoming a supervillain so that Norah could still have her story. Too bad his mind was twisted enough to enjoy this new career choice! Now criminally insane (or perhaps just purely insane,) the Hobgoblin is violent, selfish, and willing to do any deed for the right, i.e. twisted, incentive.

### ARCADE

Occupation: Assassin

Typical Fighting!  
Excellent Agility!  
Typical Strength!  
Good Endurance!  
Remarkable Reason!  
Excellent Intuition!  
Typical Psyche!  
Health: 42  
Karma: 56  
Resources: Remarkable  
Popularity: -5

#### POWERS/EQUIPMENT

Dart Guns: Amazing intensity knock-out gas, with 5 darts per clip. Range of 3 areas,

can penetrate Excellent or weaker materials. (Cannot be used in his exoskeleton.)

**Exoskeleton:** Remarkable protection versus physical attacks, Excellent vs. energy; however, it appears to be an incomplete mass of tubes and girders, so a Yellow/Bullseye result can reach between to affect Arcade directly. The armor also boosts his Strength and Agility to Incredible, and either exo-hand can deliver an Incredible pulsed electric shock once a victim is grabbed.

#### TALENTS

Mechanical Design  
Engineering  
Robotics  
Weapons Systems

#### CONTACTS

Assistants: Miss Locke, Mr. Chambers  
Criminal Underworld



**ARCADE IN BRIEF:** Arcade is a psychotic playboy, giddily enjoying danger and the thrill of killing his victims after trapping them in elaborate deathtraps. This is usually done in the safety of his secret control room while his victims jump through themed environments dubbed “Murder-worlds.” Usually preferring to flee when found out, Arcade has an exoskeleton for this adventure that he will use to fight back with, and with eerily reckless abandon.

#### MYSTERIO

Real Name: Quentin Beck  
Occupation: Criminal, special effects designer

Excellent Fighting!  
Good Agility!  
Good Strength!  
Excellent Endurance!  
Excellent Reason!  
Excellent Intuition!  
Remarkable Psyche!  
Health: 60  
Karma: 70  
Resources: Excellent  
Popularity: -15

#### POWERS/EQUIPMENT

**Helmet:** Crafted from one-way mirrored glass. Contains a one-hour air supply and an internal heads-up display with a sensory array

**Gas Nozzles:** Wrist and ankle nozzles can release a variety of fogs:

- Amazing intensity fog
- Amazing potency knock-out gas
- Monstrous potency gas that lowers Intuition of victims by -4 CS (min. Feeble)

**Holographic Projectors:** Remarkable illusion casting and Hypnosis powers

**Robots:** Disguised with Remarkable skill, steel shells, and electrical motors

#### TALENTS

Special Effects  
Holography  
Engineering  
Robotics

#### CONTACTS

Villain Community: Sinister Six, the Wizard



**MYSTERIO IN BRIEF:** Mysterio is a glory-grabber with enormous ego. Such grandstanding serves as his motivation for destroying heroes, but he is equally self-serving by seeking out simple, profit-orientated crimes as well.

#### THE SUPERIOR

Real Name: Unknown  
Occupation: Anarchist

Typical Fighting!  
Good Agility!  
Typical Strength!  
Typical Endurance!  
Amazing Reason!  
Excellent Intuition!  
Incredible Psyche!  
Health: 28  
Karma: 110  
Resources: Remarkable  
Popularity: 0

#### POWERS/EQUIPMENT

**Hyper-Intelligence:** The Superior has an Amazing super-developed brain, similar to that of the Hulk’s archenemy, the Leader. This gives him an increased mental capacity, especially given his young age, as well as an eidetic memory and the ability to use hyper-reasoning for strategy and logic. He can also use Amazing Hyper-Invention, creating such things as robots and superhuman beings, and thus can perform mental talents including Computer systems, Engineering, Biology, and more.

**Telekinesis:** Amazing range of telekinetic abilities, including wide area control that can

affect up to 8 people at once. Other power stunts include blunt force attacks as well as an Remarkable Edge attack that can tear victims or objects in twain, ignoring body armor.

Levitation: Good mobility and air speeds.

#### TALENTS

None

#### CONTACTS

Bastards of Evil

**THE SUPERIOR IN BRIEF:** Not much is known about the ten year-old kid known as The Superior, although he claims to be the progeny of the villainous Leader, with whom he shares several similar features. For example, his powers also seem fueled by gamma radiation. The Superior fought an assemblage of heroes known as the Young Allies, who stopped The Superior from causing tremendous destruction with villains of his own creation: The Bastards of Evil.

The Superior is motivated by pure nihilism. He hates the current iteration of the world, or more specifically, its “antiquated morality.” Claiming that his intelligence gives him a better perception, he wants to disrupt the mores and social systems of society, which is why he created supervillains of his own to engage in wanton destruction. He hates adults in particular, and will reach out to younger super-powered individuals, as long as they will join him in the complete destruction of everything.

# AVENGERS ACADEMY

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