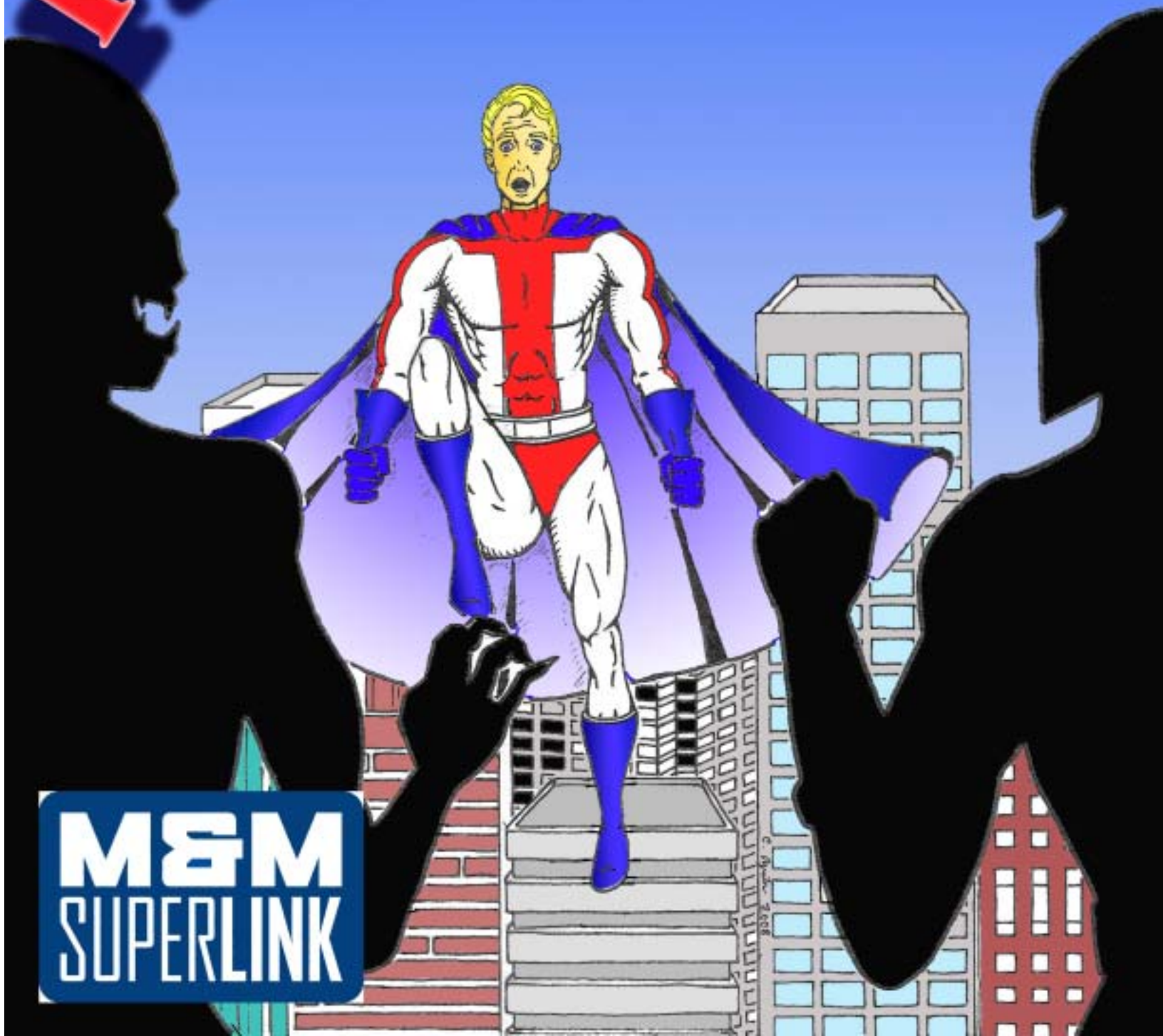


Requires the Mutants & Masterminds RPG, Second Edition, for use.

VRPG-0802



PLAYING SOLO



M&M
SUPERLINK

Contents

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Flying Solo
 Writting, Graphics Fran Vaughan
 Art By: Chuck Aguilar
 Playtesting: Stephen "Charger" Vaughan
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Welcome

"Where are your friends Jimmy?"

"Mom! How many times do I have to tell you? They aren't my friends. They're my teammates. We are a superhero team."

"Okay," Jimmy's mom said with an understanding look. "Where are your teammates?"

"They're all busy."

"Well it is too nice a day for you to stay inside all day."

"But mom, I can't go out by myself," Jimmy protested.

"Now listen mister. You may be 28 years old but as long as you're living under my roof you'll follow the rules. The rule is you go outside for some fresh air."

"If I go by myself I'll get trashed."

"Now there," she said with pursed lips in her softest baby talk. "Where's my little hero? Where's my cute little Captain Colossus? Hmmm?" She pinched his cheek.

"Okay, fine, I'll go," Jimmy muttered as he donned his mask.

"That's my little muffin. Now take a jacket with you. You'll catch cold running around in those tights all day."

Fear not solo adventurer. You don't need to have a whole team of heroes to battle the forces of evil and rescue damsels in distress. There is plenty for a brave hero such as yourself to do in the world of bulky armor and tight spandex. So get out there and stop bad guys in their tracks.

Can't get the gang together? Tired of dragging around a group of NPCs? Flying Solo is just what you've been waiting for! Flying Solo is a series of ready-to-run adventures for a GM and 1-2 players. Not scenarios or hooks, these adventures include villains, maps, clues and everything else a GM needs to put a hero through their paces. Each adventure includes optional details for a two-hero scenario.

Flying Solo includes solo villains as well as villain teams designed to battle your solo player. Why should super teams have all the fun while soloists are left thumping thugs and stopping bank robberies? No longer! It's time for your hero to learn that fun that can be had flying solo.

Gamemastering (and Playing) Soloists

Adventures for 1-2 players.

Gamemastering for one or two players can have its rewards and its challenges. For many players it is simply a necessity. Most group adventures require 4-6 players as well as a GM. What happens when you just can't get 5-7 people together to play? Often times solo players are relegated to "going on patrol" or dealing with paper-thin plots.

It doesn't have to be this way. Adventures with 1-2 players can be incredibly fun. It is the perfect time to flesh out characters and build a hero who will be more fun when they act in a group.

There are ways to make the solo adventuring more fun for everybody. These ways are outlined in this section.

Role-playing Takes Center Stage

The M&M system is a wonderfully fast-paced action system. This means group battles are fun and easy to run. It also means a solo hero can rip through an adventure in no time. This can put a lot of strain on a GM as they try to come up with more for the player to do. The key is to emphasize the role-playing.

A solo hero could easily go through all five adventures in this book in one playing session if they are run like action encounters. If they do, something's missing. In the first adventure Corporate Raider, the combat encounter might only last ten minutes of real time. However, the interaction with NPCs (non-player characters) before and after the battle could (and should) run four times as long.

That's the good stuff. The hero forms a like or dislike for someone, protects them from a villain, and then

is cheered or jeered for their efforts. Consider *Marvel's Spider-Man* ®. Save the city and get bashed by the local newspaper. That's the kind of depth of story 1-2 player adventures can bring out.

Flesh 'em Out

The solo or duo adventure provides a great opportunity to flesh out characters. When the GM has a whole group of players vying for his attention he simply can't spend a lot of time on any one character. The solo adventuring is the perfect time to add life to your hero.

The player should spend this time dealing with complications, making contacts, building devices, training and cultivating relationships. Many comic book heroes are just faces in the crowd when they are in a group comic. In their solo title we really find out about the hero and their lives. If the hero plans on spending some experience on developing a new item for her armored suit, make her role-play getting some rare part or consulting with another inventor type.

When the soloist returns to the group the role-playing will be the better for it. If the character is trying to gather information instead of saying, "I'm going to call my police contact," they say, "I'm going to call my pal Detective Vincent."

Someone To Talk To

In group adventures the hero has other heroes to bounce ideas off of. In solo adventures feel free to give the player an NPC to talk to. This need not be a combat NPC. It is just someone the GM runs who is there to chat with the hero, provide comic relief or help the hero plan their next move.

In the Victory RPG playtest campaign, the hero Charger has a sentient magic motorcycle. The bike has no combat abilities and in a group setting plays only a minor role. In solo play the motorcycle is constantly talking to Charger. It makes demands, wants to be mentioned when Charger talks to reporters and so on.

A sidekick can be a thorn in the hero's side. The woman who complains the whole time she is being rescued is a staple of action movies. Have fun with it. An over-the-top personality can spice up play.

Contacts vs. *Contacts*

There are contacts and there are *Contacts*. Any player can and should develop contacts she can talk to about various issues she is facing. These contacts may be cops, scientists, reporters, gang members, liquor store owners or the guy who runs the occult book shop.

Not all contacts are created equally. In M&M contacts are most linked to two abilities. The skill Gather Information and the feat Contacts. How the contacts a player has come into game play is based on the hero's abilities.

When a player uses the skill Gather Information they are calling on all their resources. This includes their contacts. Using the skill takes time and simply knowing somebody doesn't change that. If the hero knows Detective Vincent for example, he can call the detective to get info about a criminal. If the hero is using the Gather Info skill and it would normally take 30 minutes, it still takes 30 minutes. Perhaps the hero has to wait for the detective to call him back or Vincent tells the hero he'll have to get back to him.

On the other hand a hero with the feat Contacts gets a more immediate response from his contacts. Detective Vincent answers the phone and is ready to help.

It is important players realize that having contacts from role-playing will not replace purchasing the Contacts feat. The GM should also make it clear that players with the feat will be expected to actually develop contacts through role-playing. Using Contacts as some anonymous bunch of people the hero calls when they make a Gather Info check is boring.

You're My Contact

So you give Detective Jones your superhero cell phone number 1-800-GET-HERO and you collect his business card. Now he's your contact. Guess what? Now you're his contact too! Don't think for a second that he isn't going to call. Of course he'll call at the worst possible time to talk to you about a case he's running.

Contacts work both ways! The GM should encourage players to have many contacts. Each contact provides the GM with another gateway to adventures and plot lines. These gateways can come from anywhere.

Lady Longbow says she wants to spend her experience points on a new Corrosive arrow. The GM tells her it requires a Craft: Chemical check, a skill she does not possess. She contacts her chemist friend who says he'll gladly spend a month designing and building the arrow. "Maybe you can help me with a problem," he says.

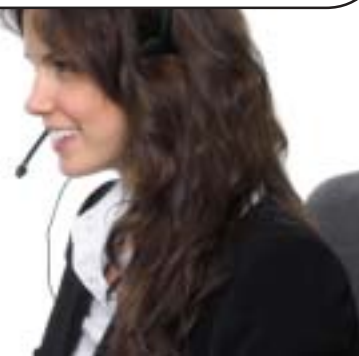
Contacts offer opportunities for the soloist but for the group as well. If the group is somewhat reluctant to take on a task maybe a hero gets a call from Detective Vincent. "Remember when I saved your backside at the Tech Expo? We really need your help," he says.

Heroic Activity

In solo play the GM and the hero should expect hero points (M&M page 121) to flow a little more freely than in group settings. The soloist is far more likely to encounter their complications, GM fiat and even be knocked unconscious when they are alone.

On the other hand, they are far more likely to need to spend those points since the fate of the city, world or universe is on their shoulders.

Yes, Captain USA, I'm sure ***world destruction*** is important, but the doctor is busy right now.



The GM can also have a “secret pool” of points for the hero. For example, the GM fudges a skill check in the hero’s favor so they find an important piece of evidence. (see Hide The Dice below) This is essentially a GM fiat in reverse. During the next encounter the GM decides the hero earns three points. Instead, the hero is given only two points to make up for the one the GM spent on his behalf.

Comic book heroes always seem much more heroic in their solo books than in their team books. That will likely be the case in your game play as well.

It’s Okay to Lose

It is going to happen. They’re going to lose. Maybe they even deserve to lose. It is only a matter of time before your soloist is seeing stars. The important thing to remember is that it is okay. If they never lose, frankly, that’s boring.

Losing is great plot device. Heroes remember and develop a powerful distaste for the villains who get the best of them. It also builds tension as the hero understands victory is no sure thing. It is common in comics and superhero movies to see the hero lose one or more times to a foe before heroically overcoming them in the end.

What about the body? If a hero is knocked loopy they will not automatically be taken hostage. A bank robber or master thief is not suddenly going to resort to kidnapping. On the other hand if a hero gets knocked out trying to prevent a kidnapping the villain may decide the city would pay a handsome ransom for the hero. Maybe they’ll finally get to use that escape artist skill they’ve been bragging about.

Hide the Dice

An experienced GM always rolls his dice behind a screen. Why? So they can cheat of course! Okay it isn’t cheating; it’s artistic license. Nobody wants some rogue die roll to ruin an adventure. In solo campaigning this is even more critical.

In a group if a hero is wiped out by some phantom critical hit, she has her team to fall back on. If a solo hero suffers the same fate, that’s it.

The GM may make certain skill checks for the hero if it is important the hero complete a task or notice a clue in order to further the adventure. The soloist doesn’t have three other sets of eyes that can notice the matchbook with the villain’s address written inside.

It is not to say the hero needs to be protected. The solo hero can make heroic recoveries and even lose as outlined above. In fact, the GM fiat can bail out villains as well to help the story. It is just to say the idea is to have fun. Don’t let the dice ruin that.

Instant Villains

Charger was soloing and ran across a couple of armored government agents. No combat was expected but true to form it happened anyway. Charger challenged the agents to a little “training battle”. The problem was the GM hadn’t created stats for the agents yet. All was not lost. The GM used the instant villain technique for creating foes on the fly.

The M&M system is possibly the best system ever for making foes on the fly. A GM simply has to have a general idea of how powerful the foes will be and wing it from there.

To make a foe on the fly just understand the power level system. The average of a foe’s Attack and DC Save will match the level. Their Defense and Toughness will average the level as well. Saves are usually about half the level with maybe one matching the level based on how the GM pictures them.

The GM above decided the agents would be level 7 and would have three base abilities; flight, strike, and blast. So the agents looked like this.

Attack +7, Damage +7 (Strike or Blast), Defense +7, Toughness +7, Fortitude +7, Reflex +3, Will +3, Initiative +3.

Viola! Instant combat-ready agents that can be fleshed out later.

If you plan on playing the adventures

– STOP HERE! –

The rest of the module is for
Gamemaster Eyes Only!

The Adventures

The following are three ready-to-run adventures for your solo hero. The adventures are designed to integrate the hero in the campaign world as well as be fun. There are several NPC contacts to be made, a couple nemesis type villains, a strange city roamer, the press and a would-be stalker / sidekick all for the hero to meet.

The first adventure, Corporate Raider is designed to be a starting adventure for a new hero if need be. Obviously an established hero can run through it as well.

Corporate Raider

Overview

The Brigand is conducting a raid on Link Corp at the Technology Expo to steal their prototype supercomputer. He will arrive at the Expo and make his way to the Link Corp demonstration unless the hero can stop him.

Getting the character involved

This adventure is designed to act as an introductory adventure for a brand new hero. A hero who has yet to make any contacts or any name for themselves can get involved in this scenario and begin to do just that. If the hero is already established, that works too.

The Technology Expo is the premiere technology event of the year. The latest gadgets, computers, vehicles, medical devices and non-military weapons will be on display. Coming up with an excuse for your hero to be there should be easy. Whatever company he runs or works for will be interested in what is on display. News types will cover the event. Government employees will be assigned to check

TWO PLAYER OPTIONS

If your hero is not completely alone you can increase the difficulty of the first adventure by adding two Highwayman robots per additional hero. So, if you have two players involved in the battle Brigand will bring two robots with him. If you have three heroes, he brings four robots.

The robots are detailed at the end of the adventure. They will help cover Brigand's retreat if he decides to run for it.

Damsel In Distress can be run as-is. Chimera will fight two heroes in his efforts to save Charmed as readily as one. Charmed will initially try to sidekick for the male character with the highest charisma.

Adventure 3, Day at the Museum is very challenging for one hero so two heroes should find it no walk in the park if run as-is.

out possible technology for their departments, schools, etc...

The player will be in the Expo Center when Brigand appears in the parking lot. Security guards will try to block his entrance and will be knocked around like rag dolls. They will however slow Brigand down enough to allow the player time to change into costume and meet the threat.

The Expo Center

The Expo Center is a professional basketball arena that is converted to many uses. The ceiling is a high dome and has a large electronic scoreboard and display hanging from it. Most of the seating has been retracted to allow ample floor space for the 100's of tables, booths and displays on hand. The ceiling is 150' high and crisscrossed with steel girders and lighting. The walls of the arena are concrete 1 foot thick.

The Battle

Brigand will enter the arena just as the player is ready for battle. He is after the supercomputer but will realize he has to deal with the hero first. Brigand does not want to be captured. He is tough enough that a one-shot defeat is highly unlikely. However, he is paranoid. If the hero manages to stagger Brigand he will attempt to retreat. It doesn't matter how banged up the hero is, Brigand will avoid capture and plan on finishing the hero another day.

Brigand's Retreat

If Brigand is staggered or is bruised four times or more, he will run. He will cover his tracks however. On his action he will blast loose a steel girder in the roof. "Until we meet again, hero," he'll snarl and use his movement to flee. The girder is falling toward a slow-footed Dr. Kittner.

The hero needs to save the doctor. The hero can do a heroic counter and blast the girder off course or use the heroic counter to Rush the doctor and knock him out of the way. The falling girder has a Defense of 5 for purposes of blasting it. The doctor has a Defense of 1 in terms of pushing him out of the way.

Detective Vincent to the Rescue

So your hero gets knocked into a wall, is staggered and her defenses drop. Uh-oh, Brigand can easily finish her off in one shot. Detective Vincent to the rescue!

Vincent is in the crowd. If he sees the hero going down he shoots Brigand in the back. Brigand will knock the detective out in one round but that round should allow the hero a chance to get up and hit Brigand from behind and begin a comeback victory of comic book lore.

Aftermath

Win or lose the hero will have established themselves as a new hero in the city (or enhanced their reputation if they've been around). If they were knocked out they will awaken to grateful onlookers. News crews covering the Expo caught the battle on tape and broadcast it live. It will be on every major newscast that evening. The press on hand will have questions for the hero and the patrons in attendance will applaud the hero's efforts. The player will also meet some new people the GM can use in future adventures.

Dr. Donald Kittner, PhD

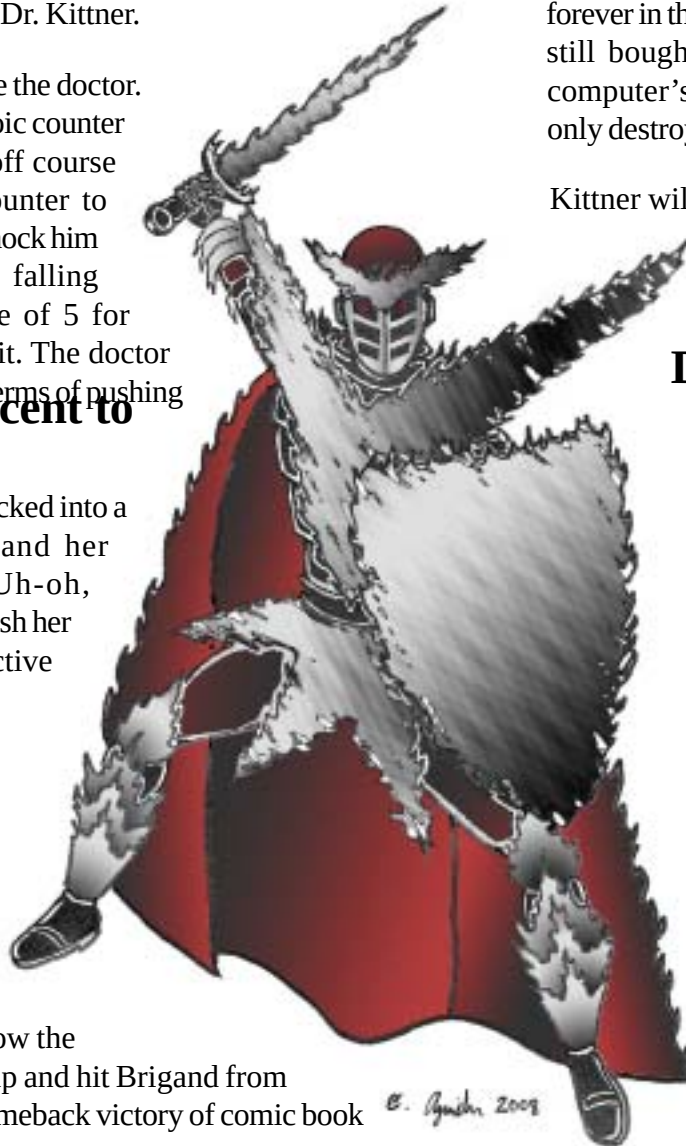
The doctor is Link Corp's head computer scientist. He will tell the player that they saved the supercomputer prototype and that he is forever in their debt. If the hero lost, they still bought Kittner time to pull the computer's motherboard so Brigand only destroyed the components.

Kittner will prove a valuable friend if the hero needs information on anything high tech.

Detective Vincent

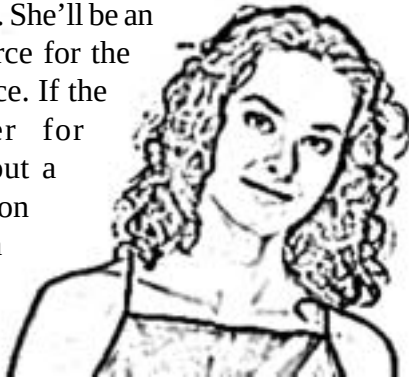
Vincent will introduce himself to the hero after the battle even if he didn't get involved. He will give the hero his business card and ask the player if there is a way he can get in touch.

If the hero has a secret identity and hasn't devised a way for people to contact him, Vincent will suggest he get a throwaway cell phone. "Call me with the number so I can reach you," Vincent will say. (Hey, it beats a spotlight with a big bat on it)



Jessica Ange, KRAW News

Jessica is a television reporter who has a knack for being where the action is. She will ask the hero all sorts of questions and even offer her business card. She'll be an information source for the hero but at a price. If the hero calls her for information about a particular location or person, Jessica will assume something is going on and she just might end up in the middle of the hero's activities.



Jessica Ange Reporter

STR	10	Toughness	+0
DEX	14 +2	Fortitude	+0
CON	10	Reflex	+2
INT	14 +2	Will	+2
WIS	15 +2	Initiative	+2
CHA	17 +3	Size	Med
Attack	+0		
Defense	+0		
Damage	+0 unarmed		

Skills: Drive 2 (+4), Diplomacy 2 (+4), Knowledge (streetwise) 3 (+5), Search 2 (+4), Notice 2 (+4), Profession: Reporter 2 (+4), Investigate 3 (+5), Knowledge (current events) 3 (+5)

Feats: Contacts, Equipment 1

Equipment: Camera, Cell phone, Recorder, PDA, Pepperspray

Brigand

Brigand will learn that even if he destroyed the computer casing, the motherboard survived thanks to the hero. Brigand will make it one of his personal missions (he has many) to destroy the hero. He or his minions will appear in the hero's life at various times. The hero might be receiving an award and a batch of Highwaymen robots crash the party for example. Brigand will continue with his corporate raiding and the hero might be asked or hired to provide protection. Brigand is designed to provide your hero with a nemesis they'll loathe.

Brigand PL10

STR	24 +7	Toughness	+4/+12
DEX	25 +7	Fortitude	+10
CON	18 +4	Reflex	+7
INT	17 +3	Will	+10
WIS	16 +3	Initiative	+7
CHA	17 +3	Size	Med
Attack	+10		
Defense	+4 / +8		
Damage	+10		

Skills: Diplomacy +9, Intimidate +9, Profession: CEO +12, Knowledge: Arcane +8, Notice +6, Search +6, Craft: Electronics, Robotics +10, Knowledge High Tech +8, Computers +8

Feats: Fearless, Inventor, Minions, Wealth,

Powers: Protection (Spectral Armor) 8, Shield (Spectral) 4, Strike (Spectral Sword) Mighty 3, Blast (Shadow Spear) 10, Speed (Phantom Steed) 6, Morph 2 (Brigand form)

Background: Franz vonRavestof IV is named after his great-great grandfather. Franz I was an advisor to a wealthy Baron in Austria circa 1875. The baron died and much to the surprise of everyone left his estate to Franz. Franz became a wealthy man and by the time Franz II took over the estate it included a castle and the village Ravensburg.

Franz II build an industrial giant and flourished during the first and second world wars. By the end of WWII Austria was being pulled into the socialist Soviet Union.



Ravenstof Industries closed its doors and Franz II relocated to the United States.

In 1958 Raven Industries was launched in the US. The company grew rapidly and was accused of engaging in corporate espionage on several occasions. By the time Franz III took over in 1975 Raven Industries was one of the largest suppliers of military and industrial equipment in the world. Franz III kept the family name as his legal name but went by Frank Raven to improve his image.

In 2004 Franz III was dying of lung cancer when he instructed his son to take over the family business. He also told Franz IV to return to Austria and reopen the estate.

Franz vonRavestof IV (he goes by Frank Raven outside Austria) opened up Castle Ravestof. He reopened the factories and brought the village back to life almost overnight.

While staying in the castle he made a startling discovery. A secret room contained Franz I's journals. They documented his occult experiments and how he called forth shadowy spectral energy.

Frank Raven spent months developing his Brigand power. He used his wealth and genius to build a small army of robotic minions he calls Highwaymen. He returned to the United States with a goal of being the wealthiest and most powerful man on the planet.

Brigand will guard his secret identity and avoid capture at all costs. He uses his Brigand persona to conduct raids but is also quite apt at using his status and wealth to cause problems for his foes.

Raven Industries is one of the largest privately held companies in the world. It has no board of directors for Frank Raven to answer to. Raven has factories and offices in Austria, China, England, Germany, India, Mexico and the United States.

Highwayman Robots

The fifth generation Highwayman robots don't look like men at all. They look like pirate women armed with cap and ball pistols. Looks can be deceiving. The robots are armed with blaster pistols and their beauty is only as deep as their synthetic skin.

The robots will protect or if needed, rescue Brigand at all costs. Brigand uses them to raid and harass his foes. Once the robots have been programmed to recognize a foe, they will attack that person on sight. Brigand will send the robots to torment heroes who have interfered with his grand plans.

Brigand's industrial factories will easily replace destroyed or captured robots. The robots are made from a dedicated pool of materials so analysis of their parts will not lead back to Raven Industries.

The robots will be modified as the campaign goes on to meet the challenges the hero presents. A magnetic control hero will prompt Brigand to switch to non-metallic parts. Flight packs may be added to deal with flying heroes. Weapons will be altered to hurt particularly tough foes by other means. Brigand is a genius. He will not simply keep throwing ineffective robots at the hero.



Highwayman Robot

PL 5 / Minion Rank: 3

STR	10	+0	Toughness	+10
DEX	10	+0	Fortitude	---
CON	---		Reflex	+2
INT	---		Will	+0
WIS	10		Initiative	+0
Attack		+5	Defense	+0

Weapons: Unarmed +0, Blaster Pistol +5

Powers: Immunity 30 (Fortitude), Protection 10, Blast 5

Detective Vincent PL2

STR	12	+1	Toughness	+4*
DEX	14	+2	Fortitude	+1
CON	12	+1	Reflex	+2
INT	14	+2	Will	+2
WIS	15	+2	Initiative	+2
CHA	14	+2	Size	Med
Attack		+3		
Defense		+2 / +1 flat		
Damage		+3 (pistol) +2 (baton)		

Skills: Drive 2 (+4), Intimidate 1 (+3), Knowledge (streetwise) 4 (+6), Search 2 (+4), Notice 3 (+5), Profession: Detective 2 (+4), Investigate 3 (+5)

Feats: Equipment 3

Equipment: *Concealable vest (+3 Toughness), pistol +3, tonfa / baton +1, handcuffs



Detective Vincent

Detective Steven Vincent is a 32-year old cop with a rough exterior and attitude to match. He has no problem mixing it up with so-called 'super-villains' or using super heroes for

help. He is a savvy cop who can help the right hero. A 10-year veteran of the city police force, Vincent rarely loses his cool under pressure.

LINK CORP
COMPUTER HARDWARE

Link Corporation (Link Corp) is a publicly traded company (Stock Symbol: LKC) formed in the late 1990's by Dr. Kittner and his business partner Georgia Aguilar. The company has grown to be one of the top producers of internal computer hardware components. The company has about 100 employees and primarily sells the parts that go inside name brand computer hardware components. They are trying to design a super computer for government use that would move them up dramatically in the industry.

Dr. Kittner Scientist

STR	10	+0	Toughness	+0
DEX	10	+0	Fortitude	+0
CON	10	+0	Reflex	+0
INT	21	+5	Will	+3
WIS	16	+3	Initiative	+0
CHA	14	+2	Size	Med
Attack		+0		
Defense		+0		
Damage		+0 unarmed		

Skills: Computers 4 (+9), Craft: Electronics 4 (+9), Knowledge (High Tech) 4 (+9), Disable Device 2 (+7), Gather Information 2 (+4)

Feats: Inventor

Doctor Kittner has one thing on his mind – computers. He is the brains behind Link Corp and their super computers. He is considered one of the leading inventors in the computer hardware industry. He will be happy to help heroes analyze strange high-tech items or invent new components. He knows his time is valuable and will not hesitate to ask a hero for a favor in exchange for his help.

Dr. Kittner PhD.



Damsel In Distress

Overview

Charmed wants to be a superhero or at least a hero's sidekick. The problem she has (among others) is that she doesn't know where to find a hero who'll actually take her seriously. She has devised a plan to get the attention of a local hero by placing herself in danger. After the hero rescues her surely he'll want her to join forces with him.

Her plan was to simply tie herself up at a construction site in the city and dangle from a rope over the street below. If the rope broke she could always use her magic boots to fly. That was before Chimera happened along.

"What you doing?" Chimera asked her as she stood near the edge of the twelve-story rooftop. Frightened by his appearance, Charmed stumbled through wet tar. Her boots stuck in the tar and she fell backward off the roof without her boots.

"That creature just threw that girl off the roof," a news crew reported from the ground. Charmed is dangling by a rope from an iron beam screaming for help and yelling at Chimera to leave her alone. Chimera wants to help but is confused by the girl's screaming. The rope Charmed used won't hold for much longer.

Getting the player involved

The player will be in the area of the construction site when this takes place. They will be able to see a screaming young woman hanging by a rope and an ugly beast grabbing at her. On-lookers will be screaming that the beast pushed her off.

The building

The construction site will one day be a high-rise. For now it is a twelve-story metal frame with floors and a construction elevator. Tools, equipment and

girders are everywhere. The "rooftop" Chimera is on and Charmed is hanging from, is actually the future floor of the 12th story. It is 120 feet up. It is a square platform 200 feet long on each side.

The Encounter

When the player arrives at the top of the building he (or she) will find Chimera "clawing at" the young woman. "He did this," Charmed will yell at the hero. "Help me!"

If the hero tells Chimera to back off or get away, the creature will respond in his poor English, "No, she die." Chimera means he is trying to save the girl but can't communicate. If the player attacks him he will defend himself. If the player can fly or otherwise rescue the girl, he will stand by watching. Afterward he will roar with approval and leap away. If the hero gives chase or attacks him, he will defend himself.

The Rescue

Charmed is hanging by a rope roughly twelve feet off the side of the building. There is enough slack in the rope that she can be swung back on the roof using Stretching, Telekinesis, Air Control etc... Flying characters can grab her automatically. Anybody trying to break the rope to pull her free can do so with a DC 20 check.

If a character can't reach her they can climb out on the girder (DC 15 Reflex) and pull her up (DC 15 STR) or tug on the rope to start her swinging toward the roof. A hero can pick up the girder and put it and Charmed on the roof with a DC 25 STR check.

If the player loses

If the player falls or fights Chimera and gets knocked out they will awaken to find Charmed hanging all over them. She will thank them for either saving her or trying to save her. If the player didn't save her they will be informed that Chimera pulled her to safety.

Aftermath

Chimera

If Chimera is captured or just spoken to in a peaceful manner, he will tell the hero his name and that he wants to be left alone. After Charmed comes clean about what really happened there will be no reason to hold Chimera and he will go. He does not want to be friends with the hero or become a superhero. "Leave Chimera alone," he says leaping away.

Background: A young mage named Brandon Carter was dabbling in the art of summoning creatures to serve him. He attempted to summon a creature but instead opened a dimensional portal to Chimera's world. Chimera was caught in the portal and appeared before Brandon.

Chimera refused to obey Brandon and was angry at the mage. Terrified, Brandon fled and left Chimera with no way to get home. Chimera found comfort and refuge hiding on rooftops and building ledges. He wants to get home but lacks the knowledge or communication skills to find a way or ask for help.

Issues: Chimera is at heart a good guy but he is no hero. He might help somebody in trouble right in front of him but doesn't seek out conflict. Chimera can fly on his world but is too heavy on Earth to do more than leap great distances and glide.

A hero with dimension travel abilities could help Chimera find his way home if the hero could figure out that Chimera is from another dimension in the first place.

**LEAVE
CHIMERA
ALONE!**

Chimera PL10

STR	30	+10	Toughness	+14
DEX	14	+2	Fortitude	+8
CON	22	+6	Reflex	+2
INT	8	-1	Will	+8
WIS	15	+2	Initiative	+2
CHA	8	-1	Size	Med
Attack	+10			
Defense	+6 / +3 flat			
Damage	+10 unarmed			

Powers: Protection 8, Super-Leaping, Darkvision

Skills: Intimidate +7, Stealth +6

Feats: Fearless, Diehard

Equipment: None

Chimera's wings extend his leaping but he is too heavy to fly outright.



Charmed

At some point the hero will realize Charmed is wearing a costume. She will proudly say she is a superhero and ask to join forces with the player. Under questioning about what happened by either the player or responding police, she will admit she staged the whole thing and Chimera just scared her. "I guess he was trying to rescue me," she'll say sheepishly. "Um, I need to get my boots. They need to be cleaned, bad."

If the player decides to take on Charmed as a sidekick the GM should make them question this decision every time she is around. She treats crime fighting like a sorority pajama party. She will take orders but takes nothing seriously and can't be depended on. She will be jealous of any females in the hero's life and will obsess about a hero refusing to share their secret identity with her. If the hero is female, Charmed will want to be best buddies and go shopping together, the spa, you name it. She will be jealous of any female friends the hero has because they take attention away from her.

**BEING A
SUPERHERO
IS SO COOL!**

Background: Stacy Spears was more than happy to be locked in the basement of the sorority house as a new pledge. Ever curious, she poked around in a pile of old debris and found a cool looking wand and a pair of hot boots. She took the boots and wand and soon discovered their powers. Stacy became enthralled with the world of superheroes and decided she wanted to "join". She still attends classes at the university. Her wealthy parents support her.

Charmed PL7

STR	13	+1	Toughness	+2
DEX	18	+4	Fortitude	+2
CON	14	+2	Reflex	+6
INT	12	+1	Will	+0
WIS	8	-1	Initiative	+4
CHA	18	+4	Size	Med
Attack	+8			
Defense	+12 / +5 flat			
Damage	+1 unarmed, +6 Blast			

Powers: Device Wand Blast 6, Device Boots Flight 5

Skills: Acrobatics +6, Diplomacy +6, Gather Info +8 **Feats:** Attractive, Contacts

Equipment: Camera, Cell Phone, Commlink, Flashlight, Pepperspray (Dazzle+Stun 5)



Day At The Museum

Overview

Animator has brought museum creatures to life to cover her theft of rare items. The museum is being evacuated and police are sealing off the outside. Witness report seeing a strange woman walking through the museum touching exhibits and bringing them to life. Animator is trying to steal several ancient artifacts. It will take her time to defeat the security in place and the animated exhibits are meant to buy that time.

Getting the player involved

The player will see the following broadcast on a nearby television. (If the happen to work at the museum they were out on a lunch break when it began)

“This is Jessica Ange, KRAW News, reporting live from outside the Museum of History where pandemonium has broken loose. As you can see behind me, people are running from the museum in a panic as police set up a perimeter. The museum seems to have been the target of some strange attack.” She turns from the camera and grabs a fleeing patron by his arm. “Excuse me sir. Can you tell us what you saw in there?”

“It was unbelievable,” the man says in wide-eyed horror. “Some strange woman was touching the exhibits and bringing them to life.”

“Bringing them to life?”

“Yes, in the Hall of Centuries. She touched some soldiers and they can to life and started shooting at people. I just ran as fast as I could to get out of there.” The man pulls away from Jessica and staggers off.

“There you have it folks. A woman is bringing exhibits to life in the Hall of Centuries with horrific and deadly results. Will the police be any match for that kind of powerful brutality? I don’t see how.”

When the players arrive they can contact police and museum staff in front of the building, who will tell them the same thing the museum patron told Ange. They can also tell the hero that the Hall of Centuries is to the right off the back of the main lobby. It contains exhibits about various periods of history.

The police have been trying to hack into the museum security camera system but it seems the system has been physically shutdown inside. It is unknown if any civilians are hurt or dying inside and police are waiting for SWAT team members to arrive but they are at least twenty minutes away. That may be too long if someone is dying.

Inside the Museum

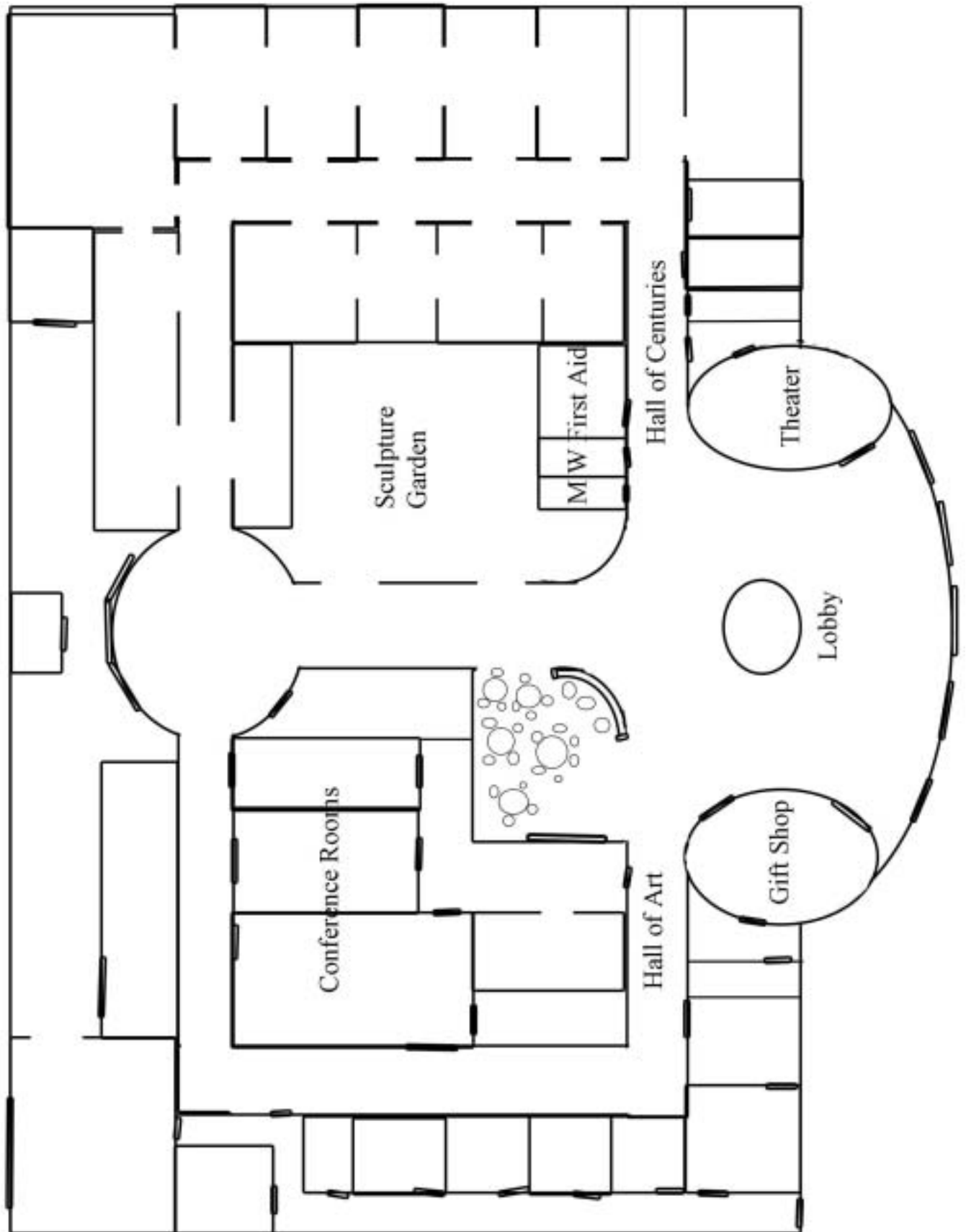
Animator has brought ten constructs to life to delay any police or hero response while she tries to penetrate the vault. The hero may encounter any or all of these as they make their way through the Hall of Centuries. If they bypass the Hall for some reason they will encounter constructs indicated on the map. Any bypassed constructs will come to Animator’s aid if the hero engages her.

1 – The Lobby

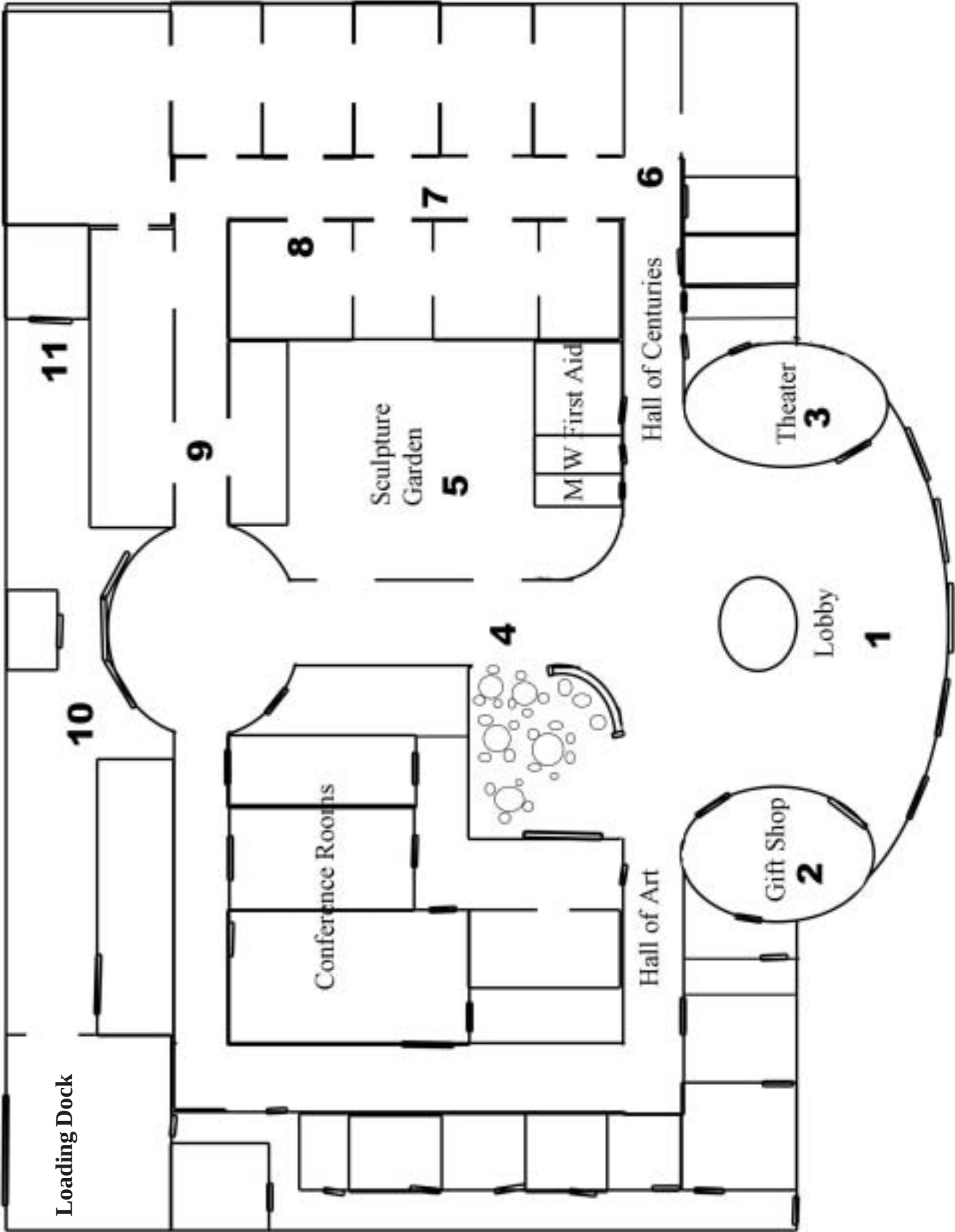
The lobby area is a mess. Papers, books, backpacks and garbage litter the area around the information kiosk. The bookstore to the left and the theater to the right are both standing wide open. Three large signs hang from the high ceiling. The sign to the left points down the left corridor and says, “Conference Rooms.” The sign hanging in the middle indicates the middle corridor is the Hall of Art. The sign to the right indicates the right corridor is the Hall of Centuries. A loud roar emanates from the right corridor.

The hero can Notice (DC 15) guide maps of the museum scattered on the floor near the information kiosk. They will find the map automatically if they say they are looking for it. If they pick up a map the GM can provide them with the Player Map for reference.

Sorry,
This exhibit is
Closed



PLAYER MAP



1 inch = 40 feet

GM MAP

2 – The Bookstore

The bookstore looks as if a stampede has run through it. There are books, toys and papers scattered everywhere. The cash register is shut and looks undisturbed.

There is nothing of interest here except the fact the place wasn't robbed.

3 – The Theater

A movie about the American Revolution plays for an empty theater. The muffled sound of men shouting can be heard from the Hall of Centuries.

Move along, nothing to see here.

4 – Hall of Art

Beautiful paintings hang on both walls of this hallway. There are two open doorways in the east wall with signs indicating the plants and trees beyond are part of the Sculpture Garden. The sound of stone scraping against stone can be heard coming from the garden.

If the hero travels through the Hall of Art without investigating the garden they will be attacked from behind by Apollo. If they enter the garden they will encounter him there.

5 – The Sculpture Garden

Marble benches and statues blend wonderfully with the plants, trees and grass in this indoor garden. A flagstone path runs through the quiet setting. A small waterfall feeds a Koi pond on the east wall. This is obviously a place museum patrons can relax. The centerpiece of the garden is a twelve-foot tall stone sculpture of Apollo. He stands holding a large shield and spear. You have no time to admire the sculptor's handiwork however. Apollo turns toward you and points his spear in your direction.

Apollo will attack the player without saying a word. If the player flees for some reason, Apollo will pursue as long as the player stays in the museum. If the

Apollo Construct

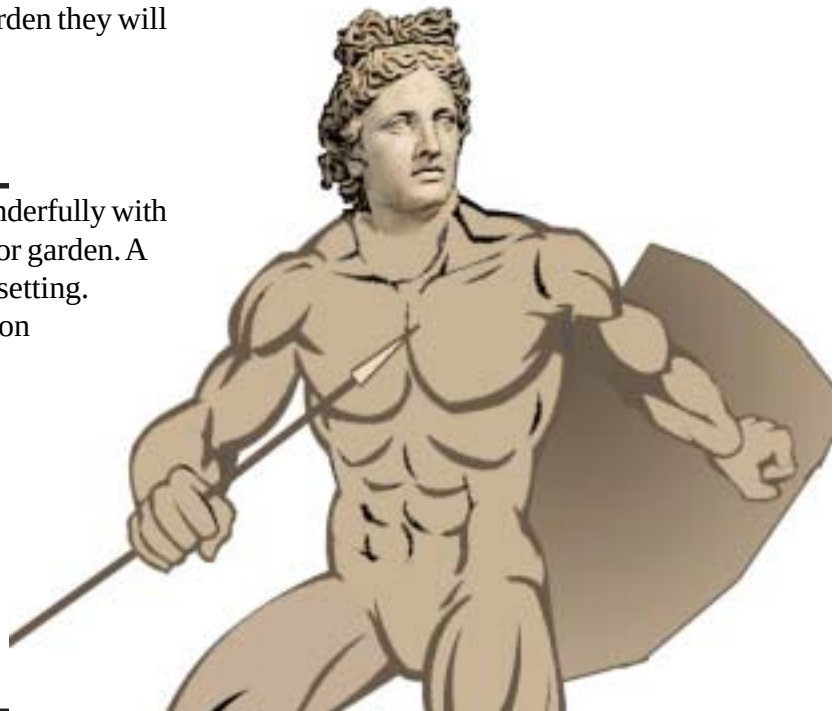
STR	24	+7	Toughness	+10
DEX	24	+7	Fortitude	---
CON	---		Reflex	+7
INT	---		Will	+0
WIS	11		Initiative	+7
CHA	---		Size	Med
Attack			+10	
Defense		+6	Shield	
Damage		+7 / +10	Spear	

Powers

Immunity 30 (Fortitude), Protection 10, Shield 6, Spear +3 (Mighty)

Skills: Notice +7, Search +5

Feats:



player somehow hides from Apollo or leaves the museum, Apollo will return to the sculpture garden.

6 – The 20th Century Exhibit

The sign in the hall tells you that this area is the 20th century exhibit. Another indication is the soldiers in World War II vintage uniforms that have erected a sandbag bunker in the hallway. The two soldiers are behind the bags holding rifles. In the doorway opposite them two men brandish Thompson sub-machine guns with the round ammo drums they were famous for. The two men look like prohibition era mobsters. The four men level their weapons at you.

The two soldiers are armed with assault rifles and one grenade each. They have partial cover behind the sandbags. The two mobsters are armed with the indicated “Tommy Guns”. The mobsters will use Autofire at all times when using the Tommy Guns. It’s what they do.



7 – The 1700’s

As you make your way through the exhibits you see two men dressed like British Redcoats circa the American Revolution standing a few yards in front of you. They are armed with muskets and bayonets but there’s no time to worry about that. Between them is a iron cannon that appears to be lit and aiming right at you.

The soldiers here are limited by the weapons of their era. They will fire the cannon once and then fire a single shot from their muskets. Rather than reload, they will charge the player with bayonets.

Cannon: Attack +3 (Soldier’s Attack), Explosion 6

8 – Ye Olden Times

The exhibits here depict a range of time spanning ancient Roman and Greeks up through the Dark Ages. There are many figures of knights, warriors and centurions that catch your eye but none of them appear animated. A loud roar from ahead fills your ears and masks the sound of the two warriors trying to decapitate you.

The two warriors here, a Spartan and a Roman Centurion, have devised a plan to pretend they are statues until they can ambush the hero. The hero is surprised barring some special ability to detect the attack from behind. Detecting the warriors before they move is pretty impossible. They are after all statues that have been animated and possess no distinguishing feature until they move.

Soldiers / Warriors

STR	10	+0	Toughness	+10
DEX	10	+0	Fortitude	---
CON	---		Reflex	+2
INT	---		Will	+0
WIS	10		Initiative	+0
Attack		+5	Defense	+0

Weapons: Soldiers Rifle +5 Autofire, 1 Grenade (Frag) 5 Explosion; Mobster Tommy Gun +5 Autofire; Musket +4 (2 round reload) Bayonet +2; Warriors Sword, Axe, Bow or Spear +3



9 – Jurassic Era

A large pyramid is the centerpiece of a room depicting Ancient Egypt in the corner exhibit room. As you turn the corner back toward the center of the museum you see the source of the roaring you've been hearing. A life-sized Tyrannosourous Rex is standing in the hall directly in front of you. Unfortunately, he sees you and roars as he lunges forward.

This dinosaur does not want to play fetch. It is under Animator's control and will attack the player.

T-Rex Construct

STR	30	+10	Toughness	+14
DEX	16	+3	Fortitude	---
CON	---		Reflex	+3
INT	---		Will	+0
WIS	10		Initiative	+3
Attack		+10	Defense	+6
Damage		+10	Bite	

Powers: Immunity 30 (Fortitude), Protection 14
Growth 8 (permanent, modifiers included)

10 – Restoration

This room is obviously used to prepare exhibits for display. Numerous statues, paintings and wax figures are scatter amidst various cleaning tools. You can hear a banging noise coming from the far east area of the room. Two unconscious security guards are on the floor between you and the source of the noise.

If revived the frightened security guards will say a strange woman attacked them. The noise is coming from the vault where the rare Staff of Yaweh is being stored. The guards are making minimum wage and will flee through the loading docks as soon as the player gives them a chance.

11 – The Vault

As you approach the vault you see a woman wearing a red leather coat working furiously at a computer keypad controlling the vault door. She glances in your direction and smiles. She gives you a little wink and goes back to what she was doing.

Animator is having trouble defeating the vault's security system. She is in the process of Taking 20 to defeat the DC 25 computer encryption when they hero arrives. She has erected a transparent energy wall across the hall between her and the player. It runs from floor to ceiling and has a Toughness of +10.



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If any of the animated objects in the museum have not been defeated, they will arrive in one round and attack the hero.

If Animator is undisturbed for five rounds she will get the vault door to open. She will run into the vault and grab the staff on round 6. On round 7 she will blow the player a kiss, blast a hole in the roof and fly away.

If the hero breaks through the energy wall before the vault is opened, Animator will go into escape mode. She will drop whatever remains of her energy wall (free action) so she has room to get by the hero. "Time for me to take my leave," she says with a flair and flies all-out for the loading dock exit.

Once Animator leaves the building her animations stop being animated.

Other Areas

The western half of the museum is made up of offices, conference rooms, storage areas, and the kitchen area. There is little of interest for the hero in these areas.

Aftermath

If They Win

If the player prevents Animator from stealing the staff they have been successful, even if she escapes. If she does escape the staff may continue to be at risk. It is set to go on display the following week for seven days before continuing with its tour.

If They Lose

If the hero is defeated by animated exhibits before reaching the vault they will awaken to be informed of the theft of the staff. If they make it to the vault and fail to stop Animator's theft, they will know first hand what she has accomplished on their watch. Either way, the hero may wish to hunt her down and recover the staff, leading to further adventures.

The Staff Win or Lose

The museum curator Phillip Darrow will be happy to brief the hero on the staff and the need to protect (or recover) it. The GM should choose an origin option for the staff that suits the campaign and tell the player all about it.

The Staff

Depending on your campaign and personal preferences the staff Animator seeks can have any one of a variety of origins and abilities. Pick one of each below or come up with your own.

Backgrounds

Option 1: The Staff of Yaweh. Yaweh is the ancient Hebrew name for God. The staff is believed to be the staff carried by Moses. The same staff that turned into a snake and brought water from rocks. It was discovered in the desert in what was formerly Canaan. It is a prized religious and historical artifact.

Option 2: The Staff of Merlin. The staff was discovered in a crypt in England and is reportedly the magical staff carried by the mage Merlin. (Note: Merlin is a fictional character but in a magic-laden campaign maybe he was real.)

Option 3: The Staff of Nature. Unearthed near Stonehenge the staff is believed to have been the property of a high druid priestess from before recorded history.

Option 4: The Staff of ____. To create your own origin simply come up with the following three bits of information. Who carried it? Where did they carry it? Who cares? So, for example the Staff of Caesar was carried by Caesar, found in Rome and was a symbol of his power as emperor.

Why It's Valuable

Option 1: Money only. The staff is an artifact of historical value and nothing more. Any rumors of magical power are just myth.

Option 2: Specific Power. The staff has power that may be used only by certain individuals. The origins above imply who is the appropriate wielder of the staff, a true believer, magician or druid respectively.

Option 3: General Power. The staff has some undiscovered power that can be used by anybody unlocking its secrets. (Including Animator)

Animator PL10

STR	10	+0	Toughness	+10
DEX	24	+7	Fortitude	+6
CON	16	+3	Reflex	+9
INT	17	+3	Will	+10
WIS	18	+4	Initiative	+7
CHA	17	+3	Size	Med
Attack	+10			
Defense	+4 / +8			
Damage	+10			

Skills: Computers +7, Concentration +8, Disable Device +8, Gather Information +4, Knowledge: Arcane Lore +8, Notice +7, Search +7, Stealth +8

Feats: Ritualist

Powers: Animate Object 10 (Progression up to 10 at once), Create Object 10 (50 ft cube, TGH 10), Flight 6, Force Field 7, Disintegration 8, Blast (Energy) 10

Tactics: Animator has the ability to control, manipulate and even destroy inanimate matter. She can create objects from thin air as well. Animator has the potential to be incredibly powerful but for now she is limited by her lack of experience and imagination.

She will animate statues and other obvious constructs to perform tasks they seem suited to but struggles with abstract concepts. For example she would animate a fire hydrant to blast water at a foe but wouldn't think to have a street light wrap around the hero.

She tends to use her create object power only to form rudimentary objects at this point. (Like the transparent wall she made in the museum).

Animator can grow with your hero, becoming more challenging with each encounter as she (and hopefully your hero) become more in tune with using their powers. At some point she will discover she can create an object and then animate it. When she discovers this ability she will be quite powerful.

Background: Allison Birch never believed in magic, the arcane or anything else supernatural. She thought the Tome of Allamohr would make a cool gift for her superstitious friend. She bought the book from the odd man at the occult bookshop and took it home.

Allison took the book home and started reading through it. She found herself transfixed and didn't even notice the way her furniture was dancing around the room as if possessed. By the time she finished reading in the wee hours of the morning, a power had entered her. She could animate objects and make them do anything she commanded.

Allison fell in love with her power and wanted more. She adopted the persona Animator and hid her power from those who knew her. She became a student of the arcane arts and began searching for powerful artifacts to add to her abilities.



Campaign Issues

Flying Solo is meant to provide GM's more than a few solo adventures. It is meant to serve as a springboard for many other campaign activities. There are many built-in plots and subplots for GM's to work with and expand on.

Brigand and Animator provide a high tech and arcane style nemesis respectively for the hero. They will steal their chosen target items and even harass the hero directly. They can grow with the hero and add to their arsenal in order to provide new challenges to the hero.

Chimera can save the hero's bacon, cause problems for the hero, need rescuing from villains or even the police and otherwise cross paths (or rooftops) with adventurers. He still would like to find a way to his home dimension. Chimera is more of an entity than

a hero or villain and thus provides a whole range of possibilities.

Charmed is your stalker / sidekick who gives the GM a character to use to spice up adventuring.

The detective, computer technician, and even museum curator provide the character with valuable contacts. High tech, law enforcement and arcane adventures can all originate through these contacts.

The Need A Hero Table

The Need A Hero table is designed to give a GM a table to roll up a random event for solo heroes. Obviously a GM can simply pick from the table or conversely ignore a result if they don't feel like running that type of encounter. Roll first on the Encounter Type Table and then on the appropriate sub-table.

Encounter Type

D20 Result

- 1-5 Rescue
- 6-10 Crime
- 11-15 Target
- 16-20 When It Rains It Pours

Rescue Table

D20 Result

- 1-4 Traffic Accident. Several people are trapped in burning cars.
- 5-6 Jumper. A suicidal person is threatening to jump (or has jumped).
- 7-8 Falling. A worker is dangling or falling and needs rescue.
- 9-10 Fire. People are trapped in a burning building.
- 11-12 Disaster. A flood, tornado, earthquake etc... strikes the city.
- 13-14 Sinking. A boat or ship is sinking.
- 15-16 Toxic. Toxic waste is escaping a tank or truck. Evacuate people.
- 17-18 Child. A child has fallen into a well or some other bad situation.
- 19 Fluffy. Save my baby! Oh, forgot to mention my baby is a cat.
- 20 Haywire. A plane, train or car is out of control.

Crime Table**D20 Result**

The crimes can be in progress or in need of being investigated based on your hero's skills and abilities.

- 1-3 Robbery. A person, bank, store etc...is being robbed.
- 4-6 Burglary. A person(s) has broken into a store, house, warehouse etc...
- 7-9 Assault. Gang fight, bar fight, any fight needs to be stopped.
- 10 Arson. Someone is or has started a fire.
- 11 Hostage. A hostage needs to be rescued.
- 12-14 Theft. A car, purse, comic book collection or something else has been swiped.
- 15-16 Kidnapping. A child (or adult) has been taken.
- 17-18 Rampage. Someone has gone nutty. They're tearing or shooting up the town.
- 19 Homicide. Stop the murder or track down the killer.
- 20 Riot. A crowd is looting, burning and wreaking havoc. Protestors? Soccer fans?

Target – Hero

The Hero is the target

D20 Result

- 1-4 Theft. Devices, costume parts, hero mobiles, it's all enticing.
- 5-7 Slander. Someone is accusing the hero of wrongdoing.
- 8-11 Assault. The hero is attacked outright.
- 12-15 Trap. Roll on the rescue table but it is really a trap. Add villain.
- 16-18 Media. The media is after the hero questioning them or seeking info.
- 19-20 Police. The police are questioning the hero's activities.

When It Rains...**D20 Result**

- 1-4 A Rescue & Crime are happening together! Roll on each table.
- 5-8 A Rescue is needed but the hero is also a Target. Roll on each table.
- 9-11 A person the hero knows is involved in a rescue situation. Roll Rescue.
- 12-14 A person the hero knows is the victim in a crime. Roll Crime.
- 15 A person the hero knows is the Suspect in a crime. Roll Crime. GM decides guilt.
- 16-17 A known villain asks the hero for help. Trap or genuine?
- 18-19 A natural disaster leads to several rescues. Roll Rescue 4 times.
- 20 A horde of spiders, zombies, thugs, robots etc...are loose!

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