



An organization book for



#402

MIND GAMES™

WIND CARRIER



by Scott F. Heine

MIND GAMES™

The Secret Files of PSI

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INTRODUCTION



Only the faint sound of water slapping against the dock can be heard over Solitaire's heavy breathing as she ducks behind a stack of crates. She hisses at the chill in the night air while nursing her shoulder. The ambush by the villains had caught her by surprise, and she desperately needs time to hide out until her teammates arrive.

Suddenly a low growl echoes from the fog beyond the crates. Solitaire can barely make out the image of some shadowy nightmare rushing toward her as the creature leaps for her throat. The beast slashes at her face with long, razor-sharp talons.

At the end of the pier, Lady Mirage looks on as her illusionary creation tears at Solitaire's mind. It won't be long now before she will have violently eliminated her first super-powered opponent. Her instructors will be pleased...

OVERVIEW

The Parapsychological Studies Institute, or PSI (pronounced "sigh"), is a complex organization of villainous criminals for use with *Champions* and other Hero System Games. Provided within these pages are detailed descriptions of each of the members of PSI along with their students, agents, and equipment. A section has been devoted to suggestions for using PSI in your campaign along with several possible scenario ideas.

PSI, as an organization, is somewhat different from typical comic book villains. The members are a step closer to reality than most comic book characters; they rarely wear their colorful costumes, avoid battles with heroes, and operate with more realistic goals and reactions. Most of the members of the Institution are psychologically imbalanced to some degree, adding cruelty and madness to their adventures. Additionally, their origins and motivations include some real-life problems of our society: decreased morality, increased greed, lust for power at others' expense, and many other social and ethical disfunctions. These aren't necessarily characters who wish to take over the world; rather they are motivated by their own selfish priorities, sticking together either out of fear or a desire to use their fellow members to obtain their own goals. Their organization is a den of deceit, treachery, lust, and violence.

The GM should read through this entire book carefully, noting how the various members of the Institution interact and what goals and ambitions motivate each one. As always, the GM should feel free to alter the information provided here as he desires to create a more unique, tailored campaign.

OTHER USES FOR PSI

This book presents PSI in terms of a hero campaign. However, with a little adaptation, the Institute can easily work with other campaign themes as well. For super agents, pulp heroes, or exotic spy scenarios, simply reduce the power attacks and defenses of the members of PSI, eliminate their teleportation equipment, and keep the villains in streetclothes. Likewise, by reducing PSI's power level, these villains can be adapted for science fiction campaigns, making them members of an alien culture or secret alliance. These characters can even be used with a post-holocaust campaigns as an underground society of mutants hiding in a remote wasteland. Regardless of what genre you intend to play, make PSI a dark and mysterious group, characterized by internal tension and violence.

THE NATURE OF MENTAL POWERS

In 1971, Dr. Sebastian Poe, the founder of PSI, published his findings on cerebellic mutations in a government report. He later came before a senate committee to report his findings. Below are excerpts from this lecture.

"According to the research which we have completed, positive mental mutations can be classified under three distinct categories: psionics, psychokinetics, and psychic manifestations. Psionics are the more ethereal abilities like Telepathic communication or the influencing of another's will. These types of abilities involve the exchange of psionic energy from one mind to another for the purposes of mental communication, mind location, mind control, etc. For example, a telepath might transmit his thought patterns or draw forth the thoughts of others by channeling them through psionic energy. The same link may be used to alter the thought patterns of another individual, producing an effect not unlike hypnosis, though unquestionably more compelling. The energy involved in these exchanges is purely of a mental nature, with no physical manifestations whatsoever. The exchange of this energy is almost always indiscernible to all but the power user and his target.

Psychokinetics, on the other hand, are the more concrete mental abilities, in which an individual's will is manifested physically. These types of abilities involve projecting psychokinetic mental energy in many ways that affect or manipulate the physical environment.

Psychokinetics include such powers as Telekinesis, Psychic Projection, conjuration or alteration of physical elements. Energy flows from the mind and impacts the physical world. For example, psychokinetic power might be used to levitate this pencil or lower the temperature of the room. The range of possible effects is almost limitless. Unlike psionics, the projection of psychokinetic energy is usually discernable by the effect it has upon the physical world.

The third type of cerebellic deviation, that which produces psychic manifestations, is much more difficult to study. Psychic abilities are primarily sensory-oriented. That is, they involve acquiring information that cannot be obtained by any normal, testable manner, and hence, our research is much less conclusive. Common expressions of psychic powers appear to be clairvoyance, clairaudience, a heightened sensitivity to impending danger, the ability to accurately foresee the future, etc. Personally, I am far less comfortable with psychic abilities simply because there is no concrete way to test them in a laboratory; certainly they do exist, but we have been unable to study them in a controlled environment. Thus, many people may claim to possess psychic talent, though they may actually be mere frauds.

We have noted that there is some apparent connection between psychic powers and energy from other dimensional planes of existence, though again this involves theories and philosophies of reality which are better studied by theologians and philosophers than biologists. Personally, I am concerned that the use of psychics may involve interaction with other powers and entities beyond the realm of human control."

The publication of Dr. Poe's findings caused quite a stir in the scientific community. Most felt that Poe's research was inconclusive and poorly documented. Several scientists who attempted to duplicate Dr. Poe's experiments found crucial elements missing from the report, making Dr. Poe look like a charlatan. Within weeks, dozens of rebuttals were issued to the senate committee, offering alternate explanations for Dr. Poe's discoveries and rejecting the theory of beneficial mutant deviations.

Furthermore, the scientific community argued that Dr. Poe's research neglected the logical side effects that his theoretical mutations would cause. Should such a mutation be possible, the increased alpha waves and alternate channelling of energy in the brain would surely produce a negative twist in the subject's personality and might even be lethal. One would expect victims of the mutation to be excessively prone to obsessive behaviors and various pathologies, such as severe depression, paranoia, uncontrollable dishonesty, addictions (to chemical stimulants as well as to psychological elements such as power, money, physical gratification, etc.), vanity, or even predator instincts. The objective capacities of the mutant would also be radically limited, resulting in ignorance or even denial of these psychological imbalances.



As the scientific debate raged on, the religious community began to attract media attention in their protest and denial of Dr. Poe's findings. Various churches and religious leaders argued that Poe was dabbling in witchcraft, pagan idolatry, and black arts, masking his evil activities in the guise of scientific, government-sanctioned research. They felt that what he called "Clairsentience" was simply ancient Divination. Likewise, they protested that activities such as Telepathy and Telekinesis involved communicating with darker, spiritual forces best left alone by humans.

Though all the negative press made Dr. Poe's research more difficult for a period, he was convinced that his conclusions were accurate and continued his study. Today, the Parapsychological Studies Institute is based on Dr. Poe's findings and his belief that beneficial cerebellic mutations can be duplicated in a laboratory setting. The leaders of the Institute also believe that if an individual is genetically inclined to the mental mutation, he can have his abilities increased to almost limitless levels.

PSI, as an organization, is primarily concerned with psionic and psychokinetic mutations which can be studied in a controlled environment. Though they have had some contact with psychic manifestations, they generally avoid these talents due to their less predictable results.

PSI



BACKGROUND OF PSI

In 1967, the National Institute of Health approached a brilliant research scientist named Dr. Sebastian Poe and asked him to head up a task force to investigate the phenomena of superpowers. Dr. Poe was well known for his expertise in genetics and physics, and he seemed to be the ideal choice. By 1969, Poe published his first report discussing the nature of benevolent genetic mutations, and how they explained at least some of the superpowers manifested since World War II. Though his findings were the cause of tremendous controversy in the scientific community, they caught the interest of Dr. William Andevers, the scientist who would eventually assist in directing Project Salvation in 1980 (a government investigation into the nature of mutants) and later become the founding figure behind Genocide (an organization devoted to eliminating the mutant threat from the world; see *Enemies*).

Though Dr. Poe's reports were very thorough, the government never really learned the full truth behind Poe's discoveries or the nature of his research. In reality, Dr. Poe had stumbled upon what he referred to as "the cerebellic genetic deviations," that is, psionic and psychokinetic mutations. He had learned that, in some individuals, a genetic mutation had taken place which allowed the mutant to tap into the unused potential of the human mind and use that energy to influence his surrounding environment. What's more, Dr. Poe discovered that this mutation had the potential for being reproduced in other individuals in a controlled environment, and that those with the mutation could learn to use their abilities more efficiently, hence becoming more "powerful." All this sounded very tempting to Dr. Poe; he quickly became obsessed with unlocking the secrets of these mental powers and developing them to their fullest in other individuals. His obsession was extreme and his curiosity was pushing him to explore this phenomena more fully outside of the government's control.

In the early 70s, Dr. Poe terminated his relationship with the United States government and established a research facility for those with these unique mutations. He called this facility "The Parapsychological Studies Institute," or "PSI" for short. At first, the Institute struggled to gain financial supporters and proper equipment, and this has remained a constant struggle throughout PSI's history. But the real problem was in locating subjects for study; despite his enthusiasm for the project, Dr. Poe found it almost impossible to find volunteers who would subject themselves to his bizarre brain research. At last Dr. Poe came up with a solution: he arranged for children who were demonstrating psionic or psychokinetic tendencies to study at the Institute under the guidance of private tutors while he conducted his research. Initially,

some parents resisted the idea, but Dr. Poe pointed out the dangers of letting these talents go unchecked and uncontrolled, and told them that the education would be the best available. Within a few months, PSI officially began classes.

Dr. Poe was very enthusiastic about his new project. In fact, some might say he was too enthusiastic — something like the stereotypical "mad scientist." He tested his subjects mercilessly, often bringing them to painful exhaustion. He took tremendous risks with his procedures, and strayed farther and farther from accepted scientific principles. Poe realized that he was close to discovering the key to reproducing the mutations, and his obsessive search pushed him over the limit. When his financial supporters began to withdraw from PSI due to parental complaints, Poe turned to underworld criminal elements to back his research. He became deeper and deeper entangled with vicious criminals, especially Salvador Luciano and his cadre of powerful mobsters, until finally they began to control him and PSI. For instance, when one set of parents threatened to remove their child from the Institute, they were "silenced" in a freak car accident, and a crooked judge awarded temporary custody to Dr. Poe and his wife, Madeline. Many of the staff were replaced with experts of Mr. Luciano's own choosing, and treatment of the students grew worse and worse. On some occasions, the students were even forced to become involved in criminal activity under the threat of the "punishment" by the mobster's thugs. And, as money for the Institute grew low, the students of PSI were trained and forced to begin a series of dangerous thefts to support the Institution. Poe became callous to all this, believing that it was necessary if he was ever to find the secret of reproducing the mutation. Before he realized it, PSI had become a terrible, secret organization for the subjugation and brainwashing of young mutants.

Then, one fateful day, Dr. Poe discovered the key to reproducing psionic and psychokinetic abilities. He could not wait for a proper subject and so decided to administer the experimental treatment to himself. Within forty-eight hours, Dr. Poe began to pick up on the emotional levels of others, and even managed to levitate a pencil simply through the force of his will. He demonstrated this ability to his wife, and urged her to undergo the same process. She eventually agreed, and gained what would later become very powerful abilities. Further research showed that both Poe and his wife were already genetically prone to the desired mutation, and Poe reasoned that their offspring would be even more adaptable. One night, without his wife's knowing, Dr. Poe took his only son and subjected him to the treatment. Poe's son responded immediately and began to demonstrate tremendous power. However, Poe's wife would never forgive him for the risks he had taken without her consent.

By the early 80s, PSI had become a powerful force in the criminal world under mob influence. They had begun to raise up and develop their own superpowered villains, and were certainly a force to be reckoned with. Poe, having grown accustomed to power, used his "pupils" to break from Luciano's control, killing not only Salvador Luciano but many of his higher ranking associates as well. The underworld leaders were found slaughtered in an underground parking garage, and the county coroner learned that their brain tissues had been scorched and melted into jello. This violent massacre earned PSI the fear and respect of other criminal organizations and alerted such agencies as VIPER and Raven that a new criminal power had come upon the scene.

Under Poe's cruel leadership, the Institution quickly flourished. Poe hired a personal advisor to assist him in running the organization, a security manager to organize and maintain PSI's corporate protection, and several top scientists and researchers to continue his study of the mutated human mind. The Institution even began recruiting and training highly-skilled agents to assist in their criminal endeavors.

But within the organization itself, a number of complications began to arise. One of PSI's early students, Ginger ("Panda") Bosworth, had managed to escape PSI and run off with a villain known as "Raccoon" from the organization VIPER (see *Enemies*). In addition to the undesirable attention this drew toward PSI, it led to many difficult encounters with VIPER as the two organizations sought the couple. In the mid 80s, PSI's operations were discovered by Dr. Anderson and his agency, Genocide. The Institution soon found itself under fearsome assault from Genocide. The use of Genocide's giant Minuteman robots brought the attention of superheroes, and PSI lost a great deal of its anonymity. Several hero teams, as well as the Special American Tactics division of the United States military (SAT; see *Deathstroke* and *Super Agents*), began to track down PSI's activities, forcing the operation to become much more covert.

Trouble was also brewing with the Institute's leadership. Dr. Poe's advisor, Counselor Darke, had begun to romance Poe's wife, Madeline. Darke also gained the confidence of Poe's son, Simon. From this, a subtle unrest began to weave through the ranks of PSI, and the Institution became less stable. Many of the supervillains acquainted with PSI, including the powerful Kage family (known as the Psi-Kin; see *Enemies: Villainy Unbound*), began to sense the lack of stability in the organization's leadership. In Darke's eyes, this was a sign that PSI was vulnerable to a take-over. However, Darke knew that he needed the powers of Simon Poe behind him. So he devised a plan that would put Dr. Sebastian Poe out of commission, leaving Simon as the new head of PSI. He managed to have Joshua Barclay sent off to South America to recruit and train several new mercenary agents. Then, together with Madeline and Simon, Darke left a trail for the Protectors, a California superhero group (see *To Serve and Protect*), that led straight to Dr. Poe. And, just two years ago, PSI was raided and wiped out. Dr. Poe and many of the organization's villains were captured and imprisoned. All of the young students were recovered and placed in institutions that would debrief and deprogram them. Only Darke, Madeline, Simon, and a few of the organization's select members managed to escape.

Though Counselor Darke remained the true guiding power behind PSI, he knew he needed the powerful image that Simon could offer as leader for the Institution to continue. Thus, Darke established Simon as a puppet ruler,

convincing him that he held true authority, while Darke actually remained the hidden power. Several months later, Simon began to rebuild PSI. Darke had carefully arranged for much of the Institution's assets to be stored away for such an occasion, so the rebuilding process progressed rapidly. A handful of the Institution's original villains joined in the effort, and Darke arranged for several new "students" to be abducted. Dr. Poe's former security chief, Joshua Barclay, was also retained for the new organization. Following several robberies, PSI was able to recruit new scientific and engineering staff, offering them top dollar for their services. Within months, PSI had been reborn, though this incarnation was much shrewder than before. A few new villains, such as Omen and Mind Slayer, joined the organization as it continued in its quest for ever-increasing power.

PSI TODAY

PERSONNEL

At this time, PSI is an unstable but growing Institution of treacherous and wicked villains determined to increase their powers and status in a dark, bleak world of crime and injustice. Counselor Darke remains the true power behind the operation, using his romantic ties to Mother Medusa (Dr. Poe's wife and Simon's mother) to influence and manipulate the Institution's figurehead, Simon, into following his agenda. Simon, however, feels that he wields the true power in the organization, aided by the violent power and reputation of his lover, Mind Slayer. The other members vary in their loyalty, though all remain for their own reasons.

Although PSI employs several villains and students, it is limited in size due to its mobile nature. The Institution travels from city to city, carrying out Counselor Darke's agenda while always remaining "on the run." However, the organization should not be thought of as small or weak; the nature of its members abilities in addition with their never ending search to locate and train new students makes PSI a force to be reckoned with. Furthermore, the exact numbers of individuals involved has been kept a secret, and even agencies such as Raven, V.O.I.C.E., and VIPER are unaware of how many people PSI employs.

All of PSI's members have developed their own abilities derived from their cerebellic mutations, and are caught up in the complex web of relationships that distinguish PSI today. Simon has become an expert in Mind Control, and secretly dominating the wills of others to serve his own purposes. Though he is unwittingly influenced by Counselor Darke, his powers and romantic involvement with the deadly killer, Mind Slayer, have earned him the respect of the rest of the Institution. Mind Slayer, in addition to possessing the widest array of mental abilities, is feared for her deadly Telekinetic powers. Though she is passionately devoted to Simon, the other members of PSI think her cold and cruel, and avoid her at all costs. Mother Medusa plays a supportive role, temporarily paralyzing her enemies so that they'll be easy targets for the rest of PSI. Additionally, she has become somewhat of a matronly figure for the group, acting as an advocate when problems arise.



Soulfire has mastered his psychokinetic ability to ignite organic material, and though he can be a heartless assassin when necessary, his outgoing personality and concern for his teammates (especially the younger members) have won the friendship of most of PSI. Deuce, on the other hand, is looked on with disdain. She is terrified of the members of PSI and operates with them for fear of their brutality. The psychokinetic manifestation she projects — operating as a violent wraith — is difficult to control and has no personality to interact with the rest of the group.

Inquisitor is known for his incredible Telepathic powers as well as his insatiable gluttony and morbid personality. Though he enjoys his role in PSI and the Institution depends upon his interrogative abilities, most members are somewhat repulsed by him. Lady Mirage is a housewife whose memories have been erased and replaced with a fanatical devotion to PSI. She is capable of projecting illusionary nightmares into the minds of her victims with deadly results. Revelation is a demented man who fancies himself as the sole prophet of a new religion of power. His powers revolve around Mind Scanning, allowing him to locate individual minds throughout the city and unleash PSI upon them.

Torment, another reluctant member of PSI, participates in exchange for the relief from the agony. He is capable of projecting the intensity of his own pain into the brain tissue of others. Persuasion, a runaway from the Soviet Union, possesses the ability to alter the emotions of large crowds, often manipulating them to interfere with the heroes. Her own sense of logic and deduction has been seriously impaired by her mutation, and she often follows the orders of the other members of PSI without questions. Finally, Omen, the Institution's only psychic, provides both precognition and clairvoyance to PSI. Many of the members, including Simon,

distrust him, though for all the wrong reasons. They are uneasy with the psychic, unpredictable nature of his powers. However, they should really fear his vengeful determination to destroy the Institution from within.

The Institution is held together by Darke's influence and PSI's chief of security, Joshua "Omega" Barclay. A team of trained agents, scientists, and technicians provide the support and manpower which keeps PSI running.

METHODS OF OPERATION

Over the past several months, PSI has begun to establish a regular pattern of operations and combat techniques that maximize their unique strengths. Since the group travels year-round, Psymon and Counselor Darke will lay out a schedule for their activities that covers at least the six months. This schedule may involve splitting the team for separate operations, and provides dates and locations for regrouping later. Joshua Barclay will then examine the schedule thoroughly, making any needed alterations for security measures, and Brad Richards and his team of engineers will begin to prepare any necessary equipment. Barclay will usually dispatch Omen and members of the PSI Guard to locate and investigate prospective base locations at least two months in advance, noting any possible problems and foreshadowing any conflicts, and prepare the site for the team's arrival. Equipment is then brought in over the course of a week by large trucks and the temporary base is established. Whenever possible, the trucks will travel by night to avoid contact with the public. Barclay and Darke will gather all available information on the local authorities and superhero teams existing in the area, and necessary precautions (such as equipment that penetrates heroes' known weaknesses) will be set in place. Finally, the members and students of PSI will arrive and conduct their business quickly. The entire base will be ready to be torn down and moved at a moment's notice, and PSI will be off to their next project.

PSI will always keep a close eye on news sources from around the country, looking for signs of prospective students. When a potential young mutant is located, a team of four PSI Guards are dispatched to investigate. If their Psi-Scanners determine that a mental mutation does indeed exist, they will attempt to abduct the prospective student quickly and quietly. (See the PSI Guard's background for more information on their tactics.) If they should fail, and if Psymon and Darke believe that the child shows potential, full-time members of PSI will be brought in for a more forceful kidnapping. Revelation (with his scanning abilities), Mother Medusa (with her power to hold opponents), and Mind Slayer (with her strong Telekinesis) are usually chosen for this task. Revelation and Medusa will always try to win the child's confidence first, appearing as kindly, parental figures. However, if this is unsuccessful, the child will be taken by force.

During the days of a formal operation, Soulfire and Lady Mirage will occasionally take the students out on a training mission, committing some burglary or other money-making crime. These missions are always low-key; PSI doesn't wish for any of its students to be captured by the police. However, should a student be captured, the trainers have been instructed to either recover the student or kill him outright in order to protect PSI's operations. Of course, the students are unaware of this precaution, and PSI desperately hopes that it never has to be implemented — it would be a waste of a potential member.

For its formal objectives, be they stealing some specialized equipment, blackmailing or assassinating some public figure, moving in on the local underworld's operations, etc., PSI will select whichever members' powers are best suited to the task. This mission will always be planned out in detail, with several options devised in case something goes wrong. PSI will complete their task quickly and efficiently, avoiding conflict if at all possible.

COMBAT TACTICS

Though PSI will strive to avoid direct conflict with its enemies, the Institution has devised some unique strategies to enhance its effectiveness should combat ever arise. First, the GM should remember that through Psymon's powers, the Institution can communicate via Mind Link. Once established, this allows quick and instantaneous communication over great distances. If one member is in trouble, he can easily summon help. If Psymon wishes the entire group to use their Panic Rings and retreat, he can issue the order silently. The use of Mind Links allows PSI to think and act as one, even when they are not within sight of one another. The GM should use this to their advantage both in and out of combat. Members of PSI will frequently attempt to coordinate their attacks, switch opponents without warning, and set up heroes for an ambush by another member of PSI.

When actual fighting breaks out, Psymon (or a designated mission leader) will quickly determine the probability of PSI defeating their opponents. He will take into consideration whether or not their opponents are known to have mental defenses, the potential firepower involved, the ratio of individuals present, the advantages and disadvantages of the setting (i.e. Is it possible to remain within sight of the opponents and use psionic attacks while still maintaining

reasonable cover? Are there large crowds of innocent bystanders around which can be used as interference? etc.). If the task looks impossible, they will instantly retreat, activating their Panic Rings and teleporting to the safety of their temporary base. However, if the odds are in their favor, PSI will pull out all stops and try to defeat their opponents. Remember that PSI does not exercise any respect for life, so they are just as likely to leave their opponents dead as unconscious. The GM must be careful to make this intent clear to the players; characters should be given the opportunity to retreat rather than simply be wiped out.

Once Psymon has established Mind Link between all the members of the Institution, combat with PSI will usually begin with the tossing of one or two Psiphon grenades at their opponents. This will result in an increased effectiveness of PSI's attacks, though they must be careful to be outside of the area of the grenade's attack. If Omen is present, he will begin using his precognitive clairvoyance to look forward a few seconds in time, anticipate the heroes' actions, and relay any information he sees to his teammates via the Mind Link (though he may send false warnings to Psymon occasionally that may set him up for a fall). The GM can simulate this by giving a +1 or +2 to the DCV of one villain at a time whenever Omen is successful (i.e., "Soulfire, watch out for a punch to your head!"). On the rare occasion that Mother Medusa joins in the fray, she will attempt to remain hidden, using her paralyzing Mind Control to restrain heroes (flying characters first, then bricks, then characters with physical attacks such as Martial Artists) while PSI moves in for the kill. Remember that once her Mind Control is established, the hero will continue to be frozen until he successfully breaks out. This allows Mother Medusa to move from one opponent to another, leaving a trail of sitting ducks in her wake.

Psymon will remain behind his troops, using his Mind Control to either send heroes away from the battle, run interference for PSI, or if he thinks their willpower weak enough, turn on their teammates. The other members of PSI will often gang up on one hero at a time whenever possible, hoping to eliminate their most dangerous opponents first. They will usually choose a hero who appears to have greatly increased movement capabilities, such as flight or super-speed. Since their own transportation abilities are limited, they must take out these fast characters first before they can escape or get assistance. Their second choice for attack will be characters with ranged attacks. Having ranged attacks themselves, PSI is less concerned with entering hand-to-hand combat. PSI will usually save characters with mental powers for last, trusting their own enhanced mental abilities to protect them while they work on other heroes. If possible, PSI will attempt to capture these psionic/psychokinetic opponents alive in order to study their powers and possibly brainwash them into future cooperation.

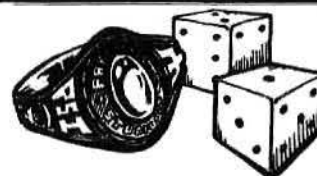
If the setting is appropriate, PSI will take cover; after all, most of the members only have to see their enemies. Only Deuce, who needs to touch her victims, Omega, who relies on his powered armor for protection, and Mind Slayer, who is simply overconfident, will dare to step out into the open.

All the while, Revelation will scan for any unseen opponents, attacking them psionically once located. Additionally, Inquisitor will telepathically probe each of the heroes for hidden weaknesses, secret I.D.s, and other information which may be useful in the future.

For more information on individual tactics and styles of combat, see each character's description.



CAMPAIGNING PSI



Psymon leans across the desk and raises one eyebrow in an arrogant manner. "Now, Mr. Cranston, you don't want my friends to go to jail, do you? Don't you really want to drop the charges and release them?"

The District Attorney's eyes grow wide as the psionic energy floods his mind. Yes, now that he thinks about it, he is making a big mistake in pressing charges against the costumed villains captured earlier that day. "Sergeant, release the prisoners."

"But Cranston, I thought..."

"You thought wrong," the D.A.'s voice bellows. "We're dropping all charges. Now move those people!"

"Yes sir. If you say so." The officer trudges off reluctantly toward the Power-Safe™ cells, trying to remember the key-code to the lock.

Psymon smiles a wicked grin. "You've been cooperative, Mr. Cranston. Perhaps we'll do business again ..."

GAMEMASTERING PSI

PSI is a complex organization with a wide range of uses within a *Champions* campaign. Efforts should be taken to play up those elements which distinguish PSI from other agencies such as VIPER, Genocide, and Demon. As it has been noted, PSI is still a developing force for evil in the world and its internal workings are quite unstable. Loyalty to the organization is widely varied; each member has his own reason and motivation for being involved, be it greed, lust for power, fear, revenge, etc. The upper levels of PSI's leadership operate like a trashy television soap opera, with tangled romantic affairs, Machiavellian politics, and childish, selfish pursuits. All of the members think intelligently. They will rarely do something so foolish as to jeopardize themselves or the organization. The types of powers involved are unique and subtle, providing heroes with challenging opponents.

Adventures involving the Parapsychological Studies Institute should be more serious and gritty than the typical flowing-capes-and-zapping-energy-blast type. The leaders of PSI are wicked, crafty individuals who take what they're doing quite seriously. In many ways, PSI has the ambiance of a modern mobster organization, exploiting children, taking lives, and showing no respect for law and authority. The members are not only selfish and abusive, but they are all deranged to some degree. They are the kind of characters that would not hesitate to do "the unthinkable." Most of the members should be role-played without any redeeming qualities, and the rest (especially the students) should be portrayed as tragic figures that lack the courage and initiative to stand up for what is right. These are not the kind of villains you "love to hate"; they should be repulsive, sharply contrasting the heroes' admirable ethics and dispositions.

Most of PSI's dealings will be covert. Members of PSI rarely wear their official uniforms, preferring to dress in street clothes to draw less attention. They will also reserve using their powers in public unless it is absolutely necessary. Psymon and Counselor Darke reason that the less that anyone knows about their abilities, the bigger the advantage they will have. PSI agents will often disguise themselves as FBI agents, flashing forged identification, and try to complete their tasks with little interference. The GM may wish to have most of PSI's adventures take place at night or in thundering rainstorms to add a sense of mystique to the mood.

PSI has recognized that interaction with superheroes does not usually go in their favor. Furthermore, the fact that they are frequently involved in the abduction of children tends to attract enemies. Thus, PSI has gone to great lengths to remain in the shadows and avoid conflict with other super-types on either side of the law. They have chosen not to establish a permanent base for fear of its frequent use being discovered. Instead, they will locate and obtain a remote site, such as an old warehouse or an abandoned farm, and set up a temporary base of operations there. Joshua Barclay will travel ahead, making all the arrangements for the site's security. A fleet of large trucks then transports their vans, Teleportation Platform, and other equipment to the new base. PSI will complete its business quickly and move on to the next site as soon as possible. Counselor Darke has recognized that by traveling throughout the United States and Canada this way, few local authorities or superhero teams will develop enough of a grudge to pursue them with much fervor.

Like other organizations, PSI must constantly replenish its supply of money through crime. Frequently, robberies, espionage, or extortion will be used as training sights for young students. These are always done under the supervision of other members of PSI and have been generally successful. PSI has also dabbled in blackmail, using telepathic probes to gain embarrassing information about public officials and celebrities. Additionally, it is known in the underworld that PSI will perform various espionage and assassination missions for a sizeable fee. All of this can easily tangle PSI up with player characters.

When running PSI, the GM should create an atmosphere of suspense and mystery. With the exception of Soulfire, the members of PSI avoid flashy displays and tactics. They are hard-nosed, crafty individuals with telepathic access to information and secrets that are never recorded on paper. They will always plan out their strategy carefully before arriving at a location; Once there, they carry out their mission with clockwork efficiency. Through mind control, PSI can often obtain what it wants without a fight. However, few of the members have any reservations about killing, and their adventures tend to result in a high body count, or at least a

lot of bloodshed. The use of the Teleportation Platform generally guarantees escape from the local authorities, leaving their pursuers empty-handed and bewildered.

Since PSI is an unusually large and powerful group, the GM may not wish to use them all together; he may prefer to use just some of them in each scenario. Besides, it is unlikely that a single mission would require the entire Institution's membership. Thus Psymon and Counselor Darke will select certain individuals to undergo a particular mission based upon their talents and their usefulness to the task. The rest of the team will either be assigned to other tasks or will await the field team back at the temporary base of operations.

WEAKNESSES OF THE INSTITUTE

The biggest hindrance to PSI's total efficiency is the instability of its leadership. Though the members of PSI will cooperate with each other, there is a sense of distrust that causes each to watch his back. It is an accepted fact that Mind Slayer will slaughter those who offend her or Psymon, be it friend or foe. None of the members, with the exception of Mother Medusa, fully trust Counselor Darke. Some individuals in PSI, such as Deuce, Torment, and the students, were brought in by force, and there is always the chance that they will attempt revenge. Others, such as Omen, have their own reasons to want the current leadership overthrown. The enormous task of preventing treason and maintaining the fragile unity has fallen to Joshua Barclay, and he spends a great deal of his time helping angry members to "cool off" and reminding them why they are involved with PSI in the first place. Some of this tension may be displayed in the field, especially when things are not going as planned.

RELATIONS WITH OTHER AGENCIES

Because of their secrecy and elusiveness, many local law enforcement agencies are not aware of PSI's existence or the scope of its activities. However, in its history, the Institution has offended many organizations and brought about the attention of several crime fighting teams.

PSI's most prominent enemy is VIPER. The two agencies originally fought over the pursuit of Panda and Raccoon, and have been at odds ever since. PSI has managed to attract both Joshua Barclay and Brad Richards from the ranks of VIPER, and has used the information supplied by these men to steal equipment, foil operations, and embarrass VIPER in the eyes of the underworld. Likewise, VIPER has interfered with a number of PSI's crimes, and now the two agencies resent each other bitterly. Though they are not involved in an outright feud, they rarely miss an opportunity to strike out at the other when the victory is certain.

Genocide is also opposed to PSI. Genocide's equipment registers virtually all of PSI's members as mutants, and Genocide desires to seek them out and "neutralize" them like they would any other mutants. PSI has taken a purely defensive posture regarding Genocide; Psymon does not wish to confront Genocide aggressively for fear of their Minuteman robots (which are immune to psionic powers).

PSI and Raven are on friendlier terms. Raven has employed PSI on occasion to obtain information necessary for creating various super-weapons, and PSI has employed numerous Raven agents for large-scale operations. Raven has promised to give PSI a place of authority when they eventually rule the world. Secretly, PSI is certain that Raven will never actually have political authority; they merely see Raven as an occasional source of money and manpower.

Local underworld figures and mobs have often found themselves to be the tools of PSI. The Institution's greater power and knowledge puts them in a position to manipulate other criminals. Through its underworld connections, and through Mind Slayer's former business relations, PSI has dabbled in both drugs and pornography. However, PSI has found that these organizations lack the resources to guarantee safety from the authorities, and have avoided them lately.

On the side of law and justice, PSI has incurred the anger of most official organizations. At one point, Mind Slayer and Soulfire assassinated a number of international ambassadors that were under UNTIL's care, damaging UNTIL's reputation and inspiring the wrath of several countries. UNTIL has sworn vengeance. Likewise, SAT has been assigned the task of cooperating with the FBI in tracking down PSI's operations in the United States. The U.S. government has blamed PSI for a much larger percentage of the missing children cases in the nation than is actually deserved, and is hunting the Institution fiercely. And, of course, PSI has invoked the attention of several superhero teams and local authorities around the country, forcing them to live a life on the road.

THE FUTURE OF PSI

Of course, what the GM does with PSI in the future depends largely upon the course of events in his own campaign. However, two basic directions for the Institution are probable. First, PSI should continue to increase their membership, both with young students as well as with other psionic or psychokinetic villains. This is one of Psymon's primary goals; he hopes that adding to PSI's numbers will also add to the power he wields as the Institution's leader.



The second possible direction for PSI is to have Counselor Darke eventually overthrow Psymon. This would lead to a much more dangerous organization, since Darke is more psychologically stable and calculating than Psymon. Rather than simply pursuing increased mental powers and group domination, Darke would steer PSI toward more international endeavors, possibly attempting to replace such organizations as VIPER and Raven in world terrorism. To this end, PSI has established spies in the upper ranks of VIPER, V.O.I.C.E., and Raven, and is working on placing such moles in Genocide and Demon (risky tasks, to say the least!). At present, this has helped PSI to maintain something of a monopoly on mentalist villains, as news of such psionics and psychokinetics is passed on to PSI in time for them to act quickly and efficiently. In the future, PSI intends to use these spies to open the organizations for Mind Control of their highest ranked leaders. It is hoped that these various agencies will slowly fall under the total control of PSI.

Not only will PSI seek to increase their own abilities and membership, but they will begin to take control and absorb criminal organizations across the world. Whatever direction the organization takes, the GM should be flexible in planning out the destiny of PSI, allowing players to significantly affect and possibly eliminate the Institution's influence.

GETTING THE HEROES INVOLVED

There are a number of ways for PSI to be introduced into a campaign, either all together or as individuals. It may even be possible for a hero's background to be linked to PSI and their experimentation, such as Brainstorm from *To Serve and Protect*. PSI's tampering with the minds and powers of young individuals can produce a number of interesting origins for player characters. Various villains in your campaign can also result from PSI's actions; consider Panda from *Enemies* and the Psi-Kin from *Enemies: Villainy Unbound*. Heroes could encounter PSI in the midst of more traditional crimes, or in the kidnapping of an NPC (perhaps even a DNPC). Arch-enemies may hire PSI's unique talents to discover the secret identity of a hero, or to assassinate him outright. Several suggestions for scenarios are provided in this supplement, but by no means does this limit what the creative GM can do with this nasty organization.

RUNNING A MENTALIST CAMPAIGN

One exciting use for PSI is as a part of a campaign which revolves solely around mentalist abilities. In this situation, all of the heroes and villains involved possess varying psionic, psychokinetic, or even psychic powers. It is these powers, rather than the typical bright costumes and heroic antics, which separates the characters from the general public.

An all-mentalist campaign should be run with several factors in mind. First off, it is highly likely that any person possessing mental powers would be feared by the general public, no matter how heroic. Consider the very personal, intangible, and even spiritual characteristics of the mind. It is the mind which keeps secrets hidden from all others and makes decisions. Philosophically, the mind provides us with self-awareness. Though we may move about in the world through a physical body, our concept of ourselves is much

deeper than mere flesh and bones; we are more than mere animals. Our minds, thought patterns, and memories give us a sense of identity. And the mere thought of someone else tampering with the mind would be seen as personally invading, and the characters which possess them will be avoided.

Furthermore, in a campaign in which all major characters possess mental powers, there will be a distinct lack of mysteries. Since secrets cannot be kept with telepathy around, all mysteries will be solved quickly. After all, why should one use detective skills when a simple mind reading will reveal all the answers in much greater detail? Certainly the legal system of the land may continue to reject evidence obtained through such techniques as Telepathy, but the characters will still be able to access all sorts of hidden information by simply contacting the right person.

On the other hand, though mysteries may be rare, there will be a high level of mistrust. The very presence of characters with Mind Control introduces the fear of someone not acting as they normally would. It would become impossible to fully trust others because they may be acting against their will. Your closest friend might just be working for your worst enemy, spying on you during the day and reporting what he's seen to his master at night. Thus, characters will always be prepared to play the part of the "lone wolf," trusting no one but themselves with the most important tasks.

However, mind controlled individuals may not be aware themselves that they are acting under another's influence. A character might suddenly feel the compelling urge to strangle his family without remembering that some sinister mentalist had issued the instruction earlier. Or perhaps Mind Control will be used to manipulate characters in their sleep. Imagine the horror of waking up in the morning with an empty revolver in one hand and splattered blood across the other. Then, somewhere down the street, the voice of a newspaper vendor shouts that the star witness in the D.A.'s case was found shot in an alley near your home. All of this can make for a high degree of suspense and paranoia.

Since characters will not be throwing about plasma blasts, using X-Ray vision, or wielding magical weapons, battles will be much less flashy. Psionic conflicts will take place entirely in the opponents' minds. Mentalists will face off and begin striking at each other's brains with pure psionic energy. Bystanders may just see two figures staring intently at each other, though a fierce battle wages. Psychokinetic powers, though their effects may be seen in the physical world, are also usually subtle and secretive. For example, instead of firing a blast of "laser vision" at an enemy, a telekinetic character may send a drawer-full of kitchen knives flying through the air at deadly speeds.

The whole question of vulnerability also comes into play in an all-mentalist campaign. Unless a character possesses something like a telekinetic force field, he will be defenseless against common bullets and other weapons. This makes local law enforcement agents much more threatening. Sure, a psionics might Ego Attack an opposing police officer, but the shot from a partner's gun will often be fatal. Additionally, a simple robot, being immune to psionic energy, will prove to be a serious threat to most mentalists.

BIBLIOGRAPHY

For further inspiration, consider the following movies, TV shows and books: *Videodrome*, *Scanners*, *The Dead Zone*, *Fire Starter*, *Dreamscape*, *Below the Planet of the Apes*, *Star Trek* (TV), and *The Star Wars Trilogy*.



EQUIPMENT & HEADQUARTERS

"Benny, my boy! You ready to rock 'n' roll?"
Benny flashes a boyish grin. "Let's do it!"

The two hoods activate the visors which their employers had provided and quickly check their weapons. The van's tires squeal around the corner and skid to a halt in the rain-slicked alley.

"Hey, Nathan, how're we's supposed to know that these goggles here will work like that guy in the fancy suit said? I mean, what if somethin' goes wrong?"

"Benny! Ya gotta start thinkin' bigger. 'Dese visors are gonna be our ticket to the big league. Once we pull off 'dis job, we can use 'em to break free of this 'Institution' organization and maybe set up our own operation."

"I dunno, Nate. That Psymon guy wouldn't be happy if we left him now. What if he found out? Nate? Nate!?"

A sluggish moan is the only reply as Nathan's eyes turn milky white and blood begins to trickle from his ears. The red light on his visor continues to pulse steadily as the hired thug slumps to the pavement...

PSI utilizes a number of technical weapons and equipment to supplement their potent abilities. Much of this equipment has been designed for use by the PSI guard, though it may be employed by other members of PSI as well.

PSIPHON GRENADES

4d6 Character Points of EGO Drain + 2d6 Character Points of INT Drain, restored 5 points/hour (+3/4), Area Effect 6" radius (+1), OAF grenade (-1), not vs. Life Support (-1/4), 1 Charge each (-2)

TOTAL COST: 39 points

These small, egg-shaped devices are capable of releasing a cloud of a chemical solution that greatly depresses the willpower of all who come in contact with it. The solution also interferes with the target's neurons, causing their minds to become somewhat confused. The grenades are used primarily by the PSI Guard to reduce the effectiveness of the kidnappers' mental abilities. However, Psymon has seen other uses for them as well. A Psiphon Grenade is occasionally activated against opponents that PSI members are about to fight in order to reduce their defensive abilities. This is dangerous because PSI must be completely out of range of the Grenade's effect or their own powers will be inhibited.

ENERGY PISTOLS

18 Multipower, OAF pistol (-1), no knockback (-1/4), 12 charges (-1/4), changing setting is half-phase maneuver
2 u 2d6 RKA, penetrating (+1/2)
2 u 4d6 NND [not vs force field] (+1), 2x max Range (+1/2)
TOTAL COST: 22 points

These small, hand-held weapons are standard issue to PSI agents because of their power and concealability. They are usually stored in a holster under the agent's coat. When fired, the Energy Pistol releases a tightly focused blue beam of energy which is capable of penetrating even the toughest defenses. The guns have two settings: stun and kill. It is standard procedure for the guns to be set on stun; agents don't wish to accidentally kill potential students. However, Omen keeps his set on kill, awaiting the chance to turn it on Psymon. Changing the setting is a half-phase maneuver.

PSI-VISORS

Ultraviolet Vision, OIF (-1/2); 15 points Mental Defense, OIF (-1/2), Activate 14- (-1/2), wearer cannot use psionic/psychokinetic powers (-1/2), Defence does not affect visors own telepathy (-0).

TOTAL COST: 9 points

These visors appear as mirrored goggles that fit over the ears and nose much like a pair of space-age sunglasses. In actuality, they are highly sophisticated devices with a great deal of technology woven in. In addition to providing the wearer with the ability to see clearly in the dark, the Psi-Visors offer psionic shielding from outside attacks. Psionic energy directed at the wearer of a Psi-Visor is scrambled and rendered harmless. Thus, the Psi-Visor offers protection from almost all Ego-based attacks. However, the same technology which scrambles incoming psionic energy also prohibits the wearer from using psionic or psychokinetic powers, so the visors are distributed to supporting staff of the Institution rather than the power-wielding members.

The protective circuitry of the Psi-Visor can also be installed in headbands and other items of apparel, such as Omen's cloak. This will provide the psionic shielding without the enhanced vision capabilities of the full Visor. The Psi-Visors are standard issue to the PSI Guard and are occasionally issued to other hired agents. When the Psi-Visors are distributed to non-members of PSI, a safety feature has been added that will overload the device with psionic energy if its wearer begins to think thoughts of treason, surrender, or confession. Thus, if a hired thug with a Visor is caught, the device will begin to smoke and the thug's brain will be turned to jelly. This feature is equivalent to adding the following:

5 1/2 d6 Telepathy, 0 END Persistent (+1), always on (-1/2), OIF (-1/2) only thoughts of betrayal (-1)

2d6 HKA, 0 END (+1/2), based on Telepathy (-1/2), only on self (-1), OIF (-1/2), Trigger: Will activate when telepathy detects betrayal (+1/4)

ADDITIONAL COST: 39

Of course, these individuals are never made aware of this feature; it's PSI's way of insuring loyalty.

PARALYSIS WEBS

4d6 Entangle, Entangle takes no damage (+1/2), OAF pods (-1), 1 Charge each (-2)

TOTAL COST: 15 points

The Paralysis Web was designed by Brad Richards to help in the abduction of prospective students. It appears as a small, black pod which can be thrown like a grenade. Upon striking a target, the pod will burst forth with tiny wires which project a mild electrical current which interferes with muscular movement. Anyone being struck by a pod will be entangled in the wires and subjected to a subtle muscle spasms until the wires are cut or broken.

KEVLAR VESTS

+8PD/+8ED Armor, IIF (-1/4), Activate 14- (-1/2)

TOTAL COST: 14 points

These Kevlar Vests are designed for minimum encumbrance and discomfort, and are easily concealed under clothing. They appear as shiny black vests of stretchable Kevlar material, and are standard issue to all PSI Guard. Additionally, many of the members of PSI have incorporated the technology of these vests into their own uniforms.

PSI-SCANNERS

Detect Cerebellic Mutation, Sense, Range, & Targeting; OAF (-1)

TOTAL COST: 15 points

These hand-held devices resemble transistor radios with a small display screen on one side. They have been designed to detect and locate the peculiar alpha waves emitted by someone with Dr. Poe's mental mutation. The direction of the mutant is indicated on the screen along with an approximate distance. The PSI Guard use these Scanners to locate prospective students, and Brad Richards is working on an enhancement that will allow the devices to identify the nature of the mutant's powers (psionic, psychokinetic, or psychic).

Several years ago, one of these scanners fell into the hands of Genocide, who have modified the design and are using them against PSI.

TELEPORTATION PLATFORM

Clairsentient Spatial Awareness, no range penalty (+1/2), 4x max range (+1/2)

28" Teleport, 8x human mass, x32 distance (896") with 1 phase delay, usable against others (+1); OAF (-1), bulky (-1/2), 6 Charges (-3/4)

TOTAL COST: 87 points

PANIC RING

28" Teleport, x32 distance (896") with 1 phase delay, 1 floating location, only to floating location (-1), IIF (-1/2)

TOTAL COST: 38 points

Several months ago, PSI raided a government installation to scavenge the remains of a recently discovered spacecraft which had crashed on the coast of Antarctica. From the raid



came a large platform that proved to be some form of teleportation device, similar to the Transport Disks utilized by Demon (see *Gadgets*). Brad Richards was able to repair the device to full working order, and now PSI uses it as one of its major forms of transportation.

The platform determines the molecular composition of anything that is placed on it and then sends those molecules to a pre-determined location within one mile. Unfortunately, the platform is unable to transport a person or object from a remote location back to itself because it is unable to determine the molecular composition. However, Brad Richards has solved this little flaw with the invention of the Panic Rings. These are designed as gold rings with the Institute's markings and crystal stones, much like a college ring. By activating a device set in their stones, the rings will analyze their wearers' molecular make-ups and broadcast that information back to the platform. The platform will then transport the wearers back to itself. Panic Rings are worn by all the members of PSI, including the PSI Guard, and are used as an emergency means of escape. The Rings have been attuned to their individual wearer to prevent anyone else from using them to discover PSI's base of operations.

The Teleportation Platform is kept in a large, unmarked moving van along with the necessary equipment to power it. The van is then parked at a sight within range of PSI's activities and the members of PSI are teleported to the planned location. Should they need to make a sudden exit, they will activate their Panic Rings, returning to the van and racing off to safety. This has proved to be an excellent means of avoiding capture, and has left more than a few heroes empty-handed and baffled.

PSI VANS

Value	Char	Cost
35	STR	0
15	DEF	36
21	DEX	33
15	BODY	0
3	SPD	9
32" Ground (128" noncombat)	Inches/Phase	52
x4	Noncombat Multiple Max: 384"	5
5 hexes	SIZE	25
	Length: 3.2 hexes	
	Width: 1.6 hexes	
	Mass: 3.2 tons	
	DCV: -3	
	Knockback: -5"	
Cost	Special Abilities/Equipment	
9	Disguise Ability: 14- (using magnetic signs and alternate liscence plates)	
24	Cell: +15PD/+15ED, 20 pts Mental Defense, .5 hex partial coverage (-1 1/4), vehicle (-1/2)	
12	Smoke Screen: 4" radius Darkness, no range (-1/2), 60° Limited Arc of fire from rear of vehicle (-1/2), 6 Charges (-3/4), vehicle (-1/2)	
18	Roof Cannon: 2d6 RKA, penetrating (+1/2), OAF rooftop gun (-1), vehicle (-1/2)	
4	Communicator: High Range Radio, OAF (-1), vehicle (-1/2)	
TOTAL COST: 227 points		

THE PSI COMPUTER

Val	Char	Cost
30	INT	20
10	DEX	0
2	SPD	0
Cost	Powers and Skills	
10	High Range Radio	
3	KS: Public Figures 15-	
3	KS: Cerebellic Mutations 15-	
3	KS: Biology 15-	
3	Traveler	
12	City Knowledge (all 11-): Boston, Chicago, Dallas, Las Vegas, Los Angeles, Miami, New Orleans, New York, San Francisco, Seattle, St. Louis, Washington D.C.	
Cost	Programs	
4	Identify public figure; Diagnose cerebellic mutation; Search biology reference material; Search location reference material	
TOTAL COST: 58 points		

One of PSI's large trucks is outfitted with a large, mobile computer storing technical data for PSI's experiments, equipment, and other records. It is also equipped to intercept and transmit both radio and television signals. In case of emergency, PSI has prepared to upload all of the computer's information to a remote location in Wyoming and erase its memory banks before the authorities can access them. That information can then be retrieved later and downloaded into a new system.

OTHER EQUIPMENT

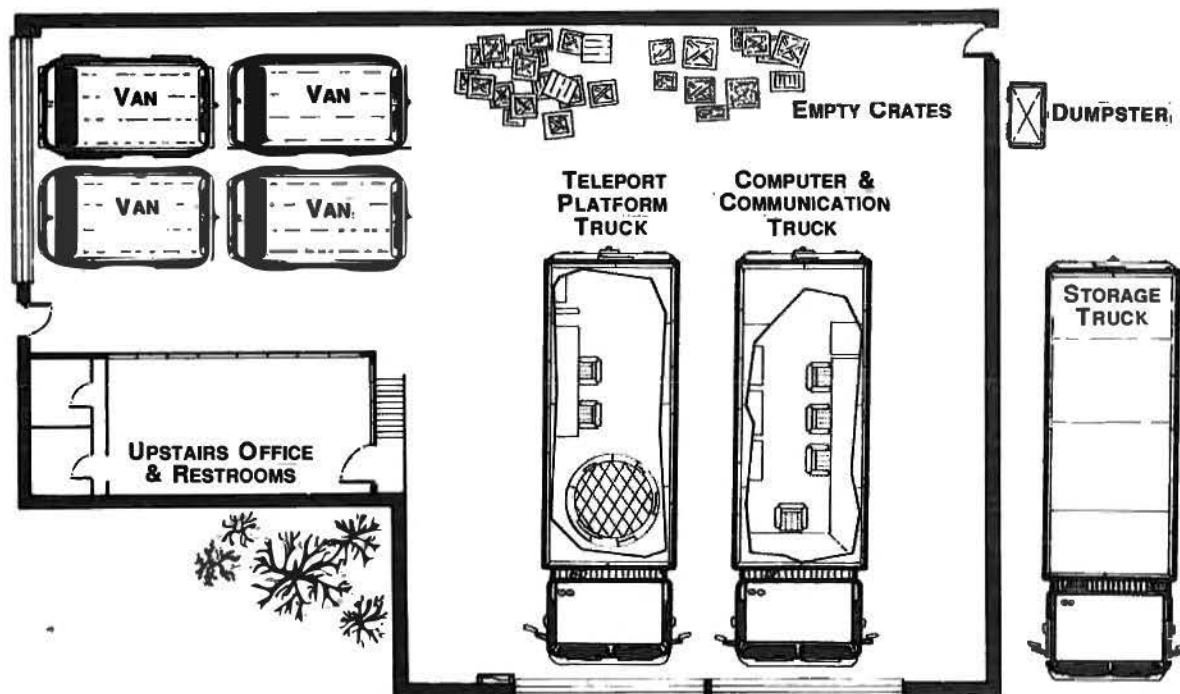
In addition to the items mentioned above, PSI will use whatever equipment is necessary to achieve their goals. In the past they have utilized small speed boats and fancy limousines, truth serums and acid cannisters, explosives and machine guns. Individual members will travel about the world on commercial airline flights (under false identities, of course) or will purchase any necessary vehicles and abandon them later. The GM should feel free to equip PSI with whatever he feels would be appropriate to their mission.

SAMPLE BASE

Should the GM ever need to move the action of a PSI adventure back to one of their temporary bases, a description of such a base and its operations follows. In this instance, the base is established in an unused meat packing plant which Joshua Barclay has located and purchased (under a false identity, of course). Other bases might be located in an abandoned cathedral, a mountain cabin, an underground tunnel, or even the remains of a base which belongs to villains who are currently in jail. Anything which is somewhat remote and undisturbed will do nicely.



SAMPLE BASE



Brad Richards, Dr. DeVille, and the other technical and medical minds of PSI will rarely be seen at one of PSI's remote locations. Instead, they will operate from labs and research workshops around the country. It is PSI's current policy never to remain at a particular lab for more than six months. Thus, equipment is frequently being shipped about the United States and Canada as these locations change.

This particular base should be located in the heart of a warehouse district in the major city of your campaign. Thus, it will not be unusual for large trucks to be moving in and out, allowing PSI to set up their equipment without any suspicion. Additionally, the district will be relatively quiet after dark, allowing the PSI vans to come and go without much notice. The area should be somewhat grimy, with brick warehouses all around, not far from the city stockyards.

The base itself has been established in one of the garages just outside of the main plant. The rest of the facility is abandoned, though dirty, rusted slaughterhouse equipment still remains on the sight. All of the entrances to the building are securely locked from within, though lights inside the plant run on a timer, giving the illusion that the plant is in operation.

Only the western door of the garage, near the vans, will be used for individuals coming and going; the door near the dumpster serves only as an emergency escape route. The vans and trucks will bear large signs and logos identifying them as equipment belonging to "Dutton Meats." The inside of the loading garage is approximately thirty feet high (5")

with a small office located on a platform (2" up) in the southwest corner of the building. The walls are concrete (6 DEF, 5 BODY), the doors are reinforced metal (7 DEF, 5 BODY), and the two skylights (near the north wall) have been boarded up (2 DEF, 3 BODY). There are no windows.

Four local thugs will have been hired by PSI and outfitted in "Dutton" overalls and hardhats to guard the base. Use the Skilled Normal statistics and equip them with .45 automatic pistols. These thugs will take turns keeping watch outside and running small errands for PSI members. There will be at least two thugs on watch outside the building at all times, ready to alert PSI via walkee-talkie if anyone approaches.

Psymon, Counselor Darke, and Joshua Barclay will use the upstairs office to set up their maps, plans, and other items of business. The other members of PSI will be put on a rotating schedule, with at least one third of the team at the base at all times. When not on duty, PSI will be staying in a number of different motels in the area, awaiting action. When Mind Link is established, the full team can usually converge on the base in a matter of minutes.

During the scheduled mission, the PSI Guard will have packed up all the equipment and will be standing by in the various trucks and vans, awaiting PSI's return. They will then drive the vehicles away from the warehouse, one every ten minutes, and leave the city in all directions on different highways. They will gather again at a pre-determined site within the next several days.



CHARACTERS

DEUCE					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	10	1 1/2 x Body from energy attacks	
23	DEX	26*	25	Berserk 14-, 8- when psyche-self takes Body damage	
18	CON	11*	10	Terrified of PSI	
10	BODY	0	20	Hunted by Genocide, 11-	
10	INT	0	15	Hunted by VIPER, 11-	
25	EGO	20*	10	Hunted by FBI, 8-	
15	PRE	3*	15	3d6 Unluck	
12	COM	1	67	PSI Bonus	
5	PD	2*	* Based on Desolidification (-1/2) # Only in Villain ID (-1/2)		
25	ED	14*			
7	SPD	25*			
6	REC	0			
60	END	8*			
24	STUN	0			
Cost			Powers		END
40	Elemental Control — Psychokinetic Manifestation				3
a-22#	3d6 Ego Attack, affects physical world (+2), no range (-1/2), Activate 14- (-1/2)				
b-20	Desolidification, 0 END (+1/2), persistent (+1/2), leave body behind (-1)				
c-40#	30" Flight, 0 END (+1/2)				0
	Equipment				0
38	Panic Ring				
	Skills				
1	Basic French				
1	Basic Chinese				
OCV:8; DCV:8; ECV:8; Phases: 2, 4, 6, 7, 9, 11, 12					
COSTS:		Char	Powers	Total	Disadv. Base
		110	+	62 = 272 = 172	+ 100

Background: Angela Baker was born just east of Sydney, Australia. She has always been a shy girl, trying to avoid any unnecessary attention. Her parents were simple, country folk, and were frightened when Angela first manifested her powers at puberty. It was the Queen's Birthday, and Angela was enjoying a fireworks show with her parents. Suddenly, with no explanation, a sinister silhouette rose from Angela's body and began to fly about the crowd. As it passed through individuals, they suddenly became weak and dizzy. Angela ran, and the silhouette followed her. Eventually she collapsed under a large tree and the silhouette re-entered her body.

The next day, the papers had plastered the story all over the front page. Angela was suddenly a celebrity, and people were accusing her and her family of being involved with black magic. Angela's father decided to get the family out of town, driving up to Brisbane to stay with relatives. There they learned of an academy in America that specialized in helping kids with unusual powers gain control over them. Angela was quickly sent off to the Parapsychological Studies Institute, never to return home.

The researchers at PSI were fascinated with Angela's powers. Somehow Angela was projecting her psyche in a physical way, and this shadowy creature manifested all the negative, hateful characteristics that Angela repressed. Dr. Poe bullied Angela into submission, dubbing her "Deuce," a name which is not only derived from ancient devilish nicknames but also plays on the dual nature of her personality and powers. When PSI began anew, Angela was retained for further study and research.

Motivation and Personality: Normally Angela is a timid, shy girl. She is always very polite and quiet, and is easily frightened by the other members of PSI. She also fears what PSI might do to her parents back if she didn't do what they demanded. Thus, she has learned to control the release of her psychokinetic self. Essentially, Deuce is a split personality. Angela is meek and timid while the psychokinetic manifestation is motivated by a lust for wreaking havoc.

Powers and Tactics: Angela's psychokinetic self is a dark, silent, intangible creature, much like a living shadow. It can fly at tremendous speeds, attacking the minds of whatever creatures it touches. However, when separated, both Angela and her psychokinetic manifestation are vulnerable to attacks; whatever hurts one is felt by the other. Thus it is possible to combat the creature with physical attacks inflicted upon Angela's unconscious body.

Usually, PSI will bring Angela along to the site of its activities in a van and then command her to release her psyche. Doing so renders her unconscious, and her body is left in the van. The psychokinetic manifestation then joins the villains of PSI in whatever crime they have planned.

Angela will resist summoning her psychokinetic self unless one of the other members of PSI demands it. She is more afraid of what PSI might do to her parents than she is of the destructive shadowy manifestation.

Notable quote: "Please don't make me summon the shadow again...please! I beg you!" (Of course, the shadow remains silent...)

Appearance: Angela is in her mid-twenties and has shiny blonde hair and deep blue eyes. She prefers casual jeans and blouses. Her psychokinetic self is dark and translucent. Its touch is icy cold and produces a tingle similar to a mild electric current.



PSYMON					
Val	Char	Cost	100+	Disadvantages	
18	STR	8	10	1 1/2 x STUN from gas attacks	
20	DEX	30		(mild asthma)	
23	CON	26	15	1 1/2 x STUN from physical	
10	BODY	0		Killing Attacks	
12	INT	2	8	Enraged when team is	
26	EGO	32		losing 11-, 11-	
19	PRE	9	15	Megalomania	
16	COM	3	10	Bully	
10	PD	6	20	Hunted by Genocide, 11-	
10	ED	5	15	Hunted by VIPER, 11-	
5	SPD	20	10	Hunted by FBI, 8-	
15	REC	12	225	PSI Bonus	
70	END	12			
35	STUN	4			
Cost			Powers		
			END		
25	Multipower				
5 m	5d6 Mind Control				2
5 m	5d6 Telepathy				2
56	+9d6 Mind Control, 1/2 End				2
35	Mind Link, up to 16 individuals, any distance				
25	25 points Mental Defense (30 points total)				
4	+2" Running (8" total)				
	Equipment				
44	2 Psiphon Grenades				
4	5 Points Flash Defense (IIF Polarized Contacts)				
20	+10PD/+10ED Armor (OIF Protective Uniform)				
38	Panic Ring				
	Skills				
3	Tactics 11-				
3	Persuasion 13-				
9	Seduction 16-				
1	Familiarity with Mental Mutations				
2	KS: Underworld Operations 11-				
OCV: 7; DCV: 7; ECV: 9; Phases: 3, 5, 8, 10, 12					
COSTS:					
	Char	Powers	Total	Disad.	Base
	169	+	259	=	428
				=	328
				+	100

Background: Simon Poe was born to the nefarious Dr. Sebastian Poe and his wife Madeline some thirty years ago. As a child, Simon was a classic brat. He never got along with any of the other children in his class, and was frequently called into the principal's office for fighting on the playground, smart-mouthing a teacher, etc. His father was always too busy with his research to spend any time with Simon, and his mother was generally overprotective. As he grew up, his malevolent nature also grew. By the time he was twenty-five, Simon had already been in and out of six prisons for small crimes, ranging from possession of narcotics to aggravated assault. He was a heavy drug user and alcohol abuser, and had no stable relationships in his life whatsoever.

One evening, as Simon was working off a drunken stupor, he heard a loud pounding on his apartment door. It was his father, Dr. Poe, in an excited frenzy. He was babbling something about genetic codes, scientific procedures, and mental powers. Simon didn't understand what his father was trying to say, but he did pick up on the idea of power. Within hours, Dr. Poe had Simon down at his lab, wiring him up to strange, buzzing devices and injecting him with a plethora of chemicals. After just a few hours of treatment, Simon began to pick up on what his father was thinking. Then came the telekinetic abilities, and eventually the ability to manipulate the wills and decisions of others. Dr. Poe informed his son about PSI, and Simon decided to join immediately. When his mother found out, she was furious that her husband would take such drastic and dangerous steps with her "little boy" without consulting her. But it

was too late; Dr. Poe had created a monster. Simon took the name "Psymon" and became one of the prominent and vicious figures in his father's organization.

When Counselor Darke and his mother approached Simon about taking over the organization, Simon agreed to assist them. After all, he had never felt any love for his father, and this coup would leave him as leader of the entire operation. Today, Simon is still leading PSI in his never-ending quest for greater power.

Motivation and Personality: Simon is motivated primarily by his insatiable lust for power. Not only does he intend to excel in his mental disciplines beyond any other member of PSI, but he revels in domineering others. He has chosen to develop his Mind Control skills more than any other ability, for he recognizes that this gives him a tremendous edge in getting his own way. He has also seduced Mind Slayer, a former PSI escapee, and is using his romantic relationship with her to not only feed his own ego but to also provide him with an extra sense of protection from those who might want him out of the way.

In leading PSI, Simon wants to extend his control over other criminal organizations. He has no dreams of political take over; he feels that the underworld has much more power and freedom than any government. Instead he wishes to absolve various mobs and gangs into his realm of control, becoming a darker, hidden power that runs other people's lives. Simon is also somewhat loyal to his mother — as long as she stays in line, that is.

His personality is classically that of a bully. Simon will often throw his authority around, especially when intimidating students and agents. His power, and that of Mind Slayer, genuinely frightens many other members of PSI to varying degrees, and Simon capitalizes on this intimidation frequently just because of the pleasure he derives from dominating others.

Powers and Tactics: Simon's genetic code allowed him to adapt to his father's mutation process quickly. He has manifested limited telepathic abilities, and has established a continual Mind Link with Mind Slayer as "an expression of devotion." (Actually, he feels it is the best way to monitor Mind Slayer's loyalty.) However, Simon's true expertise is his power of Mind Control. He enjoys the feeling of dominance that its use gives him, and he will use it to manipulate anyone that gets in his way. Normally he reserves his powers for non-combat purposes, though he is likely to fight fiercely if a field operation is endangered. He prefers to use his Mind Control to send heroes off on wild goose chases that take them far away from him, or even to battle their fellow heroes.

Notable quote: "Don't be foolish. You will do as Psymon says... you really have no other choice!"

Appearance: Simon Poe is in his middle twenties, stands just under six feet tall, and has bright red hair and deep green eyes. He usually wears Sports coat and slacks, though his field uniform consists of a black turtleneck bodysuit with a bluish-green Greek psi on the left side of his chest.



MIND SLAYER					
Val	Char	Cost	100+	Disadvantages	
13	STR	3	10	1 1/2 x Stun from blunt objects	
23	DEX	39	15	Committed to Psymon	
25	CON	30	10	Violent	
13	BODY	6	10	Overconfident	
20	INT	10	15	Hates female heroes	
29	EGO	38	5	Addicted to nicotine	
20	PRE	10	5	Distinctive Features: PSI tattoo	
10	COM	0	10	Reputation	
12	PD	9		(cold-blooded killer) 11-	
12	ED	7	10	2d6 Unluck	
6	SPD	27	20	Hunted by Genocide, 11-	
20	REC	18	15	Hunted by VIPER, 11-	
80	END	15	10	Hunted by FBI, 8-	
40	STUN	7	310	PSI Bonus	
Cost		Powers			END
80	Multipower				
7 u	4d6 RKA (telekinetic), 1/2 END				3
8 u	45 STR Telekinesis with Fine Manipulation				5
15	Elemental Control — Mental Powers				
a-25	4d6 Ego Attack				4
b-15	6d6 Telepathy				3
c-15	+15PD/+15ED Force Field telekinetic				3
30	15" Flight, telekinetic				3
5	Mind Link with Psymon				
18	18 points Mental Defense (24 points total)				
	Equipment				
44	2 Psiphon Grenades				
4	5 Points Flash Defense (IIF Polarized Contacts)				
38	Panic Ring				
	Skills				
3	Lockpicking 14-				
3	Streetwise 13-				
2	Fluent Spanish				
2	KS: Criminal Organizations 11-				
2	KS: Superheroes 11-				
10	+2 with Mental Powers				
OCV: 8; DCV:8; ECV:10; Phases: 2, 4, 6, 8, 10, 12					
COSTS: Char Powers Total Disadv. Base					
219 + 326 = 545 = 445 + 100					

Background: Stacy Turner was a normal Chicago teenager when a representative of the PSI called at her home. The man told Stacy and her parents that she was a special child, and PSI wished to give her special schooling. Her parents were delighted, and the man took Stacy to PSI headquarters.

At first, Stacy's education progressed normally. She had private tutors, her own room in the dormitory, and several friends at the Institution. But shortly after she had become accustomed to her new school, she was brought to Dr. Poe for her first "training session." There, Stacy learned that she was a mutant with latent mental abilities. Dr. Poe said that he would help her to tap into that potential. But he never told her how painful that experience would be. She found herself essentially cut off from her parents as PSI tortured her mind and body. Within six months, she was weak and frail, but with a growing control over her immense mental powers.

Stacy soon found herself to be the center of attention. It seemed that she was manifesting a wider array of abilities than any of the other students, and this excited the scientists and trainers. She was introduced to a man known as "The Inquisitor," and her memories

began to be altered. As PSI continued to brainwash Stacy, her mind became more and more twisted. She lost all sense of her own identity and became embittered from the painful "sessions" with her instructors. Eventually, she managed to escape, yet without any understanding of her past. She had nowhere to run.

In order to survive on the streets, Stacy took up a life of crime. For a while, she worked as a prostitute, robbing her clients whenever possible and wreaking havoc on the local pimps with her mental powers. Eventually, she began to pursue the big money, committing large-scale robberies and other crimes. She developed an identity for herself as "Mind Slayer," and quickly became a feared criminal wherever she went.

Following the reorganization of PSI, Dr. Poe's son, Simon, came in contact with Mind Slayer and convinced her that her former tormentor was out of commission. Mind Slayer was instantly attracted to Simon, and agreed to join the new PSI. Since then, she and Simon have become quite an item.

Motivation and Personality: Mind Slayer is absolutely love-stricken with Simon; she would do anything for him, including risking her own life. However, her emotional abilities stop there. To everyone else, Mind Slayer is as cold and merciless as death itself. She has little regard for any other life than her beloved's and her own. She is a shrewd, experienced criminal, fanatically devoted to Simon and the Institution.

Mind Slayer rarely speaks to anyone but Simon, responding to most attempts at conversation with a silent, venomous stare. She smokes heavily but rarely drinks. And she becomes rather violent if anyone calls her by another name than "Mind Slayer."

Powers and Tactics: Mind Slayer has developed a broad arsenal of psionic powers to draw upon, ranging from a simple Ego Attack to Telepathy. She has also mastered her Telekinetic abilities, using them to form a shadowy force field and manipulate incredible weights. But Mind Slayer's trademark is her deadly use of Telekinesis to form razor-sharp bursts of pure force. These appear as shadowy blades projected from her hands, and can tear through cement and protective armor as easily as flesh. Her attack is lethal, and she does not hesitate to use it in combat. She has gained a reputation as a ferocious fighter when confronted, using her skills efficiently and leaving more than a few corpses in her wake.

Notable quote: "I've spilled the blood of better heroes than you!"

Appearance: Mind Slayer is in her middle twenties and has exotic grey eyes. She has dyed her hair jet black, and often wears black lipstick and nail polish. She does not have a particular costume anymore, choosing instead to express herself in a variety of punk outfits. She prefers black leather and shiny studs, but can be seen in almost anything bizarre and rebellious. A Greek psi is tattooed on her left arm.



COUNSELOR DARKE					
Val	Char	Cost	50+	Disadvantages	
10	STR	0	10	Deceptive	
13	DEX	9	10	Very manipulative with others	
18	CON	16	5	Rivalry with Psymon	
10	BODY	0	20	Normal Characteristic Maxima	
25	INT	20	15	Hunted by VIPER, 11-	
17	EGO	14	10	Hunted by FBI, 8-	
20	PRE	10	128	PSI Bonus	
20	COM	5			
5	PD	3			
5	ED	1			
3	SPD	7			
10	REC	4			
36	END	0			
24	STUN	0			
Cost	Powers			END	
40	Mental Defense (43 points total)				4
30	3d6 Ego Attack, Damage Shield (+1/2), Activate 14- (-1/2) (Activates when attacked with mental powers)				
	Equipment				
22	Energy Pistol				
38	Panic Ring				
	Skills				
3	Computer Programming 14-				
3	Deduction 14-				
3	Conversation 13-				
3	Persuasion 13-				
3	Seduction 13-				
1	Basic French				
7	PS: Psychology 16-				
8	PS: Brainwashing 17-				
4	PS: Hypnosis 15- (INT based)				
3	KS: Pharmaceuticals 14- (INT based)				
1	FAM w/ KS: Mental Mutations 8-				
OCV:4; DCV:4; ECV:6; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	89	+	159	=	248
				=	198
				+	50

Background: Nicholas Darke was born in San Diego in the late 1940s. His father, upon returning from WWII, began what was to become a very successful electronics business. As the money came in, little Nick found himself becoming more and more spoiled. When he reached high school, he used his father's money to make himself popular. His fancy car attracted all the girls, his full wallet encouraged friends to cheat for him in his classes, and the promise of his father's financial support got him accepted by the best colleges in the best colleges in the country. Nick was fascinated by the way people responded to his money. In fact, just about everything he saw people do raised his curiosity. He always wanted to know why people made certain decisions so it was only natural that Nick pursue his degrees in Behavioral Psychology.

Upon completing his doctoral degree, Nick, or Nicholas as he now preferred to be called, joined a clinic in Southern California. He began to specialize in adolescent behavior, and found himself working with a number of very gifted children who were emotionally unbalanced. Nicholas believed that there was some common link that connected all the kids he saw, but he couldn't put his finger on it. But one day, Nicholas met Dr. Poe, the head of the Parapsychological Studies Institute. Nicholas became convinced that the children he was treating were suffering from the kind of brain mutation that Poe was working with. He decided to pursue his theories by working directly with the students at the Institution, studying their psychological profiles as their abilities continued to develop.

However, as Nicholas entered the web of PSI, he soon discovered what a dangerous position he had placed himself in. He realized that he had two options: he could either leave the organization and risk getting "silenced," or he could join PSI and work for its cause. Nicholas chose the latter. He was surprised when he began to enjoy his position with PSI; the large amount of money that was at his disposal, as well as the sense of dependence with which Dr. Poe was treating him, made the job exciting. During that time, Dr. Poe learned that Nicholas had a form of mutation himself — he was almost totally immune to the effects of the students powers. Nicholas began to recognize the hungry look in Poe's eyes; Dr. Poe's curiosity was pushing him to begin treating

Nicholas. Darke knew he was entering a perilous situation with Poe, so he decided to take Poe out of the picture. He had already been romancing Poe's wife for several months, and he knew that he could count on the power and support of Poe's son, Simon. Besides, Dr. Poe himself had given Nicholas a great deal of authority as his personal counselor. So Nicholas decided to use that trust along with his traitorous allies to set a trap that would send Dr. Poe and all of Darke's enemies in PSI straight into prison. He carefully removed large sums of money, placing it in secret accounts for later use, and arranged for much of PSI's equipment to be removed before his trap was sprung. And he left a trail of clues that led the band of superheroes known as The Protectors right to PSI, closing the organization down and imprisoning most of its members.

With the new organization, under the leadership of Simon Poe, Nicholas has enjoyed tremendous freedom. His immunity to mental attacks, as well as the threat of his mistress, has given him almost total free reign within PSI. In many ways, Nicholas is actually calling the shots for the organization, with Simon acting as a puppet leader.

Motivation and Personality: Nicholas Darke is one of the more stable members of PSI. He has not suffered the psychologically imbalancing effects that the other mutants have. Nicholas is driven by a sense of greed for money, authority, love, etc. Essentially, he is working toward ultimate self-gratification, using PSI as the vehicle for attaining it. He is selfish and stubborn, always looking out for himself and convinced that he never makes mistakes. Currently, he is considering how he might "de-throne" Simon and take over the organization himself. His biggest concern is his mistress, Madeline Poe ("Mother Medusa"). He has not been able to figure out how to retain her loyalty while removing her son. Until he finds a solution, he is interested in building PSI's power base. After all, one day he hopes to run the show himself; he might as well be working at making his organization stronger as he awaits that day.



Powers and Tactics: Counselor Darke does not actually have any offensive powers, though he does carry an energy pistol in case of emergencies. His primary function is in guiding Simon and the Institution. He is practically immune to psionic powers, and this gives him quite an edge over a student body that has been trained to operate on a psionic level. Furthermore, when Darke is attacked with psionic energy, the attacker will feel a sudden backlash of his his own power. This is designed as a Mental Damage Shield, and has been quite effective in deterring others from using their powers against him. However, Darke is still quite vulnerable to the effects of psychokinetic energy, such as Telekinesis, and must constantly rely on PSI's security advisor, Joshua Barclay, for protection from individuals such as Mind Slayer.

Additionally, Counselor Darke has become an expert in the art of brainwashing techniques. His formidable psychological and hypnotic skills (which act as complementary skills for his brainwashing abilities) have been useful in convincing new members to trust PSI.

In business, Nicholas is a crafty individual. On the outside he is a calm, knowledgeable comrade. Yet inside, he is always scheming with his own best interests in mind. With his background in Behavioral Psychology, he has learned to manipulate people for his own purposes, and is constantly doing so ever so subtly.

Notable quote: "Come now, PSI is your new home. We are your friends; you can trust us."

Appearance: Nicholas Darke is in his 40s and has greying black hair and a thick mustache and goatee. He stands just over six feet tall and has an impressive demeanor about him. His presence is very commanding; he always seems to be in control of a situation, and is rarely surprised or flustered. He prefers wearing expensive dark suits and designer Italian ties. He is almost always seen wearing a Greek psi lapel pin.



Background: Madeline Poe grew up in an alcoholic home with an abusive father. She was often locked away in a closet for hours, trembling in the dark. Her mother always protected and defended her father, and Madeline grew to resent them both. When a young airman with the United States Air Force offered to marry her during her senior year in high school, she dropped out and went with him to his station in the Pacific. She believed with all her heart that this was the escape she had been waiting for.

Unfortunately, Madeline was wrong. Her new husband drank heavily while off duty and treated Madeline more like a possession than a spouse. Eventually, Madeline couldn't stand it anymore and she attempted suicide. When the MPs found her, she was barely alive; her wrists had been deeply slashed and she had lost a lot of blood. The doctors managed to save Madeline, but her husband wouldn't forgive her. In his eyes, Madeline had embarrassed and frightened him, and he wanted a divorce. So, just thirteen months after their wedding, Madeline returned to the States alone.

Madeline managed to get a job as a clerk in a pharmaceuticals distribution center, and began to straighten out her life. She started seeing a psychologist, and he helped her to work through her past and see herself as a strong, confident person. Madeline began to take better care of herself physically, and stood up for her rights in her few relationships. Eventually, she met Dr. Sebastian Poe, one of the pharmaceutical center's clients. The two entered into a whirlwind romance and were soon married. At first, Madeline enjoyed the freedom she felt in their relationship, and was thrilled with the material wealth she had entered into. She had gone from a one-bedroom apartment to a grand house, from old sweaters to furs and diamonds, from a beat-up Chevy to a new Cadillac — and Madeline became quite attached to this rich lifestyle. In time, Madeline and Dr. Poe had a son, and Madeline was very happy.

MOTHER MEDUSA

Val	Char	Cost	100+	Disadvantages
10	STR	0	20	2 x Stun from blunt objects
17	DEX	21	10	Loves Counselor Darke
18	CON	16	15	Greedy
10	BODY	0	10	Committed to Psymon
13	INT	3	5	Distinctive looks: scars on wrists
23	EGO	26	20	Hunted by Genocide, 11-
13	PRE	3	15	Hunted by VIPER, 11-
10	COM	0	10	Hunted by FBI; 8-
9	PD	7	75	PSI Bonus
8	ED	4		
5	SPD	23		
10	RE	8		
66	END	15		
25	STUN	1		

Cost	Powers	END
50	12d6 Mind Control, only 1 command: to become motionless (-1/2), communicated telepathically (+1/4)	7
10	10 points Mental Defense (15 total)	
8	Detect Emotions, Discriminatory	
4	Equipment	
39	5 Points Flash Defense (IIF Polarized Contacts)	
38	1 Psiphon Grenade	
38	Panic Ring	
	Skills	
3	High Society 12-	
1	FAM w/Underworld Operations 8-	

OCV:6; DCV:6; ECV:8; Phases:3,5,8,10,17

COSTS:	Char	Powers	Total	Disadv:	Base
	127	+	153	=	280
				=	180
				+	100

However, as her husband became more involved in criminal activities, Madeline began to feel increasingly lonely; her husband's first love was now his research, and Madeline felt discarded and ignored. As Dr. Poe continued to spiral deeper and deeper into the wicked workings of PSI, Madeline found herself swept up in the institution as well. She realized that PSI was funding her extravagant lifestyle, and she enjoyed the implied authority that it brought her. Besides, if the Institution was her husband's first love, perhaps she could get closer to him by being involved with PSI. She eventually agreed to undergo her husband's procedure for developing a positive mutation, and she responded quite well. However, Dr. Poe began treating her in an even less loving way, seeing her more as a laboratory rat for experimentation than a wife. When he eventually performed the same risky procedure on her only son without her knowledge, something in Madeline snapped. She became extremely bitter against her husband and has never been able to forgive him for risking her "little boy."

A few years ago, Madeline began to be romantically with Dr. Poe's personal advisor, Counselor Darke. Darke made her feel special, a sensation which Madeline had never truly known. When Darke suggested a plan to overthrow Poe and take control of a new PSI with her son in charge, Madeline enthusiastically agreed. Today she enjoys a comfortable relationship within PSI. She has taken on the name "Mother Medusa," and has become a somewhat feared member of the Institution. Her son is the leader, so no one dares to challenge or offend her. And she is still having an affair with Counselor Darke, so she has access to the true power behind PSI.

Motivation and Personality: Madeline is driven by an acute greed — she enjoys the wealthy lifestyle and intends to remain rich. Additionally, in many ways, she simply wants things to remain as they are. Having grown up in an environment of misery, Madeline is clutching tightly to the control and relationships she is now enjoying. Of course, for Darke's sake, she will help to extend the power of PSI, even though she dislikes field work that could lead to confrontation and combat.

Madeline is also loyal to her son, Simon. She realizes that he is not the most stable leader for the Institution, but is satisfied with what that position brings her.

Madeline comes across as a very matronly individual, especially to PSI's students. She is usually soft-spoken and exercises immaculate etiquette. However, her internal thinking is radically different than the mother image she projects; she is very aware of what is going on around her and will craftily utilize that knowledge for her own advantage. She recognizes the need for violence in PSI's dealings, though she despises becoming involved in the unpleasantness herself.

Powers and Tactics: As a result of Dr. Poe's mutating procedure, Madeline has developed the ability to cause other people's voluntary muscles and motor systems to lock up with just a thought, leaving her victim temporarily paralyzed. She has also gained an unstable empathic ability, allowing her to read others' emotions occasionally. When Madeline uses her powers, her eyes become a milky white and her own facial muscles tense momentarily.

On those rare occasions when Madeline becomes involved in combat, she merely assists the other members of PSI by paralyzing potential targets for them to attack.

Notable quote: "You made a big mistake taking on my boys. For that, you'll have to suffer."

Appearance: Madeline is in her late 40s and has curly brown hair had hazel eyes. Though she is slightly heavy-set, she has still managed to maintain her figure. She always wears excessive make-up and gaudy sparkling jewelry. She prefers wearing various gowns, even when involved in combat, and has a definite affection for the color green.

SOULFIRE					
Val	Char	Cost	100+	Disadvantages	
23	STR	13	5	1 1/2 x STUN from cold attacks	
24	DEX	42	5	1 1/2 x BODY from cold attacks	
27	CON	34	10	Overly dramatic	
15	BODY	10	5	Practical joker	
10	INT	0	15	Protective of PSI students	
24	EGO	28	10	Reputation (troublemaker) 11-	
12	PRE	2	20	Hunted by Genocide, 11-	
16	COM	3	15	Hunted by VIPER, 11-	
12	PD	7	10	Hunted by FBI, 8-	
15	ED	10	5	1d6 Unluck	
6	SPD	26	189	PSI Bonus	
18	REC	16			
74	END	10			
45	STUN	4			
Cost		Powers			END
45	4d6 RKA, indirect (+1/2), only vs. sentient creatures (-1/2), not in water (-1/4), no knockback (-1/4)				6
15	Missile Deflection vs. bullets and projectiles				
10	Mental Defense (15 points total)				
8	+4" Running (10" total)				
15	+15" Swinging				
5	Infrared Vision				
	Equipment				
4	5 Points Flash Defense (IIF Polarized Contacts)				
20	+10PD/+10ED Armor (OIF Protective Uniform)				
38	Panic Ring				
	Skills				
18	Dirty Infighting				
	Maneuver	pts	OCV	DCV	
	Punch				
	(Martial Strike)	4	0	+2	+2d6 (7d6 total)
	Roundhouse				
	(O Strike)	5	-2	+1	+4d6 (9d6 total)
	Disarm				
	(Martial Disarm)	4	-1	+1	+10 STR
	Kidney Blow				
	(Killing Strike)	5	-2	0	2d6 HKA
3	Combat Driving 14-				
3	Streetwise 11-				
OCV:8; DCV:8; ECV:8; Phases: 2, 4, 6, 8, 10, 12					
COSTS:					
	Char	Powers	Total	Disadv.	Base
	205	+184	= 389	= 289	+ 100

Background: Harold Gripp has always been somewhat of a scoundrel. He grew up on the streets of Newark, New Jersey, and developed a reputation as a practical joker. Though he was always causing problems and getting in people's ways, Harry's bright eyes and impish grin won him a lot of friends. As a teenager, Harry became involved in a local street gang and began to push drugs to other kids. He never considered that he was involved in a dangerous business; it all seemed like a big game to him. Eventually he was caught and sentenced to a youth rehabilitation center.

On his eighteenth birthday, while cleaning trash along the highway as part of his work detail, Harry got into a fight with another kid. As their anger grew, Harry's eyes suddenly flashed red and the other kid ignited in flames. In the following confusion, Harry made a break for it, running off into the woods, frightened by what had happened. He decided that he had better lay low for a while, and then hitchhike to another part of the country.

Unfortunately, Harry didn't get very far. The police set up a road block, and Harry headed straight for it. When he saw the officers, Harry panicked, and three uniformed men suddenly found themselves on fire. The police eventually caught up with Harry and hauled him off to prison, but not before Dr. Sebastian Poe learned of the affair through the local news. Dr. Poe suspected that Harry possessed the rare genetic mutation which gave him these psychokinetic powers, and arranged for his son, Simon, to plant a hypnotic suggestion in the minds of the guards and the warden to release Harry.

When Harry was brought before Dr. Poe, he was still frightened. He didn't understand what he had done, and the thought of having uncontrollable powers was terrifying. Dr. Poe offered to train Harry to use his abilities if Harry would join the Parapsychological Studies Institute. Dr. Poe said that there would be a lot of money involved in the deal as well. Harry enthusiastically agreed, and took on the identity of "Soulfire." His enthusiasm helped him to progress rapidly in the Institution, and soon Harry was training other students.

Harry's likable personality endeared him to just about everyone at PSI, including Dr. Poe's son, Simon. When Counselor Darke's coup on PSI took place, Simon arranged for Harry to be one of the villains to escape the raid. Today, Soulfire is the most prominent trainer at PSI. He remembers what it was like to suffer through the indoctrination and training process and shows a great deal of kindness to the young students. In return, they look to Harry for protection and guidance, and work harder at their training. The entire relationship has been most satisfactory.

Motivation and Personality: Harry finds his involvement with PSI exciting. He doesn't really care about all the power and wealth that his position brings him. Instead, he gets a kick out of watching the soap opera-like relationships that are tangled all about him. He is no longer afraid of his powers and clearly understands how deadly their use can be. In many ways, he has become calloused to murder, executing enemies whenever it is necessary with little regret — he sees it as simply part of his job.

Harry is also a bit of a practical joker. He has a gremlin-like sense of humor, and will often taunt his enemies for pleasure before striking the final blow. His joking is occasionally exercised with the other members of PSI, though Harry has begun to realize that they don't have the sense of humor he does — his pranks usually result in heated arguments with the other members of PSI rather than a good laugh. Still, Harry's warm nature is mystifyingly attractive, and no one holds a grudge for long. Harry is also uniquely dramatic among PSI; he is often given to long soliloquies, dramatic entrances and exits, etc.

Powers and Tactics: Soulfire has the psychokinetic ability to cause organic things to combust. The effect is something like putting a living thing into a microwave oven. A searing heat is felt in the belly and brain of Soulfire's target, and then the flesh ignites. It will



continue to burn as long as Soulfire concentrates, though it can easily be doused by water. Soulfire has also begun to develop his power to work on non-living targets, though his power is much weaker in this area. At this point, he has developed his powers to destroy projectiles and other ranged attacks directed at him, forming something of a force field. Bullets and thrown objects simply ignite and burn up as they approach his body.

In combat, Soulfire often reserves his power unless the situation is critical. He knows that the fiery blasts his power produces will often attract unwanted attention, and are likely to destroy their target rather than subdue it. However, if threatened, Soulfire will concentrate on one opponent at a time, igniting them and maintaining the flames until the victim is destroyed.

Notable Quote: "Temper, temper...no use getting hot under the collar..."

Appearance: Harry is in his late 20s and has a very good physical build. His hair and eyes are black, and he usually wears a black bodysuit with a reddish-orange fiery design on his gloves, boots and trunk. He is also fond of wearing a flowing black cloak with a shiny orange lining.

LADY MIRAGE					
Val	Char	Cost	100+	Disadvantages	
13	STR	3	20	Fanatically devoted to PSI	
20	DEX	30	10	No memories prior to PSI	
19	CON	18		involvement	
10	BODY	0	20	Hunted by Genocide, 11-	
14	INT	4	15	Hunted by VIPER, 11-	
23	EGO	26	10	Hunted by FBI, 8-	
10	PRE	0	5	1d6 Unluck	
14	COM	2	151	PSI Bonus	
10	PD	7			
11	ED	7			
5	SPD	20			
16	REC	18			
66	END	14			
37	STUN	10			
Cost			Powers		END
48	12d6 Mental Illusions, non-violent illusions at 2x END (-1/4)				6(12)
10	10 points Mental Defense (15 points total)				
6	+3" Running (9" total)				
	Equipment				
20	+10PD/+10ED Armor (OIF Protective Uniform)				
4	5 Points Flash Def (IIF Polarized Contacts)				
44	2 Psiphon Grenades				
38	Panic Ring				
	Skills				
2	KS: Art History 11-				
OCV:7; DCV:7; ECV:8; Phases: 3, 5, 8, 10, 12					
COSTS: Char Powers Total Disadv. Base					
159 + 172 = 331 = 231 + 100					

Background: Barbara Wright enjoyed her career as a housewife in upstate New York. Her husband was a successful accountant. She had two delightful children. The neighborhood bridge club met at her house every Tuesday morning. And her flower garden was producing some beautiful blooms. Yes, everything was perfect for Barbara. Until the nightmares began.

At first, they were just bizarre dreams that woke Barbara up in a cold sweat. But then they became more graphic. She saw vivid images of horrible creatures and evil men stalking and attacking her. Not a single night would pass without Barbara waking up in a panicked scream. Her husband took her to countless doctors, and they all prescribed various sleep inducers and relaxants. But nothing would stop the nightmares. They eventually decided to see a psychiatrist about the problems. He worked very hard with Barbara, trying to get her to describe the images as accurately as possible. One day, in her attempt to communicate the nightmares, she stumbled upon her mutant abilities. Her psychiatrist found himself under attack by Barbara's nightmarish manifestations. Barbara merely watched and screamed as her doctor grew pale and cold. Before she knew what had happened, the psychiatrist was dead — killed by illusionary monsters from her subconscious.

Of course, the authorities could never explain what had occurred, but representatives from PSI assured Barbara that they understood her dilemma. They offered to assist her at their institution, and Barbara agreed. Once there, Dr. DeVille discovered that the cerebellic mutation which produced Barbara's powers was also interfering with her memories; the more she used her powers, the less she could remember about her previous life. Counselor Darke seized this opportunity, forcing Barbara to over-exert her mental powers and burn out all knowledge of who she was before PSI. Darke then convinced Barbara that she owed her very life to her dear friends at PSI, causing Barbara to become a loyal supporter

of the Institution. They were left with "Lady Mirage," a woman with no knowledge of her past and a passion for the causes of PSI. The Institution arranged to have her husband killed so that he would never come looking for her, and her children were adopted by a couple on PSI's payroll.

Today, Mirage is a loyal member of PSI. She doesn't always understand their methods of reasoning, but she is confident that whatever they say or do must be right.

Motivation and Personality: Lady Mirage serves PSI with fierce loyalty. She has no recollection of her past life or relationships, and has no desire to look back into her past. All that matters for her is the present. Her brainwashing has been unexpectedly successful.

Powers and Tactics: Lady Mirage draws upon her own repressed fears to create horrible, monstrous images in her opponents minds. These will often take the form of tentacled or spiked creatures with dripping fangs and bloodied claws that attack ferociously. Having established a psionic link with her opponent through a successful ECV to-hit roll, Mirage will conjure an illusion of a nightmarish creature, requiring a roll of at least the target's EGO + 20 points (if she only wants her illusion to do STUN damage) or EGO + 30 points (to do BODY damage as well) to be successful. The attacks of her phantasmal creatures will usually do either 8-9d6 normal physical damage (through the raw strength of the beast) or 2-3d6 HTH killing damage (through the use of talons, teeth, etc.) Counselor Darke has begun to work with Mirage in controlling her illusionary projections. With great concentration, she may construct a non-violent image in her target's mind, though this is difficult to maintain.

In combat, Mirage follows Simon's lead. She has been trained to attack individuals that may have been affected by the Psiphon Grenades (see "Equipment"). Her attacks are almost always direct onslaughts by hideous monsters.

Notable quote: "Pretty scary, isn't it? I thought so when I first dreamed it up."

Appearance: Mirage is in her late 30s and has curly black hair and blue eyes. She wears a black leotard under a billowy pink blouse. Her jewelry is mostly gold. Her gloves and boots are jet black.



REVELATION					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	15	1 1/2 x Stun from physical Killing Attacks	
13	DEX	6			
10	CON	0	15	1 1/2 x Body from physical Killing Attacks	
8	BODY	-4			
14	INT	4	10	Enraged 11-, 8- when religious authority is questioned	
25	EGO	30			
10	PRE	0	20	Sees self as religiously anointed	
8	COM	-1	15	Insatiable hunger for power	
10	PD	8	15	Dying from mental mutation	
10	ED	8	20	Hunted by Genocide, 11-	
4	SPD	17	15	Hunted by VIPER, 11-	
10	REC	12	10	Hunted by FBI, 8-	
50	END	15	29	PSI Bonus	
36	STUN	18			
Cost	Powers			END	
40	10d6 Mind Scanning, +10 to roll, Activate 14- (-1/2)			5	
33	5d6 Ego Attack, only with successful Mind Scan (-1/2)			5	
5	5 points Mental Defense				
	Equipment				
4	5 Points Flash Defense (IIF Polarized Contacts)				
20	+10PD/+10ED Armor (OIF Protective Uniform)				
38	Panic Ring				
	Skills				
3	Oratory 11-				
5	KS: World Religions 14-				
3	Fluent Italian with accent				
OCV:34; DCV:4; ECV:8; Phases:3,6,9,12					
COSTS:	Char	Powers	Total	Disadv.	Base
	113	+ 151	= 264	= 164	+ 100

Background: Anthony Martelli ran away from home when he was twelve years old. Though he never told his parents, he had developed an uncanny ability to locate people, even at tremendous distances, just by thinking about them. Anthony figured that this was a very special gift and that he must have some mysterious destiny to pursue. He lived off the streets of New York for several years, holding down odd jobs and shoplifting to survive. He sold whatever he could steal and offered his unusual services to whoever would pay him.

When Anthony was seventeen, a local mobster named "Sticks" Monroe offered Anthony a large sum of money to locate the District Attorney's secret witness for an upcoming murder trial. Sticks had heard on the street that Anthony had an unusual ability and decided it would be worth a shot. Anthony performed the service quickly and accurately, and the next day's headlines mentioned the witness being gunned down by the mob. Sticks realized that he had come across something special and put Anthony on his regular payroll.

However, Anthony was convinced that he still had a higher calling awaiting him. He began to study various religions and cults, seeking some sign. He wasn't interested so much in truth as he was in a place to fit in. Yet he rejected everything that he studied—either it required him to change his lifestyle or was so cosmic that it had no practical application to his life. Then one day it struck him: no religion had caught his interest because he was to form a new religion with himself as supreme prophet and priest. He chose to worship sheer power in whatever form it manifested itself, be it authority in the job place, better weapons in war, etc. And he re-named himself "Revelation."

During his involvement with the mob, Anthony was introduced to PSI. With his new "cult" (of which he was the only member), Anthony believed that his destiny must lie with the Institution. "After all," he thought, "with them, I will have far more power and control. They will teach me to perfect my gift and offer me control over mankind." So he left the mob and joined with Dr. Poe and his sinister crew. PSI helped Anthony develop his powers to a higher degree of accuracy at a greater range. They also showed him how to cause "feedback"—raw psionic energy produced in the mind of his target, causing severe pain. Anthony called this "inflicting penance."

The researchers at PSI also learned something about Anthony that they have not told him: he is slowly dying. Apparently his brain mutation is deadly and will eventually kill him. Even at this point it has driven him mad. That is why he considers himself as the sole religious saint in the worship of power. It doesn't matter that his religion has no other professing followers; in Anthony's mind it is his divine calling and he must follow it. He has been retained by Simon Poe for the purpose of studying his gift before it is too late. Simon hopes to duplicate Anthony's Mind Scanning abilities in himself and so he puts up with Anthony's madness.

Motivation and Personality: Revelation is motivated by what he senses to be a divine mission, though he is unsure of exactly what that mission is. He believes that power, control, and dominance are the supreme reality, and that he must pursue them at all costs. He is not really loyal to PSI; he simply sees them as a vehicle of increasing his power. He has also given up trying to proselytize others to his way of thinking. He simply doesn't care if anyone else believes him or not; he is convinced that he is doing what he must, and can't take time to think if his mission extends to others as well. Besides, he recognizes that while there may not be others who would openly declare their worship of simple power, there are vast numbers of people living in our society who live as if they did.



Anthony is a melodramatic figure, spouting off religious rhetoric constantly. Everything is bigger-than-life to Anthony. He is oblivious to the fact that he annoys almost everyone around him, and chalks up accusations of madness to "persecution of the just." Lately he has been having increasingly painful headaches during the evening which have resulted from his deadly mutation. These tend to make him somewhat cranky.

Powers and Tactics: Revelation has an incredibly keen Mind Scanning ability. He can locate individuals in the midst of crowded towns and project his own mental attack upon them. However, as his brain has deteriorated, his consistency with his talents has also decreased. There have been occasions when his powers have failed him entirely, and the researchers at PSI expect this to increase as Revelation gets closer to dying. His powers are reserved primarily for non-combat purposes.

Notable quote: "The glory of power has been revealed to me. I stand alone as the living revelation."

Appearance: Revelation is in his early 30s and has thinning black hair. His complexion is poor; small reddish blotches pepper his face and neck. His physical build is average, as is his height and weight. He wears a black robe with a red yoke over his shoulders, chest, and back. His collar has thin, white piping stitched around it and he wears a gold chain on his right hip for ornamentation. A black outline of the Greek psi is sewn on his left breast.

TORMENT					
Val	Char	Cost	100+	Disadvantages	
20	STR	10	15	Fear of pain	
22	DEX	36	10	Apathetic	
32	CON	44	5	Dependence on pain-relieving drug, 3d6/day	
15	BODY	10		Hunted by Genocide, 11-	
16	INT	6	20	Hunted by VIPER, 11-	
25	EGO	30	15	Hunted by FBI, 8-	
12	PRE	2	10	2d6 Unluck	
16	COM	3	10	PSI Bonus	
20	PD	16	234		
20	ED	14			
5	SPD	18			
20	REC	20			
70	END	3			
60	STUN	19			
Cost	Powers			END	
45	3d6 Ego Attack, Continuous (+1), Concentration (¹ / ₂ DCV, - ¹ / ₂)				6
20	2d6 Ego Attack, Continuous (+1), Concentration (0 DCV, - ¹ / ₂), Based on first Ego Attack (- ¹ / ₂)				4
15	Mental Defense (20 points total)				
6	+3" Running (9" total)				
	Skills				
1	Familiarity with anesthetics				
	Equipment				
4	5 Points Flash Defense (IIF Polarized Contacts)				
20	+10PD/+10ED Armor (OIF Protective Uniform)				
39	1 Psiphon Grenade				
38	Panic Ring				
OCV:7; DCV:7; ECV:8; Phases:3,5,8,10,12					
COSTS: Char Powers Total Disadv Base					
231 + 188 = 419 = 319 + 100					

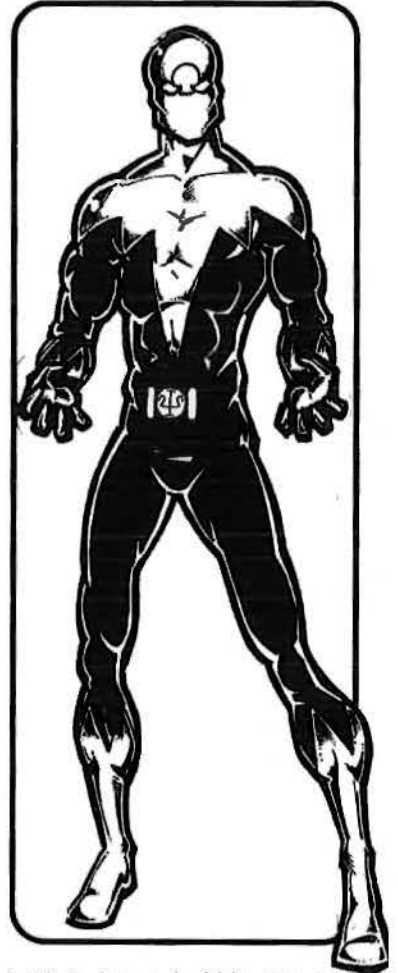
Background: The story of Jeff Baldwin is a tragic one. Jeff was born prematurely to a poor couple living in Detroit. After a desperate struggle to keep the small infant alive, Jeff survived. However the doctors said that he had suffered severe brain damage and that he would always be mentally handicapped. Jeff's parents couldn't live with the idea of a handicapped child so they put him up for adoption.

After five years in the state adoption center, the doctors realized that they had diagnosed Jeff's problem incorrectly. In reality, Jeff was a very bright child. Unfortunately, the section of his brain that controlled pain and pleasure was imbalanced, and Jeff was living in a state of constant agony. Every nerve ending in his body throbbed with pain, and nothing the doctors tried would give him any relief. No couple wanted to adopt such a child and deal with a lifetime of medical expenses and suffering. So Jeff stayed in the center, unloved, unwanted, and in terrible torment.

When Jeff turned twelve, the Parapsychological Studies Institute learned of his case and offered to set their team of scientists to work on his problem. The organization had heard of his condition and they were interested in its cause. Within eighteen months, they discovered a chemical cure for Jeff. As they injected the drug into Jeff, the throbbing subsided, and Jeff discovered what comfort was for the first time. But the drug had an interesting side effect: the mutation which had caused Jeff such pain now allowed him to project pain to others. PSI decided that this was an ability which they could use, so they took Jeff into their custody and began their crafty brainwashing procedure.

Now Jeff works for PSI. He will continue to do so as long as they hold the formula for the chemical which eases his pain. He has adopted the name "Torment" and has gained a reputation as an unpleasant adversary among superheroes.

Motivation and Personality: Jeff has learned to be a survivor. He spent over thirteen years of his life in indescribable pain. Now that he is relieved, he will do anything to keep the pain from coming back. He has had to abandon any sense of morality; every time that he objects to PSI's actions, they withhold his daily chemical from him until he becomes more cooperative. Jeff has tried on several occasions to steal the formula from his captors, but his repeated failure was rewarded with more agony. Now he has given up trying. He simply wants to continue surviving, and will serve PSI in whatever way they ask.



Powers and Tactics: As Torment, Jeff has learned to project excruciating pain upon his victims, similar to what he had experienced all his life. The first sensation the victim encounters is a stinging deep within the skull behind the eyes. This is instantly followed by a piercing agony surging throughout every nerve in the body. Jeff must concentrate for his power to be effective. Using 3d6 of his Ego Attack lowers Jeff's DCV by 1/2; doing 4d6 or more lowers it to 0. However, once Jeff has made a successful attack roll, he can continue doing damage every phase if he maintains his concentration.

Jeff has grown dependent upon the chemical that PSI devised to relieve his pain and must administer it every day or the pain will return. PSI believes that Jeff is mortally addicted to the drug, though they cannot test their theory without possibly killing Jeff.

Torment is a gloomy individual, resigned to a fate of slavery for PSI. Nothing excites or delights him any more; he merely goes through the motions in a mechanical way, obeying whatever orders PSI may give him.

Notable quote: "I'm sorry that you must share my pain, though it seems that neither of us have any choice."

Appearance: Torment is in his late teens and has light blonde hair and blue eyes. He wears a shiny copper uniform with black boots, gloves, and cowl created in a jagged design. The emblem between his eyes is also copper, and his eye slits and belt buckle are white.

IMPULSE						
Val	Char	Cost	100+	Disadvantages		
10	STR	0	15	Obsessed with studying		
17	DEX	21		mental mutations		
23	CON	26	10	Loyal to PSI		
12	BODY	4	10	Claustrophobia		
20	INT	10	5	Uneasy near medical facilities		
23	EGO	26	10	2d6 Unluck		
13	PRE	3	20	Hunted by Supreme Soviets		
10	COM	0	20	Hunted by Genocide, 11-		
5	PD	3	10	Hunted by FBI, 8-		
5	ED	0	142	PSI Bonus		
5	SPD	23				
15	REC	16				
46	END	0				
30	STUN	1				
Cost		Powers		END		
60	6d6 Mind Control, x8 Area Affect (24" radius) (+1 ³ / ₄), no verbal command (+ ¹ / ₂), Invisible Effect (+ ¹ / ₂), ¹ / ₂ END (+ ¹ / ₄), Emotional control only (- ¹ / ₂) Activate 14- (- ¹ / ₂)			5		
10	10 points Mental Defense (15 total)					
8	Detect Emotions, Discriminatory					
6	+3" Running (6" total)					
	Equipment					
38	Psiphon Grenade					
4	5 Points Flash Defense (IIF Polarized Contacts)					
20	+10PD/+10ED Armor (OIF Protective Uniform)					
38	Panic Ring					
	Skills					
3	Acrobatics 12-					
2	Fluent English (native: Russian)					
3	Biology 13-					
9	Genetics 16-					
3	Anatomy/Physiology 13-					
3	Cerebellic Mutations 13-					
OCV:6; DCV:6; ECV:8; Phases: 3, 5, 8, 10, 12						
COSTS:		Char	Powers	Total	Disadv.	Base
		133	+ 207	= 340	= 240	+ 100



Background: Natalia Soyev, the daughter of two well-known biologists in Moscow, was raised under the strict influence of the Communist Party. As she grew older, she demonstrated remarkable scientific proficiency and eventually followed in her parents' footsteps as a biologist specializing in genetic research.

When Natalia heard through KGB connections of the cerebellic research which Dr. Sebastian Poe had done in the United States, she became excited. The notion of reproducing a beneficial mutation in a lab setting was fascinating, and she arranged to have a copy of Dr. Poe's notes taken and brought to her for further study. She reported to Col. Sergei Vasalov, leader of the Supreme Soviets (Russia's leading superhero team; see *Red Doom*), that she felt the effect could be duplicated. Natalia and her staff received funding from the government and set out to duplicate Dr. Poe's technique in hopes of creating a squadron of powerful, mutant individuals.

Following several seemingly successful experiments on laboratory animals, Natalia was ready to try the process on a human. Col. Vasalov produced a "volunteer," and the procedure was begun. Unfortunately, something went terribly wrong. At a crucial point in the experiment, the subject began to go wild. Clearly the combination of the injected chemicals and the energy coursing through his body had driven him mad, and he broke free of his restraints. Natalia grabbed a sedative and attempted to subdue him. However, the subject turned on Natalia and began to attack her. He bit deep into her flesh repeatedly before he was shot by one of the soldiers stationed at the lab.

Natalia was rushed to a nearby hospital, still bleeding from her wounds. She felt dizzy and weak, and eventually slipped into a coma. Natalia remained unconscious for nearly eight months as doctors tried to determine what had happened. Apparently, as the experiment's chemicals had mixed with the saliva of Natalia's energized attacker and had seeped into her bloodstream. The doctors thought it would only be a matter of months before Natalia's vital signs finally ceased.

Then one day, as a nurse was checking Natalia's blood pressure, Natalia suddenly woke up. Her first sensation was one of confusion; she didn't know where she was or why there were tubes hooked into her arms. Then she began to feel claustrophobic — the sensation of being trapped in a bed lined with aluminum rails was overwhelming. Natalia leapt to her feet, ripped out the I.V.s, and began running down the hall with unusual stamina. Hospital personnel began to chase her, and Natalia called out, "Let me be!" Instantly, her pursuers stopped and became apathetic about her escape. Natalia was both amazed and frightened; somehow she sensed that she had caused their sudden lackadaisical attitudes, and was afraid of what that might mean.

Natalia went into hiding and began to explore her new abilities. She soon learned that she had developed the ability to influence the thinking process of others around her on an emotional level. With just a thought, she could make people happy or sad or frightened. She made her way to the border and used this ability to persuade officials to let her leave the country. Once free, she set out to contact Dr. Poe and the Parapsychological Studies Institute for further help.

Though she never reached Dr. Poe himself, she did stumble across his son, Simon, and persuaded him to let her join PSI in order to further understand not only her own power, but the nature of cerebellic mutations in general. She took on the code name "Impulse," and has served with the institution ever since.

Motivation and Personality: Natalia is a quiet individual, always engaging in observation and avoiding conversation. Her own knowledge of English is somewhat limited, and she is uncomfortable speaking with others. Morally, Natalia is apathetic. She cares little for what the other members of PSI do, as long as she is given opportunity to watch and study their powers in action. She has also grown quite close to Dr. DeVille during the past few months and has aided him in his research.

As Natalia's training gave her more control over her abilities, Natalia became fascinated with pushing the limitations of cerebellic mutations. She is convinced that Dr. Poe was right when he said that the mutation's effects could continue increasing without limits, and now Natalia seeks to push the other members of PSI to become more and more powerful. Her scientific curiosity has become an obsession, and Natalia has gained a reputation among the students as the most feared instructor; she shows no mercy to the students in their exercises.

Natalia is also aware that the Supreme Soviets are hunting her in hopes of returning her to her homeland for further research and experimentation. However, Natalia is determined to remain with PSI and study the effects of mental mutations further. To this date, PSI has avoided the Supreme Soviets, though Psymon knows the two teams must meet someday.

Powers and Tactics: As Impulse, Natalia has the ability to manipulate the emotions and motivations of others around her. She has expanded the power of this ability to affect large crowds in a single area, and it is this wide-scale ability which PSI uses most. Often during PSI's activities, Natalia will be required to keep local law enforcers depressed and sluggish while the rest of the institution completes its mission. Should PSI be forced to engage costumed crimefighters in battle, Natalia will turn her power on any nearby innocents, causing them to hate the heroes and interfere with the battle. This has caused quite a problem for several heroes as riotous mobs of innocent victims swarm them and get between them and PSI. Natalia will always hide to the side of any battlefield, hopefully affecting the crowds without drawing attention to herself.

Notable quote: "Stand still! You're ruining the experiment!"

Appearance: Impulse stands just over 5' 3" tall and has short reddish-brown hair and a pale complexion. Her leotard and boots are dark brown. She wears pale blue gloves, belt, cape, and beading, with a blue PSI somedach near the top of her right boot.

OMEGA					
Val	Char	Cost	100+	Disadvantages	
45	STR	23*	10	1 1/2 x STUN & BODY from electrical attacks	
28	DEX	36*			
30	CON	27*	10	1 1/2 x STUN & BODY from magnetic attacks	
20	BODY	13*			
17	INT	7	8	Enraged when BODY damage taken 14-, 11-	
13	EGO	6			
18	PRE	8	10	Loves combat	
14	COM	2	10	Arrogant & aloof	
11	PD	0	10	Distinctive Features: long scar on right cheek	
6	ED	0			
6	SPD	15*	5	Reputation of Extreme Violence	
17	REC	0	15	Hunted by VIPER, 11-	
60	END	0	10	Hunted by FBI, 8-	
63	STUN	0	247-	PSI Bonus	
Cost			Powers		END
Equipment					
67*	10d6 Energy Blast, Autofire (+1/2), 64 Charges (+1/2)				
44	2 Psiphon Grenades				
36*	+18PD/+18ED Armor				
20*	30 points Mental Defense				
3*	5 points Flash Defense				
4*	-3" Knockback Resistance				
3*	5 points Life Support				
7*	+5" Running (11" total)				
20*	15" Flight				
3*	+5" Swimming (7" total)				
3*	Ultraviolet Vision				
38	Panic Ring				
Skills & Talents					
15	Commando Training				
Maneuver pts OCV DCV Damage					
Right Cross					
	(Martial Strike)	4	0	+2	+2d6 (11d6 total)
Aikido Throw					
	(Martial Throw)	3	+0	+1	9d6 + v/5
Judo Disarm					
	(Martial Disarm)	4	-1	+1	+10 STR
Kung Fu Block					
	(Martial Block)	4	+2	+2	block, abort
5	Defense Maneuver				
3	Survival 11-				
3	Weaponsmith: slugthrowers 11-				
7	Security Systems 14-				
3	Tactics 12-				
3	Tracking 12-				
3	Acrobatics 15-				
3	Breakfall 15-				
3	Combat Driving 15-				
3	Combat Pilot 15-				
3	Stealth 15-				
16	+2 with all combat				
* OIF Powered Armor (+1/2)					
OCV:9; DCV:9; ECV:4; Phases: 2, 4, 6, 8, 10, 12					
COSTS: Char Powers Total Disadv. Base					
137 + 318 = 455 = 355 + 100					

Background: Joshua Barclay learned to be a tough kid growing up in a bad neighborhood near Los Angeles. He had to be tough. His father, a dress shop owner, was white and his mother, a drug store clerk, was black. The kids always called him "Half-breed," and Joshua found himself in a lot of fights. When he got older and the need for gang affiliation became the only way of survival, Joshua was rejected by every gang in his neighborhood. He found some place of security in the local health club, but simply walking home became a dangerous venture. There were still a lot of fights, but this time they involved knives and guns.

When Joshua turned eighteen, he packed his things and moved to San Diego. He landed a job with a security agency and continued to work out and train with different weapons. By now, combat had become a hobby, and Joshua spent many nights locked up following drunken brawls in local bars. Then came the draft. Joshua found his entire world tipped over, and he was shipped off to Viet Nam. After a few days in the perilous jungle, shooting at anything that moved, Joshua realized that it wasn't terribly different from the kind of life he had in his neighborhood in L. A. Sure, it was a lot more violent, but Joshua actually learned to enjoy fighting in Viet Nam. And, as it turns out, he was extremely good at it.

When the war ended, Joshua was disappointed. He decided to begin a career as a mercenary and offered himself as a hired soldier. His offer was picked up by VIPER, and Joshua was introduced to the world of high-tech crime. With his aggressive nature, Joshua moved up through the ranks quickly and eventually became a Nest Leader for the Chicago operations. It was during this time that Joshua first encountered the mutants of PSI. He was intrigued by the Institution's fluid structure, and became increasingly aware of the danger of being picked off by another VIPER agent who wanted his position. So Joshua secretly left VIPER and contacted Dr. Sebastian Poe about a position with PSI. At first, Dr. Poe feared that Joshua's interest was some sort of trick by VIPER. However, following intense telepathic probing, Dr. Poe decided to make Joshua his chief of security, and Joshua has kept the position ever since. He has been outfitted with expensive, advanced power armor, and has taken on the code name "Omega," boasting that he is "the ultimate soldier."

Motivation and Personality: Joshua Barclay loves his work. He has a tremendous amount of freedom within PSI, and enjoys the "drill sergeant" role with the young students. Joshua is also enthralled by all the high-tech weaponry available to him.

Joshua doesn't really care who's in charge of the operation, but he has suspected Counselor Darke's involvement in setting up the old organization for invasion, and is keeping an eye on Darke and Mother Medusa in case they try the same thing to dispose of Psymon. In fact, Joshua keeps files on all the members of PSI, recording everything he becomes aware of and reporting any suspicions to Simon Poe. The authority given him by Simon and Counselor Darke are enough to protect him from the other members of PSI; whoever messes with Omega will come under the wrath of Psymon as well.

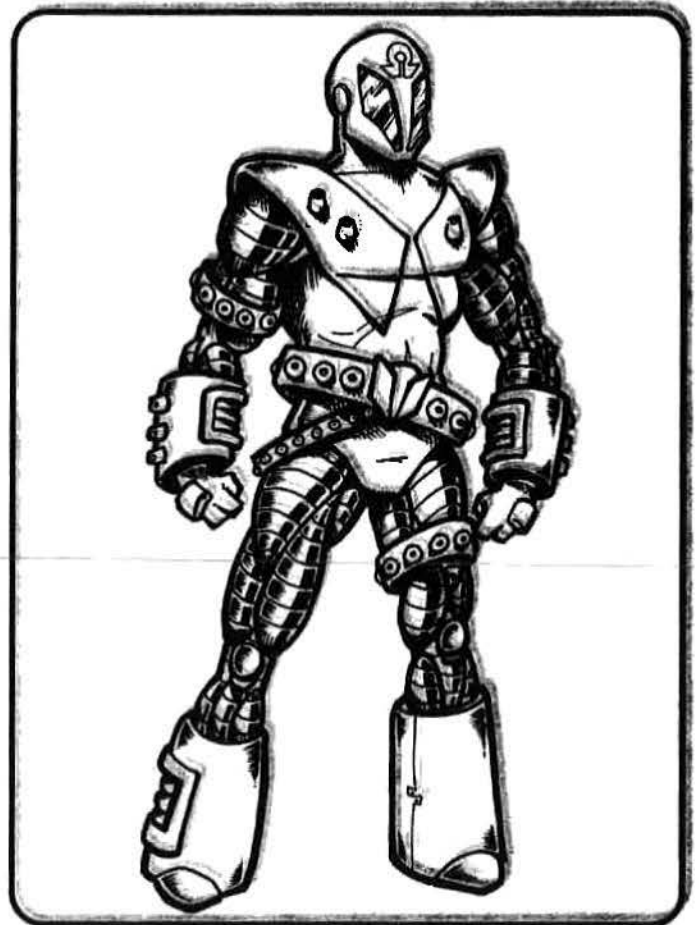
Joshua Barclay is a hard man, priding himself in physical discipline and the emotionless planning of strategy. Everyone in PSI, with the exception of Psymon, is under his authority as chief of security, and this has produced a fearful respect when interacting with him. He is the most happy when involved in actual combat; to him there is nothing that compares with the smell of tension and sweat and the thrill of matching himself against an adversary.

Powers and Tactics: In addition to his fine hand-to-hand fighting skills, Joshua wears a specially designed power suit that allows him to compete with most superheroes on an even level. His gauntlets are able to project bolts of pure energy, and are designed to enhance his own strength to tremendous levels. The armor also gives him the ability to leap great distances and run at high speeds. It protects him from most attacks, and has been fitted with devices that guard against psionic assaults. Additionally, the helmet allows Joshua to breathe underwater and see in the dark. Joshua also carries a number of specialty grenades which allow him to blind opponents, dampen their mental abilities, or do more conventional, explosive damage.

Joshua has had years of field training and experience, and is quite skilled in combat. He prefers to study an opponent carefully for possible weaknesses and then ambush his target quickly and ferociously. If possible, Joshua will never take on more than one enemy at a time since it divides his attention and efficiency.

Notable Quote: "Hit 'em fast and hit 'em hard."

Appearance: Joshua Barclay is a large man, standing almost 6'5" tall and packing two hundred sixty pounds of pure muscle. He has short black hair and dark eyes, and has a long, jagged scar across his right cheek from a knife wound as a teenager. His armor is shiny grey with blue and black trimming.



OMEN										
Val	Char	Cost	100+	Disadvantages						
11	STR	1	15	Hatred of Psymon						
17	DEX	21	10	Distrusts PSI						
21	CON	22	10	Moody and mysterious						
10	BODY	0	20	Hunted by Genocide, 11-						
21	INT	11	15	Hunted by VIPER, 11-						
18	EGO	16	10	Hunted by FBI, 8-						
20	PRE	10	15	Secret ID						
12	COM	1	132	PSI Bonus						
5	PD	3								
5	ED	1								
4	SPD	13								
10	REC	8								
42	END	0								
30	STUN	3								
Cost			Powers		END					
50	Precognitive Clairvoyance — vision & hearing, 250" Range				5					
20	Danger Sense 15-									
	Equipment									
22	Energy Pistol									
4	5 Points Flash Defense (IIF Polarized Contacts)									
20	+10PD/+10ED Armor (OIF Protective Uniform)									
24	30 points Mental Defense (IIF Circuitry in Hood)									
38	Panic Ring									
	Skills									
10	+3 Lvs with DCV; based on Clairvoyance (-1/2)									
13	Disguise 16-									
7	Mimicry 13-									
9	Acting 16-									
OCV:6; DCV:6; ECV:7; Phases: 3, 6, 9, 12										
COSTS:		Char	Powers	Total	Disadv.	Base				
		110	+	217	=	330	=	228	+	100

Background: It was a warm summer night when David Trent and his brother Paul first discovered their mutant powers. The two boys were on a camping retreat with their parents when they both began to see visions of fire tearing through the forest. David, being only seven years old, began to cry. His older brother Paul, however, began to call out to his folks. They came quickly, and Paul convinced them all to pack up and leave. By the next morning, twelve acres had burned to the ground, and David and Paul knew they had a special gift.

Over the years, Paul's abilities increased dramatically. He gained Telekinetic abilities and could even levitate himself through the air. On his twenty-first birthday, Paul adopted the identity of Mind Master and joined the superhero scene. Meanwhile, David's powers of perception grew sharper and more reliable. Unlike his brother, David never developed offensive or defensive capabilities; instead, his mutation enhanced his uncanny ability to see across time and space. Thus, David never became a costumed hero, preferring to help his brother with puzzling cases from home.

David eventually went to college and earned his degree in Theater Arts. Though he had received a great deal of coaching in acting, David's real talent was in make-up and special effects. His work for the university's summer productions as well as the special effects for several student films earned David a lot of attention. He was quickly hired by a major motion picture studio and began enjoying a successful career. David and Paul remained close during these years, sharing the secret of their unusual talents.

Tragedy struck the Trent brothers nearly two years ago, when Mind Master was slaughtered while fighting the criminal organization known as PSI. He had been engaged in personal combat with several agents when Psymon struck from behind. The local news broadcast the entire event live, and David nearly went into shock at the sight of his brother's death. The authorities agreed to maintain Paul's secret identity following his death, and David swore that he would avenge his brother somehow.

When PSI reorganized, David decided to join the team under the identity of "Omen." At first, PSI was reluctant to have a psychic mutant in their ranks, though Counselor Darke has now become fascinated with David's abilities to accurately predict the future. David has had a vision of himself shooting Psymon, and is now waiting for the opportunity to kill PSI's leader.

Motivation and Personality: As Omen, David is driven primarily by his secret hatred for Psymon and the other members of PSI. He still feels deep grief for his brother, and is willing to do anything to avenge his death. He has had to guard his mind carefully from Telepathic probing, and has acquired an energy pistol for use in slaying Psymon. The other members of PSI have been fooled by David's ruse, though Mother Medusa has noticed David's underlying sorrow. PSI's head of security, Joshua Barclay, also believes David's facade, though he has noted that Omen is frequently nervous.

David speaks in a very low, slow voice that comes across as somewhat exotic. He is truly the most mysterious member of PSI, rarely appearing in public and never engaging in combat. His accuracy in predictions and Clairvoyance have won him PSI's respect, and all of the members tolerate his mysterious moodiness.



Powers and Tactics: Omen has the ability to see glimpses of the future or far away scenes. Though they sometimes appear unexpectedly, he has developed the skill of concentrating and drawing them forth. This power also manifests itself subconsciously in his acute sense of impending danger which warns him of possible attacks, Telepathic probes, etc. Omen has been given a lightweight mesh cloak which offers him some protection from physical and energy attacks, and he has secretly placed an enhanced psionic defense band into the hood. He also carries a powerful energy pistol for emergencies.

If Omen is ever forced into combat, he will react mostly defensively. He does not truly wish to harm anyone other than Psymon and his teammates, though he must act the role of a vile criminal while awaiting the perfect moment to strike. He will not divulge his secret to any hero for fear of them being caught and subjected to the Inquisitor's powers.

Notable quote: "Hear me carefully, heroes: you cannot win. I have seen your defeat."

Appearance: David Trent is just over six feet tall and has curly brown hair and blue-green eyes. As Omen, he usually wears his light turquoise protective cloak with the hood drawn over his face. His bodysuit is black, as is the broach he wears on his chest.



INQUISITOR					
Val	Char	Cost	100+	Disadvantages	
19	STR	9	10	Addicted to using Telepathy	
17	DEX	21	15	Unusually Cruel	
21	CON	22	10	Gluttonous	
16	BODY	12	10	Morbid	
14	INT	4	15	Distinctive Features:	
26	EGO	32		extremely obese	
14	PRE	4	20	Hunted by Genocide, 11-	
8	COM	-1	15	Hunted by VIPER, 11-	
15	PD	11	10	Hunted by FBI, 8-	
15	ED	11	135	PSI Bonus	
4	SPD	13			
18	REC	20			
50	END	4			
36	STUN	0			
Cost	Powers			END	
60	12d6 Telepathy, Armor Piercing (+1/2), 1/2 END (+1/4), Partially Visible (-1/4for the top 6d6), Activate 14- (-1/2)			4	
43	2d6 RKA, Based on ECV (+1), totally invisible (+1), 1/2 END (+1/4), Activate 12- (-3/4), Based on Telepathy (-1/2)			4	
5	5 points Mental Defense (10 points total)				
	Equipment				
20	+10PD/+10ED Armor (OIF Protective Uniform)				
4	5 Points Flash Defense (IIF Polarized Contacts)				
38	Panic Ring				
	Skills				
3	Deduction 12-				
3	Interrogation 12-				
2	KS: Gothic Literature 11-				
OCV:6; DCV:6; ECV:9; Phases: 3, 6, 9, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	162	+	178	=	340
				=	240
				+	100

Background: Philip Townsend was born and raised on the outskirts of London. His father owned a bakery and his mother taught at a small Anglican school. Philip used to spend every afternoon down at his father's shop, sneaking bites of various pastries and cakes and swiping creme-filled tarts and chocolates. As Philip grew older, he also grew fatter. His gluttony and enormous size inspired most of his classmates to tease him. They nicknamed him "Hog," and bullied him daily. Philip became bitter, hating all of them and himself as well.

When he finally graduated high school, Philip got a job driving a truck for a grocer. He enjoyed being alone, and was excited to work around food. In his spare time, Philip would sit alone at local pubs and drink himself into a stupor. He wasn't quite an alcoholic, but he did enjoy being drunk. One evening, Philip noticed that the pub was exceptionally noisy, even though there were only a few other people present. He began to listen to the buzzing conversations around him and found them to be very personal, revealing hidden secrets and memories that no one had ever heard before. As he did this, several people grabbed their ears and let out agonizing cries of pain. Though Philip did not yet realize it, he was discovering his mutant telepathic abilities for the first time. Philip grew tired of the

clamor and left the bar. Yet, as he walked down the street, he continued to hear the buzzing of people's thoughts, inducing more cries of agony from his unintentional targets. As Philip drank in the thoughts and memories, he began to feel lightheaded. The streets began to sway, and Philip grew warm and flushed. Using his powers was intoxicating, and Philip was getting high off his telepathy.

As he continued to wander the city, drinking in more and more mental images, he caught the attention of a team of PSI agents on assignment in England. Their own equipment protected them from his mental powers and they decided to capture him and bring him to the United States to meet Dr. Poe. Sebastian was astounded by Philip's natural proficiency with his powers and decided to give him a place in PSI. Philip took on the name "Inquisitor" and served as PSI's chief interrogator. He worked closely with the security chief, Joshua Barclay, and enjoyed the opportunities to use his powers. Eventually, Philip became addicted to his telepathy and would undergo withdrawal if he went more than a day without reading someone's mind. Unfortunately, Philip's telepathic abilities also have a very deadly side effect, leaving many of his victims dead as he enjoys the high.

Counselor Darke decided to retain Philip with the new organization; Darke knew that Philip's abilities would be useful to PSI. The Inquisitor still acts as PSI's interrogator and torturer, feeding on innocent (and not-so-innocent) victims. He has also used his powers in support of Counselor Darke's brainwashing techniques.

Motivation and Personality: Philip is motivated primarily by his addiction to the use of his powers. He knows that PSI will provide him with plenty of opportunities to get high while extracting information, and he is fairly loyal to the organization. He is also driven by an insatiable gluttony for rich foods—a trait that frequently repulses many of the other members of PSI.

Philip also has a bizarre imagination. He has found tremendous delight in stories of Gothic horror, such as those by Edgar Allen Poe and Mary Wollstonecraft Shelley. He takes pleasure in filling his mind with tales of terrible black castles, torture chambers, coffins, and living dead, and has a child-like thrill at the sight of blood. He will sometimes draw from these stories with ghoulish delight and project graphic nightmares into his victim's subconsciousness.

Powers and Tactics: The Inquisitor has the ability to probe deep into the minds and subconscious memories of his targets, uncovering hidden thoughts and secrets. This power is used most often by PSI to extract information from unwilling victims for further use by the Institution. However, using this power often scars and damages the brain of his opponent, and can even kill with prolonged use. [Note: The Inquisitor's Killing Attack is based on ECV and requires permission of the GM. It can simply be dismissed if the GM so desires.] His abilities are often reserved for non-combat use and he is rarely seen outside of a PSI base of operations. Though psionic energy is normally invisible, Philip's abilities produce an unusual visual effect when using his powers to the fullest effect (more than 6d6). This intense telepathic power shows as pale, red tendrils of psionic energy lashing out from Philip's eyes while the target's eyes flicker with a pinkish light.

Notable quote: "With me, there are no mysteries. With me, there are no secrets."

Appearance: The Inquisitor is in his mid-thirties. He speaks with a thick British accent, cussing frequently. Though he is only 5'9", he weighs close to 360 pounds, and the tight outfit he wears does not enhance his physical appearance. The costume consists of a grey bodysuit with shiny ochre-yellow inserts. The front of it is cut down to his navel, showing off his collection of gold chains and pendants.





THE STUDENTS

PSI will always control at least five or six students, training them to use their powers, studying how to duplicate their effects, and preparing them for full membership. Some are eventually brought into the organization fully, some occasionally manage to escape, and others are judged to be ineffective and left behind (or "silenced"). Below is a list of several students that PSI is currently working with. Though some may have quite formidable powers, the statistics of each of the students have been designed to reflect the relative inexperience of the characters. The GM is encouraged to develop other students as he sees fit.

FORCE				
Val	Char	Cost	100+	Disadvantages
18	STR	8	10	1 1/2 x Stun from heat attacks
21	DEX	33	10	Intimidated by PSI
19	CON	18	15	Hunted by Genocide, 8-
12	BODY	4	10	Hunted by FBI, 8-
10	INT	0	142	PSI Bonus
10	EGO	0		
10	PRE	0		
12	COM	1		
10	PD	6		
10	ED	6		
4	SPD	9		
15	REC	14		
42	END	2		
31	STUN	0		

Cost	Powers	END
80	Multipower (80 point pool)	
6 u	8d6 Energy Blast (Telekinetic), Double Knockback (+3/4), 1/2 END (+1/4), Activate 14- (-1/2)	6
6u	35 STR Telekinesis, 1/2 END (+1/4)	2
27	20" Flight, Multipower must be in Telekinesis slot, (-1/2)	4
5	5 points Mental Defense (7 points total)	
	Equipment	
4	5 Points Flash Defense (IIF Polarized Contacts)	
20	+10PD/+10ED Armor (OIF Protective Uniform)	
38	Panic Ring	

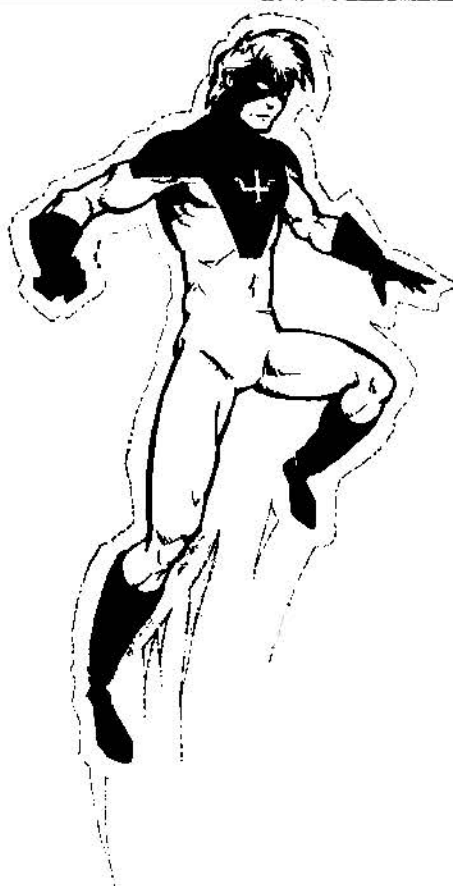
OCV:7; DCV:7; ECV:3; Phases: 3, 6, 9, 12				
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COSTS:	Char	Powers	Total	Disadv.	Base
	101	+ 186	= 287	= 187	+ 100

survivor, though he remained unconscious for several days. Somehow the trauma triggered Keith's latent mental mutation, and when he awoke, he found that he had developed a mild form of Telekinesis. The doctors were amazed and bewildered by Keith's abilities to levitate objects and open and close doors with a simple thought, and they began to subject him to a battery of tests.

Members of the PSI Guard heard of Keith's condition and arranged to have him kidnapped. He was brought to Psymon who saw a great deal of promise in Keith's abilities. However, they realized that Keith would not be a willing subject. Counselor Darke has been using hypnosis extensively with Keith to strengthen the brainwashing process, though the procedure is progressing slowly. Keith has been given a standard student uniform and the name "Force," and has learned how to use his powers to control heavier objects and to even levitate himself.

Since Keith has not fully succumbed to PSI's brainwashing, he is frequently looking for a way to escape their control. However, as time goes on, he is becoming more agreeable in his attitude. He enjoys the use of his powers and realizes that the coaching he receives from PSI could not be found anywhere else. PSI believes that they will soon be able to overcome his personal ethics and start using him for more criminal endeavors.

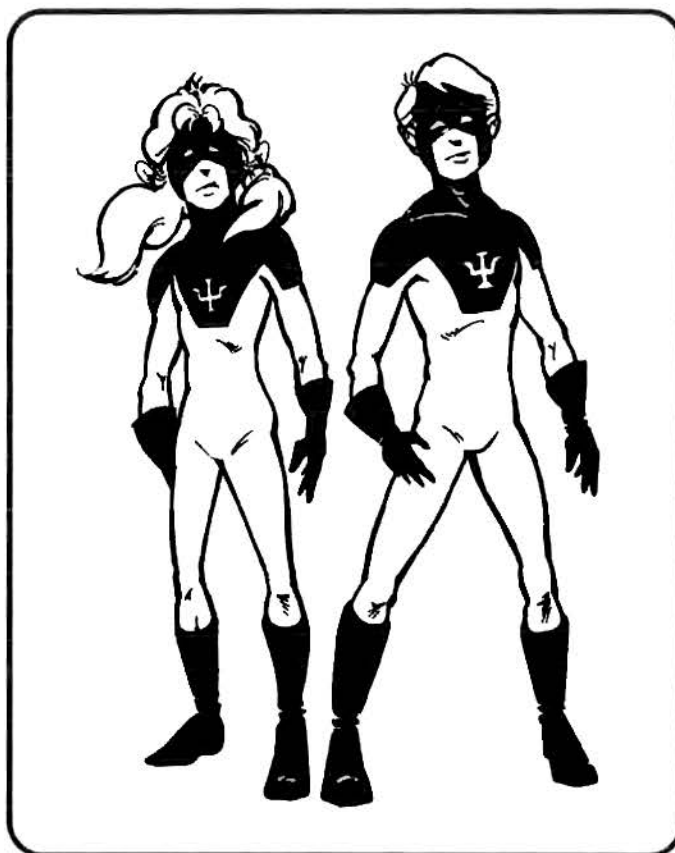


Background: Keith McMillan was known as one of his city's best high school athletes. He had lettered in almost every major sport, and even as a sophomore, he had attracted the attention of many college scouts. Unfortunately, all of his dreams of becoming a professional athlete were shattered when he was involved in an accident while driving with some friends. Keith was the only

BLACKOUT & DISPLACER

BLACKOUT					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	10	1 1/2 x effect from Flash Attacks	
18	DEX	24	15	Intimidated by PSI	
18	CON	16	5	1d6 Unluck	
10	BODY	0	15	Hunted by Genocide, 8-	
10	INT	0	10	Hunted by FBI, 8-	
19	EGO	18	102	PSI Bonus	
10	PRE	0			
10	COM	0			
10	PD	8			
10	ED	6			
4	SPD	12			
10	REC	8			
46	END	5			
24	STUN	0			
Cost			Powers		
80	5d6 Flash vs. all sight, hearing, and touch; based on ECV (+1), Activate 11- (-1)			5	
5	5 points Mental Defense (9 points total)				
8	Detect Sensory Distortions, Discriminatory				
5	Combat Sense 11-				
	Equipment				
4	5 Points Flash Defense (IIF Polarized Contacts)				
20	+10PD/+10ED Armor (OIF Protective Uniform)				
38	Panic Ring				
OCV:6; DCV:6; ECV:6; Phases: 3, 6, 9, 12					
COSTS:					
Char	Powers	Total	Disadv.	Base	
97	+	160	=	257	
			=	157	
				+	100

DISPLACER				
Val	Char	Cost	100+	Disadvantages
10	STR	0	10	1 1/2 x effect from Flash Attacks
18	DEX	24	15	Intimidated by PSI
18	CON	16	5	1d6 Unluck
10	BODY	0	15	Hunted by Genocide, 8-
10	INT	0	10	Hunted by FBI, 8-
19	EGO	18	47	PSI Bonus
10	PRE	0		
10	COM	0		
10	PD	8		
10	ED	6		
4	SPD	12		
10	REC	8		
46	END	5		
24	STUN	0		
Cost			Powers	
25	10d6 Mental Illusions, environmental distortions only (-1/2), Activate 14- (-1/2)			5
5	5 points Mental Defense			
8	Detect Sensory Distortions, Discriminatory			
5	Combat Sense 11-			
	Equipment			
4	5 Points Flash Defense (IIF Polarized Contacts)			
20	+10PD/+10ED Armor (OIF Protective Uniform)			
38	Panic Ring			
OCV:6; DCV:6; ECV:6; Phases: 3, 6, 9, 12				
COSTS:				
Char	Powers	Total	Disadv.	Base
97	+	105	=	202
			=	102
			+	100



Background/Personality: Tim and Laura Baker were born in Kansas City just thirteen years ago. Their mother died during their birth so the twins were raised by their truck-driving father. Unfortunately, their father's job kept him away from home a good deal of the time, and Tim and Laura were tossed between various neighbors and friends while their father was on the road. Without the consistent discipline at home, Tim and Laura began to get into trouble at school, bringing the attention of the local social worker into their lives. It was decided that the children would benefit from being placed in a foster home, so they were taken from their father and given to a young couple living in St. Louis.

Within a matter of months, Tim and Laura's latent mutant abilities began to manifest themselves. The twins first noticed their powers when they began to grow sensitive to the perceptions of others. Somehow they could "feel" the sight and hearing of those around them. They could tell if someone was nearsighted or hard of hearing. They could sense a distortion when someone was drunk. Within several months, this sensory ability blossomed into the power to alter the perceptions of others. No longer could they share another individual's sensations; rather, they could radically effect the way others' senses operated simply by thinking about it.

The twins were not able to hide their powers for long. They drew the attention of PSI, who offered to enroll them in their "special school." Tim and Laura's foster parents agreed, and the twins have never been able to return home. Tim has been given the identity of "Blackout," and Laura has been named "Displacer." Each wears the standard PSI student uniform: a black mask and bodysuit with a bluish-green Greek psi emblazoned across the chest.

Tim and Laura have come to accept their training with PSI. Since they never really knew a stable home life, they enjoy the sense of belonging that PSI offers them. They are still afraid of the more violent members of PSI, but Soulfire has become a father figure for them and has made them both comfortable with their new role.

Powers/Tactics: Both of their powers work on a psychokinetic level. Tim is able to stop other's brains from receiving the input of their senses. The victim of his attack suddenly becomes blind, deaf,

and numb. Unless he has Combat Sense or Enhanced Senses to compensate, the victim will become DCV 0 and may drop any hand-held foci, unless a successful DEX roll is made. He will not be able to see or hear any communication from his teammates, and the other members of PSI will take advantage of his momentary loss of perception by attacking him fiercely.

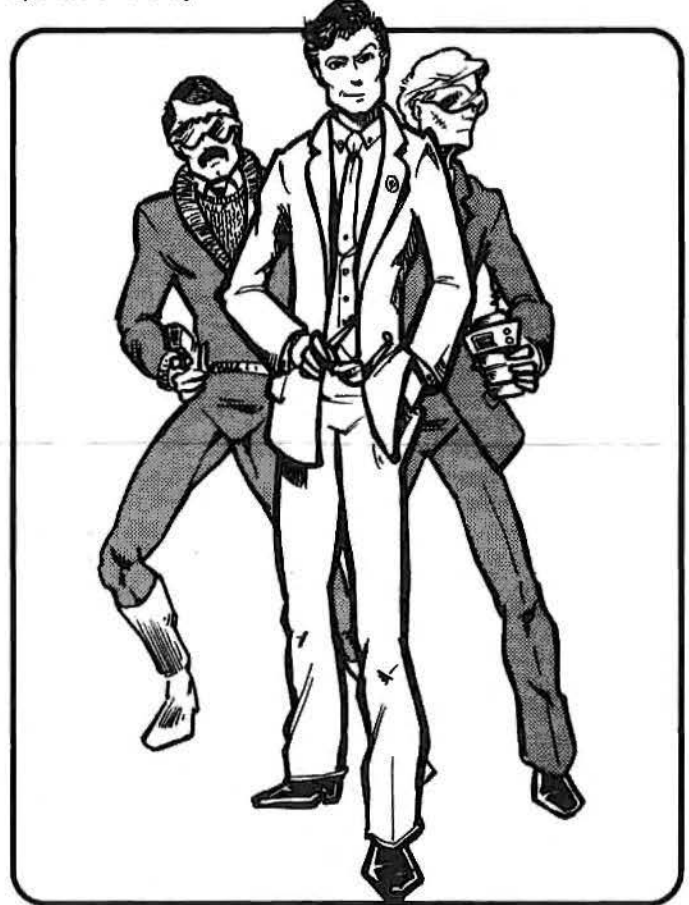
Laura, on the other hand, is able to distort the information that the senses send to the brain, causing others to become dizzy and uncoordinated. Sounds become louder or muffled, and vision becomes twisted and blurry. Once Laura has made a successful attack roll, she must roll the target's EGO+10 for her power to be effective. Suddenly the victim's world will become twisted and confused. He will no longer be able to differentiate between friends, enemies, and innocent bystanders. If the victim tries to move straight forward, the GM should roll for which direction he travels. The ground will seem to swell and fall like the ocean, and the GM may require a DEX roll for the character to remain on his feet. Furthermore, his combat abilities will likely be impaired as long as he remains in Displacer's power, causing him to be at a -1 or -2 OCV and DCV until he gets his bearings.

PSI GUARD					
Val	Char	Cost	50+	Disadvantages	
13	STR	3	20	Amoral	
14	DEX	12	10	Loyal to PSI	
13	CON	6	15	Monitored by PSI, 14-	
10	BODY	0	20	Hunted by VIPER, 11-	
15	INT	5	10	Hunted by FBI, 8-	
14	EGO	8	15	Secret ID	
13	PRE	3	106	PSI Bonus	
12	COM	1			
5	PD	2			
5	ED	2			
3	SPD	6			
6	REC	0			
26	END	0			
24	STUN	0			
Cost	Powers			END	
25	Mind Link, 4 PSI Guards, any distance				
	Equipment				
2	Energy Pistol				
44	2 Psiphon Grenades				
12	3 Paralysis Webs				
9	Psi Visor				
14	Kevlar Vest				
15	Psi Scanner				
38	Panic Ring				
	Skills				
3	Shadowing 11-				
3	Bugging 12-				
3	Security Systems 12-				
3	Combat Driving 12-				
3	Lockpicking 12-				
3	Stealth 12-				
1	Familiarity with Mental Powers				
OCV:5; DCV:5; ECV:5; Phases: 4, 8, 12.					
COSTS:	Char	Powers	Total	Disadv.	Base
	48	+ 198	= 246	= 196	+ 50

In addition to the more powerful members and students of PSI, the Institution employs a large number of highly-trained and talented agents to conduct a good portion of its business. Each of these men have various college degrees and have been recruited from the world's finest intelligence agencies and military forces. They have also received extensive training from Joshua Barclay in dealing with cerebellic mutants. PSI Guards are always alert, intelligent, and well-groomed, and have carefully developed a courteous manner to avoid attracting attention.

The primary use of the PSI Guard consists of following and verifying rumors and reports of individuals with "strange powers," locating such persons, and picking them up for debriefing, programming, and induction into PSI. The PSI Guard always travel in foursomes and will occasionally operate in bigger numbers when the situation requires it. Their tactics are simple: one pair of Guards contact and confer with the suspect, usually posing as a government agents recruiting for a "special federal school" for gifted individuals, while the other pair moves to cut off any retreat. If the target person can be talked into going peacefully, so much the better. Otherwise the agents will attempt to subdue the individual and take him by force.

The PSI Guard are armed with a small arsenal of inobvious weapons and devices to aid them in their task. This includes offensive weapons such as their energy pistols as well as various scanning and protective equipment. (For more details on their devices, see the section entitled "Equipment.") Dr. Poe has also taught them the ability of Mind Linking with the other members of their team, allowing them to instantly read each others thoughts and operate efficiently.



PSI has also raised up ten special officers among the guard, known as the Elite Corps, who have been trained in the rudimentary mental disciplines. In addition to the statistics listed above, these ten officers should be given the following powers:

Cost	Powers	END
30	Multipower	
3 u	6d6 Telepathy	3
3 u	3d6 Ego Attack	3
10	Detect & Sense Psionic/Psychokinetic powers in a radius	
15	Mental Defense (17 total)	

Additionally, the members of this Elite Corps do not wear the usual Psi-Visors which would interfere with their mental abilities; their goggles merely provide Ultraviolet Vision. They have developed their own innate Mental Defense to compensate.

FLOATER					
Val	Char	Cost	100+	Disadvantages	
0	STR	-10	10	1 1/2 x STUN & BODY from electrical attacks	
23	DEX	39		No external appendages	
18	CON	16	20	Blind, deaf & mute	
20	BODY	20	15	Deceptive	
25	INT	15	10	Doesn't understand Earth culture	
21	EGO	22	20	Dependence on sphere, 3d6/segment	
10	PRE	0	40	Distinctive Features, causes fear/apprehension	
6	COM	-2	25	2d6 Unluck	
20	PD	20		Hunted by Genocide, 11-	
20	ED	16		Hunted by VIPER, 11-	
5	SPD	17	10	Hunted by FBI, 8-	
8	REC	8	20	PSI Bonus	
46	END	5	15		
29	STUN	0	10		
			142		
Cost			Powers		END
53	20" Flight, 0 END (+1/2), Persistent (+1/2), OIF sphere (-1/2)				0
10	4d6 Telepathy, Activate 11- (-1)				4
30	20 STR Telekinesis				
30	8d6 Mind Control, no verbal command (+1/2), Activate 11- (-1/2)				4
5	5 points Mental Defense (9 total)				
10	10 points Flash Defense				
10	10 points Power Defense				
22	Life Support: self-contained, doesn't eat, may survive in vacuum/high pressure, intense radiation, intense temperatures				
35	360° Spatial Awareness				
	Equipment				
38	Panic Ring (built into Floater's sphere)				
	Skills & Talents				
3	Computer Programming 14-				
3	Electronics 14-				
3	Starship Pilot 14- (with TK-sensitive controls)				
3	Sensors operation 14-				
3	KS: Space Travel 14-				
3	Lightning Calculator				
20	Universal Translator				
OCV:8; DCV:8; ECV: 7; Phases: 3, 5, 8, 10, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	166	+ 281	= 447	= 358	+ 100

Background: Several months ago, a gleaming spacecraft streaked into earth's atmosphere and crashed off the gulf coast of Texas. As authorities swarmed over the site, they located an unusual, metal sphere that somehow survived the crash undamaged. The top of the sphere was made of a hard, translucent material and contained a greenish, phosphorescent brain suspended in a clear, gelatin-like substance. From an opening on the bottom of the sphere hung long, oozing tentacles, much like a jellyfish. Suddenly the sphere levitated into the air with no visible means of propulsion. As scientists moved closer to the sphere, they found themselves telekinetically thrown back. The event drew tremendous media attention and camera crews broadcasted the news live. PSI was excited when they learned of the creature and its powers. Within hours, Psymon, Impulse, and the Inquisitor had made their way to the crash site undercover. Psymon contacted the alien being telepathically, drawing its attention and curiosity. The creature seemed to understand Psymon's language, and the leader of PSI convinced it to meet with the team back at their temporary headquarters. The sphere flew off into the sky and the members of the institution withdrew from the crowd unnoticed.

Since then, Psymon has convinced the creature to join with PSI as it learns more about the culture of the world which is now its home. The being's name is unpronounceable, so Brad Richards has nicknamed it "Floater." It has begun training with the other students, learning to use its powers more predictably on the human mind. However, what PSI does not know is that Floater was originally a criminal outcast from his home world. He was sent into



exile for daring to attempt an overthrow of the planetary government and has been wandering through space for nearly three hundred years. Once he has gained sufficient knowledge of earth and its ways, Floater will likely attempt to take over PSI and use the Institution to take over the world.

Motivation and Personality: Floater is a truly unusual individual, due primarily to its alien nature. It rarely interacts with other individuals, preferring to quietly observe and learn all it can about its new world. It has succeeded in convincing the other members of PSI that it is naive, when in reality it is quite shrewd. Floater works hard at its training sessions, learning to use its powers more reliably on the human mind.

Powers and Tactics: Floater displays quite a wide array of both psionic and psychokinetic talents. It keeps itself afloat telekinetically and can propel itself at high speeds. Though comprehending languages and communication patterns comes effortlessly, its communication abilities are limited to telepathy. Additionally, Floater has demonstrated unstable Mind Control skills.

However, though the creature possesses a variety of skills, it has not learned to use them on human minds with any reliability. More often than not, Floater's powers will fail him. This is something he is trying to correct as he gains more and more experience in his training session.

Appearance: Floater appears as a round, metallic sphere with a translucent cap revealing the actual brain-like being within. The tentacles which dangle from its housing are a pale, translucent green, like the brain itself, and are used primarily for balance during telekinetic flight.



Background: Violet Wilson is the youngest member of PSI, being only ten years old. She was abducted from a housing project in Chicago just six months ago, and is still very frightened. Members of the PSI Guard registered her powers on their equipment by simple chance, and PSI has been working to developing them at an increased pace. They have been able to teach Violet to read other people's memories, though for some reason she is not able to pick up any surface thoughts with her Telepathy. PSI has dubbed her "Flashback" and given her a student uniform, though she has not yet participated in any field work.

Violet's picture has recently begun appearing on the backs of milk cartons and on small flyers mailed throughout the Chicago area. PSI has had to be very cautious to keep Violet from seeing that anyone is looking for her. They have been trying to convince her that no one at home ever loved her, and that her new family was the membership of PSI, who would love and care for her always. They have been spoiling her with presents and treats, yet she is still confused and scared of her captors. PSI is hesitant to use the Inquisitor's powers on her to reconstruct her memories because of the pain and danger of killing her. Instead, they are relying on more "conventional" techniques of brainwashing with Counselor Darke.

Violet is a homely young girl, and is very sensitive about her looks. She has been known to use her powers to manipulate boys into liking her, suggesting false memories of the two enjoying a teenage romance. PSI strongly discourages such actions.

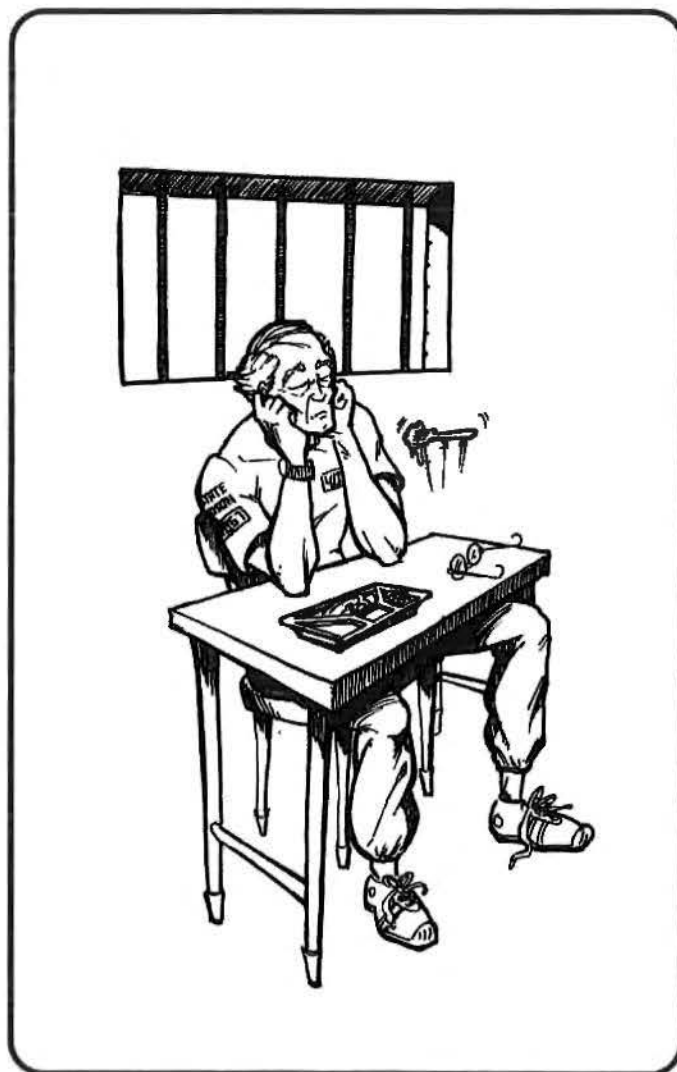
FLASHBACK										
Val	Char	Cost	100+	Disadvantages						
8	STR	-2	5	Touchy about looks						
18	DEX	24	10	Intimidated by PSI						
13	CON	6	5	Distinctive Features: terrible complexion						
10	BODY	0								
10	INT	0	15	Hunted by Genocide, 8-						
17	EGO	14	10	Hunted by FBI, 8-						
10	PRE	0	21	PSI Bonus						
8	COM	-1								
5	PD	3								
5	ED	2								
4	SPD	12								
5	REC	0								
40	END	7								
21	STUN	0								
Cost		Powers			END					
31	10d6 Telepathy, 1/2 END (+1/2), must roll greater than the target's EGO +10 (-1/2), concentration reduces to 1/2 DCV (-1/2)				5					
5	5 points Mental Defense									
Equipment										
4	5 Points Flash Defense (IIF Polarized Contacts)									
20	+10PD/+10ED Armor (OIF Protective Uniform)									
38	Panic Ring]									
Skills & Talents										
3	Perfect Pitch									
OCV:6; DCV:6; ECV:6; Phases: 3, 6, 9, 12										
COSTS:		Char	Powers	Total	Disadv.	Base				
		65	+	101	=	166	=	66	+	100

OTHER CHARACTERS



DR. SEBASTIAN POE					
Val	Char	Cost	50+	Disadvantages	
10	STR	0	10	Depression & Guilt	
13	DEX	9	20	Normal Characteristic Maxima	
13	CON	6	10	Public ID	
10	BODY	0	5	Reputation	
30	INT	30	41	(brilliant, erratic researcher), 8-	
21	EGO	24		PSI Bonus	
13	PRE	3			
10	COM	0			
2	PD	0			
3	ED	0			
3	SPD	7			
5	REC	0			
26	END	0			
22	STUN	0			
Cost	Powers			END	
15	10 STR Telekinesis			1	
5	5 points Mental Defense (9 points total)				
8	Detect Emotions, Discriminatory				
	Skills				
3	Paramedic 15-				
3	Scientist				
4	Genetics 14-				
3	Anatomy/Physiology 14-				
5	Cerebellic Mutations 16-				
5	Biology 16-				
4	General Medicine 14-				
2	KS: Underworld Operations 11-				
OCV:4; DCV:4; ECV:7; Phases: 4, 8,12					
COSTS:	Char	Powers	Total	Disadv.	Base
	79	+	57	=	136
				=	86
				+	50

Background: Dr. Sebastian Poe was once a peaceable scientist until his first taste of power and authority created a consuming lust for more. He sought his fame, power, and glory with PSI until he was caught by the authorities. Now that he has had some time in prison to think things over, he realizes that things have gotten out of hand. His wife and son have turned against him, his own organization has left him behind, and his discoveries are being abused beyond measure. Today Dr. Poe sits silently in a secured asylum for the criminally insane, pondering his own failures and shortcomings.



Dr. Poe possesses some minor mental powers as the result of his self-experimentation. He can manipulate small objects telekinetically and can "read" the emotions of other people around him. However, he has sunk into a deep psychological depression and rarely demonstrates his talents. He has given up all hope and desire for living, and is simply wasting away in silence in his cell.

DR. DEVILLE

11 STR	10 DEX	10 CON	10 BODY	30 INT
13 EGO	11 PRE	12 COM	2 PD	2 ED
2 SPD	4 REC	20 END	20 STUN	

Skills & Powers: Energy Pistol (cf. "Equipment"); Paramedic 15-; Forensic Medicine 11-; Scientist: Genetics 14-, Anatomy/Physiology 14-, Cerebellic Mutations 14-, General Medicine 14-, Biology 14-;

50+ Disadvantages: Normal Characteristic Maxima; Insatiable Curiosity; Hunted by VIPER 8-

Background: Dr. Lester DeVille is a great genius in the area of human biology and human physiology. His special area of expertise is genetic mutations, and he has studied Dr. Poe's notes and findings extensively. When Counselor Darke arranged for the new PSI, Dr. DeVille was brought on board to replace the captive Dr. Poe. DeVille is driven by an insatiable curiosity; everyone and everything is fair game for his experiments. He has chosen to stay with PSI because they provide him with a lab, lots of money, and countless subjects for experimentation.

DeVille provides most of the scientific research for the new PSI. He should be played as a mad scientist with a brilliant intellect. He is a tall, skinny man with thinning white hair and thick glasses.

BRAD "GIZMO" RICHARDS

13 STR	13 DEX	14 CON	12 BODY	26 INT
13 EGO	10 PRE	14 COM	3 PD	3 ED
3 SPD	6 REC	28 END	26 STUN	

Skills, Talents & Powers: Energy Pistol (cf. "Equipment"); Electronics 14-; Mechanics 16-; Weaponsmith: slugthrowers & energy weapons; Computer Programming 14-; Inventor 16-; KS: Advanced Technology 14-; KS: Criminal Organizations 11-; Speed Reading

50+ Disadvantages: Normal Characteristic Maxima; Hunted by VIPER 11-; Hunted by FBI 8-; PSI Bonus

Background: Brad Richards, known as "Gizmo" by his friends, is the technical genius behind PSI's gadgets, vehicles and weaponry. He was recommended for the job by Joshua Barclay who had known him when the two worked for VIPER in Chicago. He is satisfied with working for PSI as long as the Institution pays him well and provides for his further research and tinkering.

Gizmo is a casual gentleman, enjoying sports, books, and movies. However, his real passion is high-tech anything; he is an engineering genius and has invented most of the hardware that PSI uses. He will attempt to take apart and diagram almost any new gadget PSI comes across, incorporating new technology into future devices for the Institution. He has also taken a fancy in designing "spy movie"-type gadgets, such as a camera disguised as a tie pin, explosive grenades which look like brooches, rings, etc., and an umbrella that doubles as a sturdy grappling line. He usually carries an energy pistol and a psionic protection device, though he might have any number of minor weapons and devices on him at any time.

OTHER ASSOCIATES

In addition to the core members of PSI, the Institute employs a small team of scientists and engineers chosen by Dr. DeVille and Brad Richards to assist them in their endeavors. PSI will also hire a variety of common thugs for special projects, outfitting them with special weaponry and defenses. Treat these as normal individual with slightly enhanced characteristics and any necessary professional skills or training.

SCENARIOS



Smoke fills the air and dances around the rusted hanging lamp. They have been discussing their plans for hours, and everyone is getting restless.

Beads of sweat trickle down Psymon's forehead as he draws a long red line across the map from the location of their temporary base to the sight of the night's activities. "The van will then move back to this spot, intercept Darke and Medusa, and head off to the highway. Are there any questions?"

One of the students speaks up in a tremulous voice. "What if we encounter any heroes?"

Mind Slayer takes a long draw from her cigarette and blows it into the air. Her voice is cold. "Kill 'em."

Everyone sits still for just a moment before Psymon breaks the silence. "Then if there's nothing else, let's get to work. We've got a lot to do before sunrise..."

The following scenarios are provided as a starting place for introducing PSI and their tactics to any campaign. Included are two full scenarios, several possible plot suggestions, and additional inspiration. The adventures are purposefully simple and open-ended, allowing for a great deal of customizing. The GM is encouraged to fill in details and adapt the adventures as he sees fit, adding to the plots and altering PSI's techniques to match the heroes. He should remember to be flexible, rewarding thoughtful players who creatively interact with PSI's schemes.

IF I COULD TALK TO THE ANIMALS

This scenario is designed for a small group of moderately-powered Champions characters. It will introduce characters to PSI and give them a taste of PSI's powers and tactics. The adventure works best if the heroes have not encountered PSI before.

THE SITUATION

Several weeks ago, Counselor Darke learned of an opportunity to make some extra money for PSI. Rumor had it that Mark Pinchard, a member of the United States Senate, had taken an enormous bribe from a construction company. Darke decided to send a small team of PSI Guards, along with Mind Slayer, to discover evidence of such a bribe so that PSI could begin blackmailing Pinchard. Slayer intercepted the Senator in an airport and began to scan his mind. Her telepathic probe learned of the truth of the bribe, along with the location of evidence that could prove the event to the public. Mind Slayer also discovered that Pinchard's eleven

year-old daughter, Lucy, had demonstrated a remarkable ability to communicate with animals. Mind Slayer communicated this discovery back to Psymon and Counselor Darke.

A standard team of PSI Guards was dispatched to abduct little Lucy, though they had to modify their technique to avoid the government security at her home. Thus, they decided to take Lucy from her school. After easily eliminating the FBI men parked outside, the agents approached the school office, pretending to be Lucy's guards, flashing false identification, and saying that an emergency had arisen requiring that they take Lucy home right away. The school secretary bought their story, but Lucy did not. She knew not to trust any men she hadn't met before and began to run. As the PSI Guards chased her, Lucy used her secret talent to call for help. At first, only a flock of crows responded, blinding and scratching at the four PSI Guards. But within moments, several large dogs from the neighborhood arrived. The PSI Guards had to waste precious time shooting the animals with their Energy Pistols, allowing Lucy to escape.



Lucy eventually managed to get help at a neighbor's home and the PSI Guard had to flee before the police arrived. Naturally, the death of two FBI agents, the attempted kidnapping of a Senator's daughter, and the bizarre response of the neighborhood animals attracted a lot of attention from the media. It also angered Psymon and Counselor Darke, who were frustrated not only by the PSI Guard's failure, but by the increased difficulty that this would bring. They decided to make a second attempt using the full membership of PSI.

GETTING THE HEROES INVOLVED

The amount of media attention and the use of Energy Pistols is almost certain to attract the attention of any local superheroes. Player characters, especially detective types, may wish to get involved in the investigation, joining forces with the local police and the government's FBI. Though the police will probably welcome the assistance of the local heroes, the government agents will be suspicious of any outsider and will insist on verifying the characters' identities before sharing any information. If any of the characters is a reporter, a photographer, etc., he can also become involved in the investigation in his secret identity. Government-related heroes will be assigned to the case by their superiors, and other heroes may offer to help with Lucy's protection.

COMPLICATIONS

Senator Pinchard has a pretty good idea of who is after his daughter. After all, he has met the Inquisitor and knows that his daughter's special gift of communicating with animals, a secret which their family has worked hard to guard, has been discovered. Though the media will not make a connection between the animals' behavior and Lucy, Pinchard knows that her potential abductors have. Pinchard suspects that an organization such as VIPER or Raven is involved, as evidenced by the agents with energy weapons. However, Pinchard is reluctant to reveal this knowledge for fear of someone discovering his own illegal activity. In a sense, he is struggling with protecting himself or protecting his family. Thus, he will try to persuade the authorities to believe that someone must be after his daughter for ransom purposes.

The investigation of the attack will provide precious little evidence. The abductors, wearing black three-piece suits and fancy sunglasses, were not recognized by anyone. The wounds of the FBI agents and the animals reveal the weapons to be some form of radiation weapon, similar to that known to be used by the organization Demon (see the "Radiation Beamer" in Gadgets). Otherwise there is no indication of who was responsible for the attempted kidnapping. Heroes will simply have to guess as to who is involved and what their intentions are.

THE ADVENTURE

During the course of the investigation, Senator Pinchard and his wife will request the aid of any trusted heroes in guarding their daughter for the next several days until the potential kidnappers are caught. This will allow the heroes to establish their own strategy to protect Lucy. However, certain conditions will be placed on the heroes. Mrs. Pinchard will refuse to have her daughter removed to a hidden

location; she feels that Lucy has already suffered enough trauma without being carted away from her home. The heroes will also have to cooperate with the FBI, who will wish to be involved in the every facet of the heroes' protection plan. And the heroes will be asked to avoid any dramatic actions, such as setting up a force field around the house or teleporting Lucy to and from school, which might draw unwanted press attention.

Meanwhile, PSI will be planning their next attack. Omen will be sent in to keep an eye on Lucy and to learn of any security measures that are being prepared. He will park in a black sedan two or three blocks from the Pinchard's home and use his Clairvoyance to watch the activities within the house. He will report his findings back to Psymon via Mind Link, allowing PSI to adjust their own plans appropriately. Should Omen discover the presence of any superheroes, PSI will seek to learn all that is known about the heroes' strengths and weaknesses and use that information to prepare for the possibility of a conflict.

PSI's basic strategy is as follows:

INSIDE THE HOUSE

During the night, Psymon and the student Blackout will teleport into the Senator's bedroom, avoiding any agents stationed outside. Deuce will teleport to Omen's location near the house and dispatch her psychokinetic form to rendezvous with Psymon and Blackout in the Pinchard's home. The shadowy manifestation will glide silently in the shadows and through the wall, joining the other villains. Blackout will be instructed to use his powers on Mrs. Pinchard, to keep her from waking up and knowing that there are others in her room.

As Blackout is desensitizing Mrs. Pinchard, Psymon will seek to Mind Control the Senator in his dreams, ordering him to go and bring Lucy back to his bedroom, telling anyone who may ask that he and his wife are simply nervous having Lucy in another room.

When Lucy arrives in the bedroom, Psymon will Mind Control her to be silent and follow him out the back window to a PSI van waiting nearby. While Deuce remains in the bedroom, Psymon and Blackout will lead Lucy through the bedroom window and into the backyard. They will stick to the shadows, avoiding any heroes on the premises. If any FBI agents or heroes stand between them and the back gate, Blackout will attempt to blind/deafen them while Psymon Mind Controls them to be silent. Once outside the back, Lucy will be pushed into a waiting PSI van which slowly and inconspicuously drives off into the night.

OUTSIDE THE HOUSE

At this point, Soulfire, Torment, and Lady Mirage will teleport to Omen's location near the Pinchard home. Omen, still using his clairvoyance, will fill them in on the current location of all agents and heroes. Together, Soulfire, Torment, and Mirage will attack Pinchard's home from the front gates, attracting as much attention as possible. Their goal is to lure any agents and heroes to the front of the house and engage them in a distracting combat.

Soulfire and Torment will begin the fray by attacking any FBI men stationed outside. Lady Mirage will hold off until the first heroes begin to show themselves. She will then attempt to create an illusion of little Lucy being thrown into a black van, which speeds off into the night. She only needs to convince one hero, trusting that he will alert the others. They hope to quickly lead heroes away from the house, allowing the other members of PSI to take Lucy quietly.

THE CHASE

Once Psymon and Blackout have placed Lucy in the van and begun moving away, Deuce will leave the Senator's bedroom, moving through the house toward Lucy's room and alerting the FBI agents within the house. She hopes that the men outside (and the heroes as well) will be alerted to trouble within the house. She will then fly out Lucy's window and begin streaking away from the neighborhood in the opposite direction of the PSI van. Deuce hopes to attract enough attention for the heroes to follow her. At this point, Soulfire, Torment, and Lady Mirage will activate their Panic Rings and disappear from the scene. If all has gone well, the heroes will follow PSI's "goose chase" across the city, giving the Institution plenty of time to get Lucy away quietly. Once Deuce is satisfied that PSI has succeeded, or if she is in danger of being captured herself, she will fly through walls and earth in an attempt to lose the heroes, return to her unconscious, physical form, and teleport back to PSI's headquarters.

The PSI van will return to the temporary base of operations just long enough to gather together all equipment and head out of the city. Once in captivity, Lucy will be subjected to PSI's effective brainwashing technique and the Institution will have a new member.

Of course, the heroes' role in all of this is to stop PSI from taking Lucy.

OPTIONS AND CONCLUSIONS

If any of the heroes suspect the distraction and head for Lucy's room, they will find her missing, possibly adding credibility to Lady Mirage's illusions. Should the heroes learn that Senator Pinchard brought Lucy to his room and head there instead, they may be just in time to see Psymon and Blackout heading off with Lucy. Of course, Deuce will notify the others via their Mind Link of the situation and try to hold off the heroes as long as possible, buying Psymon more time to get away. Heroes outside the Pinchards' home may also notice Psymon and Blackout's escape and begin following them. If Psymon and Blackout are sufficiently threatened, they will teleport away, leaving Lucy behind.

This entire adventure will revolve around what precautions the heroes, along with the FBI, have taken. The GM will have to be flexible, altering PSI's strategy as he sees fit based upon whatever information Omen is able to learn beforehand. Should the heroes fail to prevent Lucy's kidnapping, they will surely wish to track her down. Lucy will be kept in one of the detention cells in a black van as it heads away from the city. The van will be driven by two PSI Guards, with two more Guards in back. Though PSI will usually activate the cell to reduce the prisoner's powers, the GM may wish for PSI to leave the cell deactivated allowing Lucy to summon animal help with her powers. The heroes will probably learn

of Lucy's abilities from her father at this time, and they may follow a trail of sparrows, barking dogs, etc. to locate the van. The GM may even choose to have Lucy's van pass near the local zoo in its escape, causing all sorts of chaos.

The GM may also choose to let PSI get away with Lucy and begin brainwashing her. Their failure will surely aggravate the heroes, embittering them against PSI and setting things up for future encounters. Lucy can always be introduced later as "Fauna," a committed student of PSI.

Should it appear that the heroes will manage to spot Psymon and Blackout taking Lucy to the van or prevent the kidnapping in some other way, the remaining villains will teleport away to safety. However, Psymon will remember the heroes' interference and is sure to attempt to get even with them someday.

The GM should feel free to add to this plot to tailor it to his campaign. Perhaps Lucy will be able to get off a plea for help to her cat, Fluffy, who will desperately try to get the attention of one of the heroes. Or Lucy may even be able to call out telepathically to an animal-type hero, alerting him of the danger. Perhaps Genocide will suddenly show up to hunt down Lucy, resulting in a three-way battle. Or perhaps the heroes will devise a surprisingly clever way to protect Lucy which requires quick thinking on PSI's part.

Whether Lucy is taken successfully or not, the heroes should have been introduced to at least some of the members of PSI and their crafty methods. However, it is best if some degree of mystery remains about their opponents, such as who they work for or why they wanted Lucy. The GM should take this opportunity to give the heroes a taste of PSI, revealing their existence if not necessarily their intentions.

LUCY PINCHARD

10 STR	12 DEX	13 CON	10 BODY	16 INT
21 EGO	10 PRE	14 COM	2 PD	3 ED
3 SPD	5 REC	26 END	22 STUN	

Powers and Skills: Summon up to 8 terrestrial animals (creatures can be cost up to 65 points; must be within 100" to respond, -1/2); Mind Link with up to 8 animals (based on Summoning, -1/2; animals only, -1/2) Animal Handler 11-; Riding 11-

50+ Disadvantages: Normal Characteristic Maxima; Fear of Powers; Secret ID; Bonus

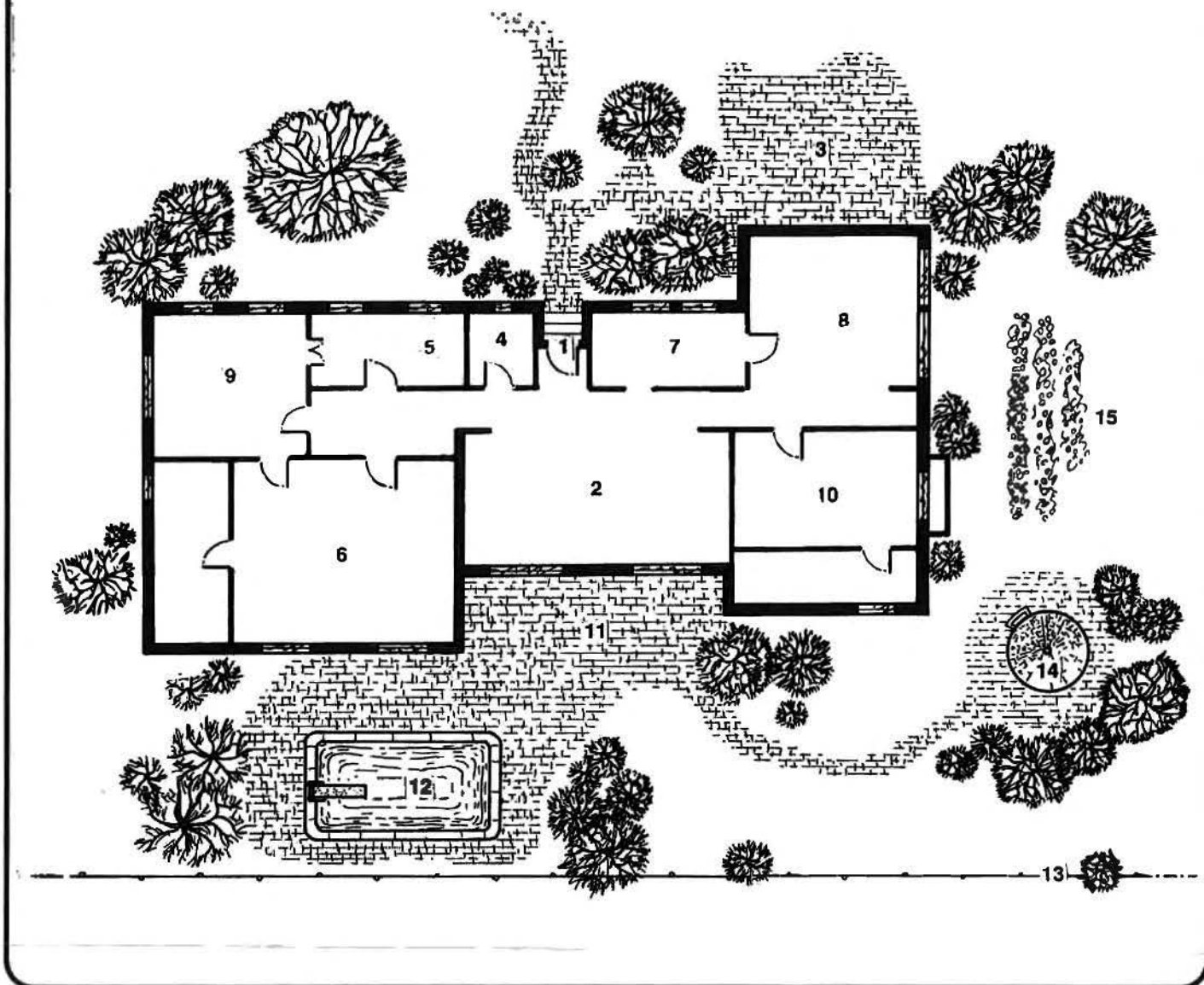
FBI AGENTS

13 STR	13 DEX	13 CON	10 BODY	12 INT
10 EGO	12 PRE	12 COM	3 PD	3 ED
3 SPD	6 REC	26 END	24 STUN	

Powers and Skills: .45 Automatic Pistol (1d6+1 RKA, +1 OCV, +1 STUN, 14 shots); Commando Training (Martial Strike, Throw, Disarm, and Block; Killing Strike; Choke Hold); Breakfall 12-; Criminology 11-; Paramedic 11-; Combat Driving 12-; Security Systems 11-; Shadowing 11-; KS: Law Enforcement Procedures; FBI Perks

50+ Disadvantages: Normal Characteristic Maxima; Monitored by Government 11-

PINCHARD HOME



KEY TO MAP

- (1) The main entrance to the Pinchard home. The house itself is a single-story, ranch style home with shingle roof and beautiful landscaping. The interior of the home is exquisitely decorated in French colonial antique furniture and floral wallpapers. Closets are not shown on the map. All of the windows throughout the house have been locked from the inside.
- (2) The living room is recessed three steps and decorated in elegant peaches and mauves. A baby grand piano sits in the southeast corner, and several soft couches along the west and north walls face a large screen television and entertainment center. Steps in the northeast corner lead up to the gallery (see 20 below) and the east hallway.

This livingroom is being used by the FBI as a temporary office. Couches and other furniture have been pushed aside to make room for phone tapping equipment, folding tables littered with mug shot books and several overflowing ashtrays, etc.

- (3) This relatively small driveway contains Senator Pinchard's Mercedes and Mrs. Pinchard's Cadillac.
- (4) This bathroom is set off the hall. It does not have a bath or shower, only a toilet and sink.
- (5) Set just off the hallway this room has been set up as a sewing and craft room for Mrs. Pinchard.
- (6) Senator and Mrs. Pinchard's bedroom is decorated in dark greens and mauve. The master bathroom and an enormous walk-in closet extend from the west wall. This is where the real action of the adventure will take place, as Pysmon and Blackout take Lucy from the window into the back yard and attempt to make good their escape.

- (7) The kitchen is decorated in bright yellow ceramic tiles and light woods. The curtains to the patio have been shut, and dishes from the FBI's "late snacks" are piled in the sink. Of course, nasty things such as knives and skewers can be found in the drawers. The dumbwaiter from the pantry below is located in the northwest corner.
- (8) The formal dining room is enormous; it can easily accommodate a party of twenty. Beautiful antique cabinets holding the Pinchard's expensive china line the walls. A crystal chandelier forms the centerpiece of the room.
- (9) Senator Pinchard has a small home office in this room. A large oak desk dominates the room. Locked away in the file cabinets behind the desk are records that prove Pinchard's illegal dealings with local contractors.
- (10) Lucy's bedroom is decorated in bright pastels and white furniture. At least one FBI agent will be stationed at the door throughout the night. It is from this room that Deuce will flee, heading westward away from the house. A bathroom extends from the north wall.
- (11) A spacious brick patio surrounds the pool, barbeque pits, and outdoor furniture. Tall oak and maple trees cast long shadows across the backyard.
- (12) This is a heated pool, and is used by the Pinchard family year-round. It is 12 feet deep, and has a diving board at the deep end.
- (13) Here PSI has cut a hole in the wood fence just large enough for Psymon and Blackout to slip Lucy through. From here, a brief one-block sprint westward down a fire lane will take them to a waiting PSI van which will carry Lucy off toward the highway.
- (14) This white gazebo, entangled in ivy, will be used by Psymon and Blackout as they head toward the break in the back fence. From here they will silence any FBI or heroes located at the rear of the house.
- (15) Mrs. Pinchard's prize-winning rose garden. Again, the overgrowth among the bushes can provide PSI with temporary cover from the sight of flying heroes (though the thorns make it an uncomfortable place to remain for long).

HAYWIRE

"Haywire" is an adventure which will expose players to another facet of PSI's work: experimentation. It will also lead many characters into a bizarre, nightmarish world where reality cannot be trusted. Due to the nature of this adventure, the GM may wish to use a variety of old enemies or heroes from the campaign or to explore the psychological dynamics of the heroes. Imagination and creativity are important for adding the necessary element of chaos to this scenario.

THE SITUATION

In his never-ending quest for knowledge, Dr. DeVille has created a technique to increase the mental energy supplied to a particular mutation. By increasing the power, DeVille can then test the limits of the individual's brain as well as theorize how to make the power increase permanent. With the assistance of Brad Richards, DeVille constructed a machine capable of generating significant alpha waves and tuning



them to a particular subject's psionic frequency. He has concluded that the device works best when the patient is asleep; there will be less resistance to the heightened power.

Lady Mirage was chosen to be DeVille's first subject in testing the device. The equipment has been moved to an abandoned restaurant located in the campaign city's Chinatown district, and DeVille, Brad Richards, three lab technicians (use the "Skilled Normal" statistics, adding appropriate sciences), Mother Medusa, Soulfire, and Torment have arrived to assist in Mirage's testing. Lady Mirage willingly underwent sedation, the device was hooked up, and the experimentation began.

Unfortunately, DeVille did not realize how significant an effect the increased alpha waves would have on Mirage's mutant abilities. Rather than simply generating an increased brain energy, Mirage's powers have gone out of control. Her Mental Illusion powers have increased dramatically, projecting her own nightmares into the minds of those around her. Even the members of PSI who possess psionic defenses have become subject to her power. A desperate effort has been made to wake Mirage from her dreaming, but she is locked into an unconscious state. The effect is continuing to increase in both its range and in the realism of the horror. It has already begun to affect those within a block of the restaurant and shows no signs of diminishing. Lady Mirage's power will double its area effect every hour until the heroes shut it down. Thus, during the first hour, the radius will be 16". The effect will extend to 32" the following hour, then 64", and so on. This can continue as long as the GM wishes, as the alpha wave generator keeps expanding her powers.

GETTING THE HEROES INVOLVED

The GM should have no difficulty in involving players into this scenario. Any individuals who have passed into the range of Mirage's power will enter into her nightmarish distortions and become enmeshed in an all-too-real horrifying fantasy. It is possible that one or two individuals managed to move their way out of Mirage's range, and these people will quickly report that horrible, multi-tentacled creatures have been sighted in Chinatown. Whereas one such call might be dismissed as a hoax, two or three will gain the attention of both the police and the media. A crowd will begin to converge on the sight and will soon find themselves affected by the illusion. All of this should draw the attention of our heroes.

LADY MIRAGE'S POWER

For the purpose of game mechanics, the GM may assume that the alpha wave generator has given Mirage an EGO value of 30 and has altered her Mental Illusion ability to the following:

MENTAL ILLUSIONS

20d6; non-selective area effect, doubled (10" radius; +1); 0 END (+1/2); Persistent (+1/2); obvious, accessible, breakable, immobile Focus ("alpha wave generator"; -2); no conscious control (-2); only while sleeping (-1) [cost: 50 pts.]

DETECT MINDS

+4 Enhanced; Targeting; Range; Sense; Persistent (+1/2); Indirect (+1/2); based on Mental Illusions (-1/2); obvious, accessible, breakable, immobile Focus (-2); no conscious control (-2); only while sleeping (-1) [cost: 12 pts.]

TOTAL COST : 62 points.

When any character enters within 16" of Lady Mirage's position, Mirage should be given an opportunity to sense their minds using a perception roll +4. Remember to adjust this roll for any range modifiers. If Mirage detects their presence, the characters will stand the chance of being affected by her Illusions. Lady Mirage will make an attack roll (using ECV 10), and if she hits, she will roll 20d6 of Mental Illusions. Since the nightmares she is projecting will completely alter the characters' setting, she must roll a score of at least above the target's EGO. Any characters successfully affected can take STUN from all illusory opponents using.

Of course, if the GM wishes to avoid this complicated housekeeping, he can simply ignore the rules and state that the characters are affected by Mirage's power. However, all affected characters, especially ones with mental powers, should be allowed an EGO roll to break free from Mirage's affect according to the Time Chart. Note that characters within the power's range will not be given a bonus to their EGO rolls according to the Time Chart; Mirage is still actively attacking them. However, once they've moved out of her range, characters should be given the appropriate increasing bonus to regain their senses.

The illusion which Mirage is projecting comes straight from her own subconscious nightmares. The GM should create a horrific dream-like situation for the players, with distorted

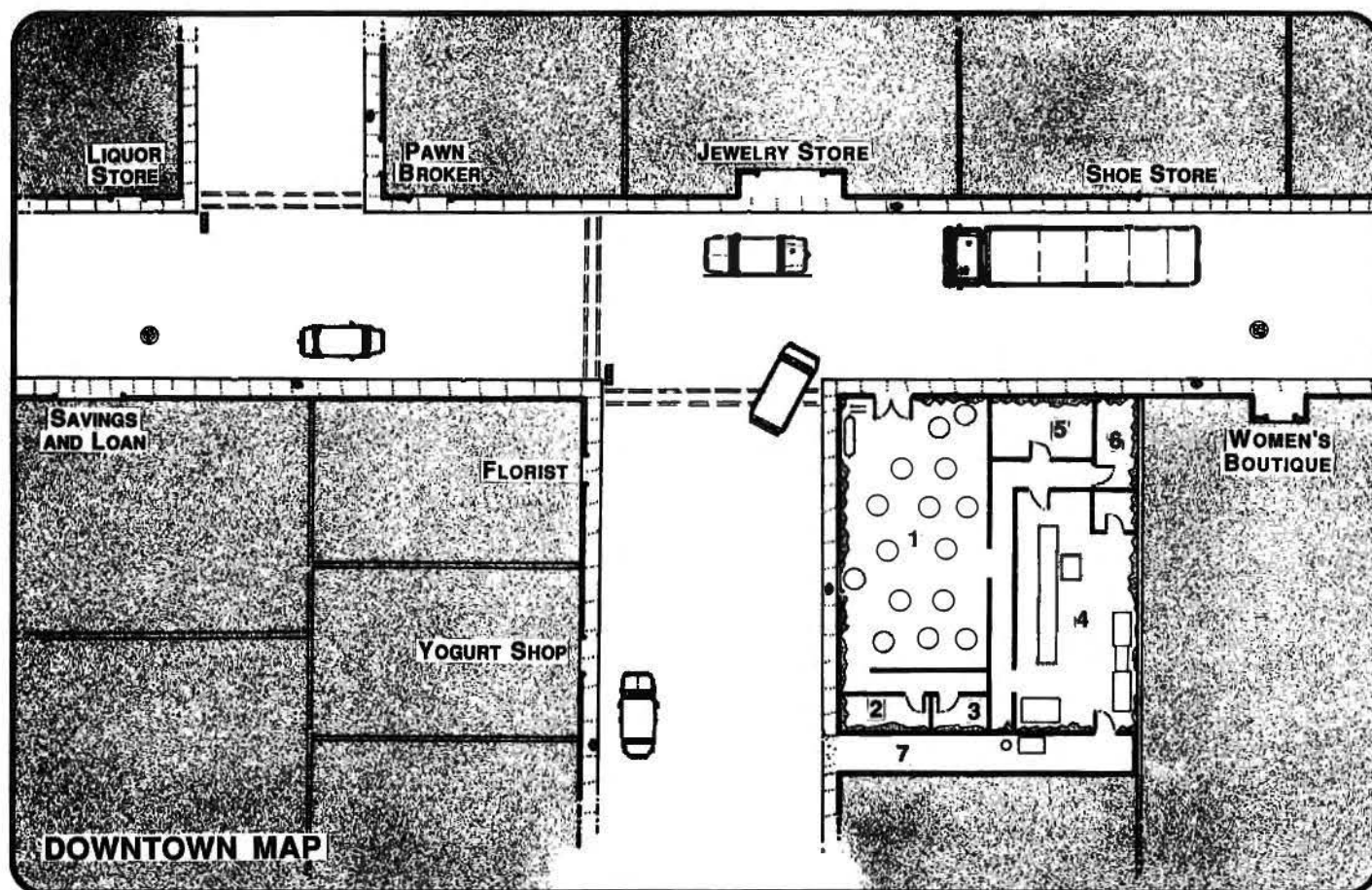
perspectives, whispering voices, and tension-filled chaos. The setting of Chinatown itself may be utilized, but with dramatic alterations in the shapes of buildings, the lighting, the location of objects, etc. There should be a noticeable lack of detail to the setting; i.e., signs may exist yet their writing may be illegible, cars may drive by on the street but it will be impossible to determine their make and model. A chilling fog may creep in, even penetrating the building interiors, making it difficult to see. The only objects which will have terrifying detail to them will be ones which are directly interacting with the characters, such as themselves, their belongings, and any opponents.

The illusions encountered within this nightmare will include monstrous, disfigured humanoids covered with sharp, needle-like projections or slimy, suckered tentacles. The GM can use the statistics for Ogre or Powerhouse in the Champions rules, adding extra limbs or damage shields as he sees fit, and should feel free to create other monstrosities to add to the chaos. Floating eyeballs which fire deadly lasers, man-sized serpents with dripping fangs, inanimate objects with a life of their own...all can add to Mirage's nightmare. Additionally, Mirage may include nightmares of other heroes or villains whom she has encountered in the past. Of course, these heroes will present themselves as ruthless, narrow-minded enemies, attacking any character in sight. It may even be possible for the characters to encounter nightmarish manifestations of themselves.

THE ADVENTURE

When the characters arrive on the scene, they will see a panicked crowd of thirty-five to forty people running madly about the area. Police will be firing their weapons at unseen adversaries, possibly endangering innocents around them. Two or three individuals will lie unconscious before the abandoned restaurant's entrance, having been injured by their illusory tormentors. The characters should be unaware of the cause of this commotion and will likely enter the affected area to investigate.

Upon entering the area, the characters will fall victim to Mirage's uncontrolled power, as if they stepped into another, twisted world. At once they will understand what has been attacking the civilians in the area. Mirage's monstrous creations will begin to surface, attacking both heroes and NPCs alike. From every window and hidden niche, heroes will catch glimpses of greenish eyes following them hungrily. Soon, enormous beasts with gleaming talons, venomous fangs, and rippling muscles beneath their dark fur will stalk the characters from the shadows and eventually leap at their throats. The GM should use these monsters somewhat sparingly at first, having only one or two appear at any time and creating a sense of mystery for the players. As they progress closer to Mirage's unconscious form, the villainous illusions should increase. It's at this point that other heroes from Mirage's nightmare may arrive, adding to the confusion. As long as the heroes are under Lady Mirage's influence, the GM could literally bring anything their way. Perhaps it will be distorted police officers, firing their guns at the heroes with no end to their ammunition, or even illusions of the other members of PSI, using the heroes as practice targets as they hone their skills.



Eventually, players should stumble upon Mirage's body in the back of the restaurant. She will be stretched out on a metal table with tubes and wires connecting her to a large, black machine. The alpha wave generator will hum quietly while every muscle in Lady Mirage's body is tense with panic. The nightmares will be most intense here. Heroes will feel a death-like chill in the air as they approach Mirage. It should be unclear to the characters whether Mirage can survive without the machine, causing the heroes to hesitate and choose between "pulling the plug" or letting the nightmares rage on. Once the device is deactivated, Mirage will go into shock. She will be reduced to 0 BODY and will soon die if she does not receive medical attention. However, deactivating the machine does not necessarily end the nightmares. All those affected will still have to make successful EGO rolls before the illusions end. Thus, getting Mirage out to a hospital may not be easy, and the GM should use the shortening of her breath and the slowing of her heartbeat to add to the tension of the adventure.

OPTIONS AND CONCLUSIONS

Somewhere, in the midst of all this chaos, are the technicians and members of PSI who were overseeing the experiment. They too are affected by Mirage's illusions, and may mistake the players for other nightmares (and vice versa). However, if either PSI or the heroes can convince the other team that they are real, they may be able to temporarily combine forces to get to Mirage. Alternatively, PSI may wait for the heroes to solve their problem and then attempt to escape with Mirage discreetly. Or they may attempt to stop the heroes from interfering, preferring to let the experiment run its course without damaging the alpha wave device.

If the GM wishes to make the scenario even more complicated, he can have the curious crowd continue to grow during the course of the adventure. Remember that once the device is shut down, it will still take time for most NPCs to snap out of their nightmares. The general chaos of a frightened crowd entering riotous proportions can add all sorts of complications for our heroes; they will be forced to take time to protect the innocent victims from themselves.

When the chaos is ended, Dr. DeVille's curiosity will reach new heights. He will desire that any remains of the alpha wave generator be recovered so that he can figure out what went wrong and begin to correct the device. If the authorities have confiscated the machine, PSI will try to steal it back as quickly as possible. This may lead to yet another encounter with the heroes.

City officials, on the other hand, will demand an explanation for what has happened. If Lady Mirage or one of the other members of PSI were captured, the investigation may begin there. Otherwise, detective types may wish to begin tracking down whoever set up the device in the old restaurant. This can lead to a cat-and-mouse chase of PSI as they attempt to leave the city and flee into hiding as quickly as possible, only taking time to confront or shrug off any pursuers.

Regardless of what happens, the tension level of PSI will be greatly increased. Psymon will not be at all pleased that their experiment attracted heroic attention, and they may attempt to frame an organization such as VIPER for the incident. An anonymous phone call divulging the location of the local VIPER's Nest could lead into a surprising invasion of VIPER by the heroes and/or authorities, keeping unwanted enemies off of PSI's trail.

KEY TO MAP

This area of the city is quite run down. Greasy litter lines the gutters and graffiti adorns all the brick walls. Most of the buildings are two to three stories, with small apartments over the street-level shops. All of the businesses have thick iron gates which shut over the doors and windows at night to deter burglars.

- (1) This is the main dining room of Vivien Lee's Chinese restaurant. Dark paneling and tattered red curtains line the walls, while red tablecloths and gold lanterns adorn the tables. The cash register and a small waiting area are situated near the front door, which has been boarded over for several months. The hallway along the east wall provides a waiter's bar, complete with rusted teapots, utensils, waterspouts, etc.
- (2) Women's restroom. The water is shut off, and the room has the distinct stench of mildew.
- (3) Men's restroom. Same as the ladies'.
- (4) The kitchen at Vivien Lee's is painted bright white and is lit by several fluorescent lamps. Dust-covered stainless steel cutting tables, a dishwasher, and a large grill dominate the room. The inoperative freezer is located along the northeast corner. The tables have been pushed aside to make room for the alpha wave generator. Lady Mirage is stretched out across a steel table with wires and tubes connecting her to the device.
- (5) This storage room is lined with metal shelves which once contained canned vegetables, oils, dry goods, and cleaning supplies. Only shredded paper and the remains of a rat's nest remain.
- (6) The main office of the restaurant is a small, dirty room with a single desk, chair, and filing cabinet. A grey, metal box housing the restaurant's circuit breakers is located along the north wall. Shutting these down will cut the power to the building, but will not stop the alpha wave generator, which operates on its own power supply.
- (7) This trash-lined alley provides a back entrance to the restaurant. Two unconscious tramps lay face-down on the pavement near a large, green trash bin. The back door to the building is locked, but can be forced open easily.

DEADLY OMEN

Omen has waited a long time for the chance to avenge his brother's death. He has suffered through months of fear, always guarding his thoughts lest they give him away and following PSI's orders as they commit various crimes and ruin others' lives. Omen now realizes that he has gotten himself in too deep; he never meant to hurt anyone other than Psymon and the rest of PSI, but things have gotten out of hand. So Omen has decided to implement a dangerous plan to eliminate Psymon once and for all, and has chosen our heroes to be his unsuspecting accomplices. He knows he will have to eliminate Psymon and Mind Slayer together if he is to survive himself, and has devised a clever strategy.

Omen will use his outstanding make-up and acting abilities to impersonate Psymon. Though he will not be able to duplicate Psymon's powers, he will be able to act the part convincingly. He will then attack a known friend of one of our

heroes (such as a DNPC, the police commissioner, or other significant NPC), injuring them badly but not actually killing them with his Energy Pistol. He will choose a public place, such as an office building or a shopping mall, to perform the deed, insuring that there will be plenty of witnesses. And as he flees the scene, he will leave a matchbook cover from the hotel where Mind Slayer and Psymon are staying.

Omen will then return to PSI's temporary base and shut down the Teleportation Platform, preventing Psymon and Mind Slayer from teleporting away when the angry heroes show up. Omen will change into yet another disguise, posing as a policeman, and hide out near Psymon's hotel.

When the heroes and police arrive at the hotel, Psymon and Mind Slayer will be taken by surprise. It is Omen's hope that the heroes will be able to subdue the two villains quickly, allowing him to slip in, posing as another policeman, and shoot Psymon while he is unable to defend himself. However, the GM may wish to have Psymon remain in contact with the other members of PSI via his Mind Link, summoning help (one member of PSI per hero is recommended) or ordering someone to reactivate the Teleportation Platform. Whether Psymon and Mind Slayer are caught or not, the heroes will become tangled in Omen's revenge and Omen's cover will likely be blown, making him the sworn enemy of all of PSI. When it is all over, Omen will try to explain his actions to the heroes and to the authorities. He will be willing to reveal both his identity as well as that of his deceased brother, appealing for understanding. "After all," he will argue, "my brother was a superhero and I was only avenging his death." He will beg for protection from the other members



of the Institution, offering inside information on their current location and plans in exchange for the heroes' help. Whether the heroes agree to help him or not, the authorities will demand that he be arrested for either murder or attempted murder and imprisoned, possibly forcing our heroes into a difficult dilemma.

Of course, PSI will not remain at the base. Instead, they will attempt to hunt down Omen and eliminate him before he is able to give away any more information. This may lead to a deadly raid on a local prison or even a direct assault on the heroes' base. PSI will forsake their subtlety in exchange for a powerful blitz, hoping to silence Omen before too many of their secrets are revealed. Joshua Barclay will be given temporary command in this mission and he will draw upon all of his military training to devise an efficient and effective strategy. The entire adventure should climax in a confusing, perilous battle.

FIELD TRIP

Soulfire and Torment have been assigned the task of taking the PSI students on a "field trip" to further their training. It has been decided that the students will intercept a shipment of illegal narcotics from a VIPER squad, providing not only the chance for the students to use their powers with heavily armed agents but also supplying PSI with a temporary source of income as they pass the drugs on to local dealers. Of course, it's up to the heroes to take out both organizations and keep the drugs off the streets.

The drugs will be coming in by boat (or truck, if the campaign city is not located near a major water way) from a supplier in South America. The boat will be manned by four thugs (use the Skilled Normal statistics from the Hero rules and provide them with Uzis and the appropriate skills). VIPER will dispatch six agents (use the Assault Package with the Undercover Package option) in black trenchcoats to receive the shipment at the docks at 3 a.m. The drugs will be stored in three large, wooden crates kept below deck and will be brought up only after payment has been received.

The PSI students will wait until the first crate is brought on deck and will then teleport in, taking both the thugs and the VIPER agents by surprise. Psiphon grenades will be thrown first to give the students a slim advantage over their heavily-armed opponents. Blackout, Displacer, and Force will attempt to distract the agents while Flashback learns the location of the other crates. Soulfire and Torment will hold back their attacks as long as possible, intervening only to protect the students. Once the crates have been located, Force will attempt to bring them up from the hold telekinetically and move them to an unmarked PSI van parked nearby, driven by one of the PSI Guards.

It may be possible for streetwise heroes to learn of the incoming shipment from their connections ahead of time. Thus, they may already be positioned for action before the PSI students arrive. Otherwise, the flashes of the VIPER Autoblaster Pistols and the ringing sounds of the thugs' Uzis will surely attract unwanted attention. Once heroes arrive on the scene, things will become increasingly confused. A three-way battle will commence, with PSI attempting to

acquire the narcotics amidst the chaos. Even if the battle is going poorly, Soulfire and Torment will decide to hold off their retreat and give the students an opportunity to encounter real superheroes. However, should one of the students become seriously injured, PSI will use their Panic Rings to make a hasty retreat.

SHOOT THE STOOLPIGEON

Even in prison, news travels fast. And when Dr. Sebastian Poe received word of PSI's latest caper, something inside him snapped. His attention turned from his agonizing self-pity to honest rage. No longer could he sit by idly while his ex-wife and son lead the organization he created into fiendish activities and bloodshed. Thus, he has agreed to cooperate with the authorities and help them hunt down PSI.

Of course, Psymon and Counselor Darke do not think highly of Dr. Poe's newfound heroics. So they have begun to devise a plan to silence Dr. Poe before he can reveal too much. They intend to send Psymon, Mind Slayer, Torment, and Soulfire in to the prison where Dr. Poe is being kept and "terminate" him. The GM should construct plans for a high-security prison that has the capabilities of suppressing the superpowers of the convicts and locate it in a remote area in the campaign.



Their plan is relatively straightforward. They will disguise the large truck that carries the Teleportation Platform as a simple moving company vehicle and drive it within teleportation range of the prison. The five members of PSI will then teleport within prison walls and look for the master control room that operates the power-dampening devices of the inmates. Once there, they will deactivate the devices and free all of the prisoners except Dr. Poe.

At this point, the heroes will be summoned to stop a mass prison breakout. As the heroes near the prison facilities, they should encounter wave after wave of old villains trying to put as much distance between the prison and themselves as possible. And somewhere, amidst all the confusion, PSI will be attempting their assassination. Psymon himself, though he has no care for his father, will not wish to be present when the deed is actually done, preferring to stand guard outside while Mind Slayer, who bitterly hates Dr. Poe, will enter the cell and attempt to use her telekinetic killing attack.

The heroes should be given several opportunities to discover what is really going on. If they check with any of the prison guards (who are likely hiding for their own safety), they will get a description of the PSI villains teleporting in and taking over. If they check with the master control room, they will discover that all the cells have been deactivated except Dr. Poe's. Furthermore, the PSI members will be the only villains moving deeper into the prison complex rather than away from it, tipping the players off to what is happening.

This adventure will likely lead to a confusing struggle between the heroes who are faced with the dilemma of protecting a villain and the members of PSI, who must choose between their immediate or long-range safety. The GM may wish to use this scenario to inject old villains back into the campaign. He may also allow Dr. Poe to disclose the origin and nature of PSI to the heroes, assuming that he survives the attack.

SHATTERING SECRET

As the heroes continue to interact with PSI, foiling their plans and causing all sorts of trouble, the Institute is bound to get frustrated. Sooner or later, they will decide to go on the offensive and eliminate the heroes. However, Psymon knows that if they simply slaughter the crimefighters outright, they will soon have every "smiling geek that wears a cape" after them, looking to avenge the heroes' deaths. Thus, PSI will devise a plan that will hurt the heroes and keep them from further interference without attracting the world's attention.

Psymon will convince Revelation that it is time for him to take his religion to the public. After all, he will argue, every true prophet in history had a message to deliver to the world. Surely Revelation will want to gather the masses to join him in his worship of power. At first, Revelation will be skeptical. He's been around PSI far too long to be suckered into such a move. However, Psymon's words will be very convincing (and backed with Mind Control, if necessary), and Revelation will stage a public rally to deliver his "truth" to all mankind.



Revelation will be convinced that his message should first be given at the heart of the world's communication — in the plaza outside the United Nations building. PSI will agree to send several members with him, including Psymon, Mother Medusa, Torment, Inquisitor, and Impulse. Revelation will wear his full uniform while the rest of PSI will don streetclothes and blend in the crowd "so as not to take attention away from the prophet." In reality, they will be setting up the entire event as a trap for the heroes.

Once Revelation and his partners teleport in, the prophet will begin shouting his message of power to the masses. At first, people will ignore Revelation and U.N. security guards will rush to silence "the lunatic." However, once the first guard approaches Revelation and drops to his knees, screaming in agony (thanks to an unseen attack from Torment), people will begin to take notice. As the crowd grows larger, Impulse will begin to alter their emotions, causing them to feel fanatical love for Revelation. The masses will be awestruck, agreeing with everything Revelation says and swearing their allegiance.

By this time, local news crews will arrive and cut in on normal broadcasting with a live report. Even the reporters, who will be within Impulse's range, will speak of Revelation as a wonderful man enlightening the world as to its future. Authorities who view the broadcast from afar are bound to be suspicious and may contact the heroes to investigate.

Once the heroes arrive on the scene, they become susceptible to Impulse's power. Should any of the heroes fall victim to the emotion-altering effect, they too will find themselves curiously attracted to this religious fanatic, and may try to convince their teammates to withhold action until they've heard him out. After all, no one is being hurt by what he's saying. Meanwhile, those heroes who escape Impulse's power will be convinced that something odd is happening, and may attempt to interfere.

At this point, Mother Medusa will attack one hero at a time, attempting to slow down their action. Psymon will use his Mind Control to convince heroes with foci that they should relinquish their devices. And Inquisitor will attempt to read the deep hidden thoughts of one of the heroes (preferably one that wears a mask), probing not only for his secret identity but for the name of anyone who is particularly close to the hero. If possible, the GM should choose a character with both a secret ID and a DNPC for Inquisitor's victim; otherwise Inquisitor will simply identify the police commissioner, team secretary, or some other prominent NPC in the campaign who is friends with the hero. Once this information is obtained, Inquisitor will move on to the next hero, continuing to draw forth hidden information as long as time permits.

At the same time that the rest of PSI attacks the heroes, Impulse will use her powers to make the crowd hostile and violent. She will instill a sense of uncontrollable rage in the masses, causing a riot to break out around Revelation. Of course, as the crowd grows hostile, Revelation will activate his Panic Ring and teleport away, confused by the sudden change in loyalty and disappointed that society has rejected his message.

If all this has been successful, the heroes will find themselves in the midst of a rioting crowd and being attacked by hidden, plainclothed assailants. The crowd will present a variety of dangers for the heroes to prevent, including security guards and policemen with guns firing into the crowd as they express their aggression. Once Inquisitor has probed each hero, or if PSI is ever in danger of being caught, they will activate their panic rings and teleport away to safety.

The next morning, an unmarked envelope will be left at each of the heroes' residences. Inside will be a simple note, typed neatly on white PSI stationery. It will be addressed to the heroes by name, and will carry a simple message: "Leave us be or [the name of the DNPC(s)] will suffer." It will be signed "The Parapsychological Studies Institute."

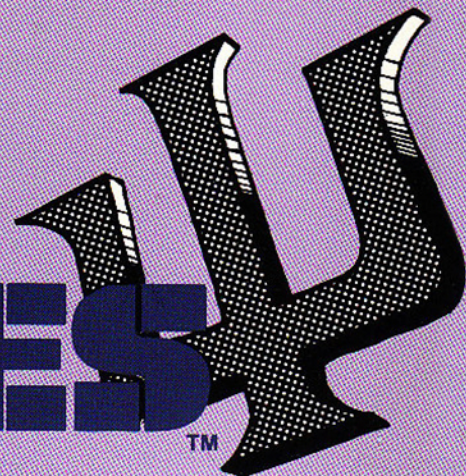
Needless to say, the heroes will know that their secrets have been discovered and will have to make some difficult choices about pursuing PSI in the future. Furthermore, PSI may sell the information they have uncovered to the heroes' other enemies, endangering their friends and families.

OTHER ADVENTURES

There are limitless possible scenarios that could utilize the villains and techniques of PSI. Imagine the horror of learning on the street that PSI intends to assassinate the local congressman at an upcoming charity function, and the anxiety of trying to track down PSI in the midst of an excited crowd. It might even be more confusing if the charity function was a masquerade ball. Perhaps our heroes will find themselves caught in the crossfire between PSI and any of the Institute's many enemies. Or Revelation may begin to develop a cultist following. A relative of Mirage may contact the heroes and plead for them to track down their long-lost cousin/sister/whatever. The Inquisitor may be assigned to lead a team to capture one of the crimefighters and learn the secrets of his true identity as well as those of his fellow heroes, leading to both blackmail and extortion. And the list of possible scenarios goes on and on. Consider the origins of the members of PSI as well as the Institute's internal politics for more inspiration.

MIND

GAMES



Somewhere out there, hidden in the shadows of society, *they* are waiting. From the still of the night they strike, stripping away your memories, bringing your worst nightmares to life, slowly melting your brain. They are members of the Parapsychological Studies Institute (PSI), and they are coming to destroy you. Featured in the pages of **Mind Games™** are the treacherous members of PSI — mutants with a talent for manipulating your thoughts. Included are detailed descriptions of more than twenty villains, including members of the Institute, students, agents, and support staff. **Mind Games™** also contains notes and ideas for using PSI with your heroes, or even as part of an all-mentalist campaign. Topping it all off are several adventures designed to lure your heroes into the wicked workings of PSI. Simple pulsar blasts and super strength won't help you now, hero. This is a battle of the mind. Think about it!

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