



DO-GOODERS & DAREDEVILS™

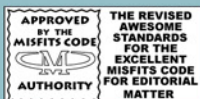
#59

STEVEN
TRUSTRUM

GEARS & GREASE



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SUPER-POWERED BY
M&M

Requires the Mutants & Mastermind's Hero's Handbook
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Note that this product contains some material that will appear in the upcoming third edition rewrite of the popular Misfit Studios sourcebook, *Metahuman Martial Arts 3e*.



<http://www.misfit-studios.com>

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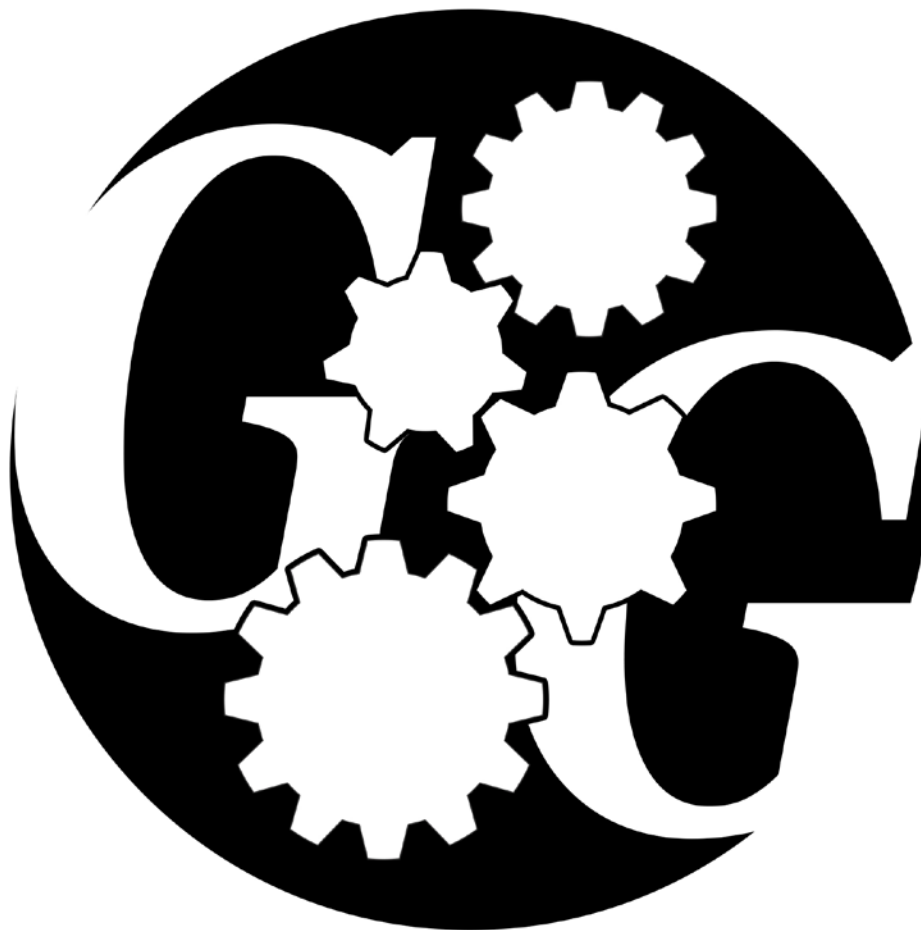
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NEW RULES

NEW FLAWS

CALLING

(summon)

–1 or –2 cost per rank

Instead of appearing beside the summoner, a summoned minion hearkens to the summoner's call and must travel from its current location. This means the time needed for the minion to arrive in aid of the summoner will vary with each instance, depending upon the circumstances of how easily and quickly the minion may travel. In some situations, such as the summoner and minion being on different continents or even planets or dimensions, this flaw can effectively render Summon useless until such circumstances improve.

The –1 version of this flaw allows the summoned creature to continue to come to the summoner's aid, even if the summoner moves to a new location after the effect has been activated. The –2 variation means the creature will go to the place the summoner activated the ability at, even if the summoner later moves on to a new location.

Minions summoned with Calling who are incapacitated or slain do not disappear, but rather remain where they fell.

The range up to which a minion may be called is equal to the Summon power's rank in distance on the **Measurements Table**. The Diminished Range flaw may also be applied, with each rank of the flaw reducing by 1 the effective Summon rank for the purpose of determining how far away the minion may be called from. Conversely, each rank of the Extended Range extra increases by 1 the effective Summon rank for this purpose.

MOMENTUM-BASED

–1 cost per rank

This flaw may be applied to any non-movement effect, making it reliant upon a movement effect the character also possesses. Doing so restricts the former's maximum effective rank of effect to the character's current movement speed rank of travel.

A Ranged Damage 6 power conceived as a burst of static electricity could have the Momentum-Based flaw applied. The character also has Speed 8. The concept would be the character's need to run and build up the static charge before unleashing it. So, if the character is running at Speed 4, they may access a maximum of Ranged Damage 4.

Because of how this flaw works, purchasing more ranks in the non-movement effect than the character has in the relevant movement effect would simply be a waste. Any Momentum-Based effect ranks greater than the character's movement effect's ranks would never be accessible.

NONLETHAL

Flat • –1 point

The effect is incapable of inflicting a dying or dead condition unless harm is inflicted as the result of a critical hit. Gamemasters may also want to rule that powers with this flaw applied to them are not capable of inflicting disabling critical hits (see the upcoming **Metahuman Martial Arts 3e** book, also by **Misfit Studios**.)

Calling versus Self-Powered

Previously released products from other publishers have introduced a flaw known as Self-Powered to try and replicate in the Third Edition rules what the original Calling flaw did for the Second Edition rules.

It is this author's opinion that Self-Powered does not address the effect both flaws are intended to apply to a power to the extent Calling does and does not allow for the –2 flaw option. You can opt for Self-Powered in your games if you like, but do not mix these two flaws. Choose one flaw or the other to use based on your preferences, but not both. Once made, stick with your choice for the sake of consistency.

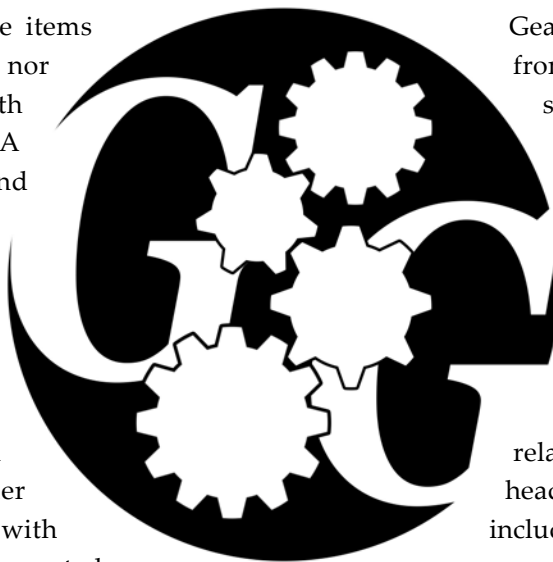
GEARS & GREASE

When a group of super-heroes without technical aptitudes of their own wants that jet car that can take them from the countryside to the downtown core in less than ten minutes, to whom do they turn? Or perhaps they just need their existing supercharged motorcycle beefed up and tweaked a little but don't have the knowhow themselves. Enter Gears & Grease, a secretive company that caters to such needs.

But Gearhead won't make items for or to sell to just anyone, nor is it easy to get in contact with the man to place an order. A potential customer must pound the streets until their diligence is rewarded by being approached by one of Gearhead's many go-betweens who gets wind that someone is trying to make contact. These agents will then take the potential order to Gearhead, returning later with word of whether it has been accepted or refused, how much it will cost, and how long the job will take.

Delivery is always conducted by Gears & Grease's agents. Protection for the delivery is provided by auto-

mated gadgets of Gearhead's design or by trusted clients who provide the service to Gears & Grease as a part of their own payment plans. The delivery can be made under the product's own power if necessary (with the proper precautions taken), but shipping it inside of an unmarked, modified sixteen-wheeler is more common. In the case of especially large shipments, several such big rigs deliver the vehicle in its component pieces.



Gearhead will only accept an order from metahumans that fight on the side of right and justice (or, at best, neutral.) He will never even consider a request made by a villain or person who has not yet established they have no malevolent intent with his product. Do not take this to mean that Gearhead will only work for flag wavers or heroes with excellent public relations managers, however. Gearhead follows his own moral code and it includes the idea that justice sometimes supersedes the laws of the land, meaning

Gears & Grease has many vigilantes and anti-heroes among its clientele.

Despite Gearhead's attempts to keep a tight rein on his inventions, several designs have been copied and

Gears & Grease Delivery Truck

Built to be veritable tanks on sixteen wheels, **Gears & Grease** has tricked-out their sixteen-wheeler trucks for optimum survivability to ensure clients get what they pay for, in one piece and on time.

Size: Gargantuan; **Strength:** 20; **Speed:** 5; **Defense:** 6; **Toughness:** 12; **Cost:** 97 (20)

Features: Alarm • **Armored Undercarriage:** Impervious Protection 4, Limited to Underside • **Beehive Defense System:** Enhanced Dodge 4, Limited to Larger than Bullet-Sized Projectiles • **Cloak Image:** Morph 3 (Local Area Environmental Objects), Activation (Standard) • Collision Warning System • Easily Repaired • **EMP Shielding:** Protection 6, Limited to EMP Effects • Environmental Systems • **Explosives Detector:** Senses 1 (Detect Explosives) • **External Control Shielding:** Enhanced Strength 8, Limited to Resisting External Control Attempts • GPS • Gun Ports • Low Maintenance • Network Ready • On-Board Computer • **Radar Detector:** Senses 2 (Detect Radar [Radio], Ranged) • **Radar Jammer:** Cumulative Ranged Affliction 6 (Resisted and Overcome by Power Check; Impaired, Disabled, Unaware), Limited to Radar, Quirk (Gives Away Presence) • Windshield HUD

Weapons: Sleep Gas Field: Cloud Area Affliction 8 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Sleep



found their way to the black market or evil organizations like CORE (see **Better Mousetrap 3e.**) It's not like he can patent designs for devices such as these without compromising his security, after all. Still, Gearhead has previously taken other steps such as allowing metahumans to recover and/or destroy any copied design specs in lieu of paying for orders of their own.

Because of the risk of his deadlier designs falling into the wrong hands, Gears & Grease restricts itself mainly to the designing and construction of vehicles, using established weapons technology to outfit its craft. Only in the rarest of instances has Gearhead or Grease Monkey ever turned their talents to developing new weapon types that are better than those available elsewhere (with the nonlethal variety being a notable exception.)

Gears & Grease's products will be of the utmost quality—a generous Gamemaster may give enhanced speed, Toughness, etc. over that listed—and they are designed to be surprisingly easy to repair and maintain. If an item or vehicle needs to be fixed, clients can always feel free

to send the product back to its creators to be repaired so long as they are willing to pay higher than the usual cost. Again, the money is well spent because a client can be assured the item will get fixed properly and they will be treated fairly.

PRICES & PAYMENT

Gearhead prefers cash, 25% of which is always asked for up front before the work is started unless you are one of his oldest and most trusted clients. He has also been known to allow a service to be rendered as a part of the payment. This service is usually protecting an important, far more valuable shipment to another client, “acquiring” a much-needed component from its rightful owners. (Gearhead will *not* steal from legitimate sources, such as the police or companies that are on the up-and-up, but he has no problem taking from villains.) Alternatively, he may desire a previously sold product be destroyed because its owners are using it for evil (Gears & Grease does have a reputation to uphold, after all), and so on.

Gearhead

PL5

Abilities

| | | | |
|-----------|---|-----------|-------|
| STRENGTH | 1 | FIGHTING | 4 |
| STAMINA | 1 | INTELLECT | 8 (3) |
| AGILITY | 1 | AWARENESS | 4 |
| DEXTERITY | 1 | PRESENCE | 2 |

Powers

Animate Vehicle: Summon 5, Broad Type (Vehicles), Controlled, Free Action, Calling, Mental Link
• 31 points

Gadget Pool: Variable 5 (Gadgets), Slow • 30 points

Gearhead: Comprehend 1 (Machines); Enhanced Intellect 5 • 12 points

Machine Senses: Senses 4 (Machine Awareness [Mental], Radius; Detect Machines [Mental], Ranged)
• 4 points

Equipment

Gearhead carries a wide variety of tools, spare parts, and a light pistol.

Advantages

Benefit 3 (Wealth), Eidetic Memory, Enduring Inventions 3 *, Equipment 5, Gifted Craftsman *, Gifted Inventor *, Inventor, Skill Mastery (Expertise: Electronics; Expertise: Mechanics, Technology, Vehicles), Specialization * (Technology, vehicles)

Skills

Deception 4 (+6), Expertise: Electronics 4 (+12/+7), Expertise: Mechanics 8 (+16/+11), Expertise: Metahumans 1 (+9/+4), Expertise: Visual Arts (DEX/INT) 2 (+3; +10/+5), Technology 10 (+18/+13), Vehicles 3 (+4)

Offense

Initiative +1

Light Pistol +1 Ranged Damage 3

Unarmed +4 Close Damage 1

Defense

| | | | |
|-------|---|-----------|---|
| Dodge | 8 | Fortitude | 7 |
| Parry | 5 | Toughness | 1 |
| | | Will | 8 |

Power Points

| | | | |
|------------|----|--------------|------------|
| Abilities | 34 | Skills | 16 |
| Powers | 77 | Defenses | 18 |
| Advantages | 17 | Total | 162 |

* See **Better Mousetrap 3e**

Complications

Gearhead: Gearhead's transparent skull and the gears within are very unsettling for others. The size of his head also makes it difficult for this mechanic to hide this feature under a hat or the like without the resulting bulge remaining conspicuous.

Machine Friend: Despite being kind-hearted and generous, Gearhead is considerably shy (especially regarding his head.) This makes him far more comfortable around machines than he is other people. He tends to attribute human-like characteristics to his machines, as a result, including naming them.



The Gearbox

Hidden in the American mid-west, deep in the earth beneath a supposedly abandoned garage out in the middle of nowhere, the Gearbox's location is a mystery that is guarded with the utmost paranoia. Built nearly one-hundred feet down, the complex's walls are heavily reinforced against attack. It is protected by a wide range of defense systems, both lethal and not, along with a fully equipped electronics countermeasures suite.

The complex includes living quarters for both Gearhead and Grease Monkey; a cutting-edge artificial intelligence computer called Hephaestus; kitchen; gym; immense car garage (Gearhead's own vehicles and those ready to be shipped are all kept here); large, well-stocked parts cache; plenty of storage space; central mechanics and tooling bay; and enough construction space for building ground vehicles, aircraft, and even spacecraft.

The Gearbox's car bay is equipped with six hydraulic lifts with a pit beneath each and opens into the garage. It is from here that the vehicles exit to the surface via a concealed elevator. The aircraft bay is equipped with massive hoists, cranes, and skeletal frames within which aircraft of just about any size may be created. The third and largest bay is reserved for spacecraft construction, a rarely needed (and incredibly expensive) product Gearhead offers only to customers he personally views as sufficiently responsible. Powerful cranes hoist to ground level any aircraft or spacecraft lacking VTOL capabilities through the massive doors above these two bays. From the surface, both sets of bay doors appear as nothing more than abandoned, empty lots in the middle of nowhere. All the construction bays have automated elements that allow Hephaestus to follow instructions and help with the grunt work of building vehicles.

Real Name: Simon Gears

Aliases: None

Threat Level: Beta

Age: 36

Height: 5 feet, 5 in.

Weight: 155 lbs

Native Language: English

Typical Quote: Sure, I can build it but are you sure you wouldn't rather have the x-ray lasers mounted in the headlights instead of on your quarter panels?

Occupation: Mechanic to the Metahuman Community

Base: The Gearbox

Appearance

A short man, Gearhead is immediately recognizable because of the constantly spinning gears, sprockets, and the like that comprise his brain, which can be seen through his transparent scalp. He usually wears dirty coveralls with many pockets, loops, and belts stocked full of tools and parts.

Personality

Gearhead is, as his moniker suggests, a total gear head (both figuratively and literally) who much prefers the technical challenges and practicality of machinery

to the illogical unpredictability of people. He gets great satisfaction from his work and from knowing that, in his own way, he is helping to make the world a better place by outfitting super-heroes with his technology.

He is laid-back and shy, especially around women or with regards to displaying his see-through scalp. However, he is never self-conscious about being covered in grease and grime from head to toe, as he considers it to be a part of his charm. He has a kind heart that sometimes overrides his businessman's common sense, a quirk that often convinces him to give worthy super-heroes special discounts if they desperately need something.

Powers & Abilities

Gearhead can control vehicles at will, to the point of being capable of animating them even when they would normally be inert. This is an extremely useful power considering he is also able to sense machines around him. The mechanisms that grew in his skull in place of a normal brain, and from which he draws his name, allow him to speak with machines, and grant him an exceptional intelligence. He is also a consummate inventor and tinkerer.

Allies

Grease Monkey is Gearhead's closest friend, although he remains friendly with a number of super-heroes from his active duty days (especially other inventors.) He could also call in some favors from customers if need be.

The Gearbox • 100 points

Size Huge; **Spaces** 62 of 64; **Tou** 14; **Features:** Automation (Hephaestus' Access to Robotic Assistance for Building Vehicles; 0), Basic Communications (0), Encrypted Communications 3 (DC 35; 0), Global Communications (0), Basic Computer 2 (Expertise: Mechanics 4 ranks; 0), Advanced Computer 2 (Technology +2; 1), Basic Concealed 4 (Underground, DC +20; 0), Electronic Concealed 4 (DC +25; 0), Defense System 4 (0), Electronic Counter-Measures 3 (–6; 0), Fire Prevention System 3 (Nullify 9; 0), Game Room (2), Garage 6 (16), Gym (1), Hangar 5 (Aircraft; 8), Hangar 6 (Spacecraft; 16), Intelligent 3 (Hephaestus; 1), Inventor's Lab 4 (Any Combination of Traits, 15 points, +2 design checks; 2), Isolated (0), Kitchen/Mess Hall (1), Luxury Living Space x 2—1 each (2 each), Motor Pool 5 (0), Power System (4), Security System 6 (0), Workshop x 3—2 each (Expertise: Electronics, Expertise: Mechanical, Technology; +2 to checks; 2 each); **Complications:** Accessible Bowels

This headquarters entry uses the enhanced headquarters building rules presented in **Better Mousetrap 3e**.

Hephaestus PL5 • 38 (3) points

Abilities Str —, Sta —, Agl —, Dex —, Fgt —, Int 4, Awe 1, Pre 1

Powers Artificial Intelligence (Immunity 30 [Fortitude Effects]) • Computer Housing (Protection 5) • Datalink (Communication 2 [Radio]; Perception Ranged Move Object 4, Limited to Machines)

Advantages Eidetic Memory, Improved Initiative 2, Languages 3 (Binary, Japanese, Kardellian, Spanish)

Skills Expertise: Electronics 4 (+8), Expertise: Engineering 4 (+8), Expertise: Mechanics 4 (+8), Expertise: Science 4 (+8), Perception 2 (+3), Technology 8 (+12)

Offense Initiative +3

Defense Dodge None, Parry None, Fortitude Immune, Toughness 5, Will 7

Totals Abilities –38 + Powers 51 + Advantages 6 + Skills 13 + Defenses 6 = 38



Enemies

A number of super-villains Gearhead has previously denied services to would like to see harm befall the inventor, as would some of his old foes from when he was an active super-hero. Beyond that, Gears & Grease must constantly remain on guard against corporate espionage and sabotage from their competition.

Background

Gears & Grease was founded by Simon Gears, a.k.a. Gearhead, a number of years back as a small, underfunded start-up business. A mutant possessing an uncanny ability with machines, Simon realized his powers were not suited for the frontline crime fighting his adventure-seeking heart craved, but still he had tried to do his part. After kicking around for a few years between several established groups, Simon was nearly killed when a foe invaded his team's headquarters while everyone else was away. He was sorely under-equipped mechanic to deal with the problem alone. The experience was enough to curb his adventurous spirit and convince him he needed to consider a less direct approach to crime fighting.

Using the money earned from patenting several incredible gadgets, Gearhead bought some remote land and used his creations to construct a base of operations. From this underground garage, the Gearbox, Gearhead opened his business of making super vehicles and specialized components and equipment for super-hero groups who themselves lack the ability to do so. Of course, these services come at a price that is befitting the task involved, but Gearhead is well-known not only for the impeccable quality of his work but also for his generous payment plans and discounts.

Grease Monkey

PL9

Abilities

| | | | |
|-----------|---|-----------|----|
| STRENGTH | 2 | FIGHTING | 5 |
| STAMINA | 2 | INTELLECT | 5 |
| AGILITY | 4 | AWARENESS | -1 |
| DEXTERITY | 4 | PRESENCE | 3 |

Powers

Blast Boost: Enhanced Ranged Damage 4, Limited to Energy Weapons • 4 points

Cyberlink: Communication 1 (Radio/Wireless), Limited to Computers; Remote Sensing 21 (Auditory, Visual), Physical Body is Defenseless, Subtle 2 • 47 points

Electromagnetic Pulse (EMP): Burst Area Affliction 5 (Resisted by Toughness; Impaired, Disabled, Unaware), Alternate Resistance, Limited to Electronics and Machines • 5 points

Four-Armed: Extra Limbs 2 (Arms) • 2 points

Monkeyshines: Movement 1 (Slow Falling)—AE: Movement 1 (Wall-Crawling)—AE: Movement 1 (Swinging)—AE: Leaping 1—AE: Speed 1 • 6 points

Equipment

Grease Monkey carries a wide variety of tools, spare parts, and a blaster pistol

Advantages

Agile Feint, Benefit (Ambidextrous), Benefit 2 (Wealth) Enduring Inventions 2*, Equipment 10, Evasion, Gifted Craftsman 2*, Gifted Inventor 2*, Improved Initiative, Inventor, Jack-of-all-Trades, Languages (English), Monkeywrencher*, Ranged Attack, Ultimate Effort (Expertise: Electronics)

Skills

Acrobatics 2 (+6), Athletics 4 (+6), Expertise: Dancing (AGI) 1 (+5), Expertise: Electronics 8 (+13), Expertise: Mechanics 2 (+7), Expertise: Popular Culture 2 (+7), Expertise: Science 4 (+9), Expertise: Visual Arts (DEX/INT) 1 (+5/+6), Perception 3 (+2), Stealth 2 (+6), Technology 8 (+13), Vehicles 1 (+5)

Offense

Initiative +8

Blaster Pistol +5

Ranged Damage 9

Unarmed +5

Close Damage 2

Defense

| | | | |
|-------|----|-----------|---|
| Dodge | 10 | Fortitude | 6 |
| Parry | 7 | Toughness | 2 |
| | | Will | 4 |

Power Points

| | | | |
|------------|----|--------------|------------|
| Abilities | 48 | Skills | 19 |
| Powers | 64 | Defenses | 17 |
| Advantages | 28 | Total | 176 |

* See **Better Mousetrap 3e**

Complications

Alien in Hiding: Although she may appear to be a mutated monkey that has somehow gained startling intelligence, Grease Monkey is, in fact, an alien. This makes her constantly afraid that the wrong people will learn the truth and come take her away for interrogation (or worse.)

Curiosity Killed the Monkey: Grease Monkey possesses an insatiable curiosity. She simply *has* to unravel a mystery, especially if it is a new mechanism she is not familiar with, regardless of the risk.



Real Name: Vazius Tomm

Aliases: None

Threat Level: Beta-E

Age: 68

Height: 5 feet, 11 in.

Weight: 162 lbs

Native Language: Kardellian

Typical Quote: I wonder what would happen if I removed this capacitor and turned it on? Oops.

Occupation: Tinker and explorer

Base: The Gearbox

Appearance

Grease Monkey appears to be a human-sized, lightly reddish-brown, four-armed monkey. She has distinctly female aspects and has adopted many behaviors of Earth's women, including using makeup in the garage despite also wearing grease-covered, tool-filled worker's overalls.

Personality

Vazius' greatest joy is tinkering with things—pulling them apart to see how they work, even if she can't put them back together afterward. Her curiosity has gotten her into a more than her fair share of adventures, but even when things are at their worst she is able to smile and joke about the situation. She does have a kind heart and, like Gearhead, has been known to cut a break for down on their luck heroes.

Powers & Abilities

This alien's species naturally possesses an additional set of arms and closely resemble large monkeys. Like an actual monkey, Vazius is capable of climbing and swinging with ease, as well as making great leaps. She has been fitted with cybernetic, alien technology that allow her to channel greater power into energy weapons she is wielding, communicate with computers directly, and emit her own electro-magnetic pulse. Beyond this, she is an incredibly skilled mechanic and inventor.

Allies

Grease Monkey has passed herself off as a mutant human since her arrival and has been able to make several friends in the super-hero community under this pretense. Gearhead is her greatest friend, however, and only confidant (and thus the only person who knows the truth about her extraterrestrial nature.)

Enemies

Vazius has no direct enemies of her own, as she has not spent much time in the world beyond the Gearbox. She has previously been targeted by Gears & Grease's more zealous competitors, though, and alien hunters

and watchdog groups would certainly take an interest were her true nature to be revealed.

Background

A tinkerer by trade and explorer by nature, Vazius Tomm was part of a Kardellian starship crew assigned to an extended, deep-space probe mission to find free worlds to help fight a foul race of intergalactic invaders. The craft ran into trouble when its ancient engine gave out, causing it to crash upon the world whose piece-meal radio and video signals their ship had just begun to decode. Vazius, a lowly mechanic, found herself the crash's only survivor.

Soon after the crash, this Kardellian alien learned the people of the planet upon which she found herself knew next to nothing about the galaxy and races beyond their own backyard. Instead, the planet's inhabitants looked at all extraterrestrials with considerable suspicion. Thankfully, some of Gearhead's gadgets emitted radio waves resembling a distress beacon so, thinking she'd found more survivors, Vazius followed the broadcasts to the Gearbox. By doing so, she barely evaded a team of Overwatch agents sent by the UN organization dedicated to protecting the Earth from aliens. Gearhead and Vazius have been partners and good friends ever since and, by combining their abilities, there is practically nothing that Gears & Grease can't design and cobble together given enough time.

Team-Up Ideas

The following may give Gamemasters ideas on how to incorporate Gears & Grease into their game.

I Need a Favor...

The characters have approached Gears & Grease to purchase a new vehicle or get some work done on an existing one. Regardless, Gearhead will offer to do the job for half price in exchange for a favor. A rather nefarious criminal organization has reverse engineered one of Gearhead's more dangerous inventions and is planning to implement it in their own vehicles. The favor requires the characters track down where the design specs are stored in order to destroy them and any other data that would allow further reverse engineering, along with any prototypes. These villains are no pushovers, however, which is why Gearhead requires the heroes' assistance.

Someone Stole My Hotrod!

Gearhead contacts the characters, who have been customers in the past and promises them something special for their own vehicle if they help him out. It seems another customer managed to find the Gearbox, break in, and steal an incredibly valuable and dangerous vehicle prototype they had just finished putting together. Gearhead will only say the culprit was a very loyal and trusted customer up to that point, and the theft is totally out of character. The heroes will be provided with a tracking unit to help find and retrieve the vehicle.

Upon catching up with the vehicle, the heroes will see the thief is a well-known hero who makes extensive use of gadgets and vehicles to fight crime. It turns out the hero was in a bind, as knowledge of something that simply couldn't wait had fallen into his lap and he had no means of getting there or tackling the task. His own vehicles are all out of commission and he didn't have time to haggle with Gearhead over costs. Whether this emergency is something that threatens the city, the world or is more personal like a kidnapped love one, the heroes will be left with the decision to help the thief complete his mission or to keep their word and return the vehicle immediately (as it's quite likely it won't survive what's to come), regardless of the consequences.

The Fast and the Fatal

As part of a promotion of its services and product, Gears & Grease has asked a number of well-known, popular super-heroes to take part in a race for charity. One or more of the player characters has been asked to take part. Each driver will be given a basic super car to drive (with the weapons and smokescreen disabled.) Because the company so rarely promotes itself, this represents an incredible (possibly once in a lifetime) opportunity. However, although the race is indeed sending all sorts of good publicity the company's way, it has also attracted the kind of attention that could be done without.

Having taken note of the race, a bunch of villains have banded together to strike at the drivers. After all, it's difficult to pass on a targeting a group of distracted and occupied heroes conveniently grouped together at one place. This will also be an attack on Gears & Grease for refusing to ever sell to the bad guys, and to take some civilians hostage while also making off with the door money and donations. What should have been a fun day at the race track will quickly escalate into a day of carnage if the heroes can't prevent it.

NEW VEHICLE FEATURES

The following new vehicle features each cost 1 point. Gears & Grease can also construct most custom features, should the players design any of their own. You will find more vehicle features in **Better Mousetrap 3e**.

AIR DROPPABLE

The vehicle is equipped with metal rings, hooks, and buckles that allow it to be securely strapped into an aircraft large enough to contain the former in its cargo area or otherwise capable of hauling it about. It can then be dropped from the air via a platform with parachutes attached.

The system works best when the vehicle is dropped from between 500 and 750 feet in the air and from a vehicle traveling slightly less than 100 mph. Heights and speeds greater than this will not only result in reduced drop accuracy but may cause the vehicle and its platform to crash rather than land. Gamemasters should apply penalties to the aircraft pilot's attempt to drop the vehicle on target or may decide the vehicle must make a check versus damage due to a rough landing during less than ideal conditions.

BIOMETRIC SECURITY

The vehicle is not equipped with standard locks. Instead, entering and even activating the vehicle requires one or more biometric tests, such as fingerprint identification, retina scans, or even DNA analysis.

COLLISION WARNING SYSTEM

This system sounds an alarm to warn of an impending collision or impact one round before it occurs. This grants a +2 bonus to Dodge or Vehicles checks, as appropriate, to evade. For each additional rank of this feature, increase the amount of warning time by one rank up the **Measurements Table** (with the obvious limitation of such a warning not becoming a matter of precognition.)

COMBAT COMPUTER

By gathering data from the vehicle's sensors (radar, targeting systems, etc.), this component can provide the pilot and/or gunner with accurate target information. The system provides a +2 bonus to initiative and +1 to

ranged attacks with any weapon system connected to it so long as the vehicle's sensors perceive the target. One weapon system is connected per rank.

CYBERNETIC DRIVER/PILOT INTERFACE

By using a cybernetic data link, skull I/O port, or the like (not provided) to plug into a vehicle, the pilot has digital access to any information that is monitored or managed by the on-board computer and sensors. A driver/pilot connected in this fashion can also use the interface to direct the vehicle with their thoughts instead of their hands. However, they cannot perform any actions other than driving or gathering data from the vehicle while doing so.

This interface grants the driver/pilot +1 to initiative and +2 to Vehicles checks. They also gain instant access to all instrument/sensor data as a free action as though acquired by their own senses.



CYBERNETIC WEAPONS INTERFACE

By using a cybernetic data link, skull I/O port, or the like (not provided) to plug into a vehicle, the user can access the combat computer (required) and interface with *one* of the vehicle's weapon systems. The weapon system must be indicated when the feature is added if the vehicle possesses more than one. All targeting information, including data gathered on the target's identification, speed, angle of attack, velocity, armament, etc. is digitally sent through the interface to the operator. An operator linked in this way cannot perform any actions other than attacking with the weapon system or gathering data on the target.

This system grants a +2 bonus to attack with the weapon system. Additional ranks in this feature allow

Expanded Vehicle Size Categories

| Vehicle Size (Rank) | Examples | Strength | Toughness | Defense |
|---------------------|-----------------------------|----------|-----------|---------|
| Cosmic V | Planetary solar system | 156 | 85 | -148 |
| Cosmic IV | — | 152 | 83 | -144 |
| Cosmic III | — | 148 | 81 | -140 |
| Cosmic II | — | 144 | 79 | -136 |
| Cosmic | — | 140 | 77 | -132 |
| Galactic V | Solar asteroid belt | 136 | 73 | -128 |
| Galactic IV | — | 132 | 71 | -124 |
| Galactic III | — | 128 | 69 | -120 |
| Galactic II | — | 124 | 67 | -116 |
| Galactic | — | 120 | 65 | -112 |
| Stellar V | — | 116 | 63 | -108 |
| Stellar IV | — | 112 | 61 | -104 |
| Stellar III | Sun | 108 | 59 | -100 |
| Stellar II | — | 104 | 57 | -96 |
| Stellar | — | 100 | 55 | -92 |
| Planetary V | Jupiter, Saturn | 96 | 53 | -88 |
| Planetary IV | Neptune, Uranus | 92 | 51 | -84 |
| Planetary III | — | 88 | 49 | -80 |
| Planetary II | Earth, Venus | 84 | 47 | -76 |
| Planetary | The Moon, Mars, Mercury | 80 | 45 | -72 |
| Epic V | Pluto | 76 | 43 | -68 |
| Epic IV | — | 72 | 41 | -64 |
| Epic III | — | 68 | 39 | -60 |
| Epic II | — | 64 | 37 | -56 |
| Epic | — | 60 | 35 | -52 |
| Titanic V | — | 56 | 33 | -48 |
| Titanic IV | — | 52 | 31 | -44 |
| Titanic III | — | 48 | 29 | -40 |
| Titanic II | Colony space station | 44 | 27 | -36 |
| Titanic | Military space station | 40 | 25 | -32 |
| Awesome V | Space carrier or battleship | 36 | 23 | -28 |
| Awesome IV | Space cruiser | 32 | 21 | -24 |
| Awesome III | Space patrol craft | 28 | 19 | -20 |
| Awesome II | Small space station | 24 | 17 | -16 |
| Awesome | Space transport | 20 | 15 | -12 |
| Colossal | Passenger jet | 16 | 13 | -8 |
| Gargantuan | Semi, yacht, fighter jet | 12 | 11 | -4 |
| Huge | Stretch limo, SUV, tank | 8 | 9 | -2 |
| Large | Car, small truck | 4 | 7 | -1 |
| Medium | Motorcycle | 0 | 5 | 0 |

additional weapons to be added to the interface at a rate of one weapon per rank.

EASILY REPAIRED

The vehicle's design and construction are intended for optimal ease and efficiency of repair and maintenance. Each rank of this feature grants a +4 bonus to Technology *repairing* checks to maintain or fix damage done to the vehicle.

ENVIRONMENTAL SYSTEMS

By default, a vehicle is considered to possess the environmental systems necessary to survive in its intended environment. A submarine is waterproof and has a limited oxygen supply, and a spacecraft can travel through space while similarly providing its crew and passengers with the air they need, for instance. Adding this feature to a vehicle that does not normally have such an environmental system provides it. For example, a car with this feature is hermetically sealed and has enough air for its crew to last several hours before recycling or replacing. Larger vehicles may have sufficient air to last days, weeks, or even years.

GLOBAL POSITIONING SYSTEM (GPS)

The pilot can access a satellite network to gain detailed information on his current global position. This information can be as simple as coordinates or as detailed as a displayed map (if the means for such an image are available.) The system also acts as a tracking device, allowing another GPS system possessing the vehicle's identity number to discern its location so long as it isn't shielded from the GPS satellite system.

GUN PORTS

Covered holes are cut through windows, side paneling, and so on. These ports may be opened to allow for small arms fire from inside the vehicle while providing the passenger with total cover. If the vehicle is fully environmental, the ports will have an environmental seal that will only be compromised when the ports are opened.

LOW MAINTENANCE

The vehicle requires less regular maintenance than a typical vehicle of its sorts (although this can still mean lots of maintenance for more complex craft.) This means its parts require less frequent replacing, oil and other

fluids other than fuel last longer, and even its tires don't need to be rotated as often.

NETWORK READY

The vehicle has a wireless Internet connection that can be plugged into laptops and/or the vehicle's on-board computer (if it has one.) The system will work so long as the vehicle is in range of an accessible wireless service.

PARACHUTE, DESCENT

This parachute can be deployed in case the vehicle is falling or the like, allowing it to slowly come to earth without harm. In an emergency, this parachute may be deployed to drastically and suddenly reduce the vehicle's speed, but doing so requires a DC 25 Vehicles check. Failure means the crew suffers as though from a slam attack equal to the vehicle's current movement rank, and the vehicle will similarly be affected but at half the ranks of the slam affecting the crew.

PARACHUTE, SPEED

This parachute may be deployed to drastically and suddenly reduce the vehicle's speed, but doing so requires a DC 15 Vehicles check. Failure means the crew suffers as though from a slam attack equal to the vehicle's current movement rank, and the vehicle will similarly be affected but at half the ranks of the slam affecting the crew. In an emergency, this parachute may be deployed to slow a fall, reducing the damage suffered from such an event by half.

PERSONAL COMPUTER

Going well beyond the computer used by most modern vehicles to enhance performance and control many operational standard features, the vehicle has a microprocessor, display, and input devices (keyboard, mouse and possibly a joystick) built-in. The computer can store just about any sort of data, operating in much the same way as may a desktop computer. It is connected to most of the vehicle's other systems, making it capable of displaying a full diagnostic and the like.

Each additional rank spent on this feature provides a +4 bonus to all relevant checks made using the system.

PNEUMATIC ANCHOR

A rear-facing pneumatic tube fires a strong wire ending in a spike ringed with extendable, hydraulic hooks that will dig into the road or ground. Doing so shortens

the vehicle's stopping distance to a mere tenth of normal. This is dangerous, though, not only because there is a chance the anchor won't find a purchase but because it can inflict harm to the vehicle and those inside.

Consider the pneumatic anchor to be a Ranged Damage 4 attack with a +0 attack modifier attacking a defense 0 target. As targets for the anchor, concrete and asphalt have Toughness 4 for the sake of this effort, mud/sand are Toughness 8 (because they are loose), and packed earth is Toughness 6. (The actual Toughness values of these surfaces versus normal attacks are different.) If any damage is indicated, the anchor finds purchase successfully, otherwise it slips loose.

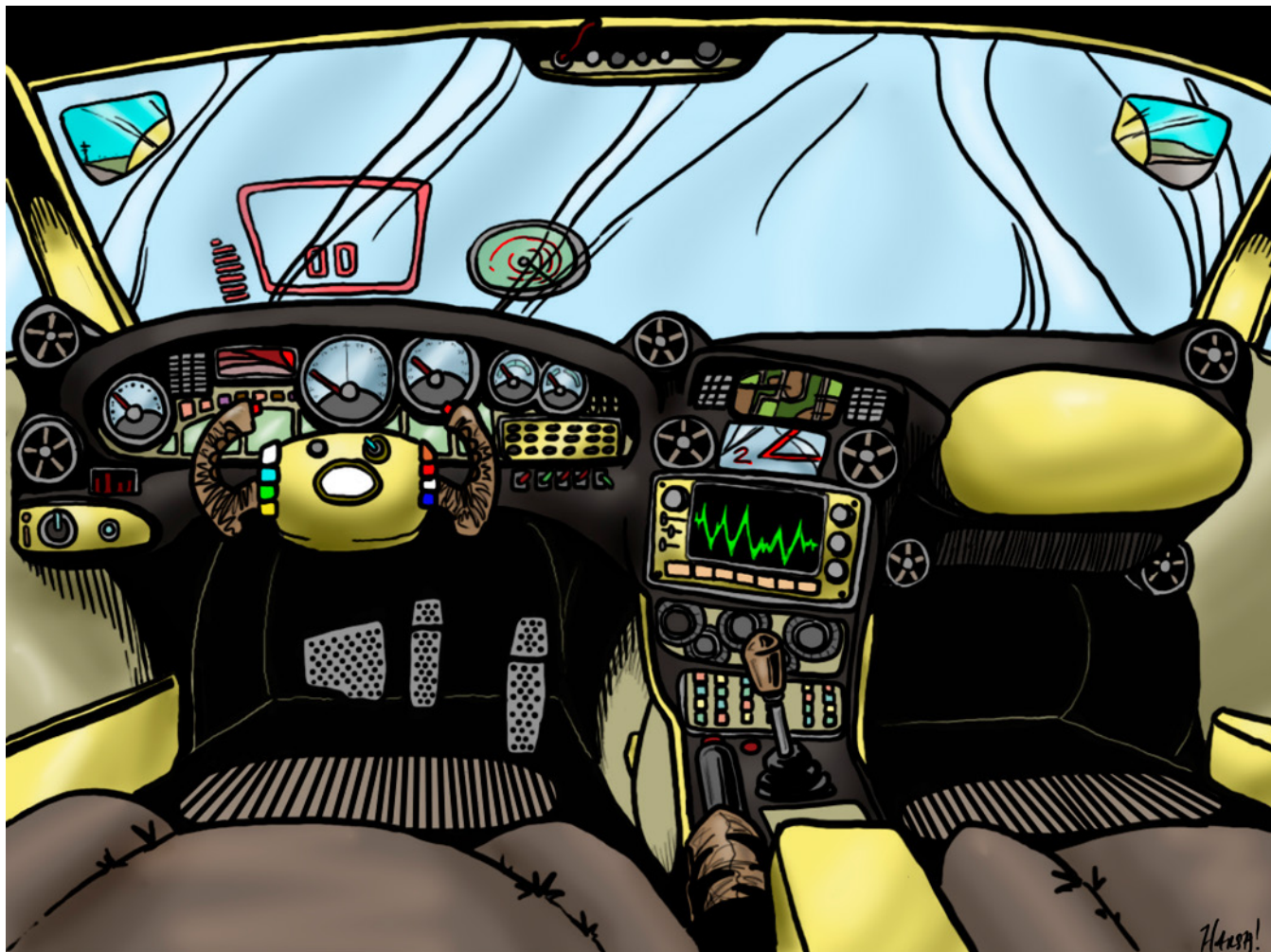
The sudden stop is jarring, however—perhaps harmfully so. Both the vehicle and its passengers are attacked as though by a slam with a rank equal to half the vehicle's movement rank (round up) prior to the anchor stopping the vehicle. Furthermore, a motorcycle or similar vehicle that is heavily reliant on the operator's balance in order to maintain control must make a DC 20 Vehicle check. Failure means it will spill its rider over the handlebars before getting yanked sharply to a stop.

REDUNDANT CONTROLS

The vehicle is equipped with a second set of controls in case the first is damaged or otherwise rendered inoperable. The back-up controls are not as refined as the first, however, and so most sensor and weapon access will be lost, as will the advantage of other features directly related to the primary controls. This will include automated controls, voice actuated controls, improved handling, and the like. Using the redundant controls imposes a –4 penalty to all Vehicles checks to control the craft.

RESERVE POWER

Whether a backup battery or small fuel tank, the vehicle is equipped with an emergency power source that can be tapped to get a little more mileage out of the craft. The amount of fuel/power is extremely limited, however, so it will not get the vehicle much farther. Also, it likely will not be able to power any weapons or similarly energy-intensive features (or, at the Gamemaster's discretion, using the latter will simply drain the reserve much faster.)



SECONDARY WHEELS

A secondary hub and tire, about 1/3 the usual size, is retracted up into the vehicle's undercarriage behind the regular wheel. If the proper wheel is damaged or the tire is blown, explosive bolts will eject the entire hub and lower the smaller replacement wheel to take its place. Each of these smaller wheels the vehicle is forced to use simultaneously imposes a cumulative 1 rank reduction to the vehicle's speed (to a minimum of rank -5), and a cumulative -2 penalty to Vehicles checks. The secondary wheel is not meant for extended use and the primary tire and hub should be replaced as soon as possible.

SECTIONED

The vehicle's internal areas are broken off into separate sections that can be individually sealed. This means if one area is exposed to a gas or the like it need not be passed along to other sections. Obviously, this feature is inappropriate to one-man vehicles or those where the operator and/or passengers are not in a sealed cockpit or the like.

VOICE-ACTUATED CONTROLS

By speaking a specific code word or phrase, the vehicle's operator can cause the computer to perform a pre-programmed maneuver, thereby enhancing response time. This provides a +2 bonus to any checks or rolls appropriate to the preset task. This system requires there also be an automated pilot system in the vehicle to perform the maneuver, however. The system can also be used to direct the vehicle's movement by voice alone, either live or via radio or the like. Because doing so lacks the refinement of hands-on controls, however, there is a -4 penalty to Vehicles checks while using the system.

WINDSHIELD HUD [HEADS UP DISPLAY]

All sensory, weapons tracking, and similar data can be displayed on the vehicle's windshield or canopy, which is actually a reinforced, transparent LCD. The information appears to be suspended in the operator's view, allowing quicker reaction times because he does not have to constantly shift his view to a separate monitor. This provides a +1 bonus to initiative, +1 bonus to attack with all driver-/pilot-operated weapon systems, and a +1 bonus to all skill checks regarding vehicle functions other than driving or piloting.

NEW ADD-ON PACKAGES

The following equipment packages are power builds ideally suited for vehicles.

ACTIVE CAMOUFLAGE

The vehicle's surface is coated with a special paint, LCDs, or the like, making it able to adapt its color and pattern to its surroundings, even if the environment changes. This takes a moment for the system to function, but afterward the adaptation provides total concealment from normal vision so long as the vehicle isn't moving too fast.

Effect: Concealment 2 (Normal Vision), Activation (Move), Blending • 1 point

ARMORED UNDERCARRIAGE

The vehicle's underbelly has been fitted with additional protection to reduce the chance of from mines and ricochet shots damaging vital equipment like the differential, axles and gas tank.

Effect: Protection, Limited to Underside • 1 point per 2 ranks

Suggestions

Impervious (Extra)

Adding ranks of Impervious makes the undercarriage more durable. *Flat +1 point per rank.*

BEEHIVE DEFENSE SYSTEM

A cylindrical device covered with laser emitters, the Beehive has an advanced tracking system that allows it to shoot at incoming projectiles. Whenever an arrow, missile, or the like (bullets are too small and fast) approaches the vehicle, the Beehive will track it and release a barrage of precise laser beams. This will hopefully cause enough damage to destroy the projectile before it can reach and harm the vehicle.

Effect: Enhanced Dodge, Limited to Larger than Bullet-Sized Projectiles • 1 point per 2 ranks

Suggestions

Reload (Flaw) *

Adding Reload, quite simply, represents the need to recharge the system between shooting down incoming projectiles. Just how long is required varies, and will determine the flaw's value. *Cost adjustment varies.*

* See **Better Mousetrap**

BOOSTER

Whether mixing a special chemical in with the fuel temporarily or turning on a booster rocket or supplementary engine, a booster speeds up how fast the vehicle may travel. There are several ways to build a booster.

Booster (Option 1): Enhanced Speed, Fades • **1 point per 2 ranks**

Option 1 weakens the longer the booster is used. This is ideal for boosters that are fuel additives or the like.

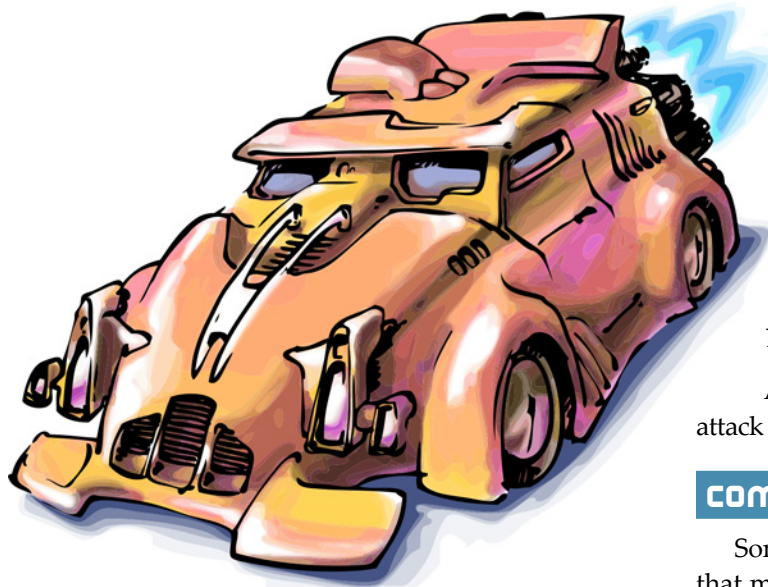
Booster (Option 2): Enhanced Speed, Reduced Trait 1 * (Vehicles skill; -2) • **-1 point, plus 1 point per rank**

* See **Better Mousetrap 3e**

Option 2 makes the vehicle more difficult to control while turned on. Increase the Reduced Trait ranks to worsen this effect.

Booster (Option 3): Enhanced Speed, Fades, Reduced Trait 1 * (Vehicles skill; -2) • **-1 point, plus 1 point per 2 ranks**

* See **Better Mousetrap 3e**



Option 3 is a combination of Option 1 and Option 2. Because Fades makes each rank of Speed cheaper, each rank of Reduced Trait is also more detrimental.

CLOAK IMAGE

The vehicle is able to project a false image around itself from a stored library of 3-dimensional references. Doing so will typically make it appear as another vehicle of its type (car, plane, etc.) or part of its surroundings while parked.

Effect: Morph 3 (Local Area Environmental Objects), Activation (Standard), Limited to Visual and Auditory Senses • **10 points**

COUNTER-ATTACK COMPUTER

Requiring a combat computer to function, this add-on allows the vehicle to use any onboard sensors to back-track incoming assaults, including the trajectories of indirect attacks, in order to reveal the attacker's location. The computer makes a Perception check to determine this location.

Because the system tracks the attack's location and trajectory rather than the attacker himself, most forms of concealment and Stealth won't apply against this feature. Furthermore, the system determines the attacker's location at the time of the attack that is being tracked. The computer cannot find the attacker's new location if they have since moved on.

Effect: Senses 4 (Radio, Accurate, Radius), Limited to Determining Attacker's Location • **2 points**

Suggestions

Enhanced Perception (Effect)

Adding some ranks of this effect to the power build will improve its chances of identifying an attacker's location. *Flat 1 point per 2 ranks.*

Extended (Extra)

Add Extended ranks to increase how far the counter-attack sense reaches. *Flat +1 point per rank.*

COMBAT DESIGN

Some element has been added to the vehicle's design that makes it more difficult for attackers to land a solid hit on it. It must be indicated if this design feature is

intended to work against energy or physical attacks. A design feature meant to assist against physical attacks could be angular, sloping armor, for instance, whereas expensive, reflective metals in the paint could be used against energy attacks.

If you want to represent a combat design that operates equally well against either physical or energy attacks, simply purchase additional Defense ranks for the vehicle normally.

Effect: Enhanced Dodge or Parry (Select One), Limited to Energy or Physical Attacks (Select One) • **1 point per 2 ranks**

COMMUNICATIONS JAMMER

When turned on, this jammer works to disrupt the ability of radio communications to receive proper signals. Instead, all communications come through as garbled and overpowered by static and distortion. However, the effect this has on radio communications will alert any operator to the presence of a jamming source, making keeping the latter's existence a secret difficult. This can make tracking the jammer's location easier if the jamming signal is isolated and followed! Attempts to identify and locate the jamming source must defeat a DC of (10 + jammer's ranks.)

Effect: Cumulative Ranged Affliction (Resisted and Overcome by Power Check; Impaired, Disabled, Unaware), Limited to Radio, Quirk (Gives Away Presence) • **-1 point, plus 2 points per rank**

Suggestions

Subtle (Extra)

Adding one or two ranks of Subtle makes tracking the jamming's source problematic. *Flat +1 or +2 points.*

ELECTRO-MAGNETIC PULSE (EMP) SHIELDING

The vehicle and all of its internal systems (as well as any passengers or cargo) have some form of proofing against EMP effects.

Effect: Protection, Limited to EMP Effects • **1 point per 2 ranks**

Suggestions

Impervious (Extra)

Applying this to the shielding will make it far more effective. *+1 cost per rank.*

Limited (Flaw)

Add this flaw if you do not want passengers and cargo to benefit from the EMP shielding. *-1 cost per rank.*

EXPLOSIVES DETECTOR

A device is fitted into the vehicle that detects conventional explosives hidden in or upon the vehicle. If found, a warning will sound and the computer will indicate where the explosives are located.

Effect: Senses 1 (Detect Explosives) • **1 point**

Suggestions

Enhanced Perception (Effect)

Adding some ranks of this effect to the power build will improve its chances of detecting explosives. *Flat 1 point per 2 ranks.*

EXTERNAL CONTROL SHIELDING

Special shielding is provided that can help protect the vehicle against intrusion from powers that seek to control and move it move against the operator's wishes.

Effect: Enhanced Strength, Limited to Resisting External Control Attempts • **1 point per rank**

Enhanced Strength is used for this power build because machine controlling abilities are most easily purchased as ranks of Move Object that are Limited to Machines. Use this Enhanced Strength on its own to resist such efforts instead of applying it to the vehicle's standard Strength, however. Conceptually, the latter has nothing to do with resisting an external influence's ability to take control of it.

JUMP JETS

A series of small jets or a single large jump jet is placed upon a vehicle's undercarriage. This allows the vehicle to spring into the air while moving.

Effect: Leaping • **1 point per rank**

Suggestions

Check Required (Flaw)

Adding a Vehicles Check Required flaw indicates that either taking off or landing the jump properly is not a sure thing. *Flat -1 point per rank.*

Reload (Flaw) *

Adding Reload, quite simply, represents the need to recharge the jump jets between leaps. Just how long is required varies, and will determine the flaw's value. *Cost adjustment varies.*

* See **Better Mousetrap 3e**

LADAR

The vehicle has been fitted with a ladar sensor. Increase the amount of Extended ranks to increase the distance covered.

Effect: Senses 2 (Normal Touch, Radius, Extended) • 1 point, plus 1 point per rank of Extended

Suggestions

Limited (Flaw)

Limiting the ladar to only operate in a specific direction is common. *-1 cost per rank.*

RADAR

The vehicle has been fitted with a radar sensor.

Effect: Senses 3 (Radio, Accurate) • 3 points

Suggestions

Extended (Extra)

Add this extra to increase the radar's reach. *Flat +1 point per rank.*

Limited (Flaw)

Limiting the radar to only operate in a specific direction is common. *-1 cost per rank.*

RADAR DETECTOR

The vehicle can sense when it is being examined by radar. Although the power states it detects "radar," this includes Accurate Radio power builds intended to serve this function.

Effect: Senses 2 (Detect Radar [Radio], Ranged) • 2 points

Suggestions

Extended (Extra)

Add Extended ranks to allow the vehicle to detect nearby radar, and not just that which is examining it. *Flat +1 point per rank.*

RADAR JAMMER

When turned on, this jammer works to disrupt the chance of radar locating it or getting a fix on it (meaning radar-guided weapons cannot lock in their targeting systems.) However, the effect this has on the radar will alert any operator to the presence of a jamming source, making keeping the latter's existence a secret (even if its exact location remains unknown) difficult. Attempts to identify and locate the jamming source must defeat a DC of (10 + jammer's ranks.)

Effect: Cumulative Ranged Affliction (Resisted and Overcome by Power Check; Impaired, Disabled, Unaware), Limited to Radar, Quirk (Gives Away Presence) • -1 point, plus 2 points per rank

Suggestions

Subtle (Extra)

Adding one or two ranks of Subtle makes tracking the jamming's source problematic. *Flat +1 or +2 points.*

RETRACTABLE TIRE SPIKES

The tires have been specially outfitted with retractable metal studs or spikes that increase traction in snow, sand, mud, ice, and most off-road environments. On the downside, the studs quickly get worn out and so the tire's life is only about one-quarter that of a regular tire if the spikes are constantly used.

Effect: Enhanced Vehicles, Feature (Retractable to Reduce Wear), Limited to Slippery/Loose Terrain • 1 point, plus 1 point per 3 ranks

SHELL

While parked (or the like), an armored shell extends over the vehicle's exposed components, such as the wheels, canopy, windows, engine ports, exhaust, and so on. This provides them with the same amount of protection as the rest of the vehicle. The shell takes a moment to deploy and retract, and the vehicle cannot move during this time or while the shell is in place.

Effect: Protection, Activation (Standard), Continuous, Limited to While Immobile • -2 points, plus 1 point per rank

Suggestions

Impervious (Extra)

Adding ranks of Impervious makes the shell more durable. *Flat +1 point per rank.*



SHOCK LOCK

Anyone attempting to break into the vehicle or otherwise tamper with it from the exterior must soundly defeat the lock or this system will activate. If activated, this defensive counter-measure sends a powerful electrical shock through the vehicle's locks and surface. The system will continue to do so until turned off or contact is broken.

Effect: Damage, Contagious, Reaction (Contact), Triggered (Failure or Less than Two Degrees of Success for Technology Check to Pick Lock) • **1 point, plus 5 points per rank**

SILENT RUNNING

The vehicle's engine, exhaust, and the like are muffled to reduce its sound output. This effect is ruined by using most weapons.

Effect: Concealment 1 (Auditory), Limited Weapon Use to Silenced • **1 point**

SONAR

The vehicle has been fitted with a sonar sensor.

Effect: Senses 3 (Hearing, Accurate; Ultra-Hearing) • **3 points**

Suggestions

Extended (Extra)

Add this extra to increase the sonar's reach. *Flat +1 point per rank.*

Limited (Flaw)

Limiting the sonar to only operate in a specific direction is common. *-1 cost per rank.*

SONAR DETECTOR

The vehicle can sense when it is being examined by sonar. Although the power states it detects "sonar," this includes Accurate Hearing power builds intended to serve this function.

Effect: Senses 2 (Detect Sonar [Auditory], Ranged) • **2 points**

Suggestions

Extended (Extra)

Add Extended ranks to allow the vehicle to detect nearby sonar, and not just that which is examining it. *Flat +1 point per rank.*

SONAR JAMMER

When turned on, this jammer works to disrupt the chance of sonar locating it or getting a fix on it (meaning sonar-guided weapons cannot lock in their targeting systems.) However, the effect this has on the sonar will alert any operator (or anyone capable of hearing sonar) to the presence of a jamming source. This makes keeping the jammer's existence a secret (even if its exact location remains unknown) difficult. Attempts to identify and locate the jamming source must defeat a DC of (10 + jammer's ranks.)

Effect: Cumulative Ranged Affliction (Resisted and Overcome by Power Check; Impaired, Disabled, Unaware), Limited to Sonar, Quirk (Gives Away Presence) • **-1 point, plus 2 points per rank**

Suggestions

Subtle (Extra)

Adding one or two ranks of Subtle makes tracking the jamming's source problematic. *Flat +1 or +2 points.*

SUPER-SHOCKS

The vehicle's shocks have been so heavily modified and reinforced with superior strength shock absorbers and redundant systems. This is so it can more safely land after a stunt such as a drop or jump that would usually have crippled a vehicle and/or damaged its frame. (Of course, there's no guarantee the tires still won't explode on impact from an exceptionally high drop.) On the other hand, this system does increase the vehicle's weight significantly and requires its chassis be jacked up higher by (at least) a foot or two.

Effect: Protection, Limited to Falling/Jumps, Quirk (Heavier and Higher Chassis) • **-1 point, plus 1 point per 2 ranks**

NEW VEHICLE WEAPONS

The following weapon power builds are designed to be added to vehicles, although some may be otherwise mounted, such as in a fixed weapons emplacement.

BEN-HUR SPECIAL

The ground vehicle's hubcaps are installed with concealed, retractable spikes and/or blades that are extended so as to be ground into the tires of other vehicles in order to pop them. It is also possible to drive past pedestrians close enough the spikes will tear into them.

To use the spikes to pop a tire, the driver must move parallel to the target vehicle and make a Vehicles check with a -4 penalty opposed by the target's Vehicles check if the target is trying to avoid the attempt (or DC 10 if they are not.) If enough damage results to pop the tire, the target vehicle immediately loses 2 ranks from its current and maximum speed and must make a vehicle control check (see the Hot Pursuit & Vehicle Combat rules in **Better Mousetrap 3e**.) A vehicle reduced to -5 or fewer movement ranks is immobilized.

Effect: Damage, Alternate Attack * (Vehicles), Limited to Popping Tires—AE: Damage, Alternate Attack * (Vehicles), Limited to Pedestrians • **1 point, plus 1 point per 2 ranks**

* See **Better Mousetrap 3e**

CHASSIS BLADES

This weapon consists of heavy duty cutting spikes and blades mounted on a vehicle's chassis. This allows the driver to make attacks by driving by an opponent, side-by-side or the like, so that the blades slice into the target during the passing.

Effect: Momentum-Based Damage, Alternate Attack ** (Vehicles), Limited to Targets Along Side • **1 points per 3 ranks**

* See **Better Mousetrap 3e**

FLAMETHROWER

This weapon shoots a jet of flame and is ideal for attacking exposed crew and passengers in uncovered vehicles.

Effect: Cone Area Damage • 2 points per rank

Suggestions

Cone Area (Extra)

Add more ranks of this extra if you wish the flamethrower to cover more ground. +1 cost per rank.

Contagious (Extra)

Adding this extra can represent a fuel mix that easily spreads. +1 cost per rank.

Line Area (Extra)

Replace the cone area with line area if you want the flamethrower to have a tighter, more focused stream. The first rank comes at no cost because it is merely replacing the default Cone Area rank. +1 cost per rank.

Secondary Effect (Extra)

This extra can represent the flamethrower's fire burning a target a bit longer than its initial blast. +1 cost per rank.

GAS FIELD, PARALYSIS

Tiny outlets scattered around the vehicle allow it to surround itself in a cloud of paralyzing gas. Additional gasses may be purchased as alternate powers at a cost increase of 1 point each.

Effect: Cloud Area Affliction (Resisted by Fortitude; Hindered, Immobilized, Paralyzed) • 2 points per rank

Suggestions

Cloud Area (Extra)

Add more ranks of this extra to increase the gas cloud's size. +1 cost per rank.

Reload (Flaw) *

Adding Reload represents the need to recharge the gas cloud between uses. Just how long is required varies, and will determine the flaw's value. *Cost adjustment varies.*

* See **Better Mousetrap 3e**

GAS FIELD, SLEEP

Tiny outlets scattered around the vehicle allow it to surround itself with a cloud of sleeping gas. Additional gasses may be purchased as alternate powers at a cost increase of 1 point each.

Effect: Cloud Area Affliction (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Sleep • 2 points per rank

Suggestions

Cloud Area (Extra)

Add more ranks of this extra to increase the gas cloud's size. +1 cost per rank.

Reload (Flaw) *

Adding Reload represents the need to recharge the gas cloud between uses. Just how long is required varies, and will determine the flaw's value. *Cost adjustment varies.*

* See **Better Mousetrap 3e**

GAS FIELD, TEAR

Tiny outlets scattered around the vehicle allow it to surround itself in a cloud of tear gas. Additional gasses may be purchased as alternate powers at a cost increase of 1 point each.

Effect: Cloud Area Cumulative Affliction (Resisted by Fortitude; Impaired [Vision] and Dazed, Disabled [Vision] and Stunned, Unaware [Vision] and Incapacitated), Extra Condition, Limited to Vision (Impaired, Disabled, Unaware) • 3 points per rank

Suggestions

Cloud Area (Extra)

Add more ranks of this extra to increase the gas cloud's size. +1 cost per rank.

Reload (Flaw) *

Adding Reload represents the need to recharge the gas cloud between uses. Just how long is required varies, and will determine the flaw's value. *Cost adjustment varies.*

* See **Better Mousetrap 3e**

IMPLOSION MISSILES

When these missiles detonate, their mass is multiplied and then converted into anti-matter, effectively creating a small, incredibly temporary black hole that closes seconds later. While open, the miniature black hole simultaneously tries to tear apart everything in its area while also pulling mass towards it.

Effect: Burst Area Ranged Damage, Pull (Stop at Center) • 1 point, plus 3 points per rank

* See **Better Mousetrap 3e**

Suggestions

Burst Area (Extra)

Add ranks to the Burst Area extra to increase the ground covered by the implosion. *+1 cost per rank.*

Enhanced Knockback (Extra) *

Adding ranks of this extra will increase the chance of anyone caught in the blast being knocked off their feet. *Flat +1 point per rank.*

* See **Better Mousetrap 3e**

MINE LAYER

This is a small port that leads from the undercarriage to hang just a few inches above the ground. Through this opening, small, specially made rectangular mines may be dropped onto the road into the path of trailing traffic, filling up an area as wide as the ground vehicle dropping them.

Effect: Burst Area Damage, Triggered (Heavy Weight) • **1 point, plus 2 points per rank**

Suggestions

Penetrating (Extra)

Penetrating mines are more likely to cut through a vehicle's armor. *Flat +1 point per rank.*

Reduced Area * (Flaw)

Adding this flaw helps contain the mine's explosion to reduce the chance of innocents being harmed. *Flat -1 point per rank.*

* See **Better Mousetrap 3e**

MINI-GUN

A multi-barreled, rotary-action machinegun that is capable of unleashing an incredibly high rate of fire.

Effect: Ranged Damage, Multiattack • **3 points per rank**

Suggestions

Split (Extra)

Add ranks of this extra as yet another way to simulate the ability to spray targets with a bullet barrage. *Flat +1 point per rank.*

MORTAR

Fed by an internal autoloader, this indirect fire weapon is usually pointed towards the rear of the vehicle so that it can be used against pursuers. The mortar cannot be mounted on aircraft.

Effect: Burst Area Ranged Damage, Inaccurate, Indirect • **3 points per rank**

Suggestions

Limited (Flaw)

Limiting the mortar to only fire in a particular direction is common. *-1 cost per rank.*

NET LAUNCHER

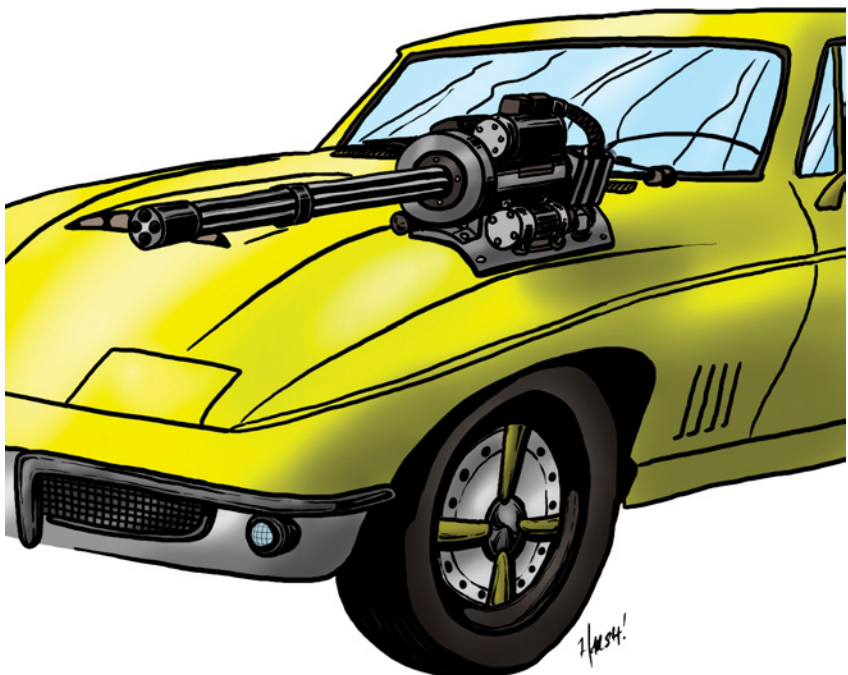
Intended for capturing pedestrians near the vehicle, the weapon fires a heavy, coiled and weighted net that untangles around the target.

Effect: Burst Area Ranged Affliction (Resisted by Dodge, Overcome by Strength and Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree • **3 points per rank**

Suggestions

Feature (Tether) (Extra)

A line and winch can then be used to pull an entangled target towards the vehicle. *Flat +1 point.*



RAM PLATE

Due to a heavy-duty armor plating, spikes, and similar additions, a vehicle so equipped inflicts more damage when it rams targets and suffers less damage in return.

Effect: Enhanced Damage, Limited to Ramming; Protection, Limited to Ramming • **1 points per rank**

Suggestions

Impervious (Extra)

Adding ranks of Impervious makes the ram more durable. *Flat +1 point per rank.*

Penetrating (Extra)

Penetrating ram plates have spikes or blades in order to better dig into their target's armor. *Flat +1 point per rank.*

RIOT FIELD

Embedded seamlessly into the vehicle's surface are hundreds of little rubber balls that fire in all directions when activated. This effectively turns the vehicle into an over-sized riot grenade. Alternatively, this could be an electric stun field or something similar.

Effect: Burst Area Damage, Nonlethal • **-1 point, plus 2 points per rank**

Suggestions

Knockback Only (Flaw) *

The riot field is entirely designed to knock subjects off their feet and away from the vehicle. *-1 cost per rank.*

* See **Better Mousetrap 3e**

Reload (Flaw) *

Adding Reload represents the need to recharge the riot balls (or whatever) between uses. Just how long is required varies, and will determine the flaw's value. *Cost adjustment varies.*

* See **Better Mousetrap 3e**

ROCKET POD

This weapon is a cylinder of small rockets that may be fired individually or in rapid succession.

Effect: Burst Area Ranged Damage, Multiattack • **4 points per rank**

VEHICLE TASER

The vehicle fires a pointed metal prong at the target vehicle, trailing a wire behind it. If the prong successfully strikes the target a massive electrical jolt is then sent down the wire with the intent of temporarily shorting out the target's electronics and thus turning the machine off. This will not work on vehicles that pre-date the modern reliance upon onboard computers to regulate the vehicle's operation. Weakened electronics must be repaired or components replaced to recover from its effects.

Effect: Weaken Electronics, Affects Only Objects, Broad, Simultaneous • **3 points per rank**

VEHICLE COMPLICATIONS

The following vehicle complications add to those presented in **Better Mousetrap 3e**.

OPERATIONS

- **Complex:** The vehicle's mechanisms are incredibly complicated, making repairs (and perhaps even some aspects of normal operations) more complex than normal. This complication is ideal for vehicles on the cutting edge of technology or otherwise possessing mechanisms of a function so complicated as to make the vehicle more difficult to maintain and repair. Do not pair this complication with the Easily Repaired feature.
- **Disability:** This complication may be used to represent the vehicle's failure to meet the usual, basic standards for a machine of its type in some way. Some examples include no headlights in a car, no radar for a jet, or an opaque operator's station (meaning the operator cannot see out of the vehicle and is totally reliant on sensors to know what's going on.)
- **High Profile:** Something about the vehicle makes it more noticeable with a selected sense. When appropriate, the Gamemaster may want to provide bonuses to Perception checks involving spotting the vehicle, or even make them automatically successful if the issue is severe enough.



- **Inferior Handling:** This vehicle's control system is difficult to use and sluggish. The Gamemaster may periodically apply penalties to Vehicles or weapon operation checks, as a result, especially if they are sudden and unexpected in nature. This complication is not compatible with the Improved Handling feature (see **Better Mousetrap 3e.**)
- **Non-Combatant:** Nothing about this vehicle's design indicates it was intended for combat. It has a large profile for a vehicle of its type or is otherwise easier than normal to spot. As such, battle damage may be more difficult to repair, the vehicle may not fit behind cover as easily, it may be easier to pick up on sensors, and so on.
- **Power Loss:** The vehicle or one of its components/aspects is delicate enough to lose proper function under certain circumstances. Examples of power loss in vehicles include being unable to move while firing a particular weapon or the radio suffering from interference whenever the radar is used.
- **Scratch Built:** The vehicle is more than just customized—it was built entirely from scratch! This means, at the least convenient moment, the operator may find out that something may not work or was overlooked and is missing entirely. Alternatively, something may be present but not work

because of poor fitting or the like. This is an ideal complication for prototypes.

- **Unstable Suspension:** The vehicle's suspension is so incredibly weak that even a short fall may cause damage, as per a slam. It will also suffer more severely from further falls, including when trying to land a jump. Also, traveling over rough terrain is very difficult and slow-going. This complication is not compatible with the Super Shocks feature.

BACKGROUND

- **Rebuilt:** The vehicle has previously been taken (or been blown) apart and put back together. As such, reminders of its tragic past may be noticeable at times, reminding (or worse) the operator of its past.

STOCK VEHICLES

Gears & Grease has prepared a number of stock vehicles, which are about as close to mass manufacturing as this simple shop is willing to go. Although some customers choose to leave the stock vehicle as is, most will opt to use them as a foundation to build on by having the garage modify the basic template or doing so themselves.

JET BIKE

A combination of hover and jet propulsion technology, this vehicle is all about moving fast and flying high.

Size: Medium; **Strength:** 1; **Speed:** Flight 8; **Defense:** 9; **Toughness:** 6; **Cost:** 36 (8)

Features: Alarm • Easily Repaired • GPS • Improved Handling * • **Jet Booster:** Enhanced Flight 2, Reduced Trait 1 * (Vehicles skill; -2) • Low Maintenance • Navigation System

* See **Better Mousetrap 3e**



SUPER BIKE, BASIC

This souped-up street bike has been fitted for speed, handling, and tricks, along with some defensive measures.

Size: Medium; **Strength:** 2; **Speed:** 5; **Defense:** 10; **Toughness:** 8; **Cost:** 32 (7)

Features: Alarm • Easily Repaired • GPS • Improved Handling * • **Jump Jets:** Leaping 2 • Low Maintenance • Navigation System • Parachute (Speed) • **Radar Detector:** Senses 2 (Detect Radar [Radio], Ranged) • Smokescreen

* See **Better Mousetrap 3e**

SUPER BIKE, STREETSWEeper

An improvement on the basic super bike template, this model has been tailored for customers looking to impart some street justice.

Size: Medium; **Strength:** 5; **Speed:** 5; **Defense:** 10; **Toughness:** 9; **Cost:** 60 (12)

Features: Alarm • **Booster:** Enhanced Speed 2, Fades • Easily Repaired • **Explosives Detector:** Senses 1 (De-

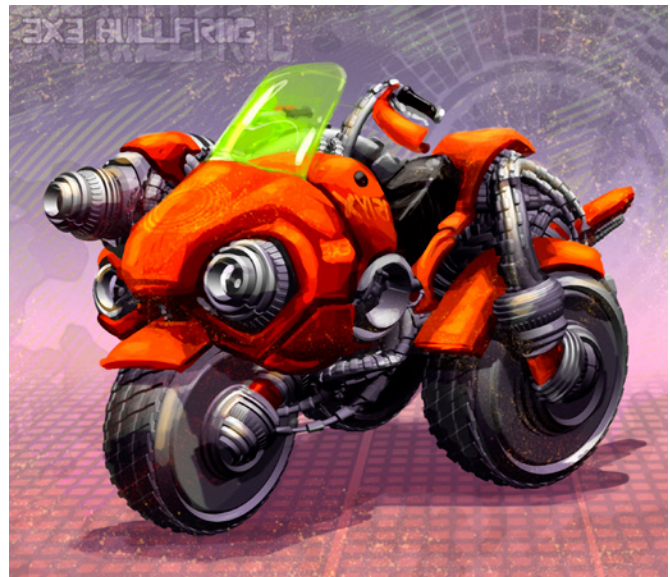
tect Explosives) • GPS • **Jump Jets:** Leaping 1 • Low Maintenance • Navigation System • Network Ready • Parachute (Speed) • Personal Computer • **Radar Detector:** Senses 2 (Detect Radar [Radio], Ranged) • Smokescreen • Windshield HUD

Weapons: Caltrops • **Chassis Blades:** Momentum-Based Damage 6, Alternate Attack * (Vehicles), Limited to Targets Along Side • **Gas Field (Tear):** Cloud Area Cumulative Affliction 6 (Resisted by Fortitude; Impaired [Vision] and Dazed, Disabled [Vision] and Stunned, Unaware [Vision] and Incapacitated), Extra Condition, Limited to Vision (Impaired, Disabled, Unaware)

* See **Better Mousetrap 3e**

Inferior Handling: The streetsweeper's control system is difficult to use and sluggish. The Gamemaster may periodically apply penalties to Vehicles or weapon operation checks, as a result, especially if they are sudden and unexpected in nature.

Loud: The streetsweeper's engine is incredibly loud. When appropriate, the Gamemaster may want to provide bonuses to Perception checks involving hearing the vehicle, or even make them automatically successful in some instances.



SUPER CAR, BASIC

A sporty luxury car, the chassis of which has been customized slightly and had a number of "non-standard features" added.



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Size: Large; **Strength:** 10; **Speed:** 6; **Defense:** 9; **Toughness:** 8; **Cost:** 45 (9)

Features: Alarm • **Booster:** Enhanced Speed 2, Fades • Easily Repaired • GPS • Improved Handling * • Low Maintenance • Navigation System • Network Ready • Personal Computer • **Radar Detector:** Senses 2 (Detect Radar [Radio], Ranged) • Remote Control • Smokescreen

Weapons: **Ben-Hur Special:** Damage 6, Alternate Attack * (Vehicles), Limited to Popping Tires—AE: Damage, Alternate Attack * (Vehicles), Limited to Pedestrians • **Ram Plate:** Enhanced Damage 4, Limited to Ramming; Protection 4, Limited to Ramming

* See **Better Mousetrap 3e**

SUPER CAR, BULLDOG

An upgrade of the basic super car, the bulldog is essentially a (comparatively) compact urban assault vehicle. The flamethrower is concealed behind the front grill, the minigun is mounted behind the left headlight, and the vehicle taser is behind the right headlight.

Size: Large; **Strength:** 12; **Speed:** 5; **Defense:** 9; **Toughness:** 9; **Cost:** 97 (20)

Features: Alarm • Autopilot * • **Booster:** Enhanced Speed 2, Fades • Collision Warning System • Combat Computer • Easily Repaired • **Explosives Detector:** Senses 1 (Detect Explosives) • GPS • Gun Ports

• Improved Handling * • **Ladar:** Senses 5 (Normal Touch, Radius, Extended 4) • Low Maintenance • Navigation System • Network Ready • Personal Computer • **Radar Detector:** Senses 2 (Detect Radar [Radio], Ranged) • Remote Control • Secondary Wheels • **Shell:** Protection 6, Activation (Standard), Continuous, Limited to While Immobile • Smoke-screen • Windshield HUD

Weapons: **Ben-Hur Special:** Damage 6, Alternate Attack * (Vehicles), Limited to Popping Tires—AE: Damage 6, Alternate Attack * (Vehicles), Limited to Pedestrians • **Flamethrower:** Cone Area 2 (60 ft.) Damage 5, Limited to Forward • **Minigun:** Ranged Damage 6, Multiattack, Limited to Forward • **Ram Plate:** Enhanced Damage 4, Limited to Ramming; Protection 4, Limited to Ramming • **Vehicle Taser:** Weaken Electronics 6, Affects Only Objects, Broad, Simultaneous, Limited to Forward

* See **Better Mousetrap 3e**

SUPER SPEEDBOAT, BASIC

This powerful speedboat has been fitted with a more powerful engine and sturdier hull. Also, a number of non-standard additions have been built in to increase the vehicle's usefulness.

Size: Large; **Strength:** 6; **Speed:** 7; **Defense:** 8; **Toughness:** 8; **Cost:** 30 (6)

Features: Alarm • Easily Repaired • GPS • Improved Handling * • Low Maintenance • Navigation System • Parachute (Speed) • **Radar Detector:** Senses 2 (Detect Radar [Radio], Ranged) • Smokescreen

* See **Better Mousetrap 3e**

SUPER SPEEDBOAT, WAVECUTTER

Tougher than the standard super speedboat, the wavecutter is also slower because of the weight of its additional armaments, armor, and gear.

Size: Large; **Strength:** 8; **Speed:** 5; **Defense:** 8; **Toughness:** 10; **Cost:** 64 (13)

Features: Alarm • **Booster:** Enhanced Speed 2, Fades • Easily Repaired • GPS • Improved Handling * • Low Maintenance • Navigation System • Network Ready • Parachute (Speed) • Personal Computer • **Radar Detector:** Senses 2 (Detect Radar [Radio], Ranged) • Remote Control • Smokescreen

Weapons: **Minigun:** Ranged Damage 6, Multiattack, Limited to Forward • **Rocket Pod:** Burst Area Ranged Damage 6, Multiattack, Limited to Forward

Inferior Handling: The wavecutter's control system is difficult to use and sluggish. The Gamemaster may periodically apply penalties to Vehicles or weapon operation checks, as a result, especially if they are sudden and unexpected in nature.

* See **Better Mousetrap 3e**



SUPER HELICOPTER, BASIC

Intended to provide mobility in an urban environment, the basic super helicopter can weave between buildings with finesse and speed.

Size: Huge; **Strength:** 10; **Speed:** Flight 6; **Defense:** 6; **Toughness:** 9; **Cost:** 43 (9)

Features: Alarm • Chaff * • Collision Warning System • Easily Repaired • GPS • Improved Handling * • **Ladar:** Senses 5 (Normal Touch, Radius, Extended 4) • Low Maintenance • Navigation System • Network Ready • Personal Computer • **Radar Detector:** Senses 2 (Detect Radar [Radio], Ranged) • **Sensors:** Senses 1 (Infravision) • Smokescreen

* See **Better Mousetrap 3e**

SUPER HELICOPTER, BUZZER

This improvement to the basic helicopter model is intended to allow the operator to deploy into action, leaving the aircraft as backup and prepared for rapid extraction.

Size: Huge; **Strength:** 12; **Speed:** Flight 6; **Defense:** 6; **Toughness:** 10; **Cost:** 82 (17)

Features: Alarm • Autopilot * • Chaff * • Collision Warning System • Combat Computer • Easily Repaired • GPS • Gun Ports • Improved Handling * • **Ladar:** Senses 5 (Normal Touch, Radius, Extended 4) • Low Maintenance • Navigation System • Network Ready • Personal Computer • **Radar Detector:** Senses 2 (Detect Radar [Radio], Ranged) • **Sensors:** Senses 1 (Infravision) • **Silent Running:** Concealment 1 (Auditory), Limited Weapon Use to Silenced • Smokescreen • Voice-Actuated Controls • Windshield HUD

* See **Better Mousetrap 3e**

Weapons: **Minigun:** Ranged Damage 6, Multiattack, Limited to Forward • **Rocket Pod:** Burst Area Ranged Damage 6, Multiattack, Limited to Forward

WALKER

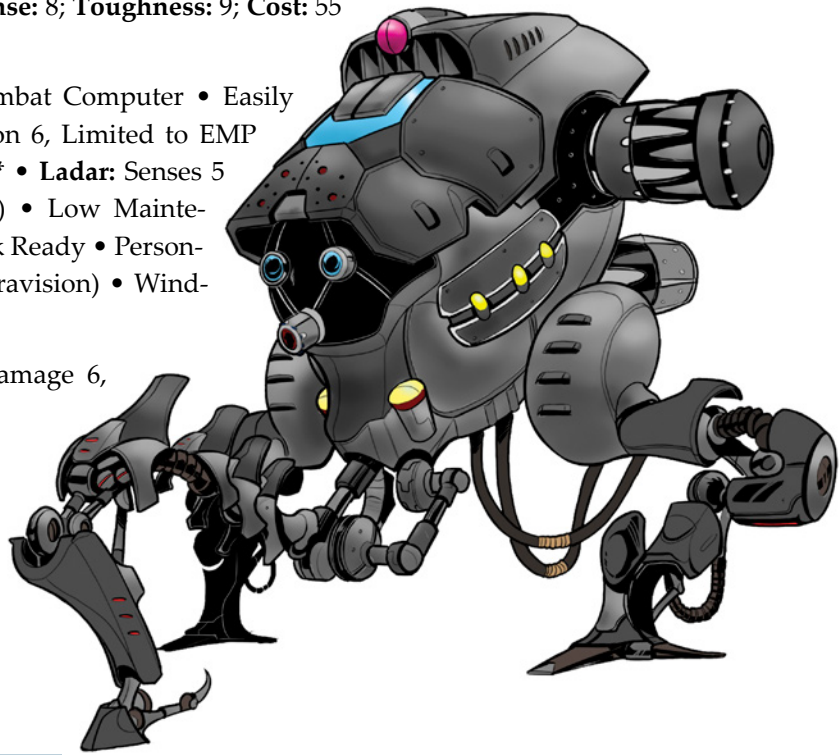
This three-legged walker is intended for rapid deployment, assault, and security assignments. It is especially capable in rough terrains and urban environments where its laser is ideal for close work.

Size: Huge; **Strength:** 15; **Speed:** 4; **Defense:** 8; **Toughness:** 9; **Cost:** 55
(11)

Features: Air Droppable • Alarm • Combat Computer • Easily Repaired • **EMP Shielding:** Protection 6, Limited to EMP Effects • GPS • Improved Handling * • **Ladar:** Senses 5 (Normal Touch, Radius, Extended 4) • Low Maintenance • Navigation System • Network Ready • Personal Computer • **Sensors:** Senses 1 (Infravision) • Windshield HUD

Weapons: **Rapid Fire Laser:** Ranged Damage 6, Multiattack, Limited to Forward

* See **Better Mousetrap 3e**



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