



BANKING TROUBLE

A Super Hero Quick Adventure

By Dave Martin



THE SETUP

A string of bank robberies over the past few weeks have left police baffled, and your team has been called in to assess whether or not the robbers are super powered. The robberies usually happen during normal business hours with the witnesses unable to remember anything about the incidents. The robbers always take large amounts of money and open every single safe deposit box in any bank they hit.

The police chief is anxious to get these robbers caught, and he has made it clear that if the problem is super powered villains, then his police officers will not look as incompetent as they do now.

ON THE JOB

After meeting with the police liaison, the heroes are given the locations of the last three banks that were robbed. The liaison suggests that the group investigates the latest robberies to ascertain if the criminals are indeed super powered.

No matter which of the three locations they begin with, the heroes will be let in to investigate the scenes. The following information is available with appropriate skill or attribute checks. Should the characters be unsuccessful obtaining any of this information in the first two locations, they are able to roll at +1 at the third location. Should they get all of the information on the first or second location, move on to the encounter.

- * All of the vault doors were opened through their locks by the combinations.
- * A -2 check reveals that most of the safe deposit boxes still have their full contents.
- * A -2 check shows small scorch marks on the safe deposit boxes that can only have been made by a super power of some kind.

- * A knowledge or Smarts check with a raise will allow a character to figure out that the villains' plan involves the safe deposit boxes and not the money.

Once the heroes discover that the robbers are after something in a safe deposit box, they are free to attempt to figure out where the robbers will strike next.

Through proper investigation (skill checks, computer hacking, asking the police or other contacts), the heroes discover that there is only one other bank in town that has the kind of secure safe deposit boxes as the other banks that were hit. The heroes can then decide to set a trap for the robbers or stake out the next bank. However they do it, the robber will attempt to hit the last bank on the following day.

BANK ROBBING SUPERS

When the bank robbers reveal themselves, they are a trio of super powered villains, two women and a man. One of the women has a power that completely freezes the motion of everyone in the bank. If the heroes are in the bank when she does this, they can resist the effects of her freezing power with a successful Vigor check. If caught in her freezing trap, heroes can break out of it in following rounds with a successful Vigor check.

When the heroes step in to stop the robbers, all three will use their powers to attempt to immobilize, destroy, or otherwise get rid of the heroes. A short dialogue with the villains is possible before the fight, and they will share that they call themselves the Punishment Trio. A successful Persuasion (or other appropriate skill) roll will trick one of them into revealing that they are searching for a valuable stone in a safe deposit box. A raise will trick them into telling the heroes it is for another super villain.

The encounter will be difficult for the heroes, as one of the Trio will use mind control on the innocent bystanders and turn them into Extras who fight on the side of the Punishment Trio. The heroes, if they are so inclined, should attempt to not kill or harm the mind controlled innocents.

WRAP UP

Once the Punishment Trio is subdued or has given up, the police move in to take control of the situation and rescue the civilians. The heroes are left with the mystery of who the Punishment Trio was working for, which is a good lead into a series of adventures or even a campaign.

THE PUNISHMENT TRIO



PSYCHOTRANE

The apparent leader of the Trio, she enjoys controlling the minds of others and using her powers to halt their movements.

Attributes: Agility d6, Smarts d12+3, Spirit d6, Strength d4, Vigor d10

Skills: Fighting d6, Intimidation d6, Stealth d6, Notice d6

Charisma: +0, **Pace:** 6, **Parry:** 5, **Toughness:** 7

Hindrances: Mean, Delusional (Major), Big Mouth

Edges: AB: Super Powers, Power Points (x2)

Powers: Mind Control (Mind Wipe, More Minds (x5), Super Attribute 3 (Smarts), Super Attribute 1 (Vigor)



LOKDOWN

Lokkdown is the paralysis specialist of the Trio, and he enjoys making sure all of his victims know there is nothing they can do avoid their fate. His powers manifest as bolts of energy.

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d6, Vigor d10

Skills: Fighting d6, Shooting d12+2, Intimidation d6, Stealth d6, Notice d6

Charisma: +0, **Pace:** 6, **Parry:** 5, **Toughness:** 7

Hindrances: Curious, Enemy

Edges: AB: Super Powers, Power Points (x2)

Powers: Attack, Ranged (Area of Effect (Large Burst), Nonlethal, Rapid Fire (1 extra shot)), Paralysis (Extra Range, Extra Power), Super Attribute 4 (Vigor), Super Skill 2 (Shooting)



BROADWALL

Broadwall uses her powers mostly to protect the other two of the Trio, whose powers she believes to be much more offensive in a fight. She only uses her Force Control powers defensively.

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d6, Vigor d10

Skills: Fighting d8, Intimidation d6, Stealth d6, Notice d6

Charisma: +0, **Pace:** 6, **Parry:** 5, **Toughness:** 7

Hindrances: Greedy, Outsider

Edges: AB: Super Powers, Power Points (x2)

Powers: Negation 4 (Range), Force Control 4, Super Attribute 1 (Spirit)