AMAZING ADVENTURES

BY JASON VEY

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JULY 21, 2014

AMAZING ADVENTURES

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AMAZING ADVENTURES

ASHTON AND THE AUGMENTS

AN AMAZING ADVENTURES MODULE BY JASON VEY

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INTRODUCTION

Welcome to the latest adventure for the **Amazing Adventures** roleplaying game! Our previous adventures have taken characters from an ancient lost city in the Middle East to face down a Lovecraftian horror, to aliens in a pulp science fiction scenario, into an ancient jungle tomb to recover the bible of a lost death cult from an ancient vampire.

In this adventure, super science comes to the fore as they face down mutant monsters cooked up by a conspiracy of mad scientists. It will take all of the heroes' cunning and ingenuity to win the day.

RUNNING THE ADVENTURE

References to the core rulebook are included throughout as needed, including hints for how to use many of the character classes in the game to give them a chance to shine. Sidebar text provides additional information for the GM running the game.

For those who do not own the **Amazing Adventures** rules, we have included at the end of the scenario, five pre-generated characters and a streamlined version of the rules, so that this module can be played as a quick start adventure, to give you a taste of how the game runs. That's right—you don't even need the rulebook to play this adventure! We hope you enjoy it!

BACKGROUND

Victor Ashton is a wealthy businessman with a dark secret—he's a part of a cult of vicious scientists who believe wholeheartedly in the idea of eugenics and genetic manipulation. This cabal calls itself "Chimera," and is dedicated to the creation of more powerful species, both animals and human beings.

While not a scientist himself, Ashton is one of a group of shady millionaires who are funding the

project to their own nefarious ends of power and money. Their plan is to unleash a plague of vicious mutants on the City, and then play both sides of the fence, selling their services and resources to help the City clean up the mess, while selling the secret of creating mutant monsters to the highest bidder.

The end goal of Chimera's research is to use an Augment Serum to create through science the *Übermensch* of whom Frederich Neitzsche wrote. Animals, Chimera believes, are a perfect test bed for the serum, but Chimera has a stable of fanatical and willing human test subjects just waiting for the opportunity.

Our heroes, of course, will never let that happen.

IN MEDIA RES

The story begins in the middle of the action, with the heroes chasing a woman through the streets of the City, which can be Chicago, Detroit, Manhattan, Pittsburgh, or any city you desire.

Read or paraphrase the following to the players—if you wish, attribute the dialogue to specific PCs in your group to help "personalize" the opening sequence.

Horns blare and tires squeal as cars screech to a halt on the rainy, mist-filled streets. A woman named Angela Morris runs full-tilt through the maze of streets, alleys, and vehicles, despite being clad in spiked heels and a crimson dress slit to her thigh. She glances over her shoulder, her auburn hair and dark eyes glittering in the street lamps. Her full, red lips turn upward into a brief sneer before she spins and continues her flight. She trips, turns an ankle, almost falls, but catches herself and keeps going.

"There!" one of you shouts, pointing at her as she turns a corner and dashes between two oncoming vehicles. "She's going for the sewers!"

Indeed, Angela stops in the middle of the road, bends, and with a massive surge of adrenaline manages to pull free a manhole cover, and descend into the labyrinthine sewer systems beneath the streets of the city.

"Quick!" another of you cries, "Before we lose her!"

You dash towards the sewer entrance, dodging vehicles as you go, but determined not to lose the femme fatale who hired you to investigate strange goings-on at the science department of the local University, and then betrayed you to the death of your longtime friend and associate, Dr. Lewis Stevenson.

You still have no idea what she wanted, or why she wanted Stevenson dead, but if she escapes you may never get your answers. All you know at this point is that she showed up with dizzying perfume, a gaze that could melt an ice truck, and gams like you'd never seen. Her husky voice melted your heart and even as you knew this dame was trouble, you found yourselves taking the case.

Your investigations into the University's science department turned up nothing, and you knew Stevenson couldn't be involved in any sort of shady dealings—it wasn't in his character. You were appalled, but not exactly surprised, when earlier this evening you entered his lab to find him dead and Angela standing over him, his notebook clutched in one of her slender hands, and a bloody dagger in the other.

She fled through the back door, and you gave chase in a mad dash through the filthy streets of the city's rotten underbelly, leaving it to the police to sort out the crime scene without knowing of your involvement.

Her athletics were impressive—how she managed to scale fences in a dress and heels is something you'll never grasp, but she did so, still clutching the notebook, with you in hot pursuit.

So it is you descend into the darkness of the sewer system below the city streets....

ACT ONE

Our heroes pursue Angela into the maze-like sewer system under the streets of the City. After a mad chase, they find themselves under siege by gigantic mutant horrors, and recover important information, though Angela slips their grasp.

HUNTING ANGELA

CAT AND MOUSE TRACKING

If there are gumshoes in the party, this is a prime opportunity to use their Cat and Mouse ability, to track her path through the muck and mire. Perhaps a shred of fabric here, a discarded shoe there, or other sign of passage. Alternately, a PC with the Tracking Generic Class Ability could also make similar checks.

If you have no PCs with appropriate abilities, simply fall back on Wisdom-based checks to catch signs of passage, and describe the chase in fast-paced detail, keeping it moving forward. Perhaps she's rigged quick traps—old barrels ready to collapse on anyone who runs past or similar. Such tricks may make the PCs wonder how she's had time to do these things. Let them speculate and keep the mystery going.

THE CHASE

If and when the PCs finally spot her, move to Dexterity-based checks to run the chase. Roll a d6—this indicates the amount of victories on a Dex check that one side or the other needs to end the chase one way or another. Angela begins with a bonus equal to the D6 roll, representing her head start. With each check won by any of the PCs, Angela's bonus vs. that PC lessens by one. With each check Angela wins, the bonus increases by one, but can never be higher than +6.

For example, if you roll a 4, this means the PCs must win four Dexterity checks in a row to catch up with Angela, while Angela needs to win four checks in a row to escape. Angela begins the chase with a +4 bonus to her roll, representing her head start. If the PCs beat her Dexterity check, the bonus lessens to +3.

Let's presume this to be the case. Now you make a second Dexterity check for the PCs and Angela. This time she checks at +3. Angela wins. Her check now goes back to +4. If she wins the next round of checks, it goes to +5; another victory would get her to +6, the maximum bonus she can have. After all, the PCs need to have some chance at catching her!

BATTLE IN THE SEWERS

The chase will end in one of two ways—either the PCs will (apparently) corner Angela, or she'll escape. The outcome of the encounter will be similar, either way—Angela has prepared one last trap for the PCs, which she will either leave behind, or use to cover her escape. The PCs will, at the end of this scene, find themselves under siege from giant, mutant sewer rats and giant alligators.

If Angela is cornered, she will sneer and boast about having used the PCs to further the ends of her employer, who she views as utterly brilliant and "evolved far above common humans"; she will not, however, reveal who exactly this employer is, only that Stevenson was the one man who could have stood in his way. She will then reveal her trap—the giant, mutated animals, and make good her escape, using Fate Points if need be.

If Angela makes her escape without the PCs catching up to her, that's fine; they'll still be under siege by mutants, and she could have dropped the notebook in her flight.

In the end, after facing the animals, the PCs will be able to recover Stevenson's notebook, which Angela has dropped in the sewer muck. While the book is largely ruined, the ink run beyond reading, the PCs will be able to garner a few clues from the book: there are references to a person or organization (it's hard to decipher which) called "Chimera," and a name that will eventually lead the group to Victor Ashton, the wealthy and respected industrialist and philanthropist (see sidebar).

> **ANGELA MORRIS** *(This 7th-level human Socialite has vital stats HD 7d8 (35 hp) AC 15 Move 30ft. Her Primes are Int, Dex, Cha. Notable attributes are Dex 16 (+2). She attacks with Browning High Power pistol (1d12 – 3 attacks +9/+6/+3). Her special abilities are Charm (Cha; implant basic command), Connected (Cha, followed by Wis; Has friends everywhere), Exalt (Cha; inspire companions, add +3 to non-combat tasks), Embolden (+2 bonus to companion saves), Fascinate (Mesmerize/stun opponents who can see and hear her if they fail a Cha save), Demoralize (Cha; up to 5 enemies suffer -4 to cha checks and -1 to hit).)*

> **GIANT MUTANT SEWER GATORS** *(These animals have vital stats HD 3d10 (15 hp) AC 18 Move 20ft, 30ft (swim). Their Saves are P. They attack with Bite (2d6), Tail Slap (1d12+3). They attack at +3. Their special abilities are Roll (if victim fails strength save, auto bite damage each round), Twilight Vision.)*

GIANT MUTANT SEWER RATS *(These animals have vital stats HD 1d10 AC 17 Move 30ft, 15ft (climb). Their Saves are P. They attack with Bite (1d6). They attack at +1. Their special abilities are Disease (40% chance, CL 10 Con sv to resist; effects at GM option), Twilight Vision.)*

What exactly is in the notebook?

What clues exactly the players can glean from the notebook is really left to the discretion of the GM, who will decide how drawn out she wishes to make this adventure. There could be wildly incomplete (due to water damage) formulae pointing to the mutagenic serum used to create the monsters. There could be journal entries about his relationship with Angela, and how he fears her to be a part of a conspiracy of unethical scientists, and fears for his life. There could be a list of names, partially washed out. Any number of clues could be inserted here, depending on how the GM wishes the adventure to play out.

If there is a Gumshoe in the party, this would be a perfect opportunity to use the Cat and Mouse class ability of that character—perhaps the notebook is almost entirely ruined, but with a successful Cat and Mouse roll, a slip of paper falls out that leads the party to a bar or club where a second check reveals a contact—a former scientist who was drummed out of the scientific community when he got too close to the truth about . A series of further checks lead the PCs through a string of scientists, criminals, bootleggers, and shady businessmen until finally they find themselves at the home of Victor Ashton, and Act Two commences. They will at some point hear the name "Chimera," but will find precious little about who or what Chimera is.

Alternately, the notebook can simply contain a few references to something called "Chimera," and Ashton's name and address, and the PCs can find themselves heading to question an upstanding, well-known businessman and philanthropist without being exactly sure what his connection to all of this is. In the end, what is important is that when the PCs approach Ashton, while they may have some suspicions, they should have nothing concrete to connect him to Angela and her crimes whatsoever.

ACT TWO

The PCs, through their investigations, arrive at the home of Victor Ashton, a wealthy and respected businessman, industrialist, and philanthropist who owns a successful chemical company in the industrial district of the City which produces everything from medicines to chemical alloys for building materials. This is a man who has donated hundreds of thousands of dollars to humanitarian causes, helping to clean up slums, injecting redevelopment funding into Skid Row, and creating free libraries and other resources for the economically disadvantaged. By rights, they should be wondering exactly what his involvement is in this "Chimera" mess, and how he got mixed up in it, in the first place.

Ashton lives in a brownstone building in the Uptown neighborhood. He owns the entire building, which is decorated in palatial style. He has a butler, maid, chauffeur, full kitchen staff, and a small army of private security guards, all fanatically devoted to their employer, who treats them very well.

Ashton, for his part, welcomes the heroes into his home and appears happy to answer any questions. He will, obviously, deny any knowledge of anything called "Chimera," let alone involvement in it, and will insist he has no idea why Stevenson would mention him.

If there is a Socialite or other Charisma-based PC in the group, they may think it wise to try and "charm" or intimidate information out of Ashton. Such efforts will fail out of hand (though you should probably keep up appearances by making a roll behind the screen). Ashton is brilliant and canny and he knows what the PCs are trying to do. He won't under any circumstances reveal his involvement in Chimera, but as soon as he gets to the point where he feels threatened, he will make good his exit from the situation, leaving behind a deadly trap. His personal security will delay the characters long enough for him to escape—even if he has to spend Fate Points to do so.

Ashton's men, standard gangster-types at first, each have on their persons a hypo full of the augment serum, and at the first sign of real trouble will inject themselves, leading to an horrific transformation. This includes even his kitchen staff and butler.

This also means that it may be possible for the PCs to get hold of a quantity of the serum, which could be used to synthesize an antidote, though such would take time and research and is cer-

tainly not an instant or magical solution to the heroes' woes.

VICTOR ASHTON *(This 6th-level human Socialite/Mentalist has vital stats HD 6d(6/8) (25 hp) AC 15 Move 30ft. His Primes are Wis, Dex, Cha. He attacks with Walther PPK pistol (1d10). He has 3 attacks at +8/+5/+2. His special abilities are*

***Meditation, Mental Resistance:** +1, Psychic Senses, Psychic Powers (Empathic Transmission (Cha; make others feel emotions if they fail a Wis sv), Mental Stun (Cha, blast of mental energy stuns victim for 1d4 rounds if they fail a Wis sv), Mesmerize (Cha; put victim to sleep, implant a suggestion, issue a single command, or confuse victim if they fail a Wis sv), Charm, Connected, Exalt, Embolden, Fascinate, Demoralize. See Angela's stats for Socialite ability descriptions)*

ASHTON'S SECURITY (UNAUGMENTED) *(These 3rd-level humans have vital stats HD 3d6 (12 hp) AC 14 Move 30ft. Their Saves are P. They attack with pistol (1d10). They have 3 attacks at +5/+2/-1. Their special abilities are none.)*

ASHTON'S STAFF (UNAUGMENTED) *(These 0-level humans have vital stats HD 1d4 (4 hp) AC 12 Move 30ft. Their Saves are P. They attack with improvised weapons (1d6). They attack at +0. Their special abilities are none.)*

The players may quickly find themselves in over their heads with the augmented security (see sidebar) and decide that discretion is the better part of valor, or they may quickly overcome the augments and rush to chase Ashton. This will lead to a wild car chase through the streets of The City, using the vehicle combat rules found in Amazing Adventures on page 161. The chase will end with Ashton's escape—if the PCs manage to catch the car they believe contains their adversary, they will discover it to hold a decoy.

One of two things will happen to lead the heroes to the next act. The first possibility is that they will catch up to the decoy vehicle and a fierce battle will occur, at the end of which the decoy car's radio will broadcast instructions to the driver, punctuated with bursts of static, to rendezvous at Ashton's offices downtown, to expedite the next stage of the plan.

The second possibility is that the chase goes on into the industrial section of the city, and eventually changes from a car chase to a footrace, leading the PCs into a darkened warehouse or lab complex belonging to one of Ashton's subsidiaries, where Ashton springs yet another trap on the heroes, in the form of Angela, who is waiting for them.

THE AUGMENT SERUM

When used on humans, the augment serum doubles the hit points of the user, increases AC by 1d6, and adds 1d4 natural attacks, be they claws, horns, spiky protrusions or a bite. Natural weapons deal anywhere from 1d8 to 2d6 damage (GM's discretion). Save primes for Augmented Humans become "All," and they should be treated as having both 18 in Dexterity and Strength for purposes of combat (adding +3 to attacks). For animals, the serum increases the size of the animal by one category or to Large (whichever is greater), increases hit dice by one die type, increases AC by 3, and improves natural attacks by one die type. After initial adjustments are made, the GM can make further adjustments to taste.

Augmented humans have a hideous, animalistic appearance and are vicious and unreasoning—true monsters. The serum is incomplete and essentially de-evolves humans into bestial, proto-human forms. There is no cure for the augment serum, which instantly and painfully rewrites the DNA of the user. If a Player Character injects himself with the serum, he is lost unless he makes a Constitution Save against a Type 5 (CL10/CC25) poison every hour until some sort of antidote can be synthesized. Since the serum relies on adrenaline to act, rendering a character unconscious will slow the change to a crawl, requiring a save once per day so long as the character is kept unconscious. Inducing a coma is probably the best bet for these poor souls.

ACT THREE

The heroes track their quarry, one way or the other, to an old warehouse and laboratory complex in the industrial district of the City. This district, situated near the docks along the banks of the river that cuts through or along the city, is filthy, grimy, and dark—the kind of place that during the day is populated by a strange conglomeration of gruff warehouse and factory workers, research technicians and scientists, but at night is the domain of organized crime syndicates who usher bootleg shipments into the city under cover of darkness.

This is where Ashton maintains his secret lair, and where the heroes will, if they are lucky, put all the pieces together and pursue Ashton to his final plan.

How exactly this scene plays out is entirely up to the GM, but as the heroes infiltrate Ashton's lab complex there are several dangers awaiting, with even greater rewards.

The lab is populated by thugs, scientists, and animals both domestic and experimental. Any or all of these could be injected with the augment serum, so once the action gets rolling, they could find themselves faced with augmented apes, guard dogs, and human augments. The GM can make this as difficult or easy a challenge as he likes for the heroes. Remember, however, that this is the point in the adventure where the adventurers gain both a major revelation and find themselves in a seemingly hopeless trap.

THE REVELATION

The revelation here is, of course, that of Ashton's connection to the Nazis, and their plan to unleash armies of augments all over the world. Hidden somewhere in this complex is a detailed dossier concerning his dealings with Hitler's top Eugenics man, Dr. Josef Mengele, as well as Heimlich Himmler. The dossier details the plans to create an army of augments, both human and animal, to overrun the world, as well as the plans to create a sort of timer in the serum which will destroy every last augment when their purpose is served. It lists the members of the Chimera organization, a network of wealthy businessmen and scientists, and details the plan to sell the serum to the highest bidder when it is perfected. Chimera, it seems, doesn't care whether the Axis or Allies wind up with the serum, only that they will have the money, power and control when it all goes down.

Also within the complex are detailed notes on the serum itself, how it is synthesized, and everything needed to engineer both the augment serum and possibly, an antidote. It is likely that the dossier will be in a safe in the main office, and the serum notes will be scattered throughout several labs. The information the characters gather here could be used not only to treat those who are unwittingly exposed to the chemical cocktail, but if the players can obtain these notes, they will have a much easier time proving that Ashton, a well-respected philanthropist, is in fact a secretive criminal mastermind. This could go a long way towards deflecting the blame when everything comes down.

Perhaps the biggest, most important piece of information here is that the next phase of the plan is to unleash the serum at the City Zoo, mutating animals to rampage throughout the place, so that the scientists can measure the process and the specific reactions of the people so they know what to expect when the serum is released on population centers throughout the world.

THE TRAP

The trap in this section could take any number of forms. Ashton has sent Angela to take care of the evidence once he knows the heroes are on to him. Her preferred plan is to secret out the dossier and serum notes, either to deliver them to Ashton, or to take them for herself, and hopefully set herself up as a power in the coming order. This, of course, is shortsighted as the Nazis will simply view Ashton's defeat as a failure and write off or attempt to kill Angela; however, should she abscond with the serum notes, she could wind up being a great threat in the future.

Whatever trap is laid for the heroes, Angela should be a part of it. As the adventure began in the midst of the action, this could be an excellent time for her to spew a villainous soliloquy about her intentions to overthrow Ashton, become a queen, or whatever you like, just before she makes good her escape (using Fate Points if necessary) and springs the trap.

This scenario includes a lot of combat, so it's probably best not to have the trap itself consist of an overwhelming assault by augments. It could, however, include being trapped in a laboratory as explosives set throughout the complex are about to detonate. This would give a character like Bucky (see "Pre-Generated Characters") a chance to shine as he jury-rigs a way to stop the bombs and escape the lab. If you want to keep augments in the picture, perhaps the augments drive the characters through the complex, heading them into a lab, where the door slams shut, and Angela

gloats about the fate of the characters before leaving with a flourish.

Of course, you should also make sure that you leave an out for the PCs somewhere—it wouldn't do to simply kill them off here. The idea is to make things look hopeless, then allow them to extricate themselves with their abilities and ingenuity.

Finally, the characters have to gain access to some sort of information leading them to the zoo, and providing evidence about Chimera's dastardly schemes. Perhaps Angela is unable to get the dossier because it's caught in the lab with the characters, or perhaps there is a copy or a series of notebooks that when put together provide similar information. In any case, it's essential to get this information into the hands of the PCs.

Once they escape, it's on to the City Zoo for the final confrontation!

ACT FOUR

As the heroes escape the lab complex (which, preferably, should be in flames with the sounds of sirens in the distance), things look fairly hopeless—Angela and Ashton have a huge head start on the characters, and their target is the City Zoo. Who knows what horrors will result if they manage to infect all of the animals there? Creatures like tigers, cheetahs and wolves are bad enough, but what about augmented elephants or rhinoceri?

Up till now the heroes have seen the serum injected into its victims, but the notes they acquire at the laboratory indicate that the next phase of trials will involve exposure through the skin or ingestion of the chemical. The details will be sketchy, but with enough research the characters may suss out the probable truth. A Gumshoe's Cat and Mouse ability would be ideal for this, as would the Raider's Legend Lore ability. Failing that, an Arcanist should be given a bonus (say, +3 to +5) to any roll to attempt to research, as research is in many ways the forte of an Arcanist character.

The truth is, the plan is to use a series of bombs to blow the chemical into the air of the zoo at key points, so that a maximum number of potentially deadly animals will be affected, and an acceptable number of humans as well. Scientists vaccinated against the serum will be placed at key points around the zoo to monitor what happens.

Whether or not the heroes arrive before the bombs go off and have a chance to stop the tragedy, have to fight a zoo full of maddened augments, or somewhere in between, is up to the the GM. In the end, however, they should have an opportunity to corner and capture Ashton and/or Angela and stop the catastrophe from breaching the boundaries of the zoo itself. Keep this scene breakneck and action-packed. Hand out Fate Points if necessary to keep your players moving, and use Fate Points to keep the bad guys one step ahead until the very end.

Of course, either one of the two will escape to cause trouble in the future, or some sort of cloud will fall upon the heads of the heroes at the end. Perhaps the bill for the damage to the zoo somehow comes to them? It's a thankless job, being a hero.

If you do not have the **Amazing Adventures** core rulebook, you should be able to cook up statistics for any mutant animals you like, using the Augment Serum sidebar, the statistics for Alligators and Sewer Rats presented earlier as examples, and your own imagination. Just give them hit dice and hit points, an AC rating, natural weapons, and any special abilities you think might be appropriate.

Here are a couple examples.

AUGMENTED ELEPHANT *(These animals have vital stats HD 7d12 (57 hp) AC 19 Move 40ft. Their Saves are P. They attack with 2 Tusks (2d10), 2 Stamp (3d6) or 2 Trunk smashes (3d6 and victim launched 2d12 feet away). They attack at +10. Their special abilities are Twilight Vision.)*

AUGMENTED TIGER *(These animals have vital stats HD 5d10+5 (32 hp) AC 17 Move 40ft. Their Saves are P. They attack with 2 Claw (1d6) and Bite (1d12). They attack at +5. Their special abilities are Rake (if both claws hit, 2 extra claw attacks at +8 and 1d6 damage each), Twilight Vision.)*

DENOUEMENT

At the end of this adventure, the heroes may have established contacts with the local law enforcement or even the military, who will understandably be alarmed at United States citizens being in league with the Nazis. If you have already been playing *Amazing Adventures*, this adventure could be another connected scenario in the characters' battle against the Thule Society, which was begun in the core rulebook and continued through *Day of the Worm* and *Temple of the Red God*. Regardless, whether this is the PCs first foray into the world of supernatural and super-science espionage beneath the surface of the burgeoning World War, or the next in a series of adventures. It's certain that there's an exciting road ahead!

RULES OF THE GAME

RULES OF THE GAME

I f this is your introduction to *Amazing Adventures,* the rules are very simple. Any non-combat task is resolved by rolling a 20-sided die. To the result of this die, add your character's level and his ability score bonus. In addition, each character will have three ability scores designated as Primary, or Prime Attributes. If the ability against which you are rolling is Prime, add an extra +5 to the roll.

There is one exception to this base rule: each character class has a number of class abilities which allow them to do certain things better than anyone else. Most of these abilities have an associated attribute against which you'll check. If you are attempting to do something that falls under another class's ability, you do not add your level to the check.

To determine the number you need to achieve for success, the GM starts with 15 (called the Challenge Base), then adds a difficulty level called the Challenge Level. This CL is usually from 0 to 10, but can be higher depending on the situation. The final result (CB of 15 plus CL) is the Challenge Class. If your roll plus bonuses equals or exceeds the Challenge Class, you succeed!

For "contested rolls," or contests directly opposed by other characters, monsters, or non-player characters (characters controlled by the Game Master), your Challenge Class will be either 15 plus the opponent's level, or equal to the opponent's check result.

Monsters and non-player characters roll d20 and add their hit dice and Prime Bonus (if applicable). Some NPCs may have specific attribute bonuses listed to also add to the check (Angela, for example, adds +2 to Dexterity checks for her high ability in that area).

COMBAT

Combat is similar to ability checks, but instead of adding your level and/or Prime bonus, you will add to your d20 roll, your ability bonus (Strength for melee, Dexterity for ranged), and your Base To-Hit (BtH) bonus, which is indicated on the character sheet. Instead of a Challenge Class, you are attempting to equal or beat the Armor Class (AC) of your target, which your GM has.

Monsters and non-player characters, unless otherwise noted, use their hit dice as their BtH bonus (thus, if a monster has 3d8 hit points, its BtH is 3). If the GM wishes, he can add +1 to +3 to hit if he thinks the monster would have a high Strength or Dexterity.

If you hit, or get hit, damage is rolled based on the weapon or attack (see character sheet or monster statistics) and subtracted from your Hit Points. When Hit Points reach 0, you are unconscious and unable to move. You continue to lose one hit point per round until you succeed at a Constitution check at a CL equal to how far below 0 you are, or you receive medical attention. If Hit Points reach -10, you are dead.

HEALING

When you take damage, it heals through rest and medical care. For each good night's rest a character gets, they recover their level plus Con bonus

in hit points. Psychic healing like that available to Natalya (see below) can also help to recover hit points more quickly.

> **Healing**
>
> The healing rules here are more robust than those in the Amazing Adventures core rule-book—heroes in the default game don't recover from injury quite as fast. However, for this introductory scenario we have included faster healing to keep the game fun for new players. If the GM wishes, this level of healing can be added to AA games where magical and psychic healing is less common, or not available at all.

VEHICLE RULES

Car chases are easy; they are a series of opposed checks using the driver's dexterity bonus or the vehicle's handling score (whichever is lower) and level. Whoever wins is gaining or pulling away, as appropriate. Attempting maneuvers such as brake slams, bootleg turns, or the like, increases the difficulty at the GM's discretion. Attempting to lean out the window and shoot imposes a penalty to hit (again, at the GM's discretion) depending on how fast the car is going, or how wildly it is maneuvering, and may require Dexterity checks to avoid falling out of the car.

To "win" a car chase, one of the two vehicles must beat the other at a specific number of checks, at the GM's discretion. If you are unsure how many victorious checks are needed, simply roll a d6. For example, if you roll a d6 and the result comes up 3, the first car to beat the other at 3 checks "wins," either escaping or catching up.

FATE POINTS

Each character has a limited number of Fate Points which can be used to pull their fanny out of the fire. The GM can also award Fate Points during the game for good roleplaying, amusing comments, necessary plot twists, heroic acts, etc. If a player does something extraordinary in some way, give them a Fate Point. The basic uses are as follows:

Fortune's Favor: Add the indicated die to your d20 roll. The pre-generated characters here use d8s.

Mighty Blow: Automatically hit, deal double maximum possible damage, but roll a second d20; on a roll of 9 or below, the weapon is destroyed as a result.

Down but Not Out: When reduced to -10 hit points or below, instantly stabilize and survive. Costs 3 Fate Points

Providence Smiles: Gain a minor plot break that helps in some way: "lucky thing there's a ladder, here!" This should be a minor break and requires GM approval. Can only be done once per play session.

You Missed!: Negate a single attack against you

Just Made It!: Automatically succeed at a single saving throw

Second Wind: Spend two Fate Points to regain half of all hit points lost

PRE-GENERATED CHARACTERS

Below are a series of pre-generated characters designed for use in this adventure or in any other *Amazing Adventures* scenario. For those who do not own Amazing Adventures, streamlined versions of how all of their abilities work, are included for reference. Somewhat modified versions of these characters will also be found in the forthcoming *revised second printing* of the core rule-book, along with personality profiles for each, and the details of the adventuring society to which they belong. Enjoy!

MACKENZIE "MACKIE" GLEESON

CLASS/LEVEL: Socialite 5
ALIGNMENT: CG
ABILITIES: Str 9 (+0) Dex 18 (+3) Con 13 (+1) Int 9 (+0) Wis 14 (+1) Cha 18 (+3)
PRIMES: Dex, Wis, Cha
AC: 17
COSTUME DESCRIPTION: blouse, leather trousers, boots, bomber jacket, scarf, gloves
HIT DICE: 5d8
HIT POINTS: 32
BASE TO HIT: +3

CLASS ABILITIES: Ace (Add both Dex and vehicle bonus to drive/pilot), charm (Cha opposed by Wis; target will act as desired), connected (Cha, followed by Wis; find a friend or contact anywhere), embolden (Cha; allies gain +1 on all checks or +2 on Wis and Cha checks), fascinate (Cha opposed by Wis; targets stand and watch/listen as she talks, entranced), demoralize (Cha; opponents are -4 to Cha checks and -1 to hit), exalt (Ally gains +2 to any one non-combat check. Can use once per day.)

FATE POINTS: 8(d8)

BACKGROUNDS: Philanthropist / Bootlegger (Add +2 to any checks where these apply)

Languages: English (native)

TRAITS: Distinctive (Attractive), Polite

GEAR: Colt Detective Special (1d8 damage), knife (1d4 damage), aviator goggles

APPEARANCE: Long, slightly wavy brown hair, deep brown eyes, round features, a slender but curvaceous physique.

JAMES "BUCKY" NEWSON

CLASS/LEVEL: Gadgeteer 5
ALIGNMENT: NG
ABILITIES: Str 10 (+0) Dex 16 (+2) Con 13 (+1) Int 18 (+3) Wis 13 (+1) Cha 11 (+0)
PRIMES: Str, Dex, Int
AC: 16
COSTUME DESCRIPTION: Bomber jacket, short gloves, scarf
HIT DICE: 5d6
HIT POINTS: 25

BASE TO HIT: +1

CLASS ABILITIES: Gadgets, on-the-fly gadgets (Int; can instantly generate one gadget per adventure which has a very minor effect, at the GM's discretion), jury-rig (Int; make quick temporary repairs to broken machinery, or sabotage machinery—CC determined by GM)

FATE POINTS: 10(d8)

GADGET POINTS: 2

BACKGROUNDS: Engineer, Scientist (Add +2 to checks where these are applicable)

LANGUAGES/KNOWLEDGES*: English (Native), French, German, Aircraft Mechanics (Add +3 to checks where Aircraft Mechanics is applicable)

TRAITS: Reckless

GEAR: Tool kit, utility belt, gadgets (See below)

GADGETS: Radium Pistol (2d6+4 damage, +5 to hit, malfunctions on a roll of 1); Electro-sword (2d8+5 damage—1d8+5 of which is electrical—can use as normal sword for 1d8 damage); Perception filter (Lasts for 2d6 rounds before needing a 1-hour recharge; grants +2 AC and +2 to stealth-based checks).

APPEARANCE: Sandy brown hair, mop-style, blue eyes, a broad, angular smile and sharp features.

TENNESSEE O'MALLEY

CLASS/LEVEL: Raider 5
ALIGNMENT: CG
ABILITIES: Str 9 Dex 18 Con 9 Int 16 Wis 16 Cha 13
PRIMES: Str, Dex, Int
AC: 17
COSTUME DESCRIPTION: Leather jacket, gloves, fedora, safari gear
HIT DICE: 5d10
HIT POINTS: 41
BASE TO HIT: +5

CLASS ABILITIES: Bonus languages (see below), cryptolinguist (Int; can decipher unfamiliar writing), disguise (Cha; impersonate cultures, classes, or ranks), legend lore (Int; know information about obscure subjects through experience and research), traps (Wis; detect and build simple natural and mechanical traps), Tracking (Wis; find and follow traps for 5 hours at a stretch and discern info about subject tracked—injured, moving fast or slow, wounded, carrying heavy objects, etc.), two-fisted (fight with weapon in each hand; adds one extra attack but both attacks are at -2), weapon finesse (substitute dexterity bonus for strength in melee combat)

FATE POINTS: 9(d8)

BACKGROUNDS: Academic, classicist (add +2 to checks where these apply)

LANGUAGES/KNOWLEDGES: English (native), Latin, Greek, German, French, Archaeology, Ancient History (+3 to checks where these apply)

TRAITS: Aggressive, Reckless

GEAR: (2) Colt New Service Revolvers (1d12 damage); Tomahawk (1d6 damage); notebook, pen, cigarettes, lighter, knapsack, digging tools, translation codices, string

APPEARANCE: Long, chiseled features, dirty blonde hair, neatly cut and parted, piercing gray eyes.

"SAVAGE" STEVE MCDERMOTT

CLASS/LEVEL: Pugilist 5
ALIGNMENT: LG
ABILITIES: Str 18 (+3) Dex 16 (+2) Con 16 (+2) Int 9 (+0) Wis 13 (+1) Cha 9 (+0)
PRIMES: Str, Dex, Con
AC: 15
COSTUME DESCRIPTION: Dirty t-shirt, worn britches, worker's boots, suspenders
HIT DICE: 5d12
HIT POINTS: 50
BASE TO HIT: +4

CLASS ABILITIES: Animal handling (has an animal companion, see below), down and dirty (+2 to grappling checks), tough as nails (+2 to Con checks), unarmed attack (fists are lethal weapons dealing 1d8 damage), unarmored defense (increased AC), deflect missiles (Dex opposed by attack roll, once per round), fast movement (can move 40' per round; other characters can only move 30).

FATE POINTS: 10(d8)

BACKGROUNDS: The Mean Streets, Blue Collar (+2 to checks where these apply)

Languages: English (Native)

TRAITS: Muscle-bound, uncivilized

GEAR: slingshot (1d8)

APPEARANCE: Bald, thick brown handlebar moustache, brawny, small eyes, not much of a neck.

COMPANION: Bluto the Rottweiler (This N dog has vital stats HD 3d8 (16 hp) AC 15 Move 50 ft. Its primary attributes are Physical. It attacks by Bite (+6 to hit; 1d8+3 damage). Its special abilities are scent, trip, track, twilight vision. It knows the tricks attack, come, down, heel, and stay.)

NATALYA "THE FOX" ABRAMOVA

CLASS/LEVEL: Mentalist/Hooligan 4
ALIGNMENT: CG
ABILITIES: Str 10 Dex 13 Con 11 Int 16 Wis 13 Cha 18
PRIMES: Dex, Wis, Cha
AC: 17
COSTUME DESCRIPTION: Dark blood-red martial arts uniform, stylized fox mask, gloves, sash, cloak
HIT DICE: 4d6
HIT POINTS: 15
BASE TO HIT: +2

CLASS ABILITIES: Climb (Str), hide (Dex), move silently (Dex), listen (Wis), open lock (Dex), sneak attack (+2 to hit, +4 damage if opponent doesn't know she's there), pick pocket (Dex), detect/remove traps (Int), meditation (Wis; 1 hour meditation = 2 hours sleep for rest), mental resistance (+2 to all mental saves), psychic senses (Wis; sense other psychics and supernatural phenomena), two-fisted (use a weapon in each hand; adds an extra attack but both attacks are at -3), weapon finesse (Use Dexterity bonus instead of Strength bonus in melee combat)

FATE POINTS: 8(d8)

BACKGROUNDS*: The Mean Streets, Hollywood Film Industry (Add +2 to any checks where these apply)

LANGUAGES/KNOWLEDGES*: Russian (native), English, Street Lingo, Locksmith (Add +3 to checks where Locksmith applies)

TRAITS*: Slippery, Quick

GEAR: Saber (1d6+2 damage, silver edged), main gauche (1d6+2 damage silver edged), (2) TT Tokarev pistols (1d10 damage), knapsack, grappling hook, cord/rope, lock picks, glass cutters

APPEARANCE: Slender, athletic build, fiery red hair, crystal blue eyes, soft, round features.

PSIONICS: Obfuscation (by making a Charisma check against her opponent's wisdom check, Natalya can be effectively invisible until she does something to draw attention to herself), Biokinetic Healing (By making a Charisma check, Natalya can heal a companion of 2d4 points of damage, or if the companion is below zero hit points, stabilize them and return them to zero.)

AMAZING ADVENTURES
CHARACTER REFERENCE SHEET

CHARACTER NAME

PLAYER NAME _____

CLASS _____

LEVEL _____ **ALIGNMENT** _____

TRAITS	BENEFITS	DRAWBACKS
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

BONUSES AND MODIFIERS

COSTUME MOD	DEX MOD	OTHER AC MODS	CON BONUS	OTHER HP MODS

AC	HD	BTH	HIT POINTS

ABILITY SCORES

ATTRIBUTES

SAVING THROWS

P		SCORE	CATEGORY	MOD	TN
O	**STR** STRENGTH		PARALYSIS & CONSTRICTION		
O	**DEX** DEXTERITY		BREATH WEAPON & TRAPS		
O	**CON** CONSTITUTION		DISEASE, ENERGY DRAIN, & POISON		
O	**INT** INTELLIGENCE		ARCANE MAGIC & ILLUSION		
O	**WIS** WISDOM		CONFUSION, DIVINE MAGIC, GAZE ATTACK, PETRIFICATION, POLYMORPH		
O	**CHA** CHARISMA		DEATH ATTACK, CHARM, & FEAR		

ATTRIBUTE CHECK = d20 + [MOD] **+ lvl. ≥** [CC]

COSTUME DESCRIPTION

WEALTH MOD   **FATE POINTS**

CLASS ABILITIES, LANGUAGES, BACKGROUNDS AND KNOWLEDGE SKILLS

WEAPON/GADGET	BTH	DAMAGE	NOTES
_____			_____
_____			_____
_____			_____
_____			_____
_____			_____

WEAPONS   **MOD**   **BtH**   **misc.**

TO HIT = D20 + [ ] **+** [ ] **+** [ ] **≥ AC**

WEAPON IN HAND

POSSESSIONS

ITEM	LOCATION	WT

ITEM	LOCATION	WT

ITEM	LOCATION	WT

EXPERIENCE POINTS

Next Level Goal:

MONEY/ASSETS

PSIONICS

BASIC	ADVANCED

AMMUNITION

GADGETS, SPELLS, & POWERS

SPELLS

LEVEL	SPELLS/ DAY	BONUS SPELLS	SPELLS KNOWN
0			
1st			
2nd			
3rd			
4th			
5th			
6th			
7th			
8th			
9th			

MEP/GADGET POINTS

FEATURES

DESCRIPTION

HEIGHT **SEX** **HAIR**

WEIGHT **AGE** **EYES**

Last Will and Testament: I, the undersigned,   do hereby make the following requests, to be executed in the event of my untimely demise: