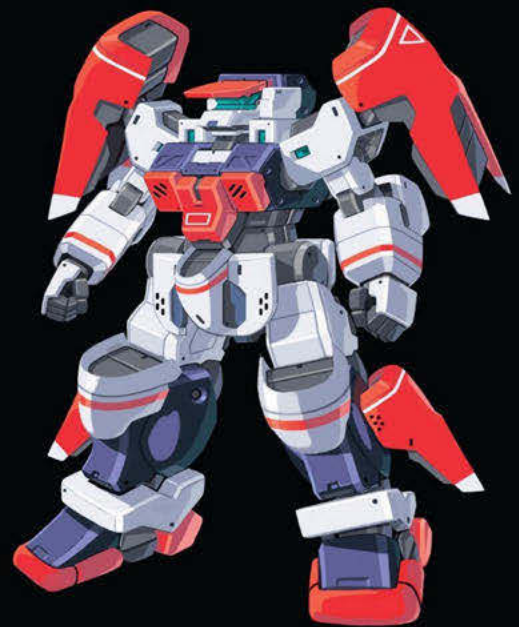


Science Fiction Codex of Lists 2



Science Fiction Codex of Lists 2

by James Kato

Cover Art by Innovari (Top Right/Bottom Right), Nick Maradin (Bottom Right), and Roman3dArt (Top Left)

Table of Contents

Alien Invasions (D20)	3	Mecha Planetary Missions (D50)	90-92	Secret FBI Files (D100)	207-210
Assassin Adventure Hooks (D66)	4-5	Mecha Ranged Weapons (D88)	93-95	Sentai Adventure Hooks (D88)	211-213
Assassin Archetype (D100)	6-9	Mecha Sizes (D10)	96	Sentai Teams (D66)	214-215
Assassination Targets (D50)	10-12	Mecha Space Missions (D20)	97	Sentient Machines Adventure Hooks (D66)	216-217
Black Ops Mission Environments (D66)	13-14	Mecha Support Vehicles (D30)	98-99	Social Standing (D20)	218
Black Ops Missions (D200)	15-22	Mecha Types (D30)	100-101	Space Mercenary Adventure Hooks (D100)	219-222
Bounty Hunter Adventure Hooks (D88)	23-25	Mechapunk Adventure Hooks (D88)	102-104	Space Mercenary Archetype (D100)	223-227
Bounty Hunter Archetype (D88)	26-28	Mega Structures (D20)	105	Space Rebel Adventure Hooks (D88)	228-230
Code Names (D300)	29-30	Mutant Superhero Adventure Hooks (D66)	106-107	Super Villain Adventure Hooks (D200)	231-238
Combiner Robots (D44)	31	Near Future Space Adventure Hooks (D50)	108-109	Super Villain Motivations (D30)	239
Component Generator	32	Ocean World Adventure Hooks (D50)	110-111	Super Villain Weaknesses (D30)	240
Cyberpunk Archetypes (D20)	33	Post-Apocalyptic Advantages (D200)	112-118	Super Villains (D66)	241-242
Cyberpunk NPCs (D88)	34-36	Post-Apocalyptic Adventure Hooks (D400)	119-136	Superhero Adventure Hooks (D300)	243-254
Desert World Adventure Hooks (D66)	37-38	Post-Apocalyptic Car Weapons (D88)	137-139	Superhero Archetypes (D100)	255-258
Drones (D50)	39-41	Post-Apocalyptic Junk (D300)	140-141	Superhero Artifacts (D100)	259-262
Environmental Hazards (D50)	42-43	Post-Apocalyptic Melee Weapons (D66)	142-143	Superhero Base (D30)	263-264
Evil Mastermind Plots (D50)	44-45	Post-Apocalyptic Monsters (D100)	144-148	Superhero Battle Complications (D100)	265-268
Fear Reactions (D20)	46	Post-Apocalyptic Organizations (D88)	149-152	Superhero Battle Conditions (D50)	269-270
First Contact Adventure Hooks (D30)	47-48	Post-Apocalyptic Ranged Weapons (D66)	153-154	Superhero Motivations (D30)	271-272
Future Police Adventure Hooks (D50)	49-50	Post-Apocalyptic Vehicles (D30)	155-156	Superhero Personal Resources (D10)	273
Galactic Encyclopedia Categories (D100)	51	Psipunk Adventure Hooks (D20)	157	Superhero Team Resources (D20)	274
Galactic Guide Entries (D50)	52-53	Psionic Knights Adventure Hooks (D100)	158-162	Superheroes (D66)	275-276
Galactic Intrigue Adventure Hooks (D50)	54-55	Psionic Knight Archetype (D50)	163-164	Superpower Flaws (D30)	277
Galactic Empire Adventure Hooks (D100)	56-60	Ranged Weapon Traits (D88)	165-166	Superpower Levels (D12)	278
Galactic Empires (D30)	61-62	Rescue Team Adventure Hooks (D66)	167-168	Superpower Traits (D20)	279
Galactic Police Adventure Hooks (D50)	63-64	Rescue Team Tech (D50)	169-171	Tech Trees (D50)	280-282
Hacker Adventure Hooks (D50)	65-67	Robot Malfunctions (D44)	172	Time Travel Adventure Hooks (D50)	283-284
Hacker Archetype (D50)	68-70	Science Adventure Hooks (D50)	173-175	Time Travel Motivations (D20)	285
Hacker Handles (D200)	71	Sci-Fi Adversaries (D200)	176-184	Time Traveler Archetype (D50)	286-288
Hobbies (D300)	72-73	Sci-Fi Archetypes (D66)	185-186	Transforming Robots (D30)	289-290
International Terrorist Plots (D50)	74-75	Sci-Fi Army Ranks (D44)	187	Treasure Hunter Adventure Hooks (D200)	291-298
Martian Rebellion Adventure Hooks (D88)	76-78	Sci-Fi Backgrounds (D50)	188-189	Treasure Hunter Archetype (D50)	299-300
Mecha Adventure Hooks (D50)	79-81	Sci-Fi Combat Medals (D66)	190-191	Utility Belt (D88)	301-302
Mecha Control Systems (D12)	82	Secret Agent Adventure Hooks (D200)	192-199	Virtual Reality Adventure Hooks (D88)	303-306
Mecha Melee Weapons (D88)	83-85	Secret Agent Adversaries (D50)	200-201	Weapon Accessories (D50)	307-308
Mecha Options (D100)	86-89	Secret Agent Archetype (D100)	202-206		

Produced by JEN Games

Copyright © 2012, 2020 James Kato. All Rights Reserved.

Introduction

This book is designed to make a gamemaster's job easier when he or she is designing a science fiction roleplaying game campaign or adventure. This book includes lists designed to be used with any science fiction setting that will produce a random result by using the appropriate dice roll.

Dice Rolling Conventions

To randomly choose a selection from the following lists you will need four, six, eight, ten, twelve, twenty, and thirty sided dice.

D2: Roll D6 but odds are 1 and evens are 2.

D3: Roll D6 but subtract three from all rolls over 3.

D4: Roll a four-sided die.

D6: Roll a six-sided die.

D8: Roll an eight-sided die.

D10: Roll a ten-sided die.

D12: Roll a twelve-sided die.

D44: Roll 2D4. There are 16 possibilities ranging from 11 to 44. The first die roll represents the first digit and the second die roll represents the second digit. For example, rolling 2 and then 4 would result in a roll of 24.

D20: Roll a twenty-sided die.

D30: Roll a thirty-sided die.

D66: Roll 2D6. There are 36 possibilities ranging from 11 to 66. One die represents the first digit and the other die represents the second digit. For example, rolling 5 and then 3 would result in a roll of 53.

D50: Roll D100 but subtract 50 from all rolls over 50. There are 50 possibilities ranging from 1 to 50.

D88: Roll 2D8. There are 64 possibilities ranging from 11 to 88. One die represents the first digit and the other die represents the second digit. For example, rolling 7 and then 4 would result in a roll of 74.

D100: Known as the percentile dice because it rolls from 1 to 100. Roll 2D10. One die represents the first digit and the other die represents the second digit. For example, rolling 8 and then 4 would result in a roll of 84. Rolling 0 and 3 would result in a roll of 3 and rolling double 0 result in a roll of 100.

D200: Roll D6 and D100. For the D6, odd rolls read the D100 as normal. For even rolls of the D6, add 100 to the result of the D100. For example, the D6 roll is 4 and the D100 roll is 45 resulting in a roll of 145.

D300: Roll D6 and D100. For the D6, rolls of 1-2 read the D100 as normal, rolls of 3-4 add 100 to the D100 roll, and rolls of 5-6 add 200 to the D100 roll. For example, a D6 roll of 5 and a D100 roll of 66 results in a roll of 266.

D400: Roll D8 and D100. For the D8, rolls of 1-2 read the D100 as normal, rolls of 3-4 add 100 to the D100 roll, rolls of 5-6 add 200 to the D100 roll, and rolls of 7-8 add 300 to the D100 roll. For example, a D8 roll of 6 and a D100 roll of 55 results in a roll of 255.

D500: Roll D10 and D100. For the D10, rolls of 1-2 read the D100 as normal, rolls of 3-4 add 100 to the D100 roll, rolls of 5-6 add 200 to the D100 roll, rolls of 7-8 add 300 to the D100 roll, and rolls of 9-10 add 400 to the D100 roll. For example, a D10 roll of 9 and a D100 roll of 11 results in a roll of 411.

D1000: Roll 3D10. The first die is the hundred's place, the second die is the tenth's place, and the final die is the one's place. For example, a roll of 3, 5, and 4 results in a roll of 354. A roll of 0, 0, and 7 results in a roll of 7. A roll of triple 0 results in a roll of 1000.

Let the lists begin.

Alien Invasions (D20)

These are reason that aliens would attack the Earth or another low-tech world.

Colonization (1)

These aliens wish to colonize the Earth to make it a better place but in reality, the entire population of the Earth is made to work for these aliens and accept their social and moral ideals.

Conquest (2)

Alien invaders conquer new worlds, exterminate their populations and use these worlds for their own needs.

Experimentation (3)

Aliens capture humans for use in their bizarre scientific experiments. These aliens release these people but they are recollected at given time intervals to determine the long term effects of these experiments.

Food (4)

Alien invaders want to use the people of Earth as a source of food that is a delicacy to their people.

Genetics (5)

Alien invaders want to absorb the genetic diversity of the human race into their collective.

Genocide (6)

These aliens destroy all forms of sentient life and all other alien races so the human race has now been marked for total destruction.

Hunting (7)

Alien invaders use humans as prey in their hunting games.

Infection (8)

These aliens can infect humans to take control of their minds making them slaves or tools for these alien invaders.

Infiltration (9)

These advanced alien scouts integrate themselves into human society to weaken and study Earth's defenses before a full-scale invasion by these aliens can begin.

Nature (10)

Alien invaders have polluted their environment so they want to steal our water and atmosphere to replenish their dying world. These aliens may also want to wipe out the human race to take over our world.

Peace (11)

Alien invaders demand that humans demilitarize to prevent the destruction of our world and our own self destruction.

Prevention (12)

These aliens want to destroy the industries and cities of the Earth to prevent humanity from gaining access to the stars and becoming a threat to their interstellar civilization.

Religion (13)

Alien invaders want to spread their religion to the people of the Earth.

Resources (14)

Alien invaders have come to Earth to steal our natural resources.

Retrieval (15)

Alien invaders have come to Earth to free a captured alien or collect a piece of alien technology that has crashed landed on the Earth.

Revelation (16)

These aliens appear to be demonic creatures that wish only to destroy and corrupt the world.

Savior Force (17)

Alien invaders abduct humans to be used as forced soldiers to defend their world from being overrun by another alien race.

Slaves (18)

Alien invaders want to capture humans for use as slaves and possible breeding stock for a future workforce.

Technology (19)

Alien invaders want to absorb humanity's technology into their collective.

Truth (20)

These aliens want to help humanity take the next step in evolution to achieve transhumanism by becoming beings of pure energy or thought if they want to or not.

Assassin Adventure Hooks (D66)

These are people, groups, organizations, and clients that can be used to enhance any assassination adventure or campaign.

Analyst (11)

These intelligence operatives acquire mission intel and analyze the best way to perform a mission.

Apex Project (12)

A government program designed to produce the perfect killing machine by using genetic engineering, cloning, powerful drugs, intensive training programs, and mental programming.

Assassin Family (13)

This family has produced generations of male and female assassins that are known throughout the world for always getting a job done no matter how difficult it is.

Assassin's Code (14)

Professional assassins who are members of a professional assassin's guild or international agency will only kill a target that is a danger to society.

Assassin's Guild (15)

The assassin's guild is a secret and ancient organization that protects the world from the negative influence of powerful individuals or organizations that want to destabilize the world order. They will kill anyone that acts to destabilize the new world order.

Board (16)

The board is a group of power brokers that run a secret organization that decides who lives and who dies in this world.

Church Assassin (21)

These assassin zealots will do anything that their church asks them to do.

Contract (22)

This is the target, job specs, and intel for a mission.

Corporate Black Op (23)

These assassins are paid mercenaries that will kill anyone for money.

Corporate Clientele (24)

A megacorporation will hire assassins to kill the leaders and scientists of other corporations. Many corporations will hire assassins to remove obstacles that could cost them government contracts or cause them to lose control of an entire field of technology.

Criminal Clientele (25)

A crime organization will hire an assassin to kill rival criminal leaders and any police or governmental officials that will not accept bribes.

Death Pool (26)

This is a betting pool for a group of assassins that bets on which of them will die first.

Double Hire (31)

Some clients will hire multiple assassins to kill the same target without informing them of this arrangement. The assassin that kills the target first will receive the reward but these assassins usually end up killing each other.

Ghost (32)

Another name for an assassin that works for a powerful organization of kingmakers or a secret government agency.

Government Clientele (33)

A government organization will hire an assassin to cover up secret government projects and to kill political dissidents and defectors.

Handler (34)

Each assassin or assassination team is assigned a handler that assigns missions and provides intel and equipment for each mission. They also handle payment and extraction procedures for the field agent or solo operative.

Information Broker (35)

These men have elaborate information networks that allow them to get information on anything for a price.

Intel (36)

This is information about an assassination target and the field environment during a mission that allows a mission to be performed successfully.

Interrogator (41)

This agent uses torture and pharmaceuticals to extract important intel from a person that knows valuable information.

Kill Team (42)

This team of professional assassins is sent on missions where the level of danger is considered to be extremely high.

Legendary Assassin (43)

This infamous assassin has had more successful kills than anyone in the world. Many assassins would love to kill this legend to collect his immense bounty and become a legend of their own.

License to Kill (44)

Many assassins are government agents that have their government's permission and authority to kill anyone necessary to fulfill their mission.

Neutral Spy Organization (45)

This organization trains and operates assassins and accepts clients that range from world power brokers to government agencies.

Parental Clientele (46)

The parents of a kidnapped or murdered child will hire an assassin to kill their child's attacker that was able to avoid justice in the legal system because he is rich and powerful.

Power Clientele (51)

A member of the power elite will hire an assassin to protect her business dealings and social and political standing.

Ronin (52)

This is a rogue assassin that no longer works for the government but has set up his own private assassination business.

Shadow Client (53)

A shadow client is a super powerful member of the global elite that can hire black operatives while maintaining total secrecy and anonymity.

Sleeper Agent (54)

Sleeper agents are inserted in all sectors of science, government, and corporate institutions so they can be activated to kill anyone at any time.

Suicide (55)

Your client hires you to kill him in a very public way because he does not want to keep on living.

Super Assassin (56)

These genetically engineered clones are perfect killing machines that have super strength, endurance, intelligence, reaction time, and healing ability.

Trained from Birth (61)

You were an orphan that has been trained since birth to perform wet works operations for a government or corporate organization.

Undercover Job (62)

Some assassins must go into deep cover to perform a mission including becoming a security guard for a corporation, pretending to be a cult member, or getting arrested to kill a person inside a jail.

Victim Clientele (63)

A victim of a crime will hire an assassin to kill her assailant.

Vigilante (64)

This person kills criminals to extract revenge for some crime that was committed in the past that has scarred her for life.

Wetworks (65)

Wetworks is any form of assassination, information extraction, or kidnapping performed by an assassin.

World Intelligence Agency (66)

This intelligence organization attempts to maintain the security of the world without any political affiliations.

Assassin Archetype (D100)

Assassins, snipers, and hitmen are deadly killers that are trained to use stealth, close combat, and ranged weapons to kill their assigned targets.

Accidental Death (1)

The ability to kill a person and make it look like an accident so no one will expect foul play.

Acute Observations (2)

The ability to quickly determine every detail of a person's surroundings.

Ambush (3)

The ability to lie in wait to strike or shoot a person without her ever being aware of the attack.

Backstab (4)

The ability to instantly kill a victim when an assassin sneaks up behind her and attacks.

Bleed Shot (5)

An assassin can cut a victim's major artery with a single shot to make him bleed out so he must be helped by his teammates giving you a clean shot at them.

Blind Shot (6)

The ability to shot a target in total darkness or being totally blind by using other senses like a person's hearing and sense of smell.

Breathe Control (7)

The ability to control your breathing to steady your aim when using a sniper rifle.

Camouflage (8)

The ability to blend into the environment making an assassin almost impossible to detect by using special gear and his natural surroundings to avoid being detected and stealth killing.

Chain Shot (9)

The ability to judge the position of every target in an environment and firing off one shot after another after leaving cover to kill them one by one.

Close Combat Expert (10)

The ability to defeat anyone in close combat and either kill or subdue them in seconds.

Close Quarters (11)

The ability to fight with a pistol in close combat.

Crippling Cut (12)

The ability to cut a person to instantly disable an arm, a hand, or a leg.

Crippling Shot (13)

The ability to shot a person to instantly disable an arm, a hand, or a leg.

Dash (14)

The ability to suddenly produce a burst of speed allowing a person to cover a great distance quickly.

Dead Shot (15)

The ability to always make a killing shot no matter what the conditions.

Deadeye (16)

The ability to shot a person through the eye.

Death from Above (17)

The ability to instantly kill anyone when leaping down upon them from above with a knife or sword.

Death Traps (18)

The ability to create deadly makeshift traps using objects from a person's surroundings and any weapons he has on hand.

Disabling Shot (19)

The ability to disable a person with a single shot forcing his comrades to save him.

Disarming Shot (20)

The ability to destroy a gun or knife with a single shot.

Drag Fall (21)

An assassin can safely fall from any height by digging in with a blade or catching onto the surface of a building.

Driver Shot (22)

The ability to head shot the driver of a car or the pilot of plane with a single shot through a car window or fighter canopy.

Drone Controller (23)

An assassin can operate drones or remote control vehicles to kill his victims.

Dual Wielding (24)

The ability to fire a pair of pistols in perfect unison at the same target.

Eagle Eye (25)

The ability to see the smallest detail of a distant target with your bare eyes.

Eagle Sight (26)

The ability to sniper shot a target from an extreme distance using only your bare eyes.

Eavesdropping (27)

The ability to hear distant conversations or read lips to determine what a distant group of people are saying.

Echolocation (28)

The ability to locate a person's position from her footsteps, breathing, heartbeat, and voice.

Environmental Kill (29)

The ability to shoot causing some part of the environment to crush or stab a person.

Ever Vigilant (30)

An assassin is always ready to fight no matter if she is asleep or taking a shower.

Eviscerate (31)

The ability to completely eviscerate a target with a single slice.

Experimental Ammo (32)

An assassin has access to special experimental ammo like ice rounds, toxin rounds, explosive rounds, and rocket rounds.

Fast Hands (33)

The ability to quickly draw and reload a weapon.

Field Medic (34)

An assassin can heal wounds and mend broken bones and dislocated joints for himself or another person.

Fuel Shot (35)

The ability to destroy a vehicle by hitting its fuel tank.

Fuse Shot (36)

The ability to set off an explosive or mine with a single shot.

Ghost (37)

The ability to move and jump without making a noise.

Grenade Shot (38)

The ability to kill by shooting a grenade on person's body or as he throws it.

Head Hunter (39)

The ability to decapitate a person with a single slice from a sword.

Head Shot (40)

The ability to make every shot a deadly head shot.

Hide in Shadows (41)

The ability to strike an opponent from hiding or from above to instantly kill him.

Hip Shot (42)

An assassin can fire his hand weapon from his hip or when it is still in its holster to outwit an enemy.

Immobilizing Shot (43)

The ability to blow out a tire or break a tread with a single shot.

Improvised Weapons (44)

The ability to create weapons from materials found in her environment.

Interrogate (45)

The ability to use interrogation and torture techniques and various truth serums to get information out of a prisoner.

Joint Break (46)

The ability to disable a person's wrists, arms, and legs by strategically breaking his bones or joints.

Killer Instinct (47)

The ability to determine how to kill anyone in any situation.

Killing Blow (48)

The ability to instantly kill with a knife or sword in close combat.

Last Stand (49)

An assassin can function for a least a few minutes after he has received a killing blow.

Light Shot (50)

The ability to fire off rounds in rapid succession to knock out all the lights in an entire area.

Lock Shot (51)

The ability to open any lock by firing a round into it.

Master of Disguise (52)

The ability to look, act, and speak like another person with a little training and preparation.

Master of Languages (53)

The ability to quickly learn any language and appear to be a native speaker.

Multi Shot (54)

The ability to kill multiple people with a single shot.

Neck Breaker (55)

The ability to silently kill a person using only your bare hands.

Night Fighting (56)

The ability to see and fight in low light. It also includes the ability to fight in total darkness using special optics.

No Witnesses (57)

An assassin has never been seen performing a kill so anyone that sees him must also be killed.

Notoriety (58)

Your legend precedes you making people fear the very mention that you might be coming.

One Shot One Kill (59)

The ability to make every shot fired a lethal hit.

Pathfinder (60)

The ability to scout out areas for traps and find the best vantage point for a clean kill.

Patient Shot (61)

The ability to stay completely in cover and not move for up to a week waiting for the perfect shot.

Penetrator Shot (62)

The ability to fire at the exact same spot over and over again to eventually penetrate through the thickest armor plating.

Perfect Aim (63)

The ability to fire a sniper rifle from up to a mile away with perfect accuracy in almost any battlefield condition.

Perfect Memory (64)

The ability to memorize every detail of a target and any information needed to perform a mission in seconds.

Phantom (65)

An assassin can move around without being seen by keeping in the shadows or remaining suspended in the ceiling above an opponent's sight.

Physical Control (66)

The ability to completely control the body's physical response to almost any situation including hunger, adrenal release, body temperature, sleep, breathing, and heart rate.

Poison Shot (67)

An assassin poisons his bullets with a deadly nerve toxin so even a small scratch caused by them is lethal.

Poisons (68)

The ability to create poisons using plants and animals from the natural environment.

Rainbow Shot (69)

The ability to fire upward to land a shot on a target behind a barrier or wall.

Read Trajectory (70)

The ability to determine the position of an enemy sniper from the trajectory of an incoming bullet.

Reaper (71)

An assassin can kill everyone within arm's reach in a few seconds as long as he is armed with a blade.

Ricochet Shot (72)

The ability to kill with a ricochet shot from a pistol or rifle.

Rope Shot (73)

The ability to cut a rope or wire with a single shot.

Run and Gun (74)

An assassin can run at full speed and fire a pistol or rifle with total accuracy.

Safe Fall (75)

An assassin has the ability to land perfectly after falling up to three stories without being hurt.

Scope Shot (76)

The ability to see the glint from a scope and shot through it to kill an enemy sniper.

Seduction (77)

The ability to use seduction to make people do what you want.

Shot Deflection (78)

The ability to shot an incoming bullet out of the air.

Silent Death (79)

The ability to kill an enemy without alerting nearby enemies.

Slope Shot (80)

The ability to judge the trajectory of a shot from an elevated position to hit a target hiding in a trench or hole by allowing gravity to bend the path of a shot to the desired target.

Snap Shot (81)

The ability to fire from cover and hide again to take out one opponent at a time.

Social Stealth (82)

The ability to disappear and blend into a crowd or integrate into a small group of people.

Sound Masking (83)

The ability to fire a weapon when a loud sound occurs to mask its muzzle sound. An assassin can damage objects like generators or a town clock to create loud sounds in the kill zone.

Sprint (84)

An assassin can run at incredible speeds for short periods of time to cross any distance in order to kill a victim.

Steady Hands (85)

The ability to always make a shot if you do not move and take time to aim.

Stealth (86)

The ability to move without being noticed by nearby enemies.

Stunning Blow (87)

The ability to knock the wind out of an opponent with a single punch.

Subdue (88)

The ability to silently render a person unconscious using only your bare hands.

Takeaway (89)

The ability to take a gun or knife from a person's hands before he can respond.

Takedown Hold (90)

The ability to knock a person to the ground and control his ability to move once he is down.

Threat Assessment (91)

An assassin can quickly determine the danger level and how to terminate every target in a local area.

Tracker (92)

The ability to track people through a forest or jungle from the clues that they have left behind.

Trick Shot (93)

The ability to fire a round that bounces around and eventually hits an almost impossible to hit target.

Trouble Sense (94)

The ability to sense danger or trouble in any situation and determine the best course of action to avoid or neutralize the danger.

Untouchable (95)

An assassin moves with lightning speed and erratic movements making her path difficult to predict so she is almost impossible to hit.

Vital Strike (96)

The ability to shot, cut, or stab a person in the vital organs to cause an instant kill.

Wall Shot (97)

The ability to hear people talking and then firing through a wall to hit them.

Water Shot (98)

The ability to fire at the perfect trajectory to hit a person submerged in a body of water.

Weak Spot (99)

The ability to fire or stab into a gap in a person's body armor or fire into the weakest part of a vehicle to avoid its defenses.

Zen Shot (100)

The ability to achieve total concentration and ignore everything not related to taking the perfect shot.

Assassination Targets (D50)

These are the targets for a specific assassin hired by a secret organization or trained by a government agency. The assassin or his organization is paid for the assassination based on the difficulty of the kill and the power and connections of the target.

Ace Pilot (1)

Your target is a space fighter or mecha pilot that has completely dominated the war so the only way to stop her is to kill her when she is not in her ship or mecha.

Ambassador (2)

Your target is an embassy ambassador or diplomat from a foreign country that your client wants to start a war with or wants to throw into chaos and anarchy.

Anarchist (3)

Your target is an anarchist that has been trying to destabilize the government in a local region which has negatively affected your client's business dealings.

Architect (4)

Your target is a member of a secret society that has attempted to enslave humanity since the beginning of human society.

Aristocrat (5)

Your target is an aristocrat that has made your client extremely angry or jealous.

Arms Dealer (6)

Your target is a weapons dealer selling weapons to the enemies of your client. A dealer may attempt to sell weapon grade uranium or plutonium which marks him for death by every country in the world.

Brahmin (7)

Your target is a reclusive millionaire or billionaire that is using his fortune to change a major industry that your client controls.

Business Leader (8)

Your target is a business leader trying to disrupt your client's business dealings.

Corporate Fixer (9)

Your target is the leader of security for a powerful corporation. Once he is removed, targets from this corporation will become vulnerable.

Corporate Whistleblower (10)

Your target is a corporate employee that has gathered or stolen information that can damage or incriminate your client or his corporation.

Crime Boss (11)

Your target is a crime boss that controls a powerful criminal organization that runs all the illegal and illicit activities in an entire city, country, or planet.

Criminal Enforcer (12)

Your target is a criminal leader of a gang of thugs willing to do anything for money.

Cult Leader (13)

Your target is a cult leader that controls a local religious group. This religious group has caused trouble for your client because it has taken away most of her employees and customers.

Decorated Captain (14)

Your target is a highly skilled spaceship captain that has destabilized the war zone.

Defector (15)

Your target is a government defector that has stolen restricted or secret information that could compromise the government.

Doctor (16)

Your target is a genius doctor or surgeon that has created a surgical procedure or drug that will reduce or remove the profits from an entire field of the medical industry.

Double Agent (17)

Your target is a double agent that has to be killed to stop the flow of secret government information to a foreign country.

Drug Dealer (18)

Your target is a drug dealer that is cutting into your client's profits or has hurt or killed someone important to your client.

Environmental Extremist (19)

Your target is an environmental extremist that has caused a great deal of damage to a megacorporation.

Fellow Assassin (20)

Your target is a fellow assassin that killed someone very important to your client.

Foreign Spy (21)

Your target is an enemy spy that has hidden herself in a foreign country.

Global Elite (22)

Your target is a powerful member of a global organization that secretly controls all the governments in the world. This is an extremely dangerous assignment because the entire shadow government will be gunning for you after this kill.

Government Informant (23)

Your target is a government informant that has released classified government information.

Hacker (24)

Your target is a hacker that has broken into a computer system controlled by your client. You need to kill the hacker and find and destroy the information that he stole.

Himself (25)

Your target is the client himself because he wants to make his death look as if it were not his own decision. He is doing this because he wants to save face to his parents or organization.

Information Broker (26)

Your target is an information broker that has agents and contacts in every aspect of society that can find information about anyone or anything for a price.

Interrogator (27)

Your target is an interrogator that has gained information that your client wants to keep hidden.

Journalist (28)

Your target is a journalist that has uncovered secrets that your client wants to remain hidden. A journalist may also become a target because she presents your client in a negative way in the news or social media.

Mad Scientist (29)

Your target is a scientist that performs illegal and immoral experiments in order to achieve his scientific achievements. He has created the ultimate weapon or a deadly virus so he must be killed to save the world.

Master Thief (30)

Your target is a professional thief that has stolen a valuable item from your client so you must also recover the item after killing the target.

Mastermind (31)

Your target is the leader of a massive criminal organization or international terrorist group.

Military Warlord (32)

Your target is an army general that has taken control of a foreign country with a military coup. He has taken control of the country's infrastructure which has affected your client's business dealings in that country.

Murderer (33)

Your target is a murderer that was not convicted of a crime because of the power and influence of his family.

Organ Harvester (34)

Your target is an organ harvester that hurt someone important to your client.

Political Dissident (35)

Your target is a political dissident that has challenged your client's government.

Political Protestor (36)

Your target is a political protestor that has caused problems for your client's government.

Politician (37)

Your target is an important politician that wants to change laws that benefit your client.

Powerful Lawyer (38)

Your target is a lawyer that has helped an organization avoid all legal problems causing problems for your client. The lawyer may also be causing problems for your client's business.

President (39)

Your target is the leader of a country that has attempted to overturn the secret and hidden rulers that hide in the shadows.

Private Banker (40)

Your target is a private banker that finances terrorist organizations and mercenary groups.

Rebel Leader (41)

Your target is the rebel leader that has caused your client's government a great deal of trouble.

Religious Leader (42)

Your target is the leader of a massive church that encompasses entire countries and has almost unlimited resources.

Rogue Agent (43)

Your target has betrayed your agency and must be taken out.

Scientist (44)

Your target is a scientist working on an important or secret project or military weapon.

Sleeper Agent (45)

Your target is a sleeper agent that has lived her entire life waiting for a signal to be activated. This agent has built a reputation for herself in a specific aspect of society or a government agency giving her access to many unique opportunities because of the trust she has gained over the years.

Social Activist (46)

Your target is a social or environmental activist that is causing trouble for your client.

Spouse (47)

Your target is a cheating spouse.

Spy Ring Leader (48)

Your target is the ringleader of an underground spy organization that deals in the world's most important classified secrets.

Terrorist Leader (49)

Your target is the leader of a powerful terrorist cell. This kill must look like an accident because your client does not want to create a martyr.

Union Organizer (50)

Your target is a union organizer that is negatively affecting your client's business.

Black Ops Mission Environments (D66)

These are the different environments that special forces teams fight in all around the world to keep the world safe.

Airborne (11)

Many extremely dangerous missions occur in the air including boarding airborne aircraft and flying fortresses.

Aircraft Carrier (12)

A mission is fought on a friendly or enemy aircraft carrier.

Airfield (13)

A mission is fought on an enemy airfield or involves rescuing a captured airplane on a friendly airfield.

Ancient Ruins (14)

A mission is fought in the ancient ruins of a long lost civilization.

Arctic (15)

Missions occurs in the freezing cold of the arctic where it is always freezing cold. It constantly snows and the ground is covered in ice or deep snow.

Asteroid (16)

A space mission is fought on an asteroid where a mining station or enemy base is located.

Base (21)

A mission is fought inside an enemy base or inside a friendly base that is under assault.

Building (22)

A mission occurs inside a corporate building under enemy control or a building used by the enemy for research and espionage.

Castle (23)

A mission occurs inside an abandoned castle or a castle converted into a hidden battle fortress.

City (24)

A mission involves a team fight in the city streets against a deadly enemy force that does not care how many innocent civilians they kill or how much collateral damage they create.

Deadly (25)

A mission is fought in a toxic or radioactive wasteland caused by a chemical spill, a nuclear war, or a nuclear meltdown. This mission requires specialized environmental suits and environmentally sealed vehicles.

Deep Sea (26)

A mission involves fighting enemy forces in the depths of the deep sea in sea floor scientific stations, underwater habitats, or enemy bases on the ocean floor. These battles might require special pressurized suits and deep sea battle submarines.

Desert (31)

A mission is fought in the open desert where the enemy might have a hidden base or training compound.

Facility (32)

A mission is fought in an enemy training compound, terrorist camp, drug cartel compound, hidden hangar, safehouse, or enemy outpost.

Factory (33)

A mission occurs in an automated or standard factory that produces drugs, weapons, vehicles, or robots.

Fortress (34)

A mission is fought in a massive fortress that might be filled with deadly traps and numerous enemy guards.

Hot Zone (35)

A mission is fought in a contagious area where a killer virus has killed most of the local population.

Ice Caves (36)

A mission is fought in freezing cold ice caves and tunnels.

Jungle (41)

A mission is fought in a deadly jungle filled with dangerous animals. The dense forests and continuous rainfall make it easy to hide and attack enemy forces without being detected.

Moon (42)

A mission is fought on the Moon to attack an enemy base or protect or rescue a friendly lunar colony. This mission will require specialized spacesuits, lunar rovers, and space shuttles to complete.

Mountain (43)

A mission is fought on the side or the top of mountain where an enemy base is located. A mountain can be covered in dense forests or entirely covered in snow.

Nuclear Reactor (44)

A mission occurs inside a nuclear powerplant under assault so a team must be careful not to damage the nuclear reactor.

Ocean (45)

A mission is fought on the surface of the ocean fighting on oil tankers, oil rigs, cargo liners, battleships, aircraft carriers, and cruise ships.

Prison (46)

A mission involves defending a prison from enemy attack or breaking into a prison to release a teammate or political prisoner.

Skyscraper (51)

A mission is fought inside a super tall skyscraper that might have been taken over by terrorists or criminals.

Solar Array (52)

A mission is fought in a massive solar array that reflects sunlight to a central water tower or energy collector.

Space (53)

A space mission is fought in space to attack, defend, or save a space satellite, space station, or space shuttle.

Submarine (54)

A mission occurs inside a friendly or enemy nuclear submarine.

Subterranean (55)

A mission is fought inside subterranean tunnels or underground caves used by the enemy as a hidden base or research center.

Swamp (56)

A mission is fought in a swamp or marsh.

Tomb (61)

A mission is fought inside an ancient tomb filled with deadly traps and puzzles that must be survived in order to get to its inner sanctuary. Many clues and riddles must be deciphered in order to avoid these death traps and to open the hidden passages and doors required to complete this mission.

Underwater (62)

A mission is fought inside lakes and the ocean where submarines and submerged fortresses operate.

Upper Atmosphere (63)

A mission is fought in the upper atmosphere where air fortresses and atmosphere convertors can be found.

Village (64)

A mission is fought in an isolated village that might be hidden deep inside a rainforest or on top of an isolated mountain top.

Volcano (65)

A mission is fought near or inside an active volcano so the environment is filled with molten lava and deadly gases.

Wilderness (66)

A mission is located in a forest or open grasslands where hidden bases and outpost can be hidden.

Black Ops Missions (0200)

These are possible missions for a black ops team hired by the government to keep the world safe or a corporation to get an illicit job done.

AI Killers (1)

Your mission is to destroy a government or corporate AI system before it becomes sentient.

Airfield Raid (2)

Your mission is to destroy the runway of an airfield so enemy aircraft can no longer takeoff or land and to destroy any airplanes or jets trapped on this airfield.

Alien Hunters (3)

Your mission is to stop the incursion of alien invaders and intercept any UFO landings.

Alien Recovery (4)

Your mission is to recover the remains of a crashed alien spacecraft and destroy any evidence of its arrival.

Alien Trackers (5)

Your mission is to capture or kill an alien that is hiding in human society.

Ambush (6)

Your mission is to destroy a military convoy.

Anti-Terrorists (7)

Your mission is to find and destroy a terrorist cell operating in your country.

Arms Dealers (8)

Your mission is to smuggle weapons into the war zone of a foreign country.

Art Heist (9)

Your mission is to steal a priceless piece of art from a museum or private collection.

Artifact Heist (10)

Your mission is to steal an ancient magic artifact from a museum, a church vault, or a private collection.

Assault (11)

Your mission is to attack a drug lord's compound, a terrorist base, a terrorist training camp, a warlord's base, a mastermind's secret base, or a spy's hidden base.

Bad Intel (12)

Your mission is to find out who gave your team bad intelligence and why.

Bank Heist (13)

Your mission is to steal money from a bank's vault to bankrupt a corrupt foreign corporation.

Bankruptcy (14)

Your mission is to financially bankrupt a corrupt business leader, military leader, politician, reporter, casino, or small country.

Base Raid (15)

Your mission is to capture or destroy an enemy military base.

Bio Op (16)

Your mission is to destroy an experimental biological weapon and its manufacturing plant. All experimental data of the bio weapon's production must be copied and the original data must be destroyed.

Bio Terror (17)

Your mission is to spread a human or animal virus amongst an enemy's country.

Black Eye (18)

Your mission is to sabotage a countrywide public surveillance system.

Blackmail (19)

Your mission is to collect blackmail material on a politician, scientist, or corporate executive.

Blind Them (20)

Your mission is to destroy an early warning radar array.

Bodyguards (21)

Your mission is to protect a group of dignitaries and politicians from a terrorist attack.

Bounty Hunters (22)

Your mission to hunt down and capture escaped prisoners.

Brainwash (23)

Your mission is to brainwash a politician, an entertainer, a scientist, or an enemy spy.

Breach (24)

Your mission is to rescue hostages from a group of terrorists.

Bridge Breakers (25)

Your mission is to destroy a strategic bridge to disrupt the movement of enemy military forces.

Bunker Raid (26)

Your mission is to destroy an underground bunker.

Camp Raid (27)

Your mission is to destroy a terrorist training camp.

Capture (28)

Your mission is to capture an evil scientist, terrorist leader, master thief, assassin, enemy spy, honeypot, drug lord, war criminal, or warlord.

Carrier Raid (29)

Your mission is to sabotage or destroy an aircraft carrier.

Cartel Job (30)

Your mission is to kill the head of a massive drug cartel.

Chase (31)

You must chase an enemy car, a spy plane, or a spy car.

Chem Op (32)

Your mission is to destroy the chemical warfare capacity of a foreign country.

Circuit Breaker (33)

Your mission is to destroy a powerplant or the electrical transmission lines to a major city.

Cleaners (34)

Your mission is to eliminate all witnesses of a situation that is embarrassing to your country.

Cleanse (35)

Your mission is to eliminate everyone involved in a secret military project and destroy all signs that it ever existed.

Close the Gate (36)

Your mission is to close a dimensional portal or wormhole.

Coastal Defenders (37)

Your mission is to capture or destroy criminal or terrorist ships attempting to land on our soil.

Code Breaker (38)

Your mission is to get the security codes to a secret military base.

Convoy Assault (39)

Your mission is to intercept a supply convoy.

Corporate Misinformation (40)

Your mission is to implant incriminating information in a corrupt corporation's computer.

Counter Terror (41)

Your mission is to destroy a terrorist base.

Cover Up (42)

Your mission is to cover up a botched mission, an assassination, evidence of a covert mission, or a murder.

Cultural Engineering (43)

Your mission is to change the beliefs of a foreign country by manipulating social media and local religious groups.

Dam Buster (44)

Your mission is to destroy a dam.

Data Snatch (45)

Your mission is to download experimental weapons data or military information from a secure computer.

Decapitate (46)

Your mission is to locate and execute a terrorist leader.

Deepsea Raid (47)

Your mission is to board and capture an undersea base or research center.

Defensive Stance (48)

Your mission is to defend a cargo delivery, prison transfer, or weapons delivery.

Delivery Service (49)

Your mission is to deliver a bioweapon sample, special patient, defector, nuclear weapon, military plans, cipher, or secret blueprints.

Demo Team (50)

You must disarm a human bomb, brain bomb, nuclear explosive, mine, or time bomb.

Deprogrammers (51)

Your mission to arrest and bring in a notorious cult leader.

Desecrated Waters (52)

Your mission is to poison the water supply of a foreign city.

Designer Plague (53)

Your mission is to stop enemy forces from using an engineered virus to destroy the human race.

Destabilization (54)

Your mission is to destabilize a small country, economy, society, or organization.

Double Agent (55)

Your mission is to uncover and eliminate a double agent hidden in your special forces team.

Drug Op (56)

Your mission is to setup and protect drug fields in a foreign country.

Drug Trade (57)

Your mission is to take control of the drug trade in a foreign country. All other competitors must be eliminated or forced to join forces with your drug cartel.

Eagle Down (58)

Your mission is to locate a downed plane containing an experimental weapon, secret technology, or a VIP.

Escort Duty (59)

Your mission is to escort an important scientist, diplomat, double agent, military commander, or military convoy to a secret location.

Executioners (60)

Your mission is to assassinate an authoritarian dictator.

Executive Assassination (61)

Your mission is to kill the president of a foreign country. This must look like foreign agents committed the assassination.

Executive Rescue (62)

Your mission is to save your kidnapped president.

Extraction Team (63)

Your mission is to extract a kill team, agent, defector, or scientist from enemy territory.

False Flag Operation (64)

Your mission is to perform a terrorist act and make it look like it was committed by the enemy.

False Memories (65)

Your mission is to erase the memories of people that have seen an experimental weapon, superpower activity, psionic activity, UFO sighting, alien abduction, or experimental plane.

Fear Mongers (66)

Your mission is to evacuate a building or city using bomb or terrorist threats.

Firefight (67)

You must fight on or in a blimp, nuclear sub, oil tanker, space station, subway car, weapons factory, drug factory, missile silo, warehouse, abandoned mine, automated factory, ancient tomb, rocket gantry, radio dish, bridge, building frame, cruise ship, tanker ship, freight ship, battleship, submarine, skyscraper, or moving train.

Fuel Tariffs (68)

Your mission is to destroy an airplane fuel depot.

Fugitive Gambit (69)

Your mission is to release all the criminals from a prison to cover up the removal of an important person.

Future Manipulation (70)

Your mission is to assassinate anyone that has been determined to cause a future Armageddon.

Game Changer (71)

Your mission is to protect your country's Olympic athletes from terrorist attack.

Glaring Eye (72)

Your mission is to destroy an EMP satellite before it is used on one of your major cities.

Global Eye (73)

Your mission is to prevent the enemy from taking over or destroying the world surveillance system.

Grim Reaper (74)

Your mission is to eliminate any plague survivors.

Guerilla Warfare (75)

Your mission is to secretly weaken the military forces of a foreign country.

Hacker Hunter (76)

Your mission is to hunt down and kill a hacker responsible for multiple deadly cyberattacks.

Hackers (77)

Your mission is to hack into a business computer, government computer, or military satellite to gain valuable intelligence.

Harbor Raid (78)

Your mission is to destroy a strategic harbor or port and destroy or cripple any docked ships located there to disrupt local supply lines.

Head Hunters (79)

Your mission to assassinate a popular military leader or general.

Hero Killer (80)

Your mission is to kill a superhero that has become too powerful.

Hidden Motives (81)

Your mission is to steal hidden documents from the vaults of a bank but make it look like a regular bank heist.

High Altitude (82)

Your mission is to capture an inflight airliner or military plane. The plane can be boarded or black op forces can mechanically capture the plane from the outside using special planes.

Hijack (83)

Your mission is to hijack a submarine, airliner, space station, cruise ship, oil tanker, freighter ship, battleship, or bus.

Homeland Security (84)

Your mission is to prevent a master assassin, master spy, mastermind, terrorist financier, or terrorist group from a covert mission.

Humanitarian Escort (85)

Your mission is to protect a humanitarian operation.

Hunters (86)

Your mission is to hunt down and eliminate an enemy black ops team before they fulfill their mission.

Impersonate (87)

Your mission is to impersonate an entertainer, enemy agent, military leader, or politician.

Infiltrate (88)

Your mission is to infiltrate a military base and steal important documents or secret military experiments without being detected.

Infrastructure Hack (89)

Your mission is to hack into the infrastructure system of another country to cause mayhem and destruction throughout their society.

Insert Memories (90)

Your mission is to manipulate the memories of a business leader, politician, or religious leader to change their thinking about a specific topic.

Intel Run (91)

Your mission is to acquire mission intel in exchange for military services performed for an informant.

Invaders (92)

Your mission is to invade a submarine base, arctic base, jungle base, underwater base, orbital base, underground base, secret base, or isolated mountain base.

Jail Flush (93)

Your mission is to break into and free all the prisoners in a foreign jail to secretly breakout a specific inmate.

Jailbreak (94)

Your mission is to break an agent, scientist, or VIP from a maximum security prison.

Kidnappers (95)

Your mission is to kidnap a nuclear or bio weapons scientist and sneak her out of the country.

Kingmakers (96)

Your mission is to disguise yourself as technicians and hack into local voting machines to rig an election.

Locate (97)

Your mission is to locate a missing person, stolen vehicle, stolen goods, ancient artifact, or ancient ruins.

Mad Bomber (98)

Your mission is to locate and disarm multiple bombs before they detonate that are scattered throughout a major metropolitan city by a terrorist.

Mecha Hunters (99)

Your mission is to destroy an experimental mecha.

Meltdown (100)

Your mission is to sabotage a nuclear powerplant to cause a devastating nuclear meltdown.

Mercy Mission (101)

Your mission is to escort a medical team onto a battlefield to save injured soldiers cutoff from the rest of their forces.

Military Coup (102)

Your mission is to help a military leader start a military coup.

Milk Run (103)

Your mission is to transport a defector, secret plans, gold, money, drugs, weapons, or diamonds to a secret location.

Mind Games (104)

Your mission is to kidnap and brainwash regular civilians to create operatives for secret kill missions.

Mind Op (105)

Your mission is to use technology or drugs to secretly change the beliefs or ideals of a foreign leader.

Missile Hunt (106)

Your mission is to find and destroy a mobile missile platform, nuclear submarine, or nuclear missile silo.

Monetary Terrorist (107)

Your mission is to destroy an enemy's currency through counterfeiting and financial terrorism.

Monster Hunters (108)

Your mission is to hunt down a recently discovered ancient monster and capture it for research.

Monument Buster (109)

Your mission is to destroy a foreign national monument.

Moon Race (110)

Your mission is to get to an alien artifact discovered on the moon.

Mutant Hunters (111)

Your mission is to hunt down and capture mutants.

Nano Tech (112)

Your mission is to stop enemy forces from destroying the world with a nano tech weapon.

Nuclear Bomb (113)

Your mission is to prevent enemy forces from detonating a nuclear device inside a major metropolitan city.

Nuke Job (114)

Your mission is to purchase or steal a nuclear warhead before a terrorist group can get it.

Oil Embargo (115)

Your mission is to destroy an enemy oil field or refinery.

Open Rebellion (116)

Your mission is to incite a rebellion in a third world country.

Open the Sky (117)

Your mission is to destroy an anti-missile system.

Orbital Strike (118)

Your mission is to destroy a spy or weapon satellite.

Outbreak (119)

Your mission is to deliver a designer virus to a foreign city.

Overthrow (120)

Your mission is to overthrow or topple a foreign country or government, crime syndicate, terrorist cell, or terrorist group.

Payback (121)

Your mission is to extract revenge on a foreign country for a terrorist attack on your soil.

Peace Breakers (122)

Your mission is to eliminate a diplomatic peace mission trying to end a local war.

Peacekeepers (123)

Your mission is to protect the locals after a foreign war.

Personal Trainers (124)

Your mission is to recruit and train new special forces troops.

Plague Hunters (125)

Your mission is to stop a scientist from spreading a deadly plague.

Plane Recovery (126)

Your mission is to recover or destroy a downed advanced spy plane.

Political Engineering (127)

Your mission is to eliminate any political dissidents from your country.

Prevention (128)

Your mission is to prevent a kidnapping, a nuclear missile from being fired, an EMP satellite from being fired, a bomb from being detonated, a kidnapping attempt, a terrorist attack, the delivery of a shipment of drugs or weapons, or an assassination attempt.

Primary Target (129)

Your mission is to destroy a biological weapons facility, enemy base, missile silo, nuclear powerplant, nuclear weapons facility, super weapon, building, monument, missile defense system, oil platform, oil refinery, strategic bridge, powerplant, supply depot, communication center, command center, secret lab, drug factory, or weapons factory.

Prison Break (130)

Your mission is to extract a prisoner from a foreign jail.

Protection (131)

Your mission is to protect a national monument, politician, journalist, scientist, judge, nuclear refinement plant, bio weapons plant, nuclear powerplant, government building, sporting event, giant concert, famous entertainer, or the President.

Prototype (132)

Your mission is to destroy or steal a prototype missile, fighter, tank, submarine, or spacecraft.

Psionic Potential (133)

Your mission is to collect children that have high psionic potential or eliminate them before they can be used by the enemy.

Psy Op (134)

Your mission is to crush the morale of the locals in a foreign country.

Psychic Killer (135)

Your mission to find and kill an enemy psychic.

Punish the Betrayer (136)

Your mission is to hunt down and capture a military deserter.

Purge (137)

Your mission is to eliminate any witnesses to your most recent mission.

Pyromaniac (138)

Your mission is to burn down a building, small village, or drug field.

Recon (139)

Your mission is to perform a deep reconnaissance to determine enemy positions and the movement of enemy forces.

Red Flag Event (140)

Your mission is to pretend to be foreign operatives and perform an attack on your own country's soil.

Rescue (141)

Your mission is to rescue a hostage, captured spy, POW, captured operative, or kidnapped politician, soldier, or tourist.

Research Eliminated (142)

Your mission is to destroy a research center getting close to making a society changing discovery.

Retrieval (143)

Your mission is to retrieve a stolen artifact or secret document.

Rig Raid (144)

Your mission is to sabotage or destroy a deep sea or offshore oil rig.

Riot Suppression (145)

Your mission is to eliminate the protestors or rebels causing political problems.

Rocket Raid (146)

Your mission is to sabotage a space rocket to prevent another country from gaining space technology.

Rogue Hunters (147)

Your mission is to capture or kill a rogue agent.

Rogue Machines (148)

Your mission is to find and destroy any servant androids that have achieved sentience.

Salvation (149)

Your mission is to free a captured agent. All intel that the agent might have revealed during interrogation and torture must be destroyed.

Sat Recovery (150)

Your team must recover or destroy a crashed satellite.

Science Project (151)

Your mission is to retrieve an escaped experimental subject and dispose of any witnesses to her escape.

Secret Identities (152)

Your mission is to protect the secret identities of your special force soldiers.

Secret Recovery (153)

Your mission is to recover stolen secret files.

Secret Weapon (154)

Your mission is to steal the prototype and experimental documents for a secret weapons project.

Sentience Cap (155)

Your mission is to eliminate an experimental or natural animal species that is about to achieve sentience.

Severed Head (156)

Your mission is to kill the general of a foreign army or the admiral of a foreign navy.

Ship Raid (157)

Your mission is to destroy a docked destroyer or cruiser.

Ship Rescue (158)

Your mission is to rescue a captured cargo ship, oil tanker, or passenger liner and free its crew and passengers.

Silencer (159)

Your mission is to destroy the propaganda broadcasting stations in a foreign country.

Sleeper Hunt (160)

Your mission is to locate and eliminate a sleeper cell of agents.

Smugglers (161)

Your mission is to smuggle illegal drugs, illegal weapons, nuclear weapons, and biological weapons into or out of a foreign country.

Social Engineering (162)

Your mission is to eliminate anyone that discovers how our society really works.

Space Race (163)

Your mission is to acquire an alien artifact discovered to be orbiting another planet.

Specimen Run (164)

Your mission is to capture a live alien specimen.

Speed Limit (165)

Your mission is to stop a scientist from achieving faster than light travel.

Spies (166)

Your mission is to perform an undercover mission within an enemy territory to gather intel from a military or corporate facility.

Station Raid (167)

Your mission is to capture or destroy an enemy space station.

Steal (168)

Your mission is to steal a famous piece of fine art, gems, jewelry, gold, money, religious artifact, experimental weapon, or secret documents from a foreign government, rich and powerful individual, major corporation, global church, or terrorist group.

Stop the Flow (169)

Your mission is to kill an illegal arms dealer.

Stop Traffickers (170)

Your mission is break up a human trafficking ring.

Submarine Raid (171)

Your mission is board and capture an enemy nuclear submarine.

Subversion (172)

Your mission is to subvert a political group, religious group, private company, or rebel army.

Super Potential (173)

Your mission is to collect children that show signs of superpowers.

Super Showdown (174)

Your mission is to kill a government sponsored superhero that is responsible for multiple terrorist acts.

Support Staff (175)

Your mission is to support rebel forces to fight against a corrupt foreign government.

Suppression (176)

Your mission is to slow down enemy forces from entering a battlefield using traps, mines, sabotage, and guerilla warfare.

Surveillance (177)

Your mission is to perform surveillance on a politician, military officer, scientist, enemy agent, criminal, or business leader.

Swordbreaker (178)

Your mission is to destroy a secret weapon cache.

Swordfish (179)

Your mission is to destroy an experimental railgun on a foreign battle cruiser.

Temporal Control (180)

Your mission is to stop enemy scientists from discovering time travel.

Temporal Police (181)

Your mission is stop anyone trying to change the past or the future.

Test Run (182)

Your mission is to test an experimental weapon or an experimental vehicle.

Threat Management (183)

Your mission is to sabotage the nuclear program of a foreign country.

Tower Breach (184)

Your mission is to eliminate the terrorists that have captured a luxury high rise skyscraper.

Tower Buster (185)

Your mission is to destroy a corporate or government building.

Training Day (186)

Your mission is to train new operatives.

Tunnel Fighters (187)

Your mission is to find and destroy a secret illicit tunnel.

UFO Buster (188)

Your mission is to intercept an alien spacecraft flying through your country's airspace.

Uncover (189)

Your mission is to uncover a mole, double agent, political conspiracy, political informant, political rebellion, or social revolution.

Undercover (190)

Your mission is to infiltrate a criminal group, political group, street gang, student group, terrorist group, suspicious business, enemy country, or military army.

Underground Raid (191)

Your mission is to destroy an underground base or subterranean facility.

Undersea Raid (192)

Your mission is to locate and destroy a hidden deep sea base.

Underwater Rescue (193)

Your mission is to rescue the surviving crew and remove the nuclear warheads from a damaged sub that has sunk to the bottom of the ocean.

Uprising (194)

Your mission is to start a political uprising or a military coup in a foreign country.

War Games (195)

Your mission is to destroy a foreign military asset and frame a foreign power for this operation.

War Mongers (196)

Your mission is to start a war between two foreign countries.

Weapon Breaker (197)

Your mission is to destroy an enemy experimental weapon or powerful war machine.

Weapon Raid (198)

Your mission is to destroy an enemy's munition dump.

Weather Control (199)

Your mission is to prevent the enemy from taking over or destroying the global weather control satellite system.

WMDs (200)

Your mission is to destroy an enemy's weapons of mass destruction including super technology weapons, powerful computer viruses, nano tech weapons, biological weapons, nuclear weapons, and chemical weapons.

Bounty Hunter Adventure Hooks (D88)

These are bounties and adventure ideas for a bounty hunter campaign where many bounty hunters work together to capture a highly prized bounty for a powerful star empire, crime organization, or corporation. A lone bounty hunter may eke out a living capturing as many bounties as possible.

AI (11)

You are hunting for a rogue AI that has been stolen from a corporate or government research center and the scientist that stole it. The AI must be returned but the scientist can be eliminated on sight. You might be hunting for a scientist performing illegal experiments with self-aware computer systems. You must also destroy or collect the nascent AI that the scientist has created.

Anarchist (12)

You are hunting for an anarchist that has been destroying government buildings throughout the world.

Apprentice (13)

An experienced bounty hunter will take on an apprentice to train her in the ways of the warrior.

Arms Dealer (14)

You are hunting for an illegal arms dealer that sells weapons to criminals and terrorists throughout the world.

Art Thief (15)

You are hunting for an art thief that steals from museums or private collections. You must also attempt to retrieve the priceless pieces of art that he has stolen.

Artifact Thief (16)

You are hunting for a criminal that stole a precious artifact from a museum or private collection. You must also attempt to retrieve the priceless artifact that she has stolen.

Assassin (17)

You are hunting for an assassin that just killed the wrong person.

Bounty Center (18)

Frontier worlds do not have the resources to take down dangerous criminals so these centers offer bounties to catch criminals in the frontiers.

Bounty War (21)

Other bounty hunters are hunting you to take your captured bounty.

Broken Contract (22)

You have decided to not complete your contract with a crime boss or megacorporation and now you have a bounty on your head.

Cancellation (23)

A bounty can be cancelled if the person with a price on his head is found to be innocent or the person or organization that authorized the bounty is killed or destroyed.

Cannibal (24)

You are hunting for a cannibal that has been terrorizing a local city at night.

City Surveillance Hack (25)

A bounty hunter can hack into a city's surveillance system to look for his bounty.

Collateral Damage (26)

All Hunter's Guild hunters have vowed to minimize collateral damage and deaths or risk having a bounty placed on their head.

Cop Killer (27)

You are hunting for a cop killer that a police force or local government has placed a private bounty on.

Corporate Informant (28)

You are hunting for a corporate informant that must be captured before he can turn in evidence that will incriminate a powerful corporation.

Correctional Authority (31)

This government organization releases bounties for criminals throughout the universe.

Crime Lord (32)

You are hunting for a crime lord that controls a massive criminal organization.

Cult Leader (33)

You are hunting for a cult leader that has created a dangerous religious cult.

Cyber Thief (34)

You are hunting for a cyber implant thief that rips the cyber implants directly from his victims' bodies.

Dead or Alive (35)

These bounties allow a bounty hunter to bring a bounty in alive or just the bounty's head to collect the money.

Drug Dealer (36)

You are hunting for a drug dealer that has entered a major dealer's territory.

Drug Maker (37)

You are hunting for the CEO of a drug manufacturer that is cornering the market on a new type of drug.

Escaped Prisoner (38)

You are hunting for an escaped prisoner that has just escaped from a maximum security prison.

Escaped Robot (41)

You are hunting for a robot that has escaped from its master.

Final Contract (42)

A client has placed a bounty on your head so you must kill him to be set free.

Finder's Fee (43)

An informant has information on one of your bounties that he will provide to you for a fee.

Gang Leader (44)

You are hunting for the leader of a dangerous street gang.

Guild Qualifier (45)

To become a Hunter's Guild member, candidates will be contacted by Guild officials after a number of successfully collected bounties. You will then be sent on official Guild contracts with a Guild member as a partner to see if you are qualified to join the Guild.

Guild Reinforcements (46)

A bounty hunter that is a member of the Hunter's Guild can request reinforcements and equipment in exchange for a portion of the bounty.

Guild Safehouse (47)

The Hunter's Guild has safehouses on almost every major homeworld stocked with medical equipment and weapons that can be used by any member of the Guild.

Hacker (48)

You are hunting for a hacker that has stolen secret data from a corporate or government computer system. You must also destroy the data that the hacker stole.

Handler (51)

Bounty hunter handlers provide their clients with prey that match their unique skill sets. They also provide their hunters with intel and resources for each bounty for a handler's fee which is a portion of the bounty.

Hitman (52)

You are hunting for a mafia hitman that just killed the wrong person.

Hunter's Guild (53)

The Hunter's Guild is a galaxy wide organization designed to maintain order amongst the bounty hunters around the universe. They have created many rules to protect their members from each other and solo hunters. Their major rule is that the first Guild bounty hunter to lay claim to a bounty is the only one that can capture that person. If a Guild member violates this rule, a bounty is placed on that person's head by the Guild.

Improperly Ranked (54)

Your current bounty turns out to be an S-ranked bounty instead of the lower ranked bounty that you signed up to capture. A bounty hunter may choose to just walk away with no questions asked or ask the Guild for higher pay and reinforcements.

Lost Cargo (55)

You are hunting for a smuggler that dumped his cargo of illegal drugs or weapons instead of being arrested by local police. The smuggler will probably offer you money to be set free but Guild hunters never take bribes.

Mistaken Identity (56)

You have captured a bounty but it turns out to be an extremely powerful executive or politician with underworld contacts.

Murderer (57)

You are hunting for a murderer or serial killer that will not be allowed to escape justice.

Must Be Taken Alive (58)

These bounties require that a person be captured alive but that does not mean that the bounty cannot be injured or almost beaten to death.

No Disintegration (61)

You will not receive a bounty if the wanted person is disintegrated or blown into unrecognizable pieces.

No Questions Asked (62)

Bounty hunters never want to know why a person has a bounty placed on his head.

Organ Harvester (63)

You are hunting for an organ thief that has been terrorizing a local town at night.

Partners (64)

Many bounty hunters work in pairs to protect each other's back in times of need.

Past Due (65)

You are hunting for a person who hasn't paid for his transplanted organs so they must be repossessed. You must remove and return the organs for the bounty, if the person in possession of these organs lives or dies is not your concern.

Pirate Captain (66)

You are hunting for a pirate captain that has been looting cargo liners and cruise ships throughout the galaxy.

Prison Break (67)

You must break into a maximum security prison to capture a bounty, get her out alive, and deliver her to your client.

Private Bounty (68)

You have been hired directly by a powerful or rich client that can include crime bosses, army leaders, and corporate executives.

Ranked Bounties (71)

Every bounty listed by the Hunter's Guild is given a rank based on its level of difficulty. C-ranked bounties are low danger bounties that almost anyone can handle so the reward is small. B-ranked bounties are medium danger bounties that include skilled killers and high ranking officials. A-ranked bounties are high danger bounties that include wanted mass murderers, assassins, gang leaders, and crime bosses. S-ranked bounties are super dangerous bounties that include masters of death or leaders of powerful criminal or military organizations.

Rebel Leader (72)

You are hunting for the leader of a rebel army that has been making trouble for a local star empire.

Rebel Spy (73)

You are hunting for a group of rebel spies that just stole secret military information from a powerful star empire. You must also return the information that was stolen and eliminate anyone that might have seen it.

Repo Man (74)

You receive bounties for capturing and returning starships that are past due on their loan payments or have been tagged by police forces for unpaid tickets or duties.

Revenge (75)

You are hunting for a person that hurt your client or his family and she wants revenge against that person at all costs.

Rogue Synth (76)

You are hunting for a life like synth that is hiding amongst the human population. This experimental prototype must be returned to its owner undamaged.

Shadow Hunter (77)

Another bounty hunter is following you to steal your bounty.

Smuggler (78)

You are hunting for a smuggler that is cutting into the profits of your client's business.

Stolen Ship (81)

You are hunting for a stolen starship that you must return to its owner to collect the bounty.

Taken (82)

You are hunting for a kidnapper that has captured someone important to a very important person or organization.

Terrorist Leader (83)

You are hunting for the leader of a major terrorist group.

Time Criminals (84)

You are hunting for a scientist that is performing illegal experiments with time travel.

Unintended Consequences (85)

Your current bounty turns out to be a relative or partner of your best friend.

Vigilante (86)

You are hunting for a masked vigilante that is killing anyone that she considers to be a criminal.

War Criminal (87)

You are hunting for a person accused of war crimes by the high council of your star empire.

Warlord (88)

You are hunting for a warlord that has taken over a small country or space colony by force.

Bounty Hunter Archetype (D88)

Bounty hunters are paid to hunt down criminals or anyone with a bounty on their head. They will do anything to capture their bounty and many have become famous for being merciless warriors that have learned that strategy and planning will always beat brute force.

Aim (11)

A bounty hunter has near perfect aim allowing him to fight and defeat multiple opponents at once.

Battle Armor (12)

This suit of armor is environmentally sealed, laser resistant, and covered in hidden weapons.

Biker (13)

A bounty hunter is an expert pilot of a hover or grav bike.

Bounty Puck (14)

These devices provide data on a bounty and a hologram of the person.

Bounty Show (15)

This daily show shows all the highest value bounties available and any new bounties that have been recently announced.

Camo Cloak (16)

This optical cloak allows a bounty hunter to blend into her background to make him almost invisible.

Carbon Freezing (17)

This machine allows a bounty to be placed in suspended animation in a carbonite shell.

Combat Sense (18)

A bounty hunter knows the best way to win in any combat situation no matter how bad the odds.

Cunning (21)

A bounty hunter always knows the best way to set a trap for his prey and how to bring his bounty out of hiding.

Death from Above (22)

A bounty hunter can kill almost anyone from an elevated position.

Demo Expert (23)

A bounty hunter knows how to use explosives to blow up a wall to quickly enter a building or take down a powerful enemy like a battle robot or tank.

Disintegration Rifle (24)

This long rifle generates a powerful burst of energy that will cause an organic creature to be completely disintegrated.

DNA Tracker (25)

This device allows a bounty hunter to track down a person with a specific DNA sequence

Dog Pack (26)

A bounty hunter uses cybernetically enhanced dogs or robot dogs to capture his prey.

Driver (27)

A bounty hunter is a master pilot of hover and grav cars.

Dual Wielding (28)

A bounty hunter fights with two pistols or rifles.

Fast Draw (31)

A bounty hunter is a master of the quick draw that can fire from her hip.

Guild Code (32)

This strict set of rules prevents a bounty hunter from ever asking questions about an employer or a bounty once the bounty has been delivered.

Gun Cult (33)

Many bounty hunters are members of a warrior cult where they maintain that their weapons are sacred.

Head Hunter (34)

A bounty hunter always makes head shots in combat.

Heat Tracker (35)

This device allows a bounty hunter to see the heat trail left behind by his prey.

Hunter Drones (36)

A bounty hunter uses remote surveillance drones to look for any clues about his bounty.

Hunter's Glory (37)

A bounty hunter will do anything to acquire a bounty.

Hunter's Guild (38)

This organization sets the rules for bounty hunting and working with clients and other bounty hunters.

Hunter's Pride (41)

A bounty hunter is unwilling to give up on a hunt no matter what the odds.

Hypnosis Device (42)

This device allows a hunter to control a person's mind for a limited time.

Intimidation (43)

A hunter uses intimidation and physical threats to get information from the locals about his bounty.

Jetpack (44)

A bounty hunter can fight in aerial combat using a multi-vector jetpack.

Masked (45)

A bounty hunter wears a mask to conceal his true identity to protect his friends and family.

Master Pilot (46)

A bounty hunter is a master spacecraft pilot and gunner.

Master Tracker (47)

A bounty hunter can track down his prey in almost any environment using the clues left behind by her prey.

Master Trapper (48)

A bounty hunter is a master of traps designed to help catch his prey.

Net Launcher (51)

This wrist launcher can fire a weighted net, electroshock net, or monofilament net at an opponent.

No Disintegrations (52)

A bounty hunter receives no bounty for disintegrating a bounty because there is no proof of the kill.

Pack Launcher (53)

This backpack is an automated smart missile launcher that carries different specialty missiles including anti-personal, armor piercing, and EMP missiles.

Paralysis Device (54)

This device causes a bounty to become paralyzed until it is removed allowing the bounty to be easily delivered.

Pocket Prison (55)

This device opens a portal to a pocket universe where a person can be stored until the bounty can be delivered.

Poison Expert (56)

A bounty hunter is a master of using drugs and poison to capture her prey.

Recon Drone (57)

An automated drone can be set to search a city or an entire planet for a bounty.

Reputation (58)

A bounty hunter has built a reputation of always getting his bounty.

Restraint Launcher (61)

This device fires a restraining ring that wraps around a person's body.

Rocket Boots (62)

These thrust boots allow a trained hunter to fly for limited periods of time.

Rocket Punch (63)

A bounty hunter blasts forward using her jetpack to cause a massive impact with her fist or shoulder.

Scent Tracker (64)

This device allows a bounty hunter to follow a bounty by following her scent.

Shadow (65)

A bounty hunter knows how to shadow his prey without being detected.

Shapeshifter (66)

A bounty hunter can change her appearance to look like anyone that she has ever seen.

Shield (67)

A bounty hunter has a physical shield that can be worn on his back or on his head that can be used to block projectiles or energy beams.

Shock Drones (68)

A bounty hunter uses remote flying or ground drones to shock or stun his bounty.

Shock Rifle (71)

This rifle fires a burst of static charge to shock an enemy. It can also be used as a shocking melee weapon.

Shrinker (72)

A bounty can be molecularly shrunk for transit and returned to normal size on delivery.

Sleep Inducer (73)

This device is placed on a person's forehead to cause a person to fall into a deep sleep for easy transport.

Smart Scope (74)

This optical device allows a bounty hunter to visualize and listen to distant targets even through walls and electronic barriers.

Sniper (75)

A bounty hunter is a master sniper trained to take out a target from incredible range.

Stasis Restraint (76)

This device places a person in stasis until the bounty can be delivered.

Sticky Bomb (77)

This mini bomb can be stuck to any surface to destroy vehicles or walls.

Surveillance Drones (78)

These small insect like drones can be sent into a building to perform surveillance and they can explode on command.

Tracking Fob (81)

This device can track down the genetic code of anyone programmed into it.

Ultimate Determination (82)

A bounty hunter will never give up until he has acquired his bounty or has lost his life.

Underworld Contacts (83)

A bounty hunter has contacts on every world to help him find his prey and get new contracts.

Vibro Blade (84)

This hand blade vibrates at high intensity allowing it to cut through anything and send a deadly shockwave through any living creature.

Weapons Dealers (85)

A bounty hunter knows weapon dealers on every planet so he can get the resources necessary for any mission.

Wrist Flamer (86)

This wrist flamer projects a stream of incendiary fluid at an enemy.

Wrist Grappler (87)

This wrist launcher fires an auto grappler that can attach to any surface to draw a hunter towards it or pull an object towards the bounty hunter. This grappler can also be used to restrain an opponent with its cord.

Wrist Launcher (88)

This wrist launcher fires multiple seeking smart mini missiles. It can fire shock missiles that stun, explosive missiles to blow a hole in something, disintegration missiles that completely destroy someone or something, or digital missiles that take control of a robot, vehicle, or computer system.

Code Names (D300)

These are the code names given to pilots, soldiers, and secret agents.

Ace (1)	Blue (30)	Crash (59)	Fang (88)	Hacker (117)
Acid (2)	Blur (31)	Cruiser (60)	Fatal (89)	Hammer (118)
Alien (3)	Bone (32)	Crunch (61)	Fiend (90)	Happy (119)
Alpha (4)	Boomer (33)	Crusher (62)	Fish (91)	Hate (120)
Anarchy (5)	Boss (34)	Crypt (63)	Fist (92)	Haven (121)
Angel (6)	Bow (35)	Crystal (64)	Fixer (93)	Hectic (122)
Animal (7)	Brain (36)	Dagger (65)	Flex (94)	Hercules (123)
Anvil (8)	Brawl (37)	Dash (66)	Forge (95)	Heretic (124)
Archer (9)	Breaker (38)	Data (67)	Fortress (96)	Hijack (125)
Ares (10)	Brimstone (39)	Death (68)	Fox (97)	Hipshot (126)
Arrow (11)	Brute (40)	Decay (69)	Frantic (98)	Honest (127)
Assassin (12)	Bullet (41)	Demon (70)	Freeze (99)	Hook (128)
Axe (13)	Burner (42)	Deviant (71)	Frost (100)	Horus (129)
Ballistic (14)	Calico (43)	Devil (72)	Gadget (101)	Hunter (130)
Bandit (15)	Castle (44)	Diamond (73)	Gangster (102)	Ice (131)
Bane (16)	Chaos (45)	Dream (74)	Gargoyle (103)	Iceberg (132)
Barb (17)	Chief (46)	Duchess (75)	Gator (104)	Imp (133)
Barbarian (18)	Chosen (47)	Duke (76)	Genesis (105)	Instructor (134)
Bard (19)	Chrome (48)	Dynamo (77)	Genius (106)	Isis (135)
Baron (20)	Church (49)	Eagle (78)	Ghost (107)	Jester (136)
Beast (21)	Circuit (50)	Eclipse (79)	Ghoul (108)	Joker (137)
Bite (22)	Citadel (51)	Edge (80)	Giant (109)	Judge (138)
Blackjack (23)	Cleaner (52)	Enigma (81)	Glacier (110)	Juggler (139)
Blade (24)	Cleric (53)	Entropy (82)	Glory (111)	Junior (140)
Blank (25)	Closer (54)	Evil (83)	Good (112)	Kid (141)
Blaster (26)	Coma (55)	Extreme (84)	Granite (113)	Killer (142)
Blaze (27)	Comet (56)	Fable (85)	Gravity (114)	King (143)
Blister (28)	Commando (57)	Face (86)	Green (115)	Lancer (144)
Blockbuster (29)	Crank (58)	Falcon (87)	Grid (116)	Law (145)

Legend (146)	Ozone (177)	Reaper (208)	Shades (239)	Tide (270)
Lizard (147)	Pagan (178)	Rebel (209)	Shaft (240)	Titan (271)
Loco (148)	Pain (179)	Rebound (210)	Shaman (241)	Tomb (272)
Looter (149)	Paladin (180)	Red (211)	Shard (242)	Torch (273)
Loser (150)	Panda (181)	Reflex (212)	Shocker (243)	Truth (274)
Lucky (151)	Panic (182)	Renaissance (213)	Shooter (244)	Turbo (275)
Lunar (152)	Phantom (183)	Renegade (214)	Slasher (245)	Turtle (276)
Mace (153)	Pharaoh (184)	Reverse (215)	Sleeper (246)	Twilight (277)
Master (154)	Phoenix (185)	Rhino (216)	Slice (247)	Ultra (278)
Maverick (155)	Pilgrim (186)	Ripper (217)	Smoke (248)	Vanguard (279)
Medusa (156)	Pinball (187)	Riptide (218)	Sniper (249)	Vapor (280)
Meteor (157)	Pivot (188)	Roach (219)	Soap (250)	Varsity (281)
Misfit (158)	Poet (189)	Rock (220)	Solar (251)	Vault (282)
Mojo (159)	Poison (190)	Rogue (221)	Sparrow (252)	Vector (283)
Mongoose (160)	Poseidon (191)	Rookie (222)	Spartan (253)	Venom (284)
Monk (161)	Prankster (192)	Rooster (223)	Specter (254)	Viking (285)
Monster (162)	Priest (193)	Saber (224)	Spider (255)	Viper (286)
Mule (163)	Princess (194)	Sage (225)	Spike (256)	Vision (287)
Myth (164)	Prodigy (195)	Saint (226)	Stone (257)	Volcano (288)
Neutron (165)	Prophet (196)	Samurai (227)	Streak (258)	Volunteer (289)
Ninja (166)	Pyro (197)	Sandbag (228)	Stretch (259)	Vulcan (290)
Nuke (167)	Queen (198)	Sandman (229)	Sugar (260)	Vulture (291)
Octagon (168)	Rage (199)	Savior (230)	Surge (261)	Wanderer (292)
Oddball (169)	Rainbow (200)	Scimitar (231)	Swift (262)	Warrior (293)
Odin (170)	Ram (201)	Scope (232)	Teacher (263)	Web (294)
Ogre (171)	Ramrod (202)	Scorch (233)	Temple (264)	Wizard (295)
Optic (172)	Ranger (203)	Scorpion (234)	Thief (265)	Wraith (296)
Orbit (173)	Rascal (204)	Scourge (235)	Thor (266)	Zen (297)
Orion (174)	Rattler (205)	Search (236)	Thorn (267)	Zeus (298)
Osiris (175)	Raven (206)	Sentinel (237)	Thug (268)	Zombie (299)
Owl (176)	Razor (207)	Sentry (238)	Thunder (269)	Zulu (300)

Combiner Robots (D44)

Combiner robots are formed from multiple smaller vehicles or robots. Most combiners form a giant humanoid shaped robot once the individual units are combined. Most of the smaller parts of the combiner also transform into humanoid form.

Airplane (11)

An airplane combiner is a giant robot formed from different smaller transformer robots shaped like rockets, jetfighters, space shuttles, planes, and helicopters.

Animal (12)

An animal combiner is a giant robot formed from many animal shaped robots that can all be the same animal or different types of animals. Each animal robot has traits similar to its animal type that include hawks, elephants, lions, rhinos, tigers, monkeys, eagles, crocodiles, bats, and gorillas.

Auto (13)

An auto combiner is a giant robot formed from multiple robots shaped like cars, race cars, motorcycles, buses, and trucks.

Boat (14)

A boat combiner is a giant robot formed from different types of boats and seacraft that include power boats, hovercraft, passenger liners, oil tankers, and hydrofoils.

Construction (21)

A construction combiner is a giant robot composed of multiple construction vehicles that include rollers, bulldozers, excavators, mixer trucks, jackhammers, cranes, wrecking ball cranes, magnet cranes, drilling rigs, dump trucks, forklifts, front loaders, and backhoes.

Dino (22)

A dino combiner is a giant robot formed from many dinosaur shaped robots like tyrannosaurs, triceratops, stegosaurus, velociraptors, brontosaurus, pterodactyl, and spinosaurus.

Drill (23)

A drill combiner is a giant robot formed from multiple drill tanks and mole excavators.

Geo (24)

A geo combiner is a giant robot formed from many geometrically shaped robots or vehicles that include cubes, pyramids, spheres, and cylinders.

Insect (31)

An insect combiner is a giant robot formed from many insect shaped robots. Each insect robot has abilities that depend on the type of insect that include prey mantis, grasshoppers, caterpillars, worms, spiders, beetles, dragonflies, and butterflies.

Micro (32)

Many small remote or sentient machines or robots form together into a giant robot.

Military (33)

A military combiner is a giant robot formed from various military vehicles that include tanks, attack helicopters, fighter jets, missile trucks, and combat jeeps.

Nano (34)

A swarm of nanobots join together to form a giant robot.

Objects (41)

An object combiner is a giant robot made of object shaped robots that include microscopes, telescopes, pistols, swords, boomboxes, tape players, and televisions.

Robot (42)

A robot combiner is a giant robot formed from multiple smaller robots giving this machine flexibility with each part performing a different role but being able to combine for greater power. In a nesting robot combiner, smaller and smaller robots are placed inside each other to add to the larger robot's power.

Sea (43)

A sea combiner is a giant robot made of sea creature shaped robots that include fish, whales, sharks, jellyfish, crabs, lobsters, and dolphins.

Vehicle (44)

A vehicle combiner is a giant robot formed from many different types of vehicles that include cars, tanks, planes, helicopters, boats, and trains.

Component Generator (Trait/Part)

A sci-fi component can be generated by rolling for the trait of the component and the type of part and combining them together into a unique item.

Trait (D50)		Part (D50)	
Anti-Matter (1)	Neutrino (26)	Absorber (1)	Inhibitor (26)
Bio (2)	Null (27)	Adapter (2)	Injector (27)
Biogenic (3)	Particle (28)	Array (3)	Interface (28)
Blink (4)	Phase (29)	Board (4)	Inverter (29)
Current (5)	Photon (30)	Buffer (5)	Link (30)
Cyber (6)	Plasma (31)	Capacitor (6)	Loop (31)
Cyronic (7)	Point (32)	Circuit (7)	Manifold (32)
Distortion (8)	Power (33)	Coil (8)	Matrix (33)
Electro (9)	Pulse (34)	Collector (9)	Modulator (34)
Fission (10)	Quantum (35)	Compressor (10)	Module (35)
Flux (11)	Resonance (36)	Connector (11)	Network (36)
Fusion (12)	Singularity (37)	Containment Field (12)	Oscillator (37)
Grav (13)	Sonic (38)	Controller (13)	Ram (38)
Graviton (14)	Static (39)	Core (14)	Reactor (39)
Hydro (15)	Strange Matter (40)	Crystal (15)	Regulator (40)
Hyper (16)	Subharmonic (41)	Detector (16)	Relay (41)
Hyperspace (17)	Subsonic (42)	Diode (17)	Repeater (42)
Ion (18)	Synthesis (43)	Drive (18)	Replicator (43)
Laser (19)	Tachyon (44)	Edge (19)	Resistor (44)
Light (20)	Temporal (45)	Emitter (20)	Sensor (45)
Magnetic (21)	Tesla (46)	Fuse (21)	Siphon (46)
Meta (22)	Thermal (47)	Generator (22)	Switch (47)
Metatronic (23)	Virtual (48)	Grid (23)	Transducer (48)
Neogenic (24)	Warp (49)	Helix (24)	Transformer (49)
Neural (25)	Weird (50)	Inductor (25)	Transistor (50)

Cyberpunk Archetypes (D20)

These are the warriors and heroes that can be found in any cyberpunk adventure.

Corporate (1)

Corporates are the suits that run the megacorporations and will do anything to move up the corporate ladder.

Hacker (2)

Hackers are computer experts that can access secure information hidden in data fortress and remotely break through the security protocols of gear, vehicles, and buildings.

Hunter (3)

Hunters must enforce justice by bringing in criminals that have a bounty placed on their heads.

Junkie (4)

Junkies use drugs to accelerate and enhance their mental and physical abilities.

Mechs (5)

Mechs are full conversions that have had their brains and spinal cords placed into a mechanical body.

Media (6)

Medias are street journalists attempting to record local street news and stream it on social media networks for a living.

Medic (7)

Medics are field surgeons that can perform any medical procedure under combat conditions.

Merc (8)

Mercs are trained soldiers that use heavy weapons and explosives to destroy their enemies.

Muscle (9)

Muscles use genetic reengineering and steroids to create a massive and powerful body.

Mutant (10)

Mutants have strange mutations that in a few cases give them special powers.

Nomad (11)

Nomads are expert bike riders and survivalists.

Punker (12)

Punkers are counter culture warriors that use drugs and social media to try to change the world.

Purist (13)

Purists will never use drugs or cybernetic enhancements and they believe that the body should always remain pure and uncontaminated.

Rocker (14)

Rockers live to make music and change society with their art.

Scavenger (15)

Scavengers are loners that live off the land and the trash and debris left behind by society.

Street Samurai (16)

Street samurai are cybernetically enhanced warriors that use their cyber gear to give them an advantage on the street battlefield.

Tech (17)

Techs are expert mechanics and engineers that can build or fix any machine or electronic device. They create and manipulate technology and they use aerial and ground drones to fight.

Tribal (18)

Tribals have dedicated their lives to a primitive path and they avoid all forms of technology.

Wheelman (19)

Wheelmen are expert drivers and pilots that must safely deliver and extract their crew from a mission using custom battle cars or copters.

Zealot (20)

Zealots are monks or priests dedicated to their religion.

Cyberpunk NPCs (D88)

These are the special NPCs found in a cyberpunk adventure.

Agent (11)

These highly trained intelligence agents work for the government and they perform secret government missions throughout the world.

Anarchist (12)

These terrorists want to spread terror through the streets and bring down the government which they believe is corrupt and controlled by a shadow government that only wants to control or eliminate most of the human race.

Arms Dealer (13)

An arms dealer can get a person any commercial or military weapon if he has enough money.

Black Operative (14)

These corporate mercs are trained veterans willing to intimidate or kill anyone when they are ordered to by their corporate employers.

Bounty Hunter (15)

Bounty hunters hunt down anyone with a government or corporate bounty on their heads to capture them dead or alive.

CEO (16)

This is the business leader of a megacorporation that controls a major industry or technology sector of the world.

Cleaner (17)

These underworld assistants will clean any crime or murder scene of all evidence and dispose of any bodies for a price.

Corporate Guard (18)

These corporate security guards patrol the streets of corporate cities and the inside and outside of corporate buildings and towers.

Corporate Suit (21)

These executives are the power brokers of the megacorporations.

Cyber Harvester (22)

These criminals roam the streets looking for easy prey to tear their cyberware directly from their bodies.

Cyber Monk (23)

These chemically and cybernetically enhanced martial artists use their bodies as their only weapon.

Cyber Ninja (24)

These chemically and cybernetically enhanced ninjas use stealth and close combat weapons during missions.

Cyber Psycho (25)

These cyber junkies have been overcome with cyberpsychosis and have gone on a killing spree that will only end in their own death.

Cyber Surgeon (26)

A cyber surgeon will install cybernetic enhancements for his clients.

Death Cultist (27)

These cult members kidnap people to perform human sacrifices for their religious ceremonies.

Decker (28)

These expert hackers can break into any computer system and defeat any digital security system.

Detective (31)

These law officers are in charge of crimes involving murder or organized crime.

Document Vendor (32)

These criminals can provide fake identification and certificates that are indistinguishable from the real ones.

Elite (33)

These are the power brokers and ultra rich that rule the world with their money and power.

Evac (34)

These armed paramedics will respond when a medical emergency occurs and they will use lethal force on anyone that attempts to stop them from evacuating an injured individual with a contract from their company.

Face (35)

These people are addicted to plastic surgery and body modifications that make them perfect examples of stunning beauty. Some people even make themselves look exactly like famous holostars, celebrities, or models.

Fixer (36)

These street engineers can modify and repair weapons, gear, drones, and vehicles.

Flesh Peddler (37)

These are the pimps in charge of a stable of street girls.

Ganger (38)

These are the street gangsters and criminals that stalk the dark streets of the future.

Handler (41)

A handler will find jobs for experienced operatives.

Information Broker (42)

These power brokers have a network of informants that allow them to get information about anything for a price.

Iron Officer (43)

These law officers use power armor to fight armed street gangs and the armies of powerful crime organizations.

Judges (44)

These police are given the right to execute anyone that they deem to be a danger to society. These special police patrol the most dangerous gang controlled districts to thin out their numbers.

Junk Dealer (45)

A junk dealer is a pawn broker willing to buy or sell anything with no questions asked.

Junkie (46)

These are the drug addicts that litter the streets living only for the next big high.

Loan Shark (47)

These criminals will loan money at an incredibly high interest rate that makes the loan impossible to pay back. These criminals will then take a person's business and the cyberware right off his body as payment for his loan.

Media (48)

These cameramen and reporters are looking for any breaking news or street combat to film for their news or media station for live broadcasting.

Military (51)

These trained government soldiers fight battles all across the world in the name of national security.

Moneychanger (52)

These criminals process stolen money and provide untraceable digital funds for a fee.

Noble (53)

These are the rich and famous that dominate the holoscreens of the world.

Nomad (54)

These nomadic tribes live in the desert wastes and they only enter the megacities looking for supplies and work.

Organ Dealer (55)

An organ dealer is willing to buy fresh organs with no questions asked.

Organ Harvester (56)

These criminals kidnap or kill people in the streets to steal their organs.

Pilot (57)

These trained pilots operate attack helicopters, stealth jets, and hover APCs during a mission.

Police Officer (58)

This is an officer of the law that must patrol the streets of the dark future.

Politician (61)

These elected officials run the corrupt governments of the world but most are bought and paid for by the megacorporations.

Primitive (62)

These technophobes feel that technology has destroyed society so they live a primitive life without any form of technology.

Pro (63)

This is a prostitute on the dark streets of the future.

Purist (64)

These anarchists believe that cybertechnology is evil and they will beat up or kill anyone with cyber modifications.

Racer (65)

These drivers race on the death tracks for fame, money, and prestige.

Raver (66)

These chem junkies have flooded their bodies with combat and medical drugs to make them the fastest and strongest killers on the streets as long as their bodies can hold out.

Reaper (67)

These professional hitmen, contract killers, and assassins will kill anyone for money but their price increases the more dangerous or powerful the target is.

Rigger (68)

This expert mechanic can repair or build almost any type of vehicle.

Rocker (71)

These musicians and singers try to change the world with their music.

Raider (72)

These people are addicted to body building so they constantly take advanced synthetic steroids and growth hormones until their bodies have become giant towers of bulging muscle.

Scientist (73)

These corporate or government scientists perform secret experiments for their masters. These scientists will perform any experiment without any thought of ethics or morals.

Solo (74)

These techs use a variety of battle drones to scout and kill anything on the street battlefield.

Street Chemist (75)

These scientists produce synthetic drugs that are sold on the streets.

Street Doc (76)

These doctors work in hidden offices and all their work always remains a secret with no questions asked.

Street Merchant (77)

These businessmen can find almost anything for a price.

Street Peddler (78)

These criminals sell drugs on the dark streets of the future.

Street Samurai (81)

These chemically and cybernetically enhanced soldiers are the dominant fighting force on the streets.

Street Vigilante (82)

These warriors roam the streets killing criminals as they commit their crimes to help keep the streets safe. They are hunted down as murderers by local police but celebrated by the public.

Tech Head (83)

These computer engineers build and modify advanced computer decks and write custom software for local hackers.

Tech Terrorists (84)

These terrorists hate technology and they will blow up anything that represents advanced technology like automated trains and fusion generators.

Techno Zombie (85)

These people have contracted the invasive black virus from a net interface that has changed them into mindless zombies that only want to kill.

Tinker (86)

These mad scientists can build almost any machine or device imaginable and they are constantly creating advanced technology that is generations ahead of anything released by the corporations.

Wage Slaves (87)

These are the hordes of workers employed by the megacorporations.

Wheelman (88)

These professionals drive the getaway car, air car, or copter during a street run.

Desert World Adventure Hooks (D66)

These are events, encounters, and ideas for any adventure on a desert or arid world. The lack of moisture on these worlds forces their populace to live extremely efficient and spartan lifestyles in order to survive.

Binary Star (11)

Many desert worlds have a binary star system.

Close Proximity (12)

Many desert worlds are too close to their local star.

Crime Syndicate (13)

Powerful crime syndicates control huge regions of the desolate and ignored regions of these barren worlds.

Deep Impact (14)

This world had most of its moisture lost by a direct hit or near miss by a comet or asteroid.

Desert Raiders (15)

These natives are very territorial and will attack anyone that enters their protected region.

Desert Scavengers (16)

These natives scour the Great Desert and they will salvage any form of technology that they discover.

Desert Transformation (21)

Desert worlds can be terraformed into a standard world using underground water reservoirs or imported ice asteroids.

Desertification (22)

A desert planet used to have surface water but this water was lost because of an asteroid impact or the loss of a planet's magnetic field as its iron core slowly cooled and hardened.

High Energy Star (23)

The local star has incredible light intensity making this world extremely hot.

Hover Pod Racing (24)

Hover pods are raced around a desert track and the winner receives money or water.

Maw Pit (25)

These creatures live in the sand and they reach out their tentacles to grab hold of anyone that approaches them to pull their victims into their giant mouths to be devoured.

Moisture Collection Nets (26)

Massive nettings are raised out at night to collect the moisture from the atmosphere that condenses during the cold of the night.

Moisture Farms (31)

Local farms use moisture vaporators to pull the moisture out of the air.

Oasis (32)

A small lush area may develop in a protected valley with a natural artesian spring.

Quicksand (33)

Areas of sand above a collapsed underground cavity will form deadly quicksand pits that will drag anything that wanders into them into the depths.

Rogue Spaceport (34)

This spaceport is filled with all the scum and villainy from around the space sector. This spaceport is the perfect hiding place for all the criminals throughout the universe.

Salt Flats (35)

Large areas of land are covered in salt because it was once a massive ocean before it dried out over time.

Sand Skiffs (36)

Grav, hover, and sail skiffs are used to travel over the sand dunes. These skiff vehicles include single rider skiff bikes, medium sized transport skiffs, and massive skiff barges.

Sand Twister (41)

Deadly tornadoes can form that launch sand into the air that will destroy anything that they touch.

Sand Wurm (42)

These giant worms burrow through the sand and they can burst from the dunes to devour anything caught above them.

Sandstorms (43)

Massive sandstorms will form that are powerful enough to tear the flesh off a person's bones.

Seismic Probes (44)

These devices are placed in the sand and they can detect large creatures burrowing through the sand dunes.

Subterranean Dwellings (45)

Large subterranean caves are dug deep underground to protect large populations from massive sandstorms and the intense surface heat.

Sun Exposure (46)

A person will quickly die in the blazing hot temperatures of the open expanses of the great deserts.

Thudders (51)

These devices are placed in the sand and they create vibrations in the sand to call undersand predators to them.

Underground Agriculture (52)

Massive caverns have been excavated to create underground farms that use ultraviolet lights and hydroponics to produce food using water efficient crops.

Underground Reservoirs (53)

The cities of these desert worlds store collected water in massive underground cisterns.

Underground Settlements (54)

Underground settlements below the sands are created to protect people from the intense heat of the day and the deadly sandstorms.

Water Economy (55)

The monetary exchange system of these desert worlds is based on water which is the scarcest resource on these planets.

Water Extraction (56)

This is the process of removing water from a corpse when a person dies.

Water Filters (61)

All waste water is filtered through massive reverse osmosis filters so that it can be eternally reused.

Water Official (62)

These government officials will arrest people that waste or hoard water.

Water Reclamation Suit (63)

These suits collect all the moisture released from a person's body during the day and makes it available to drink from a collection reservoir.

Water Riots (64)

Riots will break out when water becomes extremely scarce.

Well Failures (65)

Water wells cannot be drilled because undersand creatures block them and absorb their water supply.

Wind Traps (66)

These structures are wind turbines that produce electricity and collect moisture from the air.

Drones (D50)

These small robots are designed to give a ship, mecha, robot, or person extra offense, defense, and abilities. Their sentient AI allows them to operate on their own after receiving orders from their operator.

Aegis (1)

These drones have a gatling laser designed to destroy incoming missiles or deflect ballistic projectiles.

Anti-Personnel (2)

These drones are armed with flechette cannons that fire plastic darts at high velocity to shred living creatures apart without harming the interior of a ship or installation.

Assault (3)

These drones have multiple automatic laser cannons designed to saturate a target with laser fire.

Barrier (4)

These drones produce a large powerful shield wall designed to protect anything behind it.

Blade (5)

These drones have a large blade allowing them to slice an opponent in half.

Booster (6)

These drones attach themselves to their host vehicle to provide it with an immense boost of speed with their additional gravitic drives or rocket boosters.

Breach (7)

These drones have powerful force generators and they are heavily shielded allowing them to breach any structure and absorb the first wave of fire coming from inside a besieged building.

Claw (8)

These drones have powerful mechanical claws that allow them to tear an enemy apart in close combat.

Command (9)

These sensor drones command the other drones in their pack to free the resources of their operator.

Construction (10)

These drones are covered in tractor beams and manipulators allowing them to quickly build or destroy buildings and other large structures.

Cryo (11)

These drones fire a beam of super cooled subatomic particles to freeze an object solid.

Decoy (12)

These drones produce a holographic image and electromagnetic radiation signature that makes them indistinguishable from their operator.

Defense (13)

These heavily armored and shielded drones are designed to block incoming attacks aimed at their operator.

Demolition (14)

These drones carry a neutron or plasma bomb allowing them to drop this weapon to destroy anything within its kill zone when the bomb is activated. These drones can act as suicide bombs and barrier breakers.

ECM (15)

These drones are filled with electronic countermeasures and jamming equipment designed to confuse enemy targeting equipment and incoming missiles. They also launch chaff and flares to prevent enemy weapons from locking on to their operator.

Energy Blade (16)

These drones produce a powerful energy blade allowing them to cut through anything and deflect incoming energy beams.

Energy Sink (17)

These drones attach themselves to enemy vehicles, robots, mechas, and structures to slowly drain them of their energy.

Flamer (18)

These drones have flame throwers that allow them to saturate an area in flames. In an emergency, they can be set to self destruct to create a massive area of fiery death.

Gas (19)

These drones can produce a cloud of poison, irritating chemicals, hallucinogens, or sleeping inducing drugs.

Gauss (20)

These drones are mobile weapons platforms that fire their particle beam cannons at any target that their operator designates.

Grapple (21)

These drones can fire a grapple wire to entangle an opponent or attach to an enemy vehicle or mecha to pull it towards them or to slow it down.

Holo (22)

These drones produce a holographic image around themselves and their surroundings causing their host vehicle to disappear into the background or an entirely new background to be seen when anyone looks at them.

Ice (23)

These drones spray an endothermic chemical to freeze an object solid or produce a cloud of these chemicals to freeze a large area solid.

Interdict (24)

These drones have powerful grav drives that cause everything around them to be pulled towards them to prevent anything from escaping.

Laser (25)

These drones are mobile lasers designed to fire their heavy laser cannons at any target that their operator designates.

Lift (26)

These grav or hover drones allow a ground vehicle to fly by placing these flying drones under the wheels or treads of a bike, car, or tank.

Light (27)

These drones have a powerful spotlight that they can direct at individual objects and a light orb to produce more general light.

Manipulator (28)

These drones use grav manipulators to move or throw large objects with incredible precision.

Medic (29)

These drones produce a cloud of medical nano tech to heal a person in the battlefield.

Mine (30)

These area denial drones can be maneuvered throughout a battlefield and they explode when an opponent gets too close.

Mining (31)

These drones have mining laser and tractor beams so they can mine and process a terrestrial or asteroid mine.

Missile (32)

These drones are mobile missile launchers that fire missiles at any target that their operator designates.

Plasma (33)

These drones are mobile weapon platforms that fire their plasma cannons at any target that their operator designates.

Prison (34)

These drones project a stasis field or electromagnetic shell around a target to imprison it.

Probe (35)

These drones have advanced sensors that allow them to scan planets, entire planetary systems, and spatial anomalies.

Recon (36)

These sensor drones are used to patrol ahead of their operator in search of battlefield dangers like enemy combatants, traps, and mines.

Repair (37)

These drones have manipulators that allow them to repair their operator or anything that their operator commands them to repair even during combat.

Ripper (38)

These drones attach themselves to enemy vehicles, robots, mechas, and structures to quickly dismantle them with their manipulators and energy blades. These drones can be set to self destruct to destroy anything that they are attached to in an emergency.

Scatter (39)

These drones are large mini missile packs that can fire a burst of mini missiles or a massive wall of mini missiles.

Security (40)

These drones scan an area to determine if the area under their protection has been invaded. Once an intruder has been detected, the drone will sound an alarm and attack with its limited weapons.

Shield (41)

These drones produce a powerful electromagnetic shield around their operator.

Shock (42)

These drones can produce a powerful burst of static energy to stun a person or destroy the electronics of a vehicle, robot, or mecha.

Siege (43)

These hardened drones are used to smash through doors and barriers and knock over heavy objects.

Surveillance (44)

These camera drones have multi-spectrum sensors allowing them to observe and record any location even through the walls of a structure and in total darkness.

Swarm (45)

A group of these small drones can either swarm an enemy's defenses or block multiple incoming attacks.

Target (46)

These sensor drones are designed to track opponents and incoming missiles and projectiles.

Tow (47)

These drones have powerful grav engines and tractor beams allowing them to pull vehicles and other heavy objects.

Transport (48)

These fast drones can be ridden or stood on so that their operator can travel without having to control its transport.

Trap (49)

These drones use grav generators or tractor beams to capture and hold anything in place that it targets using their massive jet engines to negate their target's movement.

Work (50)

These drones are covered in manipulators allowing them to build, repair, or dismantle objects and vehicles. They can also rearm and maintain vehicles and mecha.

Environmental Hazards (050)

These are deadly hazards and dangerous conditions found in different alien environments.

Acid (1)

Pools or entire lakes of acid will slowly or quickly dissolve anything that touches them.

Avalanche (2)

A wall of snow can race down a mountain that will crush and bury anyone caught in it.

Blizzard (3)

A massive snow storm will freeze anyone caught in it.

Cold (4)

This environment is so cold that anyone caught outside will freeze to death. A planet can be so far from its star that its surface is as cold as space.

Corrosive Atmosphere (5)

The air is so corrosive that it will dissolve anything over time.

Cyclone (6)

A swirling cyclone can form in a body of water that will pull a ship or person down into the water.

Darkness (7)

An area can be so dark that a person cannot see what he is doing.

Deep Oceans (8)

Large oceans can be dangerous to travel across because of massive storms at sea.

Dense Atmosphere (9)

An atmosphere is so dense that it can crush a person or even a vehicle.

Drought (10)

The lack of rain can cause all the crops in an area to fail.

Eruption (11)

A volcanic eruption produces immense amounts of lava and pyroclastic flow.

Extreme Gravity (12)

The gravity of this planet is so powerful that it can crush a person.

Falling Objects (13)

Falling rocks or stalactites can injure or kill a person.

Fast Flowing River (14)

Rivers can flow so fast that they grab hold of a person and pull him away.

Fire (15)

A massive forest or oil fire can be very dangerous and it produces immense amounts of black smoke.

Flood (16)

Massive rainfall can cause an entire area to flood.

Gigantic Animal (17)

These giant animals can stomp on people or ram into them.

Hail (18)

Giant hail rains down from the sky that can severely injure or kill anyone hit by it.

Heat (19)

An environment can be so hot that it will kill anyone caught outside during the day. Some planets are so close to their star that their surface will actually burn every sunrise.

Heights (20)

A person can fall to her death off a cliff or plateau or into a chasm or sinkhole. He can also be injured or killed by falling down a steep incline of a tall mountain or hill.

High Gravity (21)

The gravity is so high that people may have trouble moving around.

Ice (22)

An icy surface can be extremely slippery.

Landslide (23)

A wall of rocks can slide down a mountain that will crush anyone caught in its path.

Large Lakes (24)

Large lakes can have sudden powerful storms.

Lava (25)

Streams filled with super hot lava may be impassable

Lightning Storm (26)

Anything tall or metallic will be struck by these lightning strikes.

Low Gravity (27)

A planet has such low gravity that every movement a person makes is highly exaggerated.

Massive Earthquake (28)

The shaking ground will cause structures to collapse and the ground to crack open.

Meteorite Storms (29)

Meteorites crash into this environment all the time and anyone hit by one will be instantly killed or any vehicle hit will be completely destroyed.

Microorganisms (30)

The air may be filled with deadly microorganisms that will quickly kill an infected person.

Mudslide (31)

Fast moving water mixes with dirt, sand, and rocks to create a deadly flow of fast moving mud.

Poisonous Gas (32)

Clouds of poisonous gas are released from the ground.

Poisonous Plants (33)

These plants produce a very toxic poison that will kill anyone that eats them or touches them.

Polluted Air (34)

The air is so polluted that it is poisonous to breathe.

Predatory Animal (35)

These animals are extremely powerful and dangerous. They usually hunt for anything that looks like it will make a good meal.

Predatory Plants (36)

These mobile plants are extremely deadly and they will capture and dissolve anything that touches them.

Quicksand (37)

Quicksand is a mixture of water and sand that can be difficult or impossible to escape from once a person falls in.

Radiation (38)

An environment is extremely radioactive so a person will receive tissue and genetic damage for even a short exposure.

Sandstorm (39)

A massive storm blasts anyone caught in it with withering sand and rocks.

Sinkhole (40)

The ground will start to become unstable and sink inward.

Smoke (41)

The air is filled with dark or super hot smoke.

Solar Radiation (42)

This planet's atmosphere or lack of a planetary magnetic field allows deadly amounts of solar radiation to hit its surface.

Swarming Insects (43)

These deadly insects can sting and bite in mass to take down even large animals or people.

Tsunami (44)

These massive waves can devastate coastal cities. They are created from powerful underwater earthquakes.

Tar-pit (45)

Tar-pits are filled with oil and tar so they may be difficult or impossible to escape from once a person falls into one.

Territorial Animal (46)

These animals are usually docile but they will attack if a person enters their territory.

Thin Atmosphere (47)

The air is so thin that it is very difficult to breathe. It might also have a very low oxygen content making it difficult for people to get enough oxygen to survive.

Thin Ice (48)

A thin layer of ice may cover freezing cold water and it might break if a person walks over it or a vehicle passes over it.

Tornado (49)

These powerful cyclones will tear things from the ground and throw them into the air.

Vacuum (50)

A planet or moon may have no atmosphere.

Evil Mastermind Plots (D50)

These are the plots of an evil genius or mastermind trying to take over or destroy the world.

Alien Invasion (1)

A mastermind joins with alien forces to take over the world.

Alien Simulation (2)

A mastermind fakes an alien invasion to take over the world.

Bright Eye (3)

A mastermind has created a powerful EMP satellite and plans to destroy everything electronic in a major metropolitan city unless he receives an enormous ransom.

Child Control (4)

A mastermind is using mind control devices implanted in a popular toy to control the children of the world.

Core Bomb (5)

A mastermind drills into the core of the Earth where he plans to set off a nuclear bomb causing the spin of the Earth's core to change direction resulting in a destructive magnetic pole shift.

Crime Syndicate (6)

A mastermind becomes the leader of all the organized crime syndicates in the world.

Death Drug (7)

A mastermind has created a drug that is killing everyone that has taken it and only the mastermind has the cure.

Death Ray (8)

A mastermind is disintegrating all the world's leaders and will not stop unless an enormous ransom is paid.

Demonic Hordes (9)

A mastermind summons an army of demons to destroy the world.

Dream Weaver (10)

A mastermind manipulates peoples' dreams to control their beliefs and future actions.

Drug Overlord (11)

A mastermind spreads a cheap and addictive drug to destroy society throughout the world.

Erase the Past (12)

A mastermind returns to the past to destroy his enemies before they are born.

Final Impact (13)

A mastermind has attached rockets to an asteroid to crash it into the Earth.

Future Past (14)

A mastermind wants to go back into the future and conquer the human race before it gains technology.

Game Control (15)

A mastermind is using subliminal messages hidden in a popular video game to control the world's children.

Giant Robots (16)

A mastermind uses giant robots to destroy all the major cities in the world.

Gold Tech (17)

A mastermind is about to release a self-replicating nano tech that will turn all the gold on the Earth into lead to collapse the world economy.

Gravity Pool (18)

A mastermind increases the gravity of the Earth to cause airplanes in flight to crash preventing all future flights.

Great Leader (19)

A mastermind has gathered genetic samples of the world's most powerful superheros and has created a clone army from them to rule the world.

Green Crash (20)

A mastermind wants to completely collapse the banking system of a major country.

Hypnotic Signal (21)

A mastermind is using television signals to hypnotize the world's population.

Laser Eye (22)

A mastermind creates a series of reflector satellites to direct a powerful laser beam from her secret base to anywhere on the Earth.

Magic Vortex (23)

A mastermind opens a magical vortex over the world to destroy anything touched by it.

Moon Crash (24)

A mastermind plans to use a powerful gravity device to pull the Moon down into the Earth unless a large ransom is paid.

Nephilim Army (25)

A mastermind clones the DNA of the giants of the past to create an army of goliaths.

Nuclear Annihilation (26)

A mastermind hacks into the missile control system of a super power to launch all its nuclear missiles.

Orbital Base (27)

A mastermind has built an orbital laser base that can rain down destruction onto the world unless he is stopped.

Ozone Layer (28)

A mastermind plans to launch a rocket to seed the upper atmosphere with CFCs causing the entire ozone layer to be destroyed.

Pandemic (29)

A mastermind has created a virulent virus that will kill ninety percent of the human population if it is ever released.

Rebellion (30)

A mastermind starts a rebellion to take over a small country.

Replacements (31)

A mastermind has replaced almost every world leader with an android and now plans to start a world war.

Robot Army (32)

A mastermind has created an army of powerful sentient robots that will enslave the entire human race.

Shrink Ray (33)

A mastermind uses a shrink ray to steal all the world's monuments.

Slave Tech (34)

A mastermind is about to release a nano tech weapon that will make anyone infected by it into his slave.

Subliminal Slavery (35)

A mastermind has embedded a signal into television broadcasts that make everyone watching them his slave.

Super Blackmail (36)

A mastermind kidnaps and threatens the loved ones of all the world's superheroes to control them and the world.

Super Killer (37)

A mastermind is killing all the superheroes in the world so he will never be challenged again.

Super Nova (38)

A mastermind wants to disrupt the Sun making it go nova.

Super Slavery (39)

A mastermind uses mind control to make an army of superheroes to control the world.

Super Team (40)

A mastermind has gathered an army of children with superpowers and has trained them to fight for him.

Super Volcano (41)

A mastermind wants to cause the super volcano under America to erupt destroying the entire nation.

Total Eclipse (42)

A mastermind is creating a field around the Earth to block out the Sun.

Total Madness (43)

A mastermind releases mind altering gases that cause a major city to fall into total chaos.

Total Wipe (44)

A mastermind creates a computer virus that will erase all the monetary and credit history of the entire world sending the world economy into chaos.

Undead Hordes (45)

A mastermind raises an army of the undead to control the world.

Uplift Army (46)

A mastermind is creating an army of intelligent primates to take over the world.

Vanishing Art (47)

A mastermind uses a teleportation device to steal all the world's greatest works of art.

Violence Signal (48)

A mastermind plans to send a signal through all the television and radio broadcasting towers in the world to cause everyone effected by it to go on a murderous rampage.

World War (49)

A mastermind deceives two major countries into declaring war on each other to start World War 3.

Zombie Apocalypse (50)

A mastermind has created a virus that causes anyone infected by it to turn into a mindless zombie that can infect other people by biting them.

Fear Reactions (D20)

These are the reactions a person can have to an extremely frightening situation or event.

Coma (1)

A person falls into a comatose state that may last for days or even years. When she wakes up, she will need extensive psychological help to deal with the mental trauma.

Delusion (2)

A person starts to have very realistic delusions, hallucinations, and nightmares after a frightening event.

Faint (3)

A person blacks out for a few minutes. He can be easily woken up by shaking him or splashing him with water.

Flashbacks (4)

A person has random reoccurring flashbacks of a frightening experience that feels completely real.

Grows Older (5)

A person physically grows older from a traumatic experience.

Hair Falls Out (6)

A person's hair falls out because of a severe shock. His hair never grows back after the incident.

Hairs Turns White (7)

A person's hair turns permanently white from shock.

Heart Attack (8)

A person has a heart attack because of a severe shock and will die without immediate medical care.

Insanity (9)

A person goes insane from fear.

Panic (10)

A person panics and can no longer think or move because of fear.

Paralyzed (11)

A person becomes temporarily or permanently paralyzed because of intense feelings of fear.

Phobia (12)

A person gains a permanent phobia to anything related to a specific frightening or traumatic event.

Run Away (13)

A person runs away screaming from the situation.

Seizure (14)

A person drops to ground and has a seizure.

Shock (15)

A person goes into shock and cannot tell what he is doing anymore.

Soil Self (16)

A person soils himself because of fear.

Split Personality (17)

A person goes insane and creates a separate personality to hide from a frightening or traumatic situation.

Stroke (18)

A person has a stroke because of intense fear.

Stunned (19)

A person cannot move because of fear.

Vomit (20)

A person throws up because of fear.

First Contact Adventure Hooks (D30)

These adventure hooks are designed for adventures based on the first contact with an alien race.

Alien Invasion (1)

Hostile aliens have attacked Earth and want to conquer our world. The world must join forces to defeat these aliens or determine their weakness to easily destroy them without a fight. Humans can hack into their computer systems to destroy their spacecraft or develop an engineered biological virus that will wipe them out.

Bio Assimilation (2)

Aliens want to combine our biological uniqueness with their own. These aliens slowly integrate themselves into our society with the goal of becoming one with our race.

Bio Energy (3)

An alien race contains a biological material inside their bodies that acts as a powerful energy source.

Bio Masters (4)

An alien race are masters of biotechnology so they offer the first contactors biological goods worth immense amounts of money in exchange for electronic goods. These explorers might attempt to keep these aliens a secret so they can corner the market on the purest and highest quality drugs and pharmaceuticals ever created.

Crash Landing (5)

An alien spacecraft has crash landed on the surface of the Earth. These aliens might be hostile or friendly but their crew has either been severely injured or killed. This spacecraft can be harvested by the government for advanced alien technology.

Cultural Uplift (6)

An alien race wants to spread their culture to all the low tech worlds in the universe. When they find humanity, they offer us advanced technology and FTL travel.

Darkside of the Moon (7)

Aliens have set up an underground base on the Moon to watch human society in secret.

Energy Race (8)

An alien race is made of pure energy so it is difficult to communicate with them or even understand their concept of reality.

Fireflies (9)

These aliens are extremely small and their ships look like fireflies to people.

Gold Harvest (10)

Aliens have come to Earth to steal all the gold in the world. Massive harvesters have descended onto the Earth to bore into the crust to excavate our gold deposits. Many of these deposits are under the major cities of the world but the aliens do not care.

Group Mind (11)

An alien race naturally has a primitive mind but when they move together in a family unit, their combined conciseness forms a powerful intellect.

Hive Mind (12)

An alien race combines all their individual conciseness into a powerful group mind. This hive mind has unlimited intelligence and computing power allowing this race to develop super advanced technology bordering on magic.

Hunters (13)

An alien race lives only to hunt and they will attempt to hunt and kill your team because you represent a new threat and challenge.

Invitation (14)

An alien race believes that the human race is ready to join their galactic federation so it sends us an envoy to offer us an invitation to join them. Once we join, they provide us with advanced technology and an FTL drive that allows humanity to travel amongst the stars. They also explain to us that they are gathering allies to fight against the scourge of the universe that has awoken to threaten every living thing in the entire universe.

Logic (15)

An alien race controls their emotions by living a life of structured logic making it difficult for other alien races to understand and negotiate with them.

Metaphor Speech (16)

An alien race uses metaphors to speak making language translators totally useless. A deep understanding of a specific member of their race is necessary to ever be able to understand their form of speech.

Mind Games (17)

An alien race only communicates telepathically making it very difficult or dangerous to communicate with them. They have the ability to tell exactly what another being is thinking and feeling so it is impossible to bluff or lie to them which has created a race of people that only speaks the truth.

Pet Store (18)

Aliens have come to take humans as pets. They abduct them in the middle of the night in isolated areas to keep their presence hidden from the rest of humanity.

Planet X (19)

An alien race lives on the tenth planet in our solar system with a very elliptical orbit and we finally meet them when their planet approaches close enough to ours.

Red Invasion (20)

Aliens have set up a base on the surface of Mars to prepare for an invasion of the Earth.

Reeducation (21)

An alien race considers us inferior and wants to reeducate the human race like children.

Sea World (22)

Aliens have come to find their ancestors the dolphins or whales and if they discover that they are now extinct because of the actions of humans, they will destroy humanity.

Sentient Machines (23)

An alien race is composed of intelligent machines. These thinking machines might be willing to coexist with humanity or they might be xenophobic murderers that hate all forms of life.

Sleepers (24)

An alien race exists in suspended animation and they command remote controlled androids from their sleep. This system provides them with immense longevity and protects them from the dangers of the universe. Using advanced quantum entanglement technology, they can control these androids anywhere in the universe from the safety of their homeworld.

Sonic Speech (25)

An alien race speaks using subsonic speech making communication with them very difficult.

Techno Drip (26)

Aliens consider humans to be barbaric so they want to raise them up by slowly releasing technology to them in secret.

Temporal Shift (27)

An alien race can move slightly backwards through time allowing them to always know how to defeat any enemy.

World Peace (28)

An alien race wants to help humanity before we destroy ourselves.

Xeno Consumers (29)

An alien race lives only to devour other races throughout the universe. These monsters live only to breed and consume. They are the bane of the universe so the surviving races of the universe have banded together to fight them.

Xenophobes (30)

An alien race is totally xenophobic so they start a genocidal war against humanity when they discover our existence.

Future Police Adventure Hooks (D50)

These are adventure ideas for police and law enforcement in the near or distant future.

AI Hunters (1)

You must search for and confiscate all thinking machines.

Alien Slums (2)

You must hunt down and arrest aliens that have escape from their slums.

Anti-Terror Division (3)

You must destroy a terrorist cell before it can strike.

Bank Heist (4)

You must free the hostages inside a bank filled with armed robbers.

Citizen Identification (5)

You must enforce the radio tagging of every citizen and arrest anyone without a RDIF implant.

Citizen Registry (6)

Every citizen of your megacity must check into a Registry Center on a weekly basis or be arrested.

Citizen Tip Line (7)

A tip line is provided so people can turn in their neighbors and family members into the police.

Cult Breaker (8)

You must stop a fanatic cult from kidnapping and brainwashing people.

Curfew (9)

You must arrest anyone for being found outside after curfew.

Cyber Cop (10)

You have been killed but were resurrected as a cyborg cop.

Cyber Thieves (11)

A street gang is tearing out cyberware directly from peoples' bodies so they must be stopped.

Cyromaniacs (12)

You must stop anarchists attempting to freeze the city solid.

Deadly Blue (13)

You must stop a criminal from poisoning the city's water supply.

Death Squad (14)

Your police squad has been assigned to hunt down and kill a cop killer.

Desert Pirates (15)

You must hunt down and destroy the pirates that rule the wastelands.

Firemen (16)

You must search for and confiscate all books.

Gun Collectors (17)

You must search for and confiscate every citizen's guns.

Iso Prison (18)

When a person is arrested, they are placed in a two meter cube shaped isolation cell.

Lunar Colony (19)

You must find and arrest a murderer on a lunar colony.

Mecha Police (20)

You join an mecha based division of the police force.

Military Payload (21)

You must find and capture a shipment of military weapons being sent to the criminal underground.

Nuclear Meltdown (22)

You must stop criminals that have taken over a nuclear powerplant.

Nuclear Terror (23)

You must stop terrorists before they detonate a dirty bomb in your city.

Organ Harvesters (24)

A street gang is stealing organs right out of peoples' bodies so their organ trafficking ring must be destroyed.

Pandemic (25)

You must hunt down and capture a scientist attempting to spread a deadly designer virus that could wipe out the human race.

Paranormal Investigators (26)

You join a supernatural division of the police force.

Penal Colony (27)

You must enter and capture a killer on a penal colony.

Plague Hunters (28)

You must kill all citizens that have been infected with the plague.

Power Armor Division (29)

You join a power armor based division of the police force.

Precrime (30)

Your division prevents crimes before a criminal can commit them.

Psi Corps (31)

You are a new member of a psionically enhanced division of the police.

Psi Hunter (32)

Your division hunts down and captures people with psionic abilities.

Pyromaniacs (33)

You must stop anarchists from lighting your city on fire.

Robot Hunters (34)

You must destroy labor robots that are running amok.

Robot Uprising (35)

You must stop a robot uprising.

Runner Hunters (36)

You execute people for avoiding their state approved suicide appointment.

Space Station (37)

You must stop terrorists that have captured a space station.

Sting Operation (38)

Your division sets up criminal opportunities and arrests people that fall for the trap.

Super Cop (39)

You are transformed into a super cop using drugs and cybernetics in order to maintain peace in the megacity slums.

Synth Hunters (40)

You must hunt down and eliminate rogue synths that have integrated into human society.

Tank Division (41)

You join a mini tank division of the police force.

Teleporter Crimes (42)

You must stop criminals that are stealing the world's greatest treasures using a teleportation system.

Thought Crimes (43)

Your division arrests people for thought crimes.

Time Cop (44)

You must stop criminals from changing the future.

Undercover Operation (45)

You are sent undercover into a criminal or rebel organization to find and eliminate their leader.

Vaccine Run (46)

You must deliver a vaccine across the death zone to stop a plague that is ravaging another megacity.

Vampire Hunters (47)

Your division hunts and kills vampires.

Weapon Runner (48)

You must capture anyone attempting to smuggle weapons into your megacity or country.

Werewolf Hunters (49)

Your division hunts and kills werewolves.

Zombie Hunters (50)

You must destroy a horde of mindless zombies plaguing your megacity.

Galactic Encyclopedia Categories (0100)

These are the different types of learning and technology stored in a massive knowledge vault that catalogs all the knowledge of an entire star empire.

Accounting (1)	Economics (26)	Mathematics (51)	Religion (76)
Advanced Materials (2)	Engram Programming (27)	Matter Manipulation (52)	Robotics (77)
Agriculture (3)	Fashion (28)	Mecha (53)	Satellites (78)
Antimatter Power (4)	Frictionless Fields (29)	Medical Drugs (54)	Semiology (79)
Architecture (5)	Fusion Power (30)	Medical Treatments (55)	Sensors (80)
Art (6)	Gauss Weapons (31)	Medicine (56)	Solar Power (81)
Artificial Intelligence (7)	Genetic Engineering (32)	Microbiology (57)	Sonic Weapons (82)
Biological Weapons (8)	Genetic Enhancements (33)	Mind Control (58)	Space Fighter (83)
Biology (9)	Geothermal Power (34)	Mineralogy (59)	Space Rockets (84)
Botany (10)	Government (35)	Mining (60)	Space Stations (85)
Bureaucracy (11)	Gravitics (36)	Music (61)	Spatial Mechanics (86)
Cellular Regeneration (12)	Helicopters (37)	Nano Technology (62)	Subliminals (87)
Chemical Weapons (13)	History (38)	Neural Connections (63)	Submarines (88)
Chemistry (14)	Hydroponics (39)	Neural Replacement (64)	Surgery (89)
Cinematography (15)	Hypnosis (40)	Nuclear Physics (65)	Suspended Animation (90)
Cloaking Fields (16)	Integrity Fields (41)	Nuclear Weapons (66)	Teleportation (91)
Cloning (17)	Interdimensional Travel (42)	Optics (67)	Temporal Mechanics (92)
Communication (18)	Jet Engines (43)	Physics (68)	Terraforming (93)
Computer Programming (19)	Laser Weapons (44)	Physiology (69)	Theater (94)
Computers (20)	Law (45)	Planetary Engineering (70)	Transmutation (95)
Cryonics (21)	Levitation (46)	Plasma Weapons (71)	Video Games (96)
Cybernetics (22)	Linguistics (47)	Politics (72)	Virtual Reality (97)
Dance (23)	Literature (48)	Probability (73)	Weather Control (98)
Deflector Screens (24)	Longevity (49)	Psionics (74)	Wind Power (99)
Dimensional Mechanics (25)	Marine Biology (50)	Psychology (75)	Xenobiology (100)

Galactic Guide Entries (D50)

These are the irreverent entries to the most popular guide to exploring the universe on a budget.

Afterlife (1)

Where you go when you die and what are the best restaurants there.

Age of the Universe (2)

The exact age of the universe and what to do when it ends.

Babes (3)

The planet with the prettiest babes in the universe and how to remember not to call them a babe.

Bar Fights (4)

How to start and survive a bar fight.

Center of the Universe (5)

The location of the center of the universe and what to eat when you get there.

Death (6)

How does it feel when you die and how to plan your own funeral.

Debt (7)

How to avoid paying debt using time travel and interdimensional portals.

Doctors (8)

How to avoid doctors at all costs and what to do when you catch an alien disease.

Drinks (9)

The best drinks in the universe and where to get them.

Drugs (10)

What planets have no drug laws and help finding organ donors.

Drunkness (11)

How to get really drunk and how to deal with the hangover.

End of the Universe (12)

When and why the universe will end and how this could cause you a real inconvenience.

Evil Aliens (13)

The dangers and benefits of hitchhiking with evil aliens and what to do when they inevitably catch you.

Falling (14)

Advice on how to fall from the sky and not die.

Female Worlds (15)

Which planets have only women and how to avoid the mean ones.

Flying (16)

Advice on how to survive a plane crash and the best lawyers to hire after one.

Food (17)

How to live on one Centaurian dollar a day on any planet.

Gravity (18)

The advantages and disadvantages of gravity.

Guilt (19)

How to forget what you have done.

Hamburgers (20)

The best places to get a hamburger in the universe and what to tell yourself if you're a vegetarian.

Hippie Worlds (21)

The grooviest planets in the universe and how to remember your name when you leave.

History of Civilization (22)

The history of alcohol for every civilization.

Hotels (23)

The best hotels in the universe and how to get a room for free.

Infinity (24)

A really big number.

Intelligence (25)

How to act smarter than you look.

Laws (26)

The planets with the fewest number of laws and how to avoid getting caught when you break them.

Life (27)

The meaning of life.

Life Unbound (28)

What is growing in your fridge and how to stop it from killing all of your crew.

Mean Aliens (29)

The most dangerous alien races in the universe and how to make new friends.

Monsters (30)

Which monsters to run from and which ones to hide from.

Nice Aliens (31)

Which alien races allow people to hitchhike on their starships and how not to piss them off.

Nightclubs (32)

The best nightclubs in the universe and how much to tip the dancers.

Origin of the Universe (33)

How the universe was created and why.

Party Planets (34)

The best party planets in the universe and how to get a new liver.

Pickup Lines (35)

The best pickup lines in the universe and how to avoid an incoming slap.

Pizza (36)

The best place to get a slice of pizza in the universe and what to do if you're lactose intolerant.

Police (37)

How to avoid police at all costs.

Poorest Planets (38)

Which are the poorest planets in the universe and what to get for cheap when you are there.

Restaurants (39)

The best restaurants in the universe and how to get free food.

Robots (40)

How to deal with really boring or annoying robots.

Space (41)

Really big and dark.

Speed Traps (42)

The location of all the interstellar speed traps and how much to bribe a police officer if you get caught.

Starships (43)

How to hitch a ride on a starship without getting caught.

The Creator (44)

Who created the universe and why she did it.

Time (45)

What you don't have when your late.

Used Starships (46)

Advice on how to steal a starship.

Vacuum of Space (47)

Advice on how not to not die in the vacuum of space.

Women (48)

Which planets have the nicest women in the universe and how to win a maternity lawsuit.

Xenophiles (49)

Which planets like aliens and how to prove you are one.

Xenophobes (50)

Which planets hate aliens and how to avoid eye contact with their population.

Galactic Intrigue Adventure Hooks (D50)

These are adventure ideas for the royalty of the Imperial Houses of a great space empire.

AI Hatred (1)

All forms of artificial intelligence have been banned in the entire universe and their use is punishable by death.

Bio Masters (2)

This Imperial House is a master of biological manipulation allowing it to grow replacement organs and limbs for a person's body and to produce humans that can mimic other people.

Civil War (3)

The Emperor has died and the universe is at war so a new Emperor must be chosen soon.

Drug Dealer (4)

This Imperial House has cornered the market for a new drug.

Emperor's Guard (5)

This is the personal army of the Emperor and these super soldiers are feared throughout the universe.

Emperor's Honor (6)

Any noble that challenges the Emperor can be defended by another House noble.

Emperor's Right (7)

The Emperor controls all space travel through control of the Space Guild.

Genetic Masters (8)

This Imperial House is an expert in genetic engineering allowing it to modify the gene lines of its people to improve their physical traits.

Great Convention (9)

No Imperial House may use atomics against another House for any reason.

Great Houses (10)

Minor Imperial Houses join together in order to create a great House under a single powerful leader to protect and support each other.

Guild Liners (11)

These are the only intergalactic ships in the universe that can fold space and they are all controlled by the Space Guild.

House Advisors (12)

House advisors are great warriors, politicians, orators, and leaders.

House Doctors (13)

These trusted doctors take care of the nobles of the royal Houses and they are completely trusted because of their Imperial conditioning.

House Feud (14)

An Imperial House has declared a feud against another House and all battles between these Houses are sanctioned by the Emperor.

Imperial Challenge (15)

A Duke has declared a challenge to the Emperor for the great throne.

Imperial Conditioning (16)

House advisors all have full Imperial conditioning so they are completely trusted by their Duke.

Imperial Edict (17)

Your House has been ordered to move to a new home world.

Imperial Jihad (18)

When an Imperial House is declared to be rogue, all the forces of the entire universe are sent to destroy it.

Imperial Senate (19)

An ambassador from every major House must be sent to every meeting of the Imperial Senate to show their loyalty to the Emperor.

Imperial Tithe (20)

The Emperor requires a tithe from every planet in the Empire.

Inquisitors (21)

This religious sisterhood moves amongst the people and kills anyone that appears to be a traitor to humanity or the Emperor. They constantly look for the chosen one that will change the path of humanity forever.

Intrigue Masters (22)

This Imperial House is a master of intrigue and it attempts to dominate with political and corporate espionage.

Master Merchants (23)

This Imperial House is the master of merchants that dominates through money manipulation and cornering the markets for strategic resources.

Master of Arms (24)

This Imperial House has massive ground forces of highly trained and loyal soldiers allowing it to dominate any battlefield.

Masters of Assassins (25)

This Imperial House is the master of assassination that eliminates important people in other Houses to slowly weaken them.

Masters of Battle (26)

This Imperial House trains people to fight since birth making its armies the most powerful in the universe.

Masters of Cybernetics (27)

This Imperial House is an expert in cybernetics allowing its people to be enhanced with advanced cyber technology.

Masters of Deception (28)

This Imperial House is a master of mental manipulation and mind control allowing it to manipulate and weaken other Houses from within.

Masters of Space (29)

This Imperial House has a massive space fleet that can destroy orbital defenses but it still depends on the Space Guild for transportation.

Medical Masters (30)

This Imperial House is an expert in medicine allowing it to cure any disease and extremely enhance the lifespan and youth of its people.

Merchant Guild (31)

This organization is in control of all manufacturing throughout the universe but they cannot move any of their goods without the help of the Space Guild.

Messiah Program (32)

Noble marriages are selected to create a future messiah by the Sisterhood.

Minds (33)

These humans have been converted into the equivalent of a thinking machine.

Mining Guilds (34)

This organization is in charge of all planetary mining operations but they require the Space Guild to move resources to other worlds.

Minor Houses (35)

These small Houses are pledged to a major House and they each control a low resource world in the Empire.

Political Marriage (36)

A Duke's daughter has been betrothed to the Emperor's son to gain political power in the Empire.

Political Power (37)

An Imperial House has gained an extra seat in the Imperial Senate by doing favors for the Emperor.

Psionic Masters (38)

This Imperial House is the master of psionics allowing its people to read and control the minds of other people.

Raider (39)

An Imperial House preys on cargo liners that pass by its homeworld.

Right to Duel (40)

House nobles have the right to challenge other nobles to the death but they can have a champion fight for them.

Robotics Masters (41)

This Imperial House is an expert in robotics allowing it to have automated factories and defense sentries.

Rogue House (42)

An Imperial House has broken free from the Empire and it now has the entire universe attacking its worlds.

Seers (43)

These humans have had their minds altered to see the future so they can provide their nobles with a view of the possible future.

Sisterhood (44)

These women monitor all the major Houses and they make sure that every House remains loyal to the Emperor. They provide consorts for all the Dukes of all the minor and major Imperial Houses.

Space Guild (45)

These astrogators control all the jump ships in the universe so they control space in the name of the Emperor.

Speakers (46)

This priesthood tries to spread the religion that the Emperor is a god throughout the universe.

Super Weapon (47)

An Imperial House has created a new super weapon that might change the balance of power in the universe.

Sword Masters (48)

These weapon masters are the personal bodyguards of the royal Houses and they train the Dukes and their children in their bladed martial arts.

Tech Masters (49)

This imperial sect are masters of technology that create all the advanced personal and military technology in the universe. They often utilize thinking machines so they are constantly under investigation by the Sisterhood.

Terraforming Master (50)

This Imperial House is an expert at terraforming allowing it to vastly improve its homeworlds.

Galactic Empire Adventure Hooks (D100)

These are random events and social, economic, and technological advancements that can change the future of an entire galactic empire.

Ancient Caretaker (1)

An ancient alien race known as the precursors have protected the universe from destruction for over a hundred thousand years but they have finally gone extinct. They have left artifact sites throughout the universe to help other alien races continue their work.

Ascension (2)

The populace of an empire has ascended to a state of pure thought that has allowed them to move onto the next stage of sentient evolution.

Assassination (3)

An empire has a major political, social, or military leader assassinated by an enemy assassin.

Atmosphere Bomb (4)

An empire has developed a weapon that can destroy the atmosphere of a planet.

Barbarian Hordes (5)

Empires throughout the universe have collapsed and barbarian warlords have taken control of most of the universe creating a new and permanent dark age.

Bio Ships (6)

An empire has developed sentient living starships that reproduce and regenerate from most damage.

Biogenic World (7)

A world has been found with a biogenic field that heals all wounds and allows a person to live forever.

Bounty Hunters (8)

An empire hires bounty hunters to hunt down their political enemies and rebel forces.

Civil Unrest (9)

Civil unrest has broken out because of financial or social collapse throughout every homeworld of an empire.

Cloaking Device (10)

An empire has developed a full functioning cloaking device allowing its fleets to attack any other space empire without warning.

Clone Army (11)

An empire uses clones of its most powerful warriors to fight its wars across the universe. Problems can arise if the cloning stock becomes defective or has been sabotaged.

Computer Virus (12)

A virulent computer virus is ravaging the financial, energy, information, military, and infrastructure systems around an empire.

Consuming Cloud (13)

Nano tech has become viral creating a massive nano tech cloud that will consume anything that it touches including entire planets.

Cultural Exchange (14)

Empires have made a treaty to exchange cultural ideals, art, and religious beliefs.

Cultural Renaissance (15)

An empire has made a cultural leap allowing them to make incredible scientific and artistic achievements.

Derelict Shipyard (16)

An ancient and powerful mothball fleet of alien ships has been discovered.

Digital Addiction (17)

An empire's entire population has become addicted to virtual reality simulations causing efficiency and birth rates to plummet.

Dyson Sphere (18)

An empire can use all the planets in a solar system to create a livable surface area around a local star.

Election Tempering (19)

An empire manipulates neighboring empires through electronic and media based political election tampering.

End of Time (20)

The stars of the universe have slowly died so the universe has slowly gone dark. Another option is the universe has started to collapse and all the stars of the universe have slowly been consumed by a giant black hole in the center of the universe.

Exiles (21)

An empire has discovered a small faction of an ancient alien race that are still masters of many fields of science. This ancient race was not destroyed by the plague that killed the other precursors but these people have forgotten most of the advanced technological wonders of their race.

Exploration Pact (22)

Empires have created a treaty to share space exploration data allowing each race that prefers specific world types to colonize the world's best suited for them.

Extradimensional Invader (23)

Invaders made of pure energy have invaded our universe.

Eyes of the Universe (24)

This precursor device allows an empire to see anywhere in the universe.

False Flag Operation (25)

An empire can force its people into war against another empire by performing false flag operations on their homeworlds.

Farm Worlds (26)

An empire can convert a world into a massive automated food production center.

Food Shortage (27)

An empire has a major food shortage causing riots or severe social unrest.

Forge Worlds (28)

An empire can convert a planet into a planetwide forge designed to create powerful war machines. The entire surface of this planet is covered in factories and powerplants and the interior of this world has been cored out to create a massive ship hangar.

Free Trade Agreement (29)

Empires have made a treaty that has removed all tariffs creating a massive free trade zone.

Galactic Depression (30)

An empire wide financial collapse has caused severe suffering for the entire population of their most developed homeworlds.

Galactic Market (31)

Galactic empires can sell their goods using a universe wide stock exchange and commodity market.

Galactic Plague (32)

A virulent biological virus is spreading out of control over all the homeworlds of an empire wiping out their population.

Gamma Ray Burst (33)

A star has gone supernova so every planetary system within a hundred light years has had all its electronic systems destroyed by a parsec wide electromagnetic pulse.

God Emperor (34)

An empire is controlled by an individual with psionic potential so powerful that he can actually change the fabric of time and space.

Golden Age (35)

A social and cultural revolution has led to a technological renaissance that has caused an exponential growth in a specific field of technology within an empire.

Grand Fleet (36)

An empire has a fleet so powerful that it can destroy any force in the galaxy.

Hive Mind (37)

An empire has connected their people into a massive hive mind giving them a combined consciousness and an omega level intelligence.

Hive Worlds (38)

An empire has created a world that can sustain hundreds of billions of citizens.

Hunt Rebels (39)

An empire spends excessive amounts of resources hunting down and suppressing the armed, political, financial, and digital rebels that plague their society.

Hyperspace Monster (40)

A massive monster lives in hyperspace and it will destroy anything that approaches it.

Hyperspace Storm (41)

A massive hyperspace flux makes travel between stars impossible during these storms.

Ideology (42)

The entire population of an empire is indoctrinated into their ideology since birth.

Immortality Protocol (43)

An empire has perfected the scientific process of living forever. This means their growth rate must be controlled so all births must be approved.

Indoctrination Camps (44)

An empire has secret and hidden concentration camps designed to reeducate and brainwash political and social dissidents.

Industrial Sabotage (45)

An empire can disable another empire by performing industrial sabotage throughout their homeworlds.

Killer Asteroid (46)

A deadly asteroid is about to destroy an empire's homeworld so it must be destroyed or pushed away.

Knowledge Vault (47)

A precursor station has been discovered filled with super advanced technology but most of its stored data has become corrupt.

Longevity Process (48)

An empire has created a process allowing its people to live for a few millennia.

Micro Singularity (49)

An empire has mastered gravity manipulation allowing them to create micro singularities giving them access to unlimited power.

Mutual Defense Pact (50)

Empires form a treaty that they will defend their allies if they are ever attacked by an enemy empire.

Nano Tech (51)

An empire has created nano tech that can construct anything at the molecular level.

Neutral Zone (52)

Empires have created a treaty that neither empire will colonize any worlds in the neutral zone between their borders and will not patrol it with their starships.

Non-Aggression Pact (53)

Empires have made a treaty that they will not fight each other or help each other with conflicts with other galactic empires.

Omega Level Scientist (54)

A genius is born that can create super science technology so advanced that it rivals magic.

Open Rebellion (55)

Rebel forces are attempting to destroy the government that controls a star empire.

Penal Army (56)

An empire uses their criminals, political dissidents, and religious believers to form armies to fight wars throughout the universe.

Pirate Cartel (57)

A massive space wide organization has combined all the pirate clans into a single force of evil in the universe.

Planet Bomb (58)

A missile with a strange matter warhead can cause a planet to collapse into itself.

Planet Destroyer (59)

An empire has a secret program to create a planet destroying battleship.

Planetary Famine (60)

An alien blight has spread and wiped out all the food crops and herds on an entire planet.

Political Propaganda (61)

An empire spreads propaganda throughout their population in order to control their people through populism and fear.

Political Unrest (62)

Citizens throughout an empire have stormed the streets to protest how their empire is being run and they demand political and social change.

Population Boom (63)

A cultural and technological revolution has caused a massive birth rate increase in an empire.

Prime Directive (64)

An empire has laws that prevent them from interfering with alien races that have not yet achieved faster than light travel.

Psionic Leap (65)

An empire has made a mental breakthrough and has unleashed the psionic powers of its people. This means that children with high psionic potential must be gathered for training.

Quantum Manipulator (66)

An empire has created a machine that can reconstruct matter at any level allowing entire planets to be reconstructed.

Quarantine Zone (67)

An empire has declared a planet or an entire region of space to be off limits for internal security reasons, political punishment, or to prevent a potential empire wide catastrophe.

Religious Cult (68)

A religious cult has come into existence that is slowly causing large sections of an empire's population to join their cult.

Reverse Engineering (69)

An empire has discovered an alien artifact that has completely changed a major technological aspect of their society.

Revolution (70)

Empire wide civil unrest has caused the collapse of the empire's government and a social revolution has caused a new provisional government to be formed.

Ring World (71)

An empire has deconstructed a solar system to create a single ring world.

Robot Troopers (72)

An empire uses sentient robots to fight their wars across the universe.

Science Nexus (73)

An empire has created a powerful sentient AI that gives them incredible research potential.

Scientific Breakthrough (74)

An empire has made a scientific leap allowing them to become the leaders of a specific field of technology.

Scientific Exchange (75)

Empires have a treaty to exchange non-military scientific achievements between each other.

Secret Blueprints (76)

Rebels have stolen the secret blueprints to a secret super battle station that could result in them discovering a weakness in its design.

Singularity Event (77)

The very fabric of the universe has started to unravel so all the empires in the galaxy must work together to save the universe.

Slave Army (78)

An empire uses mind-controlled troops to fight their wars throughout the universe. This mind control technology allows them to use captured aliens as new recruits.

Sleeping Machines (79)

Ancient sentient war machines have been awakened that want to destroy all life in the universe.

Social Experiment (80)

An empire is performing a social experiment on one of its homeworlds to see if they can improve the efficiency and survivability of their people. Many of these experiments fail so the world's entire population must be destroyed.

Social Matrix (81)

A precursor psionic artifact has been discovered that makes the population of an entire space empire happier and more productive.

Space Monster (82)

A space monster has entered a galactic empire's territory and it is randomly destroying their homeworlds.

Star Destroyer (83)

An empire has created a powerful mobile battle station that can cause a star to go supernova.

Stargates (84)

An empire is linked together with a network of stargates.

Strategic Resource Exchange (85)

Empires have made a treaty to exchange resources that are only scarce on their homeworlds for their mutual benefit.

Supernova (86)

A supernova destroys all life on every planet in a dying star's solar system.

Terraforming (87)

An empire has developed the technology to convert any world into a livable planet.

Terrorist Cells (88)

Terrorist cells are hunted down and destroyed throughout an empire before they can cause any major damage to a homeworld.

Thinking Machines (89)

An empire has accidentally created a sentient AI that is now attempting to conquer all its homeworlds.

Time Travel (90)

An empire has learned to perform limited time travel.

Trade Embargo (91)

An empire can create and enforce trade embargoes on other empires by implementing starship blockades around their homeworlds.

Trade Network (92)

An empire can instantly trade between each other using an ancient precursor wormhole network.

Transcendence (93)

The populace of an empire has learned to transfer their minds into machines freeing them from the weaknesses of the flesh and giving them virtual immortality.

Uplift (94)

An empire has uplifted various species to sentience allowing them to be used as slaves and warriors.

Vassal Empire (95)

An empire does not wipe out enemy empires but instead uses them as vassal empires.

Virus Bomb (96)

An empire has developed a biological weapon that can destroy all sentient life on a planet.

Warrior Caste (97)

An empire has created a genetically engineered warrior race addicted to a drug making them subservient to their masters.

Warrior Cult (98)

An empire trains all their people for their future careers and combat roles starting from birth which has created one of the most powerful empires in the universe.

Wormhole Discovered (99)

A wormhole has been discovered that has opened another region of the universe for an empire to explore and expand into.

Xenophobe (100)

An empire can become xenophobic so they will start to kill or deport all other alien races within their empire that are different from the dominate race. They will no longer deal with any other alien empires and will attack them whenever they are encountered.

Galactic Empires (030)

These are the galactic empires that are attempting to conquer the universe. These empires all have different social, religious, and political ideologies that give them extremely different ways to effectively utilize their resources and populations.

AI (1)

This empire is run by sentient AIs or a single powerful AI that controls an army of machines that perform their commands. These powerful AIs can attack and dominate the electronic infrastructures of other empires.

Assimilators (2)

This empire does not conquer other alien races but instead integrates their beliefs, cultures, technology, science, and people into their own society. This has allowed them to quickly grow socially, technologically, and militarily to become one of the most powerful space empires in the entire universe.

Bio Engineers (3)

This empire specializes in genetic engineering and genetically modified organisms allowing them to create biological machines to replace all other forms of technology in their empire.

Brood (4)

This empire is composed of a race where their entire population are children of a single brood mother, so they are willing to do anything to protect their queen and their brood.

Caretakers (5)

This empire travels through the universe causing primitive alien races to evolve into their next stage of evolution. This has allowed them to create protectorate subraces that they have nurtured and controlled to protect and serve them.

Clan Unions (6)

This empire is made of powerful clans that each have their own leaders and belief systems. These clans often work together for their mutual benefit but they often fight for scarce resources or over ideological differences.

Clone Masters (7)

This empire has mastered perfect cloning techniques allowing them to make copies of their most useful and skilled members. They also use cloning techniques to simulate immortality because when a person dies, their memories can be downloaded to a new clone.

Collective (8)

This empire is linked together by a shared consciousness allowing their people to share each other's thoughts and feelings. This allows this race to combine their mental powers into a universe wide super consciousness.

Control (9)

This empire has a totalitarian society that maintains complete control over their entire population which has allowed them to survive on the most barren and dangerous homeworlds.

Corporate Empire (10)

This empire only exists to make a profit so they will do anything to reduce expenses and increase their profits. Their entire population is treated as resources that can be sacrificed at any time to increase corporate profits.

Coven (11)

This empire is composed of small groups of psychically linked individuals that allows these groups to achieve a level of super intelligence and psychic mastery impossible for a single living mind.

Crystal (12)

This empire is made up of a race formed from crystal that allows them to survive in almost in any environment.

Cyborgs (13)

This empire uses cybernetic enhancements to improve the productivity of their population and the power of their military.

Deviant Clones (14)

This empire is created from clones of a single individual which is considered an abomination by all other space faring races.

Engineers (15)

This empire lives to acquire knowledge and explore the universe to understand and control the secrets of time and space. They make up for their physical weakness with their super advanced technology.

Energy (16)

This empire is made up of a race formed of pure energy so they do not require any physical resources.

Ethereal (17)

This empire is made up of a race that exists trapped between our universe and another dimension making all physical needs unnecessary, so they have focused all their efforts on their mental and spiritual achievements and ignored any form of physical accomplishment.

Federation (18)

This empire is an alliance of alien worlds that have joined together for defense and social and technological enhancement.

Greater Good (19)

This empire is a union of alien races that work together for the greater good of their people. This requires their entire populace to sacrifice their comforts and even their lives for the security and growth of their collective empire.

Hive (20)

This empire is made of a hive race that produces different physiological forms to perform different functions in their society to achieve the greatest efficiency and versatility.

Imperium (21)

This empire is ruled by a single Emperor and all their people are ruled with a heavy hand by the Imperial military and bureaucracy.

Living Machines (22)

This empire is composed of sentient machines where each machine has acquired its own personality and the ability to feel emotions.

Mecha (23)

This empire has forced their entire population to transfer their memories and personalities into mechanical bodies.

Nano Evolved (24)

This empire has integrated nano tech into their bodies allowing them to be almost immortal and improving all their physical and mental abilities by a hundred-fold.

Psions (25)

This empire is made up of a psionically sensitive race that gives them incredible psionic powers.

Religious Cult (26)

This empire is controlled by a single universal church and theology and all their citizens are forced believers of this religion.

Robot Masters (27)

This empire uses robots to fight their wars and to perform all menial and dangerous activities in their society.

Temporal Lords (28)

This empire has learned to control time and space so they must protect the timeline from anything that attempts to disrupt it.

Trade League (29)

This empire is a trading nexus that exists to make money through trade and war.

Warmongers (30)

This empire is made of a militant race that only honors military prowess and conquest. This has caused them to spread throughout the universe but they are slowly dying because of their total lack of proper social programs and research investments.

Galactic Police Adventure Hooks (D50)

These are adventure ideas for a spacefaring and intergalactic police force that must protect the citizens of every planet in the universe from crime and danger.

AI Master (1)

You must arrest a mad scientist attempting to make an artificial intelligence system to rule over the universe.

Alien Domination (2)

You must stop an alien race from trying to dominate a low tech world with its advanced technology.

Alien Interdiction (3)

You must free a planet that has been occupied by alien forces.

Ancient Evil (4)

You must prevent an ancient evil from being reborn on one of your core worlds.

Clone Army (5)

You must arrest a scientist for creating a clone army.

Cloners (6)

You must arrest a group that is illegally cloning famous and powerful people.

Collector (7)

You must stop a collector who collects sentient beings for his space museum.

Coup (8)

You must overthrow an evil dictator on a low tech world.

Crime Lord (9)

You must arrest a deadly crime lord.

Cultural Crime (10)

You must arrest an illegal collector of cultural artifacts.

Dangerous Delivery (11)

You must deliver the most powerful and dangerous criminal in the universe to a maximum security penal world for punishment. His entire crime organization will attempt to stop your team and rescue their leader.

Defend the Lanes (12)

You must protect the commercial space lanes.

Diplomatic Mission (13)

You must escort a diplomatic ship into a war zone.

Doomsday (14)

You must destroy a gigantic doomsday space machine.

Drug Bust (15)

You must capture the major supplier of drugs to one of your core worlds.

Drug Factory (16)

You must find and destroy a hidden drug factory.

Hive Fleet (17)

You must destroy a fleet of biological monsters that have come to consume the entire universe.

Living Ship (18)

You must destroy a sentient starship that hunts down and destroys other ships to add to its structure.

Lost Tech (19)

You must retrieve a piece of stolen technology before it can be used for evil.

Mind Control (20)

You must stop a corporation that uses mind control technology in its advertisements.

Mine Field (21)

You must destroy an old space minefield.

Nano Destructor (22)

You must arrest a scientist for performing nano tech experiments on a populated world.

Nano Tech (23)

You must destroy a cloud of viral nano tech before it reaches another populated world and consumes it.

New Members (24)

You must influence new worlds to join the galactic Federation.

New Recruits (25)

You must search the Federation for new recruits for the police force.

Peace Treaty (26)

You must deliver a diplomat to a foreign world to forge a peace treaty.

Peace Treaty (27)

You must protect the delegates during a peace treaty between two planetary governments.

Pirate Base Buster (28)

You must find and destroy a secret pirate base.

Pirate Captain (29)

You must capture an infamous space pirate captain.

Prime Directive (30)

You must arrest anyone attempting to conquer a low tech world with modern technology.

Princess Escort (31)

You must escort a princess to another planet where her marriage to its ruler will end a multi-generational war.

Rebel Breakers (32)

You must infiltrate a rebel organization and capture their leader.

Rescue Slaves (33)

You must free slaves from a hidden pirate mining operation.

Rescue Space Liner (34)

You must free a space liner captured by space pirates.

Rescue Space Station (35)

You must free a space station captured by space pirates.

Robot Army (36)

You must arrest a scientist for creating a robot army and completely destroy this army.

Rogue Officer (37)

You must arrest a rogue officer attempting to get revenge on the entire Federation.

Sentient Ships (38)

You must track down and destroy a sentient fleet of starships that are ravaging the outer worlds.

Sentient Virus (39)

You must find and stop a group of eco-terrorists before they can release a deadly virus designed to destroy all sentient life on a planet.

Sentient World (40)

You must destroy a sentient planet that consumes other planets.

Slavers (41)

You must destroy a slave trafficking ring.

Smugglers (42)

You must stop a smuggling ring and arrest its leaders.

Space Royale (43)

You must find a secret space casino and shut it down.

Stolen Artifacts (44)

You must recover stolen artifacts and return them to their home planet.

Time Crime (45)

You must track down and arrest a disruptive time traveler.

Time Police (46)

You must arrest a scientist for performing illegal time manipulation experiments.

Training Day (47)

You must train new recruits for the police force.

Treason (48)

You must arrest the governor of a planet attempting to break free from the space Federation.

Virus Ships (49)

You must find and destroy a fleet of ships taken over by a powerful computer virus.

Weapons Factory (50)

You must find and destroy a hidden weapons factory.

Hacker Adventure Hooks (D50)

These are adventure ideas for hackers in the near or distant future attempting to manipulate the net and attacking private, government, and corporate computer networks and data havens.

AI Control Virus (1)

You have created a computer virus that will give you complete control over an AI program.

AI Killer (2)

You have created a computer virus that can corrupt and destroy an AI program.

Air Traffic Control (3)

You hack into the air traffic control system allowing friendly aircraft to travel undetected or you can cause multiple aircraft to crash into each other.

Alien Network Virus (4)

You have developed a virus that will infect and destroy the connected command and control network of an entire alien battle fleet.

Alter ID (5)

You alter a person's official record by changing or deleting criminal records and altering their personal and financial information.

Assistant Hack (6)

You hack a person's digital assistant to gain access to where they are going to be any time of the day and if they are going to meet anyone.

Autonomous Vessel Control (7)

You hack into the command system for an autonomous airliner, cruise ship, oil tanker, or cargo ship allowing you to take it anywhere you like or crash it into anything you want.

Battle Hack (8)

You hack into the control system of a fighter or mecha allowing you take control of it.

Billboard Hack (9)

You hack into a digital billboard allowing you to display anything that you desire on its screen.

Brain Wipe (10)

You write a program that can destroy a person's mind linked to a corrupted computer.

Broadcast Hack (11)

You hack into a television command network allowing you to broadcast any video feed that you desire.

Building Security (12)

You hack into the security system of a high security building allowing you to turn off its security systems and open its locked doors.

City Traffic Network (13)

You hack into the traffic network of a major city allowing you to control the traffic lights to create a free escape route through the city for a getaway car or you can cause total anarchy on the streets.

Comm Sat (14)

You hack into a military communication satellite allowing you to access the secret government communication network for all their military and government operations.

Control Hack (15)

You hack the control system of an autonomous car or plane to cause it to travel to wherever you desire or crash into whatever you want.

Corporate Espionage (16)

You have been hired to break into a corporate mainframe and steal a store of secret data that a corporation is trying to keep secret.

Currency Hack (17)

You hack into the world's currency exchange system to steal cryptocurrency or alter the exchange to make sure your investments are always profitable.

Data Wipe (18)

You are hired to erase a person's identity and all evidence of his existence from all the computer systems in the world.

Drone Hack (19)

You take control of autonomous or remote battle drone.

Eavesdropping Virus (20)

You insert a virus into the computer system operated by a target person that gives you access to all the electronics in his house so anything that he does can be monitored.

Evil Ear (21)

You hack a government system that allows you to listen into any cell phone or video conference conversation in the world.

Executive Level Access (22)

You hack into a computer system to give yourself executive level access of all data so you can browse through the system without being detected.

Fake News (23)

You create false websites and aliases to proliferate fake news throughout the net allowing you to manipulate public opinion and the results of political elections.

Financial Data (24)

You hack into a corporate mainframe to steal all the financial data from its customers.

Global Surveillance Network (25)

You hack into the global surveillance network that records and analyzes everything that everyone in the entire world is doing.

Great Crash (26)

You gain control of the computer systems running the stock market in order to make sure your investments are profitable or to crash the entire financial system.

HUD Hack (27)

You hack into the HUDs of the enemy soldiers engaging your team to confuse and blind them.

Insert Backdoor (28)

You hack into a mainframe or personal computer system and insert a backdoor program that gives you undetectable access to this computer system at all times.

Laser Sat (29)

You hack into a military laser satellite allowing you to fire an orbital laser bombardment anywhere within its orbital path.

Launch Codes (30)

You break into a superpower's nuclear missile control system allowing you to fire a nuclear missile from a nuclear missile silo or missile sub.

Launder Money (31)

You take a client's illicit money and pass it through multiple fake accounts until it appears to be completely legitimate in the eyes of the government.

Massive Distributed System (32)

You create a virus that links every computer system infected by it into a super powerful distributed computer system.

Military Secrets (33)

You steal the blueprints for a secret military weapons project from a high security military computer system.

Mind Control (34)

You write a program that can take control of a person's mind linked to a corrupt computer system. This person can now be controlled with simple commands embedded in a radio signal.

Mutual Destruction Order (35)

You hack into the deepest and most protected sectors of a military computer system and have gained access to the mutual destruction order that will start a thermonuclear war.

Nuclear Power Plant (36)

You hack into the control system for a nuclear powerplant allowing you to turn off its reactor or cause it to go into an uncontrollable nuclear meltdown.

Orbital Tagging (37)

You hack into an orbital laser satellite and fire its laser to write something big into the ground or onto the surface of the Moon.

Overwatch (38)

You decipher a coded message that was intercepted by your command scanning protocol for all incoming and outgoing messages to a target computer system about a specific topic or person.

Plane Control (39)

You hack into the autopilot of a commercial airliner allowing you to take control of the aircraft to land it at a designated site or crash it.

Satellite Uplink (40)

You hack into a satellite uplink allowing you to take control of a specific satellite. You have created a counterfeit satellite signal so the satellite thinks that you have proper access to its systems.

Scripted Run (41)

A hacker can record a sequence of computer operations allowing simple functions or advanced attack sequences to be activated with a single command allowing a hacker to greatly increase his speed and efficiency when linked to the net.

Secret Research (42)

You have been hired to break into a government or corporate mainframe to steal research results for a secret or illicit project.

Spy Sat (43)

You hack into a military surveillance satellite allowing you see everything in its orbital path up to what a person is reading.

Steal Account (44)

You steal millions of dollars from a secret bank account of a crime boss or corporate executive.

Ticket Hack (45)

You hack into the ticketing system for an airliner, cruise ship, train, or suborbital shuttle to create tickets for your colleagues or to cancel the ticket for a target person.

Trace (46)

You trace a computer system's net signal back to its physical location across the entire world. You can then send local forces to deal with the hacker.

Video Manipulation (47)

You alter a video or video feed to change the appearance of anyone in the video to look like someone else to hide her identity or frame someone for something she did not do.

Virtual Identity (48)

You are hired to create an artificial identity with official documents in all financial and government computers in the world.

Virus Hack (49)

You hack into the code structure of a computer virus preventing it from activating.

VR Manipulation (50)

You hack into a virtual reality network allowing you to change the virtual program in any way that you desire.

Hacker Archetype (050)

These computer specialists and hackers are experts in defending or attacking data fortresses and personal computer systems.

Advanced Deck (1)

Every hacker attempts to get the most advanced deck components because military and experimental grade parts give a hacker greater speed and better immersion in the net.

AI Merge (2)

A hacker can merge with an AI to create a super intelligence and a new lifeform.

AI Program (3)

Every hacker has developed their own AI to help them on their jobs within the net.

Algo Trading (4)

A hacker has created a program that can make millions of micro trades per second to guarantee that he never has a loss on all his financial transactions.

Avatar (5)

Each hacker has a special icon that represents him in the net.

Backdoor Program (6)

A hacker creates a backdoor to all their programs allowing them to take over any system that uses his software.

Black ICE (7)

Hackers covet access to military grade offensive software produced by government scientists that can be altered for use in specific jobs to break through any code gate or data wall in the net.

Brain Rewiring (8)

A hacker has had his brain rewired to increase his mental kinetics to improve his performance in the net.

Child Prodigy (9)

Some children have a natural ability to travel through data space.

Comm Hack (10)

A hacker can listen into an enemy's private communication network.

Contingency Plan (11)

This dead man switch program activates if a hacker is ever killed that is designed to send automated computer viruses to destroy specific sites throughout the net.

Control Knife (12)

This device can inject a control virus into a computer or vehicle if it touches its surface.

Dark Haven (13)

Each hacker stores all his illicit money in a secure digital vault hidden somewhere in the net.

Data Crash (14)

The entire net crashed when a deadly virus destroyed it causing the world to create local and isolated mini nets for all corporate and government data fortresses.

Data Fortress (15)

A hacker must attack the security walls or code gates of a corporate or government data fortress to gain access to its proprietary data.

Data Mining (16)

You use computer viruses to mine important financial and personal data from millions of people around the world and sell it on the dark web.

Data Theft (17)

A hacker's primary source of illicit income is the illegal acquisition and sale of proprietary corporate data and peoples' personal financial information.

Dataspikes (18)

This device allows a hacker to draw all the data from a physical computer system that may be isolated from the net.

Defense Construct (19)

A hacker has created automated programs that patrol and defend his security protocols from attack programs, black ICE, and other hackers.

Defensive Hacker (20)

These hackers personally protect data fortresses from the cyber attacks of enemy hackers.

Denial of Service Attack (21)

A hacker has millions of slave computers controlled by computer viruses attack a single data fortress to completely isolate it from the net.

Direct Connect (22)

A hacker can directly connect his interface into another person giving him direct access to anything accessible by the other person's neural network.

Download Personality (23)

A hacker can download his mind into the net in case of danger so there are copies of him throughout the net.

Dummy Corporations (24)

Hackers set up dummy corporations allowing them to buy military grade equipment or individual parts that can be used to construct advanced computer decks, hacking gear, and weapons.

Ghost Hack (25)

A hacker can take control of a person by hacking into his brain chip. It allows a hacker to manipulate the victim's thoughts, memories, beliefs, and actions from anywhere in the world.

Jury Rig (26)

A hacker can fix or jury rig a computer deck to increase its speed and power and modify it for almost any job.

Machine Sight (27)

A hacker's ability to read and write in the pure zeros and ones of machine language gives her direct access to the hardware and software of her computer deck and the net.

Molecular Printer (28)

A hacker can build almost anything with stolen blueprints and technical schematics using a molecular printer to produce each part separately and combine the parts into a finished product.

Natural Interface (29)

Expert hackers can interface data space and operate in it with total and natural immersion giving them incredible mental kinetics when directly linked to the net.

Net Analytics (30)

A hacker can read the analytics of the data that pours through data space to attempt to predict the movement of the financial markets to make guaranteed investments and financial bets.

Net Crash Virus (31)

This data crash program is designed to erase and overwrite all of the interior gateway protocols that run the entire net. The use of this virus would crash the entire internet and cause total mayhem throughout the world.

Net Reality (32)

This is what a hacker sees when they enter the net. Every person connected to the net is represented by a personal avatar that represents them in virtual space. Every heavily defended corporate and government data fortress is represented by a beautiful and flashy designer icon designed to show the power and prestige of its megacorporation or political office.

Net Scan (33)

These government and corporate sponsored police AIs scan the net for illegal activities by hackers. Real life police or corporate hit squads are then sent to deal with the traced hacker.

Neural Interface (34)

Professional hackers use direct brain interfaces to connect themselves to the net to increase their speed and reaction time. This also allows deadly Black ICE programs to directly manipulate or destroy the brain of the hacker once his digital defenses have been breached.

Opus Magnum (35)

This is a hacker's greatest program that can break through any security system or perform some other illicit activity.

Overclock (36)

A hacker can turbo boost her computer deck to give it a boost of processing power for a limited time during an emergency.

Panic Switch (37)

A hacker has a brain chip that automatically disconnects his brain from the net when his security protocols have been breached.

Predictive Algorithms (38)

A hacker produces programs that automate his actions in the net making his virtual actions almost instantaneous.

Program Monetization (39)

A hacker makes a compilation program routine that improves people lives on the net making her rich and famous in the process.

Programming Prodigy (40)

A hacker can write a program that can perform any function or can optimize or modify any program to work better and faster.

Raw Runner (41)

A hacker can run through the net by accessing the raw data produced by the mainframe that runs it. This eliminates the need to process the massive amount of graphical data of the standard net graphical user interface allowing the hacker to greatly improve her speed and reaction time while jacked into the net.

Remote Hack (42)

A hacker can take control of any remotely controlled or semi-autonomous machine linked to the net. This includes police, security, and corporate drones, self-driving cars, and public transit buses and trains.

Remote Hack (43)

Most hackers perform their computer duties from a remote site allowing them to remain safe and giving them access to extremely powerful computer tech that could not be brought onsite.

Rogue AI (44)

These transcendent AIs roam the net and they slowly manipulate the future of the net and society. Some more aggressive AIs actually control and protect some regions of the net.

Rosetta Algorithm (45)

This program can perfectly translate a hacker's speech and writing to any language and it live translates the speech of the hacker.

Shadow Net (46)

A hacker can acquire anything from the deep net if she has enough cryptocurrency and the proper connections and references.

Simulated Experience (47)

A hacker can simulated experiences and artificial memories into anyone connected to the net once a person's security protocols have been breached that cannot be distinguished from real experiences or memories.

Skeleton Key (48)

This device can take control over of any digital lock or computer system if inserted into its interface.

Virtual Adept (49)

A hacker has the natural ability to operate in data space with total instinct and lightning fast speed.

Weapon Hack (50)

A hacker can take control of any electronically controlled hand weapon.

Hacker Handles (0200)

These are names used by hackers and net runners when they are online.

Ace (1)	Default (35)	Ghoul (69)	Mirror (103)	Pride (137)	Star (171)
Acid Burn (2)	Defender (36)	Glare (70)	Mist (104)	Proxy (138)	Steam (172)
Alien (3)	Delete (37)	God (71)	Mole (105)	Pulsar (139)	Striker (173)
Alpha (4)	Demon (38)	Gold (72)	Monkey (106)	Quark (140)	Switch (174)
Alt (5)	Dev (39)	Golden Eye (73)	Morpheus (107)	Random Mercury (141)	Swordfish (175)
Analog (6)	Deviant (40)	Guardian (74)	Mouse (108)	Raven (142)	System Crash (176)
Angel (7)	Devil (41)	Guru (75)	Mutant (109)	Reaper (143)	Tank (177)
Aqua (8)	Diablo (42)	Hack (76)	Myth (110)	Reboot (144)	Tempter (178)
Atom (9)	Discord (43)	Haze (77)	Nebula (111)	Regulator (145)	Terminator (179)
Axe (10)	DNA (44)	Helix (78)	Nemesis (112)	Reset (146)	Terror (180)
Bane (11)	Doctor Neon (45)	Hex (79)	Neo (113)	Retro (147)	Tetris (181)
Barcode (12)	Dolphin (46)	Hoax (80)	Night (114)	Reverse (148)	Thief (182)
Beta (13)	Donkey Kong (47)	Hyper (81)	Nuke (115)	Ripper (149)	Toxic Wizard (183)
Bishop (14)	Doom (48)	Hypercube (82)	Null (116)	Rogue (150)	Tracker (184)
Bit (15)	Dragon (49)	Ice (83)	Oblivion (117)	Rune (151)	Tremor (185)
Black King (16)	Dream (50)	Idol (84)	Odd (118)	Ryu (152)	Trinity (186)
Blade (17)	Dust (51)	Infinite (85)	Omega (119)	Saber (153)	Tron (187)
Blaster (18)	Echo (52)	Kid (86)	Omni (120)	Sage (154)	Ultra (188)
Breaker (19)	Ecstasy (53)	Legend (87)	Oracle (121)	Serenity (155)	Unknown (189)
Burn (20)	Exit (54)	Leper (88)	Orbital Decay (122)	Shadow (156)	Vapor (190)
Calculator (21)	Exodus (55)	Lex (89)	Outcast (123)	Silence (157)	Variable (191)
Circuit (22)	Fable (56)	Limbo (90)	Overload (124)	Silver (158)	Vermin (192)
Civ (23)	Faith (57)	Liquid Nuke (91)	Override (125)	Singularity (159)	Vision (193)
Core (24)	Fiber (58)	Lord (92)	Pacman (126)	Sinister (160)	Void (194)
Cowboy (25)	Final Exit (59)	Lore (93)	Paradox (127)	Smog (161)	Warewolf (195)
Cracker (26)	Flash (60)	Lucifer (94)	Paragon (128)	Smoke (162)	Warlock (196)
Crash (27)	Flux (61)	Lust (95)	Parallel Worm (129)	Sneaker (163)	Woodstock (197)
Crisis (28)	Fog (62)	Mania (96)	Paranoia (130)	Sonic (164)	Wrath (198)
Crypto (29)	Freak (63)	Master (97)	Phantom (131)	Soul Eater (165)	Zelda (199)
Cypher (30)	Frogger (64)	Master Blaster (98)	Pitfall (132)	Specter (166)	Zeus (200)
Dark (31)	Frost (65)	Mercy (99)	Plague (133)	Spider (167)	
Dark Messiah (32)	Full Moon (66)	Merlin (100)	Plague (134)	Spike (168)	
Darkness (33)	Galaga (67)	Messiah (101)	Pong (135)	Spirit (169)	
Deceiver (34)	Ghost (68)	Mind Toxin (102)	Prankster (136)	Splinter (170)	

Hobbies (0300)

These are hobbies that a modern or near future character might have.

Acrobatics (1)	Beekeeping (31)	Coins Collecting (61)	Embroidery (91)	Go Carting (121)
Acting (2)	Billiards (32)	Comic Book Collecting (62)	Equestrianism (92)	Gold Panning (122)
Air Hockey (3)	Bingo (33)	Competitive Eating (63)	ESports (93)	Golf (123)
Airsoft (4)	Bird Watching (34)	Compose Music (64)	Exorcism (94)	Graffiti (124)
Amateur Radio (5)	Blackjack (35)	Conspiracy Theories (65)	Fantasy Novels (95)	Grilling (125)
Animal Breeding (6)	Blacksmithing (36)	Contests (66)	Fantasy Sports (96)	Guitar (126)
Animation (7)	Boardgames (37)	Cooking (67)	Fashion Design (97)	Gunsmithing (127)
Anime (8)	Bobsledding (38)	Couponing (68)	Fencing (98)	Gymnastics (128)
Antique Collecting (9)	Bodybuilding (39)	Creative Writing (69)	Field Hockey (99)	Handball (129)
Antiquities (10)	Bonsai (40)	Cribbage (70)	Figure Skating (100)	Handwriting Analysis (130)
Aquariums (11)	Book Collecting (41)	Cricket (71)	Fishing (101)	Hang Gliding (131)
Archeology (12)	Bowling (42)	Crochet (72)	Flag Football (102)	Hearts (132)
Archery (13)	Boxing (43)	Crossword Puzzles (73)	Flower Arranging (103)	Hiking (133)
Art Collecting (14)	Bridge (44)	Curling (74)	Flower Pressing (104)	Hockey (134)
Astrology (15)	Button Collecting (45)	Cycling (75)	Flying (105)	Home Flipping (135)
Astronomy (16)	Calligraphy (46)	Dancing (76)	Foosball (106)	Homebrewing (136)
Auto Racing (17)	Camping (47)	Darts (77)	Football (107)	Horror Novels (137)
Autograph Collecting (18)	Canasta (48)	Debate (78)	Foraging (108)	Horseback Riding (138)
Badminton (19)	Candle Making (49)	Deltiology (79)	Foreign Languages (109)	Hunting (139)
Baking (20)	Candy Making (50)	Digital Design (80)	Fossil Hunting (110)	Hydroponics (140)
Balancing (21)	Canoeing (51)	Diving (81)	Gambling (111)	Ice Skating (141)
Ballet (22)	Car Restoration (52)	DJ (82)	Game Making (112)	Inline Skating (142)
Ballroom Dancing (23)	Card Collecting (53)	Dog Fighting (83)	Gardening (113)	Insect Collecting (143)
Bartending (24)	Cat Shows (54)	Dog Shows (84)	Genealogy (114)	Interior Design (144)
Baseball (25)	Cheerleading (55)	Doll Collecting (85)	Geocaching (115)	Investing (145)
Basket Weaving (26)	Chess (56)	Dowsing (86)	Geology (116)	Jacks (146)
Basketball (27)	Cliff Diving (57)	Drawing (87)	Ghost Hunting (117)	Jewelry Making (147)
Beadwork (28)	Clothing Collecting (58)	Dream Analysis (88)	Gin Rummy (118)	Jigsaw Puzzles (148)
Beatboxing (29)	Coaching (59)	Electronic Music (89)	Glassblowing (119)	Jogging (149)
Beauty Pageants (30)	Coding (60)	Element Collecting (90)	Go (120)	Juggling (150)

Kart Racing (151)	Meteorology (181)	Pyrotechnics (211)	Shooting (241)	Traveling (271)
Kayaking (152)	Military Reenactment (182)	Quilting (212)	Shopping (242)	Treasure Hunting (272)
Kite Surfing (153)	Miniature Golf (183)	Racquetball (213)	Shuffleboard (243)	Triathlon (273)
Kites (154)	Model Building (184)	Railway Enthusiast (214)	Singing (244)	Trivia (274)
Knife Collecting (155)	Model Trains (185)	Rappelling (215)	Skateboarding (245)	Urban Exploration (275)
Knife Making (156)	Modeling (186)	RC Vehicles (216)	Sketching (246)	Video Games (276)
Knife Throwing (157)	Motorcycles (187)	Reading (217)	Skiing (247)	Vintage Book Collecting (277)
Knitting (158)	Mountaineering (188)	Religion (218)	Skydiving (248)	Vintage Car Collecting (278)
Lacrosse (159)	Movie Making (189)	Robotics (219)	Slot Car Racing (249)	Volleyball (279)
Lapidary (160)	Mushroom Hunting (190)	Rock Climbing (220)	Smoking (250)	Volunteering (280)
LARPing (161)	Musical Instrument (191)	Rock Collecting (221)	Snorkeling (251)	Walking (281)
Laser Tag (162)	Needlepoint (192)	Rocketry (222)	Snowboarding (252)	Wargaming (282)
Leatherworking (163)	Origami (193)	Roller Derby (223)	Soap Making (253)	Watching Movies (283)
Letterboxing (164)	Othello (194)	Roller Skating (224)	Soccer (254)	Watching Television (284)
Lockpicking (165)	Paintball (195)	Romance Novels (225)	Softball (255)	Watchmaking (285)
Macramé (166)	Painting (196)	Rowing (226)	Speed Skating (256)	Water Polo (286)
Magic (167)	Palm Reading (197)	RPGs (227)	Squash (257)	Water Skiing (287)
Mah Jong (168)	Parachuting (198)	Rubber Stamping (228)	Stamp Collecting (258)	Weapon Collecting (388)
Making RPGs (169)	Parkour (199)	Rugby (229)	Stand Up Comedy (259)	Weight Lifting (289)
Making Video Games (170)	People Watching (200)	Running (230)	Street Hockey (260)	Wet Shaving (290)
Manga (171)	Photography (201)	Sail Boarding (231)	Surfing (261)	Whale Watching (291)
Marbles (172)	Piano (202)	Sailing (232)	Survival (262)	Whittling (292)
Marksmanship (173)	Plastic Models (203)	Science Fiction Novels (233)	Swimming (263)	Wine Tasting (293)
Martial Arts (174)	Poker (204)	Scrapbooking (234)	Table Tennis (264)	Winemaking (294)
Massage (175)	Politics (205)	Screenwriting (235)	Tag (265)	Wood Carving (295)
Meditation (176)	Polo (206)	Scuba Diving (236)	Tattooing (266)	Woodworking (296)
Memorabilia Collecting (177)	Pottery (207)	Sculpting (237)	Tennis (267)	Wrestling (297)
Mentoring (178)	Powerlifting (208)	Sewing (238)	Thrifting (268)	Writing (298)
Metal Detecting (179)	Puppetry (209)	Shell Collecting (239)	Toy Collecting (269)	Yoga (299)
Metalworking (180)	Puzzles (210)	Shoe Collecting (240)	Trainspotting (270)	Yo-Yoing (300)

International Terrorist Plots (D50)

These are the evil plans that an international terrorist group is attempting to achieve to destabilize society and dominate the world.

Antimatter Bomb (1)

Terrorists have created an antimatter bomb to destroy a small island.

Asteroid Panic (2)

Terrorists have changed the trajectory of an asteroid to make it collide with the Earth.

Casino (3)

A terrorist group has created a private casino to help fund their operations.

Core Bomb (4)

Terrorists have placed a nuclear bomb in the core of the Earth to destroy the electromagnetic field that surrounds our world.

Deadly AI (5)

A terrorist group has produced a sentient AI system designed to destroy all the military and financial systems in the world.

Designer Virus (6)

A terrorist group has created an engineered virus that can wipe out the entire population of the world.

Destabilize Sun (7)

A terrorist group threatens to destabilize the magnetic field of the Sun to create deadly solar flares.

Destroy the Moon (8)

A terrorist group is attempting to destroy the Moon with a powerful fusion bomb.

Dino Island (9)

A terrorist group has developed the technology to clone extinct dinosaurs in order to make a deadly reptile army.

Earthquake Machine (10)

Terrorists have created a machine that creates deadly earthquakes.

EMP Sat (11)

A terrorist group has placed EMP satellites in orbit to destroy the electrical systems of every major city in the world.

Energy Overload (12)

Terrorists have created an EMP bomb designed to destroy the energy grid of a major metropolitan city.

Eruption Machine (13)

A terrorist group has created a machine that can cause a dormant volcano to erupt.

Financial Panic (14)

A terrorist group is attempting to destroy the financial system of the world by mass producing counterfeit money.

Hurricane Machine (15)

Terrorists have created a machine that can create a hurricane anywhere in the world.

Hypnosis Machine (16)

A terrorist group has produced a machine that can permanently brainwash and control people.

Mass Teleporter (17)

A terrorist group has developed a teleportation device that can teleport anything to another location allowing them to steal anything in the world.

Mind Control Device (18)

A terrorist group has created a powerful mind control device that can control an entire village.

Mind Control Food (19)

Terrorists have created a fast food chain that adds mind control drugs to its food in order to take control of an entire nation.

Mind Control Sats (20)

Terrorists have a network of mind control satellites to take over the world.

Monumental Destruction (21)

A terrorist group plans to destroy national monuments all over the world.

Moon Weapon (22)

A terrorist group has built a powerful laser weapon on the surface of the Moon to attack the Earth.

Mutation Virus (23)

Terrorists have a virus that mutates the DNA of its victims.

Nano Soldiers (24)

A terrorist group has created an army of nano controlled super soldiers.

Nanotech Destroyer (25)

Terrorists have created a destructive nano tech weapon that can destroy anything that it touches.

Nazi Gold (26)

A terrorist group is looking for a supply of hidden Nazi gold.

Network Brainwashing (27)

A terrorist group has taken control of a television network and they are using it to send out a mind control frequency that is brainwashing anyone watching it.

Nuclear Warhead (28)

A terrorist group has stolen nuclear warheads and they threaten to detonate them in every major city around the world.

Oil Elimination (29)

A terrorist group is destroying the world's oil fields to destroy the world's economy.

Ozone Destruction (30)

A terrorist group plans to send a rocket into the upper atmosphere to release chlorine gas into the Stratosphere to destroy the ozone layer.

Poisoned Drugs (31)

Terrorists produce a super addictive drug that kills people that take it.

Poisoned Water (32)

A terrorist group is poisoning the water supply of a metropolitan city.

Polluted World (33)

A terrorist group has been polluting the world to slowly destroy society to make it easier for them to conquer it.

Prison Break (34)

A terrorist group is attacking prisons around the world to fill their forces with these escaped criminals.

Reanimated Dead (35)

Terrorists have created an army of reanimated soldiers using nano technology.

Replace POTUS (36)

A terrorist group has replaced the President of the United States with a master of disguise, a clone, or an android.

Replace World Leaders (37)

A terrorist group has replaced all the world leaders with masters of disguise, clones, or androids.

Rig Election (38)

A terrorist group has rigged political elections throughout the world to get their double agents elected.

Robot Army (39)

A terrorist group has created a powerful robot army to take over the world.

Seismic Bomb (40)

A terrorist group is trying to create a massive earthquake by detonating a nuclear bomb on a fault line.

Station Terror (41)

Terrorists have occupied the International Space Station and they threaten to crash it into the Earth.

Terror Fortress (42)

A terrorist group has created a massive mobile base that they use to control a small undeveloped country.

Time Machine (43)

A terrorist group has created a time machine to go back in time to make their leader the ruler of the world.

Tsunami Machine (44)

Terrorists have created a machine that can create a tsunami anywhere in the world.

Vampire Virus (45)

Terrorists have engineered a virus that turns people into blood thirsty vampires.

Vegetation Virus (46)

A terrorist group plans on releasing a virus that will destroy anything that photosynthesizes.

Violence Machines (47)

A terrorist group has created a machine that induces violence in people causing mass anarchy.

Weather Control (48)

Terrorists have created a machine that can control the weather and create massive storms or droughts anywhere in the world.

Werewolf Virus (49)

A terrorist group has engineered a virus that turns people into werewolves.

Zombie Plague (50)

Terrorists have created a virus that turns people into mindless zombies.

Martian Rebellion Adventure Hooks (D88)

These adventure ideas can be added to any Martian revolution game where the oppressed people and workers of Mars revolt against their corporate masters.

Air Defense (11)

Rebel forces must destroy local air defense stations so they can use their fighter jets to bombard corporate forces.

Airbase (12)

Rebel forces must sabotage or destroy all corporate aircraft to free the sky so rebel ground forces can advance.

Alien Masters (13)

Hibernating aliens have been released and they have begun the activation of an automated defense system on Mars.

Artifact Site (14)

Miners have discovered an ancient artifact site.

Artillery Station (15)

Rebel forces must capture an artillery station to bombard the defense walls around the corporate command center.

Assassins (16)

Many labor and rebel leaders are being assassinated.

Assembly of the People (17)

The miners have created their own government elected by the workers.

Atmosphere Generator (18)

A Martian artifact believed to release a breathable atmosphere onto the surface of Mars has recently been discovered and kept secret.

Battle Drones (21)

These remote controlled humanoid machines are armed with heavy weapons allowing them to breach rebel strongholds. They are slowly replacing the corporate soldiers as many of their forces have joined the rebellion.

Battleship (22)

A government ship is quickly approaching that will bombard the Martian colonies from orbit. Rebel forces must capture an orbital laser and destroy the ship before it reaches orbit.

Black Ops (23)

Rebel miners have taken over many corporate facilities so black ops teams are being sent in to destroy these rebels.

Bounty Hunters (24)

Bounty hunters are used instead of police to capture or kill criminals on Mars.

Broadcasting Network (25)

Rebel forces must capture the broadcast network for the colony to inform the people of the uprising and to gather all rebel forces together before the final battle.

Central Command (26)

Rebel forces are going to attack the central command of the corporate army. This is one of the most important battles of the rebellion because it will destroy the chain of command and central communication system for the entire corporate army.

Corporate Soldiers (27)

These mercenary forces can kill or torture anyone that they consider to be a rebel. Their atrocities have forced most Martians to take up arms against their corporate masters.

Drone Controller (28)

Rebel forces must destroy the main drone controller to destroy the drones around the corporate command center.

Drone Gunships (31)

Corporate forces use these remote controlled armored hovercraft armed with a light gatling cannon and a missile launcher to destroy rebel forces.

Drone Replacements (32)

Miners have gone on strike but they are quickly being replaced with drone mining machines.

Drone Tanks (33)

Corporate forces use these remote controlled armored battle cars armed with heavy machine guns and a grenade mortar to destroy rebel forces.

Earth Sympathizers (34)

Rebel forces have come from Earth that will help train Martian freedom fighters and they bring military grade weapons to the rebels.

EMP Burst (35)

Rebel forces have created a fusion based EMP device to knockout attacking drones.

Engineered Plague (36)

You team must break into a corporate science facility and acquire the cure for the engineered plague that the corporation plans to release.

Free Cities (37)

Many free cities exist in the expanses of the Martian desert hidden deep underground. These cities were created by the descendants of the first Martian colonists.

Fuel Shipment (38)

Rebel forces are going to attack a fuel convoy and steal enough fuel to prepare for the final counterattack.

Gold Strike (41)

Immense amounts of gold have just been discovered on the surface of Mars causing the Corporation to quarantine this discovery site.

Groundwater (42)

Rebel forces have discovered an immense source of underground water.

Guerilla Warfare (43)

Rebel forces use hit and run tactics allowing them to defeat more numerous and advanced forces.

Ice Caps (44)

The Corporation has controlled Mars by controlling access to the pure water stored in the polar ice caps. The rebellion can win this war if they can take control of this precious resource.

Improvised Weapons (45)

Rebel forces are producing improvised projectile weapons but most are ineffective against corporate drones. They also produce improvised missile launchers in limited numbers that can destroy a drone with a single shot.

Lightning Strikes (46)

Many rebels use hover boards to attack corporate forces in lightning fast guerilla attacks.

Lunar Bases (47)

Phobos and Deimos are the two moons of Mars and the Corporation has turned them into battle stations. For the rebellion to survive these bases must be captured or destroyed. Once captured, their weapons can be turned against corporate forces.

Marital Law (48)

Martial law has been declared on Mars and no one is allowed to leave their housing units without proper papers.

Mass Graves (51)

The rebellion has uncovered multiple mass graves that have caused many people to join the rebellion.

Microwave Network (52)

Rebel forces must steal a prototype railgun to destroy an orbital satellite network created by the Corporation that will emit deadly microwave radiation onto the colony.

Mind Control (53)

The Corporation uses mind control drugs in the air and food to control the workers.

Mining Drones (54)

Corporate forces have started to use mining drones to replace rebelling miners.

Mining Rations (55)

Miners' pay is being reduced each day and miners that refuse to work are having their food rations reduced or removed.

Mining Rebellion (56)

An underground rebel organization has formed on Mars to overthrow the evil corporation that controls Mars.

Mining Slowdown (57)

The citizens of the Earth consider the rebel miners to be evil because they have slowed down the flow of minerals to the Earth.

Mining Walkers (58)

Corporate forces have confiscated all the workers' mining walkers. Your forces must free these machines so they can be used for the final battle.

Mole Drills (61)

These mining machines are used to burrow deep into the ground and are being used to assault corporate facilities from below.

Mutant Animals (62)

Mutant animals have evolved because of the unfiltered radiation that reaches the surface of Mars creating massive versions of creatures from Earth.

Mutant Villages (63)

Humans have slowly mutated over time from the excess solar radiation. These mutants have created settlements in the deserts of Mars because they have been banned from any of the permanent settlements. Rebel forces want to get help from these people for the final assault.

Mutants (64)

The lack of a planetary magnetic field means that high levels of mutation have occurred in the children of the Martian miners.

Nanotech Mining (65)

Corporate forces have started to use nanotech to mine but it has gotten out of control and destroyed huge regions of Mars.

Overmind (66)

This powerful AI controls all corporate forces on Mars.

Poison Airship (67)

Corporate forces fly airships over rebel settlements to release a deadly nerve gas.

Police State (68)

The Corporation has declared martial law forcing the rebellion to go into full war mode before every Martian citizen is rounded up.

Political Dissidents (71)

Any worker that protests against the Corporation soon disappears without a trace.

Political Prisoners (72)

Many miners have been arrested by corporate forces for protesting their working conditions. These prisoners are used as slave labor to harvest radioactive minerals.

Progrom (73)

Rebel forces must stop the corporate army from massacring all the citizens of the colony. The corporate army has been ordered to execute every last colonist because new colony ships are headed to replace the rebellious traitors.

Psionics (74)

Many colonists have acquired psionic potential through mutations caused by excessive exposure to solar radiation. Children discovered with high psionic potential are collected by the Corporation to be used in their secret experiments.

Rebel Hunters (75)

Hired goons are arriving every day from Earth to hunt down the members of the rebel faction on Mars.

Roundup Leaders (76)

All labor leaders have been arrested and charged with treason which has forced rebel forces to go completely underground.

Shield Generator (77)

Rebel forces must take out the shield generator that protects the corporate command center before the final assault.

Space Elevator (78)

Rebel forces must destroy the space elevator to prevent corporate reinforcements that are coming from Earth from landing on Mars.

Subverted Drones (81)

Rebel forces capture drones and reprogram them so they can be used by the rebellion.

Suicide Drone (82)

Corporate forces use these remote controlled armored cars loaded with explosives to destroy buildings or breach fortifications that they ram.

Super Strength (83)

Humans are much stronger on Mars because its gravity is weaker than Earth's gravity.

Terraforming (84)

Terraforming allows people to breathe on the surface of Mars.

Terraforming Stations (85)

The atmosphere of Mars is constantly being converted to a more Earth like composition by these giant terraforming stations.

Underground Civ (86)

Miners have uncovered an ancient lost underground civilization.

Weapon Cache (87)

Rebel forces must capture a massive weapon horde to arm enough rebels for the final assault and to acquire heavy military grade weapons.

Weapon Shipment (88)

Rebel forces constantly raid weapon shipments to arm their forces.

Mecha Adventure Hooks (D50)

These are ideas, background, and settings for your mecha and giant robot campaigns.

Alien Invaders (1)

Your team of mecha pilots must defend your world from alien invaders.

Alien Machines (2)

Powerful alien machines are sent to destroy the Earth and nothing can stop them but the biomechanical mechas that your organization has created as a last ditch effort to save the world.

Ancient Machines (3)

New empires are being created throughout the world as people discover ancient mecha hidden in underground tombs. These mecha are from an ancient war that reduced this world to rubble and caused society to revert back to a more primitive state.

Ancient Mecha (4)

You have discovered a mecha created by a lost ancient race that you must use to fight against the aliens attacking your world.

Ancient Wreckage of Past Wars (5)

The world is covered in wrecked mecha from millions of battles that have ripped this planet apart.

Battle Bots (6)

People around the world create advanced remote-controlled robots that they use to fight other machines in professional or back alley competitions. These battle bots compete in boxing, mixed martial arts, sword fighting, or wrestling competitions.

Biomechanical Mecha (7)

Mecha are half grown and half built making them difficult to control because of their unique nervous systems. Pilots that can synch with these massive creatures can keep them under control long enough to destroy their enemy.

Colonial Fleet (8)

A massive fleet of makeshift spaceship race away from the Earth as aliens or sentient machines attempt to destroy it. These survivors are looking for a new home in the distant stars. Your squad of mecha pilots must defend this fleet of ships until it reaches its new home and prevent alien and sentient machines from infiltrating your ranks.

Colonial Wars (9)

Humanity has reached the stars and has created orbital and free space colonies throughout the solar system. These colonies are attempting to gain freedom from the Earth and have started a civil war using their mecha forces. Other colonies consider themselves independent nations and fight wars with other space colonies.

Combiner Mecha (10)

Your team has many mecha or vehicles that combine together to form a massive mecha to defeat immense monsters or giant alien robots.

Construction Mecha (11)

Giant mechas perform all construction projects, mining operations, and hard labor throughout the world. These machines can be used to defend your planet or used by the revolution against an oppressive government.

Death Match (12)

Mechas fight to the death in a massive arena with changing battlefield maps to entertain a worldwide television audience.

Dimensional Fighters (13)

Massive alien monsters are appearing throughout the world from rifts that are opening between our universe and an alien dimension. Giant mechas are humanities only hope to defeat these monsters that are destroying our world.

Fighting Competition (14)

Mecha pilots from around the world compete in a mecha martial arts competition to see which country will rule the current world government.

Gender War (15)

In a distant star system, two worlds are at war that are comprised of cloned men on one world and cloned women on another world. A massive mecha war has devastated these two societies but your team of mercenaries from another star system must help these warring worlds remember that they used to be one society.

Giant Monsters (16)

Your team of mecha pilots must use your giant robots to repel enormous monsters from destroying the city under your protection.

Hope Discovered (17)

Your team has discovered a cache of hidden alien mechas that you can use to fight the enemy invaders.

Horror Mecha (18)

Mecha are used to defend the world from ancient horrors that are awakening all over the world.

Insectoid Mecha (19)

These mecha are giant insectoid humanoid creatures that neurally link to their pilots.

Kaiju Fighters (20)

Humanity has created giant robots to fight the giant monsters that have appeared all over the planet destroying every major city in the world.

Knight Mecha (21)

You are a knight guardian who has trained his whole life to pilot one of the magical mechas that rule the battlefield of this magical world.

Last Survivors (22)

Humanity has been completely destroyed by giant monsters but fortress cities have been created to protect the final survivors. Children are bred and trained from birth to operate the mechas that are the only things that can destroy these monsters.

Living Machines (23)

An alien world is filled with sentient machines that are involved in a deadly civil war that is destroying their civilization.

Mecha Academy (24)

Your team are candidates to be the newest mecha pilots that have the ability to link with these powerful machines.

Mecha Contest (25)

Mecha are used to race around a track to score points by fighting for control of a ball. Mecha can also be used as massive boxers or wrestlers controlled by expert fighters.

Mecha Gangs (26)

Gangs have created makeshift mecha to fight enemy gangs and the police all over the world.

Mecha Gladiators (27)

Giant mechas fight in enormous stadiums in battles to entertain millions of people around the world.

Mecha Police (28)

Your team is in the mecha police division that protects the streets from crime in your giant robots.

Mecha Rebellion (29)

Your country has been conquered by a powerful nation using mechas but you and your team are gathering your country's last surviving mechas to set your people free.

Mecha Sports (30)

Giant mecha play competitive sports in enormous fields watched by millions of people around the world.

Mecha Wars (31)

Massive wars are fought throughout the world using giant mechas that dominate the battlefield.

Medieval Mecha (32)

Magic or steam powered mecha are used to fight wars alongside sword wielding warriors and horse riding knights.

Merc Team (33)

Your team of mecha pilots use their mechas to perform missions for the highest bidder.

Model Robots (34)

You create and modify model kits of giant robots that you directly control. You battle other model robots and their operators in a battle competition played throughout the world.

Organic Mecha (35)

This world uses advanced genetic engineering to create organic mechas and advanced biological weapons.

Paired Pilots (36)

A mecha must be piloted by two pilots that can share the mental burden of being linked to these machines.

Prototype Mecha (37)

Your team must steal prototype mechas and use them against the forces of evil.

Rare Tech (38)

Your team discovers powerful mechas that contain an ancient energy source or technology that an alien empire needs to rule the universe. These aliens will do anything to get their mechas back.

Rescue Force (39)

Your team uses specialized mecha to rescue people during natural disasters and large scale accidents.

Salvage Mecha (40)

Your team must salvage parts from destroyed mecha to create a mercenary team of battle mechas.

Salvage Mechas (41)

Your team must create scrap mechas from battle wrecks that litter the world to defend your people.

Sentient Machines (42)

Computers have achieved sentience and they have decided to destroy the human race using mass produced sentient mechas.

Space War (43)

Your team are mecha pilots aboard a battle carrier on the frontline of an interstellar war.

Steam Mecha (44)

Steam powered mecha dominate the battlefield in the trench warfare of the first world war.

Summon Mecha (45)

Your team is composed of activators that can summon magical mechas from another dimension that you control to defeat monsters that are appearing throughout the world.

Super Robots (46)

These giant robots have powers bordering on magic allowing them to defend the world from alien monsters, monsters created by witches, and giant robots created by an evil genius.

Synched Pilot (47)

A biomechanical or sentient mecha will only allow a pilot that can perfectly synch with it to be its pilot.

Virtual Fighting Competition (48)

Contestants design virtual mechas and fight their opponents in a virtual arena.

Wasteland Warriors (49)

Your party must scrounge mecha wrecks for parts to create a team of mechas able to survive in a post-war apocalyptic wasteland. You are in search of hidden technology caches that might bring civilization back to your desolate world.

World Ship (50)

The entire human race is forced onto world ships that are each heading to a different planet. Your squad of mecha pilots must defend your world ship against alien raiders and the evil society growing within the ship that wants to join forces with an evil alien race.

Mecha Control Systems (D12)

These are the control systems used to control a giant mecha.

Cyber Link (1)

A cybernetic link is a direct neural link to a mecha that allows almost instantaneous control of the machine.

Dual Control (2)

Some mecha require two pilots to synchronize their movements to control the mecha.

Life Support (3)

A pilot must stay inside and control a mecha as long as he wants to live because he requires the mecha's advanced life support to survive.

Manual Control (4)

A mecha is controlled by simple manual controls.

Mental Synchronization (5)

A semi-organic mecha can only be piloted by a pilot that can mentally synchronize with this mecha.

Motion Control (6)

A mecha moves as its pilot moves his body on a motion sensitive platform. The pilot may wear a control suit that detects his movement and translates it into the movement of his mecha.

Psychic Link (7)

This system allows a psionically sensitive pilot to control a mecha with his mind. The pilot normally wears a telepathic band around his head or a psychic helmet to read his mind.

Remote Control (8)

This remote control system allows a pilot to remotely pilot a mecha anywhere in the universe.

Sarcophagus (9)

An ancient pilot has been entombed in a mecha allowing him to fight forever because the mecha's internal life support keeps him alive.

Sentient (10)

A mecha has a sentient AI system that allows it to control itself.

Team Control (11)

An entire team of pilots is required to control a mecha so each pilot controls a specific part or function of a mecha.

Voice Control (12)

A mecha has programmed movements that can be activated by an operator giving her control using direct verbal commands.

Mecha Melee Weapons (D88)

These are the giant melee hand weapons used by giant battle mechas in close combat.

Arc Whip (11)

This weapon produces a flexible energy beam that can be lashed out at an opponent.

Arm Drones (12)

These hover drones are giant robotic arms that can be used to punch or grab an enemy mecha or wield a melee weapon.

Biotic Hammer (13)

This hammer has a biotic field generator that produces a field that destroys organic life allowing a direct hit to damage or kill the pilot inside a mecha.

Blade (14)

These sharp close combat weapons include knives, swords, claws, cleavers, and battle axes.

Buster Sword (15)

This massive blade is as large as the mecha that wields it but it uses a grav or hover drive to help swing and carry it.

Chainsword (16)

This sword has a high velocity razor sharp chain blade.

Death Claw (17)

A mecha has razor sharp hydraulic shears that can snip anything in half.

Detonating Spear (18)

This long spear has a high explosive tip that can be detonated once it pierces through an opponent mecha's armor to cause massive internal damage.

Drone Blade (21)

These grav or hover drones are shaped like a giant blade and they attack any enemy mecha that approaches too close to its controller.

Energy Axe (22)

This battle axe has double plasma edges making it perfect for fighting a mass of mechas in close quarters.

Energy Blade (23)

This hand weapon produces an energy blade that can melt through the most heavily armored mecha.

Energy Lance (24)

This long spear produces a massive energy blade at its tip designed to stab or slash an enemy mecha.

Energy Ring (25)

This large ring produces a deadly energy field around its edge allowing it to cut through an opponent's armor. This ring can be held as a hand weapon or it can be thrown.

Flying Axe (26)

This energy axe has a hover or grav drive that allows it to be throw so it spins to slash an enemy mecha and then returns to its owner.

Force Fist (27)

This fist has a tractor projector that can trap incoming projectiles and missiles and throw them back at an opponent.

Grapple Claw (28)

This bladed claw is connected to a chain or metal cord. It can be fired at a distant target which can be pulled in or the mecha can be pulled to it.

Grapple Fist (31)

This fist is connected to a chain or metal cord. It can be fired at a distant target which can be pulled in or the mecha can be pulled to it.

Grav Hammer (32)

This hammer has a gravity generator that allows it to accelerate to incredible speeds towards its target.

Gravity Sling (33)

This device produces an energy field allowing it to pull down buildings onto another mecha or grab cars, boulders, trees, and other mecha and throw them at an opponent.

Grindstar (34)

This is an enormous sphere of counter rotating blades on a chain that can be launched at an enemy mecha.

Heat Lance (35)

This long lance is covered in a plasma field allowing it to melt through any opponent.

Impact Claws (36)

These multiple sharp blades are fired forward by an explosive blast to drive these claws through an opponent's armor and then it retracts.

Impact Fist (37)

This fist uses an explosive blast to fire its knuckles out at hypervelocity speeds to crush its opponent.

Laser Scythe (38)

This long pole arm has energy blade generators on its head that produces two long curved energy blades.

Lightning Claws (41)

These multiple sharp blades have a shock generator that allows these claws to short circuit an opponent mecha's circuitry on contact.

Lightning Hammer (42)

This war hammer produces a blast of lightning on impact to stun and short circuit an opponent mecha.

Mace (43)

This blunt hand weapon is made of a super dense alloy allowing it to do crushing damage to an enemy mecha.

Memory Blade (44)

This sword is made of memory alloy allowing it change shape and length at any time.

Morningstar (45)

This is a spiked sphere on a chain that can be launched at an enemy mecha.

Nano Sword (46)

The blade of this sword is made of destructive nano tech that will deconstruct anything that it touches.

Omni Blade (47)

This system places energy blade projectors all over the surface of a mecha allowing it to produce these energy blades all over its body.

Phase Sword (48)

This blade can be phased into an alternate dimension and then brought back once it passes through a mecha's defenses to tear into the internals of an enemy mecha.

Pile Driver (51)

A hydraulic ram is installed in a mecha's arm that thrusts forward at high velocity to penetrate the thickest armor plating.

Plasma Blade (52)

The edge of this sword is covered in a stream of plasma allowing it to melt through an enemy mecha's armor in seconds.

Plasma Hammer (53)

This war hammer produces a stream of plasma from its head to melt through an opponent's armor.

Power Blade (54)

A power blade is a metal blade surrounded by pure energy that allows it to melt through any amount of armor.

Power Claws (55)

These multiple sharp blades are covered in an energy field allowing this claw to shred through armor.

Power Fist (56)

A mecha's fist is covered in a powerful energy field allowing it to melt through anything it touches.

Power Glaive (57)

This halberd has a massive blade on its long pole covered in an energy field allowing it to slice through a mecha's armor.

Power Maul (58)

This blunt hand weapon is covered in a destructive energy field allowing it to shred through an opponent's armor.

Quake Hammer (61)

The head of this hammer is a set of counter rotating grinding gears that will shred an opponent's armor on impact.

Razor Whip (62)

This segmented whip has razor sharp blades connected together that can slice an opponent mecha in half.

Reaper Scythe (63)

This enormous weapon is taller than the mecha that wields it with a curved blade half its length. This enormous scythe uses a hover or grav drive that allows a mecha to swing or throw it at high velocity.

Ring Blade (64)

This giant ring-shaped blade is as wide as a mecha is tall allowing it to be swung around in a giant destructive arc.

Ripsaw (65)

This powered chainsaw or rotating blade allows a mecha to tear apart another mecha with its whizzing razor chain.

Rocket Fist (66)

A mecha's fist can be fired at a target using its rocket engines.

Rocket Flail (67)

This flail has a hardened rocket propelled anchor attached to a chain that can be fired at an enemy mecha.

Rocket Hammer (68)

This massive hammer has a rocket engine on its head that accelerates it at a target to hypersonic speeds.

Rocket Punch (71)

This hardened fist can be fired at an enemy mecha using its powerful rocket engines. It then returns to its owner after it hits its target.

Seismic Hammer (72)

A seismic hammer has a sonic generator in its head that sends destructive waves into an enemy mecha or into the ground causing it to shake and crack apart.

Shield Fist (73)

This fist has a thick metasteel shield bolted on the back of its hand providing defense and a crushing edge.

Shield Hammer (74)

This hammer produces a powerful shield in its head allowing it to strike an enemy mecha with incredible force and block incoming projectiles and energy beams.

Shock Mace (75)

This mace has a powerful tesla generator that sends deadly lightning bolts through a mecha or through the ground to shock any mechas near it.

Shock Spear (76)

This long spear has a shock generator on its tip that can deal immense amounts of shock damage to a mecha.

Shred Shield (77)

This shield has counter rotating grinding blades on its face allowing it to grind apart an enemy mecha with a shield bash.

Siege Drill (78)

These powered drills allow a mecha to penetrate through the thickest armor if given enough time.

Siege Fist (81)

A mecha's fist has grinding gears that shred armor off an opponent's frame on impact. Two fists can be used to grind an enemy mecha into pieces when they are touched on its surface.

Slam Drone (82)

This hardened and shielded drone flies around the battlefield to slam into enemy mechas causing massive kinetic damage and knocking them over with a direct hit.

Sword Mace (83)

This sword is made of a super dense alloy allowing it to cut a mecha in half with a single blow.

Tesla Blade (84)

This sword produces arcs of lighting that will short the electronics on any mecha struck by it.

Thermal Blade (85)

This metal blade achieves unimaginably high temperatures allowing it to melt through the hardest armor.

Thrust Spear (86)

This telescoping spear extends its energy covered tip allowing it to strike a distant opponent.

Vibro Blade (87)

A vibro blade has a blade that vibrates at high velocity allowing it to cut through almost any mecha.

Voltaic Fist (88)

This fist has a powerful shock generator designed to short circuit an opponent mecha with a single punch.

Mecha Options (D100)

These modifications give a mecha special abilities and powers.

Ablative Armor (1)

A mecha is covered in polymer plates that vaporize when they are hit with a laser protecting it from laser fire.

Advanced Sensor Array (2)

This system is a powerful multi-spectrum sensor and communication array that allows a pilot to see the entire battlefield and determine every opponent's combat potential. It can also jam any electromagnetic and communication signals produced around it.

Anchor Turn (3)

This system fires an anchor attached to a cable into a structure allowing a mecha to quickly turn a corner.

Aqua Pack (4)

This pack has an electromagnetic propulsion system allowing a mecha to move quickly through a liquid environment.

Arc Wave (5)

This system projects an electric wave that can knockdown electromagnetic fields and fry the electronics of any vehicle or mecha hit by it.

Auto Repair (6)

A mecha has repair nano tech allowing it to instantly repair any damaged system.

Barrier Projector (7)

This system allows a mecha to project a defensive shield around any target within range.

Battery Pack (8)

This portable device can be plugged into a mecha to provide it with a burst of power and it can be ejected when it is completely discharged.

Battle Drone (9)

This hover or grav drone is armed with light weapons to provide fire support for its control mecha.

Battle Shield (10)

This physical shield is held by a mecha to protect it from incoming fire.

Battle Turret (11)

This device can be deployed anywhere on the battlefield and it fires a light weapon at any enemy that comes within range.

Body Armor (12)

This modular suit of armor covers a mecha with layers of protective armor that can be ejected when it is damaged.

Booster Pack (13)

This pack contains multiple vectored rockets that give a mecha a massive boost of speed. When the pack's fuel is exhausted, it can be ejected.

Booster Rockets (14)

These vectored rockets allow a mecha to fly with incredible speed but with minimal maneuverability.

Burning Mode (15)

When a mecha enters burning mode it is covered in pure energy making its entire body able to tear through armor.

Camouflage (16)

This mecha is colored to match its surrounding and it is covered with artificial vegetation to match its environment making it difficult to see.

Chaff Dispenser (17)

A mecha can dispense chaff and flares in order to confuse the tracking systems of incoming missiles.

Command Mind (18)

This sentient AI system allows a mecha to operate without a pilot.

Countermeasure (19)

This electronic warfare system is designed to jam and confuse the targeting systems of enemy mechas and missiles.

Decoy Drone (20)

This hover or grav drone produces a holographic image of the mecha and an exact heat signature making it difficult to tell it apart from its master mecha.

Defense Matrix (21)

Multiple mechas link their defensive systems together into an automated network that can shot down incoming projectiles and missiles in flight.

DNA Lock (22)

A mecha can only be operated by a pilot that has been DNA locked to operate it.

Drone Controller (23)

This system allows a mecha to control multiple drones.

Ejector Seat (24)

A pilot may eject safely if a mecha is about to be destroyed.

Electric Smoke Projector (25)

This system projects smoke filled with nano particles that discharge static electricity to completely defeat all electronic sensors.

Emergency Stasis (26)

This system will put a pilot in a stasis sphere to provide total protection if her mecha is about to be destroyed.

EMP Generator (27)

This system produces a massive EMP wave that will destroy all the electronics in every machine near this mecha and in the mecha itself.

EMP Jammer (28)

This system produces a weak electromagnetic pulse to block the full spectrum of electromagnetic signals in a local battlefield.

EMP Mine (29)

This mine can be dropped and it can be activated to produce a powerful EMP burst that will destroy the electronics in every nearby vehicle or mecha.

Energy Drain (30)

This system allows a mecha to drain the energy from any energy source including other mechas to store it in its batteries or use it in its systems.

Environmental Seal (31)

A mecha is sealed to operate in any environment and has a full life support system.

Escape Pod (32)

The entire crew compartment of a mecha can be ejected to provide a pilot with a safe environment for a limited time.

Extending Arms (33)

This modification allows a mecha's arm to greatly extend its length.

Feet Anchors (34)

A mecha's feet can fire anchors into the ground making it extremely stable and difficult to uproot.

Fine Manipulator (35)

A mecha can deploy small manipulators allowing it to pick up and manipulate very small objects.

Fire Control (36)

This battle computer automatically tracks and targets multiple targets.

Fist Launcher (37)

The fists of a mecha can be fired at high velocity using vectored rockets.

Flexible Limbs (38)

The legs and arms of a mecha are constructed from flexible segments allowing them to move and bend in any direction.

Flight Pod (39)

A mecha has a detachable flying pod for its pilot allowing it to fly away from a mecha at any time.

Forearm Barrier (40)

This arm system produces a powerful shield that can protect a small portion of a mecha's structure.

Frictionless Joints (41)

These joints use electromagnetic fields to make them completely frictionless.

Goo Projector (42)

This system fires a sphere of adhesive at a target mecha causing it to stick to its environment, to itself, or to other mechas.

Gyro Stabilization (43)

A mecha has a powerful gyroscopic system that makes it difficult for it to fall over or be tripped.

Hardpoint Turret (44)

This auto tracking turret can be installed with any light weapon.

Heat Sinks (45)

This system covers a mecha with heat sinks allowing it to quickly release excess internal heat.

Holo Projector (46)

This system projects multiple images of the mecha or any image stored in its database.

Holo Screen (47)

A mecha has a holo screen allowing it to blend into its environment making it difficult to detect or target.

Hyper Alloy (48)

A mecha is constructed from an ultra rare alloy that is almost indestructible.

Hyper Mode (49)

When a mecha enters hyper mode, it gains unimaginable speed and power for a short period of time.

Jump Jets (50)

These mini vectored rockets allow a mecha to jump long distances across the battlefield.

Jump Pack (51)

This pack is a hyperspace jump drive that allows a mecha to transport itself between solar systems.

Kinetic Shield (52)

A mecha is surrounded by a field that prevents anything moving at high speed from hitting it.

Kinetic Wall (53)

This system projects a powerful defensive shield anywhere within its range.

Light Weight Alloys (54)

A mecha's structure is made of light weight alloys making it extremely light and fast but it is still strong and durable.

Liquid Coolant (55)

This mecha uses a liquid nitrogen coolant system to keep its internal systems from overheating.

Living Metal (56)

The structure of a mecha is made of nano tech allowing it to change its shape and repair itself at any time.

Magnetic Feet (57)

A mecha has magnetic feet allowing it to attach to most metallic surfaces.

Mega Arms (58)

These massive arms fit over a mecha's original arms to greatly improve its strength and provide it with massive power fists or energy claws.

Mine Dropper (59)

This system drops high explosive proximity mines with friend foe transponders to prevent them from exploding near a friendly mecha.

Null Field (60)

This system produces a field around a mecha that absorbs all forms of energy causing anything that enters it to deactivate.

Orbital Reentry Pack (61)

This pack deploys an inflatable system that protects a mecha when it reenters the atmosphere from space.

Parachute Pack (62)

This pack deploys a giant parachute allowing a mecha to be airdropped from a plane onto any battlefield.

Phase System (63)

This system allows a mecha to go in and out of phase making it difficult or impossible to hit it.

Point Defense System (64)

This automatic rotary cannon and radar system is designed to destroy incoming missiles and rockets.

Poison Projector (65)

This system fills an environment with poisonous gas.

Portable Barrier (66)

This device can be deployed and it unfolds into a large defensive wall on the battlefield.

Portable Scanner (67)

This remote sensor can be deployed allowing a pilot to monitor the activity of any vehicles or mechas near it.

Portable Shield (68)

This device can be deployed and it produces a defensive shield anywhere on the battlefield.

Power Absorber (69)

This system produces a field that absorbs lasers and kinetic energy from projectile weapons and transforms it into energy that can be used by a mecha's systems.

Radar Scrambler (70)

This device can be deployed on the battlefield and it disrupts the sensors of any mechas near it.

Reactive Armor (71)

These armor plates explode away from a mecha's structure to dampen the impact of missiles and rockets.

Recon Drones (72)

This hover or grav drone is filled with powerful sensors allowing it to scout out an area for its controlling mecha.

Reflect Field (73)

This system projects an electromagnetic field that can deflect an energy beam making a mecha almost immune to energy weapons.

Repair Drone (74)

This hover or grav drone has multiple manipulators and laser welders allowing it to repair a mecha on the battlefield.

Repulsor Fist (75)

A mecha's hands are covered with a powerful repulsor field allowing it to deflect any form of energy including deflecting laser beams and catching energy blades. It can also be used to tear open electromagnetic shields.

Retractable Stilts (76)

This leg system deploys extending stilts that raise a mecha into the air for better visibility and targeting arcs.

Rocket Anchors (77)

This system allows a mecha to fire rocket propelled anchors into the ground to stabilize itself or into a structure to pull itself up or straight forward.

Self Destruct (78)

This system allows a mecha to self destruct by a timer or remote control.

Sensor Skin (79)

This system covers a mecha in a sensor skin allowing its pilot to see everything that is happening around his mecha at all times.

Shield Drone (80)

This hover or grav drone produces a defensive shield allowing it to block incoming weapons fire.

Shield Generator (81)

This system produces an electromagnetic shield that defends a mecha from all form of attacks.

Smoke Projector (82)

A smoke projector fills an environment with smoke making it difficult to see.

Solar Panels (83)

These extending solar panels can absorb power from a local star that can be channeled into a mecha's systems.

Sound System (84)

This powerful PA system allows a pilot to talk to his surroundings.

Space Pack (85)

This space propulsion pack has vectored thrusters that allow a mecha to move in a zero gravity environment.

Spotlight (86)

This powerful spotlight can be used to illuminate targets in the dark.

Stealth Mode (87)

When a mecha enters stealth mode, it becomes impossible to detect.

Teleporter Matrix (88)

This system allows a mecha to teleport around the battlefield.

Tentacle Manipulators (89)

These long flexible extensions can be outfitted with manipulators or weapons that can be controlled by the pilot.

Time Distort (90)

This system speeds up time within a cockpit allowing a pilot to perceive the outside world as moving in slow motion.

Tractor Beam (91)

This system projects a tractor beam to pull a target towards or away from a mecha.

Transformation Mode (92)

This system allows a mecha to transform into different forms including humanoid, animal, and vehicle forms.

Vectored Thrusters (93)

These thrusters are placed on a mecha's structure allowing it to quickly change its direction or rotate in any axis.

Vortex Field (94)

This system produces a field that catches projectiles and missiles fired at a mecha, holds them, and fires them back at an opponent.

Wall Hangar (95)

A mecha has tractor devices installed in its hands and feet allowing it to run or hang on the walls or ceilings of any building or structure.

Warp Field (96)

This system produces a field that warps the space around a mecha causing laser beams, projectiles, and missiles to bend away from the mecha.

Water Cannon (97)

This water cannon allows a mecha to stand in a source of water and fire a stream of water at hypervelocity speeds from its nozzle allowing it to slice through any material. It can also project a stream of water to put out fires.

Weapon Pack (98)

This pack can be installed with light or heavy weapons and it can be ejected when it gets damaged or runs out of ammo.

Weapon Shield (99)

This large shield is attached to a rifle or close combat weapon and it protects the mecha when the weapon is being used.

Wheeled Feet (100)

A mecha has wheels or rollers on its feet allowing it to achieve incredible speeds on a flat surface.

Mecha Planetary Missions (D50)

These missions are the planetary battles fought by squadrons of giant battle mechas during a planetary war.

Ace Pilot (1)

Your forces have received intel on the location of an enemy ace pilot that must be eliminated before he can deal any more damage to your forces. The loss of this legendary pilot will greatly impact the morale and fighting force of an entire region of the war.

Air Fortress (2)

Your squadron is air dropped onto an enemy flying fortress that must be destroyed at all costs. This fortress is covered in anti-mech artillery so stealth or immense speed will be required to survive.

Airbase (3)

Your squadron must perform a sneak attack to destroy the VTOL bombers that have been harassing your forces before they can take off.

Backup (4)

Your squadron must support friendly forces attempting to defend the defensive lines that are about to be overwhelmed by enemy forces.

Base Buster (5)

Your squadron must destroy an enemy base to destabilize enemy forces throughout a local area.

Behind Enemy Lines (6)

Your squadron must rescue friendly mecha pilots that have been captured from behind enemy lines and return them home safely.

Blockade Buster (7)

Your squadron must destroy the enemy blockade ships that are patrolling our coasts to prevent supply shipments from arriving from other friendly countries.

Border Patrol (8)

Your squadron must defend the border of our country from attack.

City Defense (9)

Your squadron must hunt down and destroy all the enemy mechas that have invaded a local friendly city.

Coastal Defense Network (10)

Your squadron must destroy the weapon batteries on the enemy's shores to secure a coastal invasion of their country.

Command Center (11)

Your squadron must defend your command center at all costs until the friendly base can be evacuated. You must destroy as many enemy mech as possible and defend transport vehicles filled with survivors until reinforcements arrive.

Control Nexus (12)

Your squadron must destroy a control nexus that controls the enemy's swarms of drones and remote mechas that have been plaguing this region of your territory.

Deep Recon (13)

Your squadron must perform a reconnaissance mission into enemy territory to collect invaluable military data about your enemy.

Defense Grid (14)

Your squadron must destroy the defense grid that protects the border of the enemy's territory. This includes the automated defenses and minefields that protect their borders.

Experimental Mecha (15)

Your squadron must destroy or capture an experimental mecha before it can be mass produced. This machine must be taken back home in one piece so that its advanced technology can be reverse engineered by your scientists.

Factory Assault (16)

Your squadron must destroy an enemy war machine or tank factory.

Free Minds (17)

Your squadron must destroy a mind control nexus that has been controlling the minds of your people.

Fuel Depot (18)

Your squadron must destroy an enemy fuel depot to weaken enemy forces in a given area.

Gun Emplacement (19)

Your squadron must destroy a massive super howitzer that has been bombarding nearby friendly towns and military outpost and has prevented your forces from advancing into the enemy's territory.

Insertion Team (20)

Your squadron has been assigned to secretly perform raids throughout an enemy's territory to destroy and disrupt their manufacturing industries and infrastructure.

Kill Leader (21)

Your squadron must destroy a transport carrying the general of the enemy's army who is being moved to a new command center. If possible, this leader should be taken alive so our interrogators can gain incredible military intelligence about the enemy.

Laser Network (22)

Your squadron must destroy a ground-based laser canon before it is completed. Once completed, it can send a laser blast into orbit that can be deflected to any target on the planet's surface by a sequence of reflective satellites.

Mecha Plant (23)

Your squadron must destroy an enemy mecha factory to stop the flow of enemy mechas.

Mega Tank (24)

Your squadron must destroy a massive sentient siege tank that is approaching your command center. It appears to be immune to all your mecha's weapons so a plan must be developed to destroy it.

Minesweepers (25)

Your squadron must clear all the ground and aerial mines in an enemy's defense zone.

Missile Interceptors (26)

Your squadron must destroy incoming missiles from a fleet of enemy subs attempting to destroy our costal defenses and resources.

Mobile Command Center (27)

Your squadron must destroy an enemy mobile command center.

Occupying Forces (28)

Your squadron must clear out all enemy forces from an enemy occupied friendly facility.

Performance Evaluation (29)

Your squadron has been requested to analyze the new line of mechas that are about to replace the current line of main battle mechas.

Power Off (30)

Your squadron must destroy an enemy powerplant that powers a strategically important command center.

Radar Base (31)

Your squadron must destroy an enemy radar base which will allow our forces to send stealth bombers to destroy enemy targets undetected.

Recon Mission (32)

Your squadron must scout enemy territory to determine their military might and look for any weaknesses in their defenses.

Rescue Mission (33)

Your squadron must save a scout team that has been cut off and cannot relay their recon data because of electromagnetic signal scramblers. You must recover this recon data and save as many scout mechas or just their pilots as possible.

Research Center (34)

Your squadron must destroy a secret research center creating a new generation of enemy mechas. You should attempt to invade the base and gather as much experimental weapons data and samples as possible before destroying the base.

Sea Base (35)

Your squadron must destroy an enemy undersea base.

Secure Ground (36)

Your squadron must destroy enemy mechas in a given area to allow friendly forces to invade.

Sharpshooters (37)

Your squadron must enter a local city fight and destroy all the enemy's long range mechas that have been decimating your ground forces.

Shield Breaker (38)

Your squadron must destroy the shield generator protecting an enemy base.

Siege Buster (39)

Your squadron must get behind enemy lines and destroy their super long-range missile launcher that has been destroying friendly border cities in this territory.

Space Elevator Defense (40)

Your squadron must defend a local space elevator from enemy mechas.

Super Mecha (41)

Your squadron has been assigned to destroy a towering dreadnaught mecha that is approaching your defense lines.

Supply Convoy (42)

Your squadron must destroy a convoy of cargo transports.

Terrorist Base (43)

Your squadron must destroy a hidden terrorist group that has been performing guerilla attacks on our facilities.

Training Day (44)

Your squadron must go on a training mission to develop new attack formations.

Training Exercises (45)

Your squadron must train new recruits using training mechas and paint weapons.

Urban Center (46)

Your squadron must attack and destroy an entire enemy city to extract revenge for a friendly city that was destroyed by them.

Vault Buster (47)

Your squadron must attack and enter a supply vault and acquire as much advanced tech as possible.

VIP Escort (48)

Your squadron must protect a transport with a political or military leader who is being moved to a local command center.

Water Plant (49)

Your squadron must destroy an enemy water filtration plant that will severely damage the enemy's ability to produce fresh water.

Work Mecha (50)

Your squadron must destroy any automated work mechas that have become corrupt causing them to run amok and destroy a local friendly city.

Mecha Ranged Weapons (D88)

These are the massive hand and body mounted ranged weapons that are used by giant battle mechas.

Acid Cannon (11)

This weapon projects a molecular acid that will melt through anything on contact.

Autocannon (12)

This weapon fires hundreds of armor piercing rounds per minute.

Battle Cannon (13)

This weapon fires a rocket propelled armor piercing explosive round.

Blaster Cannon (14)

This weapon fires a discharge of ionic particles that will burn through the armor of a target mecha.

Burst Cannon (15)

This shotcannon deals immense amounts of damage at close range but it is completely ineffective at long range.

Concussion Cannon (16)

This weapon projects a burst of hypervelocity air to crush a target mecha.

Conversion Cannon (17)

This weapon fires a contained beam of antimatter that converts matter on contact into pure energy in an enormous explosion.

Conversion Shredder (18)

This weapon fires particles of antimatter in bursts that convert matter on impact into pure energy in a series of powerful explosions.

Cruise Missile (21)

This heavy missile is self-guided and it contains a multi-warhead payload of proximity fusion bombs.

Cryo Cannon (22)

This weapon projects endothermic chemicals that cause a target mecha to freeze solid.

Cyclone Gun (23)

This weapon fires a burning cyclone of flammable gas that can overheat or melt a target mecha.

Death Ray (24)

This massive energy weapon produces an intense beam of energy that will disintegrate anything that it touches.

EMP Cannon (25)

This weapon fires an intense electromagnetic pulse that will fry the electronics in a target mecha.

Flak Cannon (26)

This weapon fires small particles making it a brutal antipersonnel weapon.

Flamer (27)

This weapon projects a stream of burning flammable fluid that will burn and overheat a target mecha.

Force Manipulator (28)

This weapon produces a powerful tractor beam that can lift a mecha into the air and slam it to the ground. It can also be used to move large objects around with incredible precision.

Fusion Cannon (31)

A fusion cannon produces a solar furnace that it can project over a very short distance.

Gatling Cannon (32)

This weapon fires thousands of armor piercing rounds per minute.

Gauss Cannon (33)

This weapon accelerates a particle to near the speed of light to produce immense amounts of kinetic damage.

Giga Cannon (34)

This massive energy weapon has its own propulsion system because of its immense size and weight. It can produce a beam of energy that can penetrate a capital ship's defensive screens for an instant kill.

Grav Gun (35)

This weapon causes the internal gravity of a target mecha to drastically increase causing it to collapse into itself or crash into the ground.

Grenade Launcher (36)

This weapon fires different specialty grenades that will stick or bounce off a target structure, vehicle, or mecha.

Harpoon Launcher (37)

This weapon fires a sharp metal harpoon attached to a cord or chain that pierces into and attaches to a mecha allowing it to be pulled towards your mecha.

Heat Cannon (38)

This weapon produces intense microwave energy causing anything living to boil and anything made of metal to overheat and burn.

Hell Cannon (41)

This weapon melts a metal slug into molten metal and fires it at hypervelocity speeds.

Infrared Laser Cannon (42)

This weapon fires an intense infrared laser that can melt through the armor of a target mecha.

Ion Cannon (43)

This weapon fires a burst of static energy designed to disrupt the electronics of a target mecha.

Laser Cannon (44)

This weapon fires an intense laser beam.

Lightning Cannon (45)

This weapon fires an intense electric arc to destroy anything that it hits. Once one bolt of lightning hits, other bolts are drawn to the target.

Long Range Missile (46)

These self guided long range missiles (LRM) have armor piercing high explosive warheads.

Machine Gun (47)

This heavy machine gun fires ballistic armor piercing rounds.

Mega Cannon (48)

This weapon fires an enormous self guided rocket propelled armor piercing round.

Mega Laser (51)

This weapon fires a massive laser beam.

Micro Missile Launcher (52)

This missile launcher fires hundreds of smart micro missiles at a target making it difficult to avoid this cluster of missiles.

Mine Launcher (53)

This weapon launches ground or floating proximity mines around the battlefield.

Missile Launcher (54)

This launcher fires smart armor piercing missiles. It can fire its entire payload in a single burst.

Mono Caster (55)

This weapon fires a monomolecular mesh at a target mecha using an electromagnetic burst that will instantly render it into hundreds of pieces on contact.

Nano Cannon (56)

This weapon fires a rocket propelled round with a warhead filled with destructive nano tech that will deconstruct a mecha's armor and internal mechanisms on impact.

Needler Cannon (57)

This weapon fires a burst of needles using an electromagnetic pulse to shred through lightly armored soldiers.

Neuro Cannon (58)

This psionic weapon can fire a blast of psionic energy that will shred the mind of anyone hit by it.

Nuclear Cannon (61)

This weapon fires a rocket propelled round with a nuclear warhead.

Particle Beam Cannon (62)

This weapon fires a stream of charged particles at almost the speed of light to decimate a target mecha.

Plasma Cannon (63)

This weapon fires a sphere of super hot plasma that is super destructive at very close range.

Plasma Mortar (64)

This weapon fires a plasma sphere in an arc into the air allowing it to hit targets hidden from view.

Pressure Cannon (65)

This weapon compresses an enormous volume of air into a small space and fires it at hypervelocity speeds to produce an immense crushing force.

Prism Cannon (66)

This laser weapon uses a crystal matrix to alter its laser beam from an intense long range beam to a short range dispersed blast.

Psi Cannon (67)

This psionic weapon magnifies a pilot's psionic power into a beam of pure energy.

Pulse Cannon (68)

This multi-barreled railgun can fire particles at near the speed of light at almost fifteen rounds per minute.

Quake Cannon (71)

This weapon bends the fabric of space causing a target mecha to be thrown around and eventually topple over. Any mecha or building caught in its beam will eventually be twisted apart.

Recoilless Rifle (72)

This weapon fires a rocket propelled explosive shell.

Reflex Cannon (73)

This weapon distorts the fabric of space in front of it to tear a target mecha apart. Anything hit by it, no matter how large or strong including people, buildings, trees, vehicles, and mechas will be shredded apart if they are caught in its distorting beam.

Rocket Launcher (74)

This weapon fires unguided high explosive rockets.

Rotary Cannon (75)

This weapon fires an immense number of rounds to deal heavy damage at close range but it is extremely unreliable at long range.

Scatter Laser (76)

This weapon fires hundreds of intense laser beams per minute.

Scrap Cannon (77)

This weapon fires a blast of scrap metal at a target mecha.

Shield Breaker (78)

This weapon fires an intense magnetic field to knock a hole in an electromagnetic shield.

Short Range Missile (81)

These self guided short range missiles (SRM) have armor piercing high explosive warheads.

Shredder Cannon (82)

This weapon has multiple tractor beam and pressor beam arrays that are activated in sequence to tear a target mecha apart.

Shuriken Cannon (83)

This weapon fires monomolecular blades at hypervelocity speeds using an electromagnetic pulse to tear through the heaviest mecha armor.

Siege Howitzer (84)

This massive weapon fires an enormous rocket propelled explosive round at extreme range in a giant parabola allowing it to hit a target hidden from view.

Siege Mortar (85)

This weapon fires explosive shells in a high arc allowing it to rain down death onto a target mecha while staying in cover. It also allows a mecha to destroy targets hiding behind cover or in a trench.

Singularity Cannon (86)

This weapon contains a naked singularity trapped in a protective field. It can be unleashed causing a target mecha to be pulled apart. It can also be used to pull projectiles and laser beams aimed at your mecha harmlessly into the singularity.

Sonic Cannon (87)

This weapon fires a sonic beam that vibrates a target mecha at such high frequencies that it will twist and bend and eventually fall apart in seconds.

Wave Cannon (88)

This weapon fires a destructive blast of energy that crawls along the ground outward from a mecha.

Mecha Sizes (D10)

These are the different sized mecha that can be piloted by characters in your mecha or military adventures.

Power Armor (1)

This mecha fits around a person's body so it is about two to three meters tall. This suit can have an optional outer protective layer making it even larger and more powerful.

Power Suit (2)

This mecha is about two or three times larger than a person so it ranges from five to seven meters tall. These suits are very powerful but they can still fit into most places making them useful for assaulting buildings and ships.

Mobile Suit (3)

These huge machines are the most common battle mechas because they can carry powerful weapons and they are still fast and agile enough to avoid enemy attacks. They range from twelve to twenty meters tall depending on their function ranging from scouts to mobile heavy weapon platforms.

Mobile Armor (4)

These heavy mobile suits are designed to attack as the main assault weapon in a fleet or battle group. They range from thirty to sixty meters tall so they can carry extremely powerful weapons or a massive load of light weapons. What they lack in maneuverability, they make up for in heavy armor and powerful defensive shields.

Capital Mech (5)

These mechas have the same length as a capital ship including space destroyers or star cruisers. They range from two hundred meters to one kilometer tall and they can wield immensely powerful capital weapons.

Titan Mech (6)

These mechas are long as a star carrier or super battleship. They range from one kilometer to twenty kilometers tall so they tower above the clouds on most planets.

Epic Mech (7)

These mechas are large enough to contain a large city inside themselves so they are one hundred to five hundred kilometers tall. They can contain weapons powerful enough to destroy entire fleets of capital ships and mechas with a single shot.

Continental Mech (8)

These mechas are the size of a small continent and range from one thousand to fifteen hundred kilometers tall.

Planetoid Mech (9)

These mechas are the size of a small moon or planetoid. They are three thousand to five thousand kilometers tall and wielding planet destroying weapons.

World Mech (10)

These mechas are the size of a planet ranging from twenty thousand to one hundred thousand kilometers tall.

Mecha Space Missions (D20)

These are space missions where squadrons of giant battle mecha fight in the darkness of space.

Ambush (1)

Your battle carrier is hiding in an asteroid field and your squadron must perform a sneak attack on an incoming battle fleet.

Carrier Strike (2)

Your squadron must attack a carrier group and destroy its heavy carrier at all costs.

Colony Defense (3)

Your squadron must defend a friendly space colony with your lives until reinforcements come or the survivors can be evacuated.

Cripple the Whale (4)

Your squadron must attack and damage a super dreadnaught to slow down its progress towards the battle lines.

Defenders (5)

Your squadron will support an emergency defense mission of a local space station.

Escorts (6)

Your squadron is hiding amongst supply transports to secretly attack invading raiders.

Evacuation (7)

Your squadron must protect the evacuation efforts of your people from a local world suffering an enemy invasion.

Field Sweeper (8)

Your squadron must search an asteroid field for a hidden enemy carrier or base.

Fortification (9)

Your squadron must help build or repair a local planetary battle station to fortify a local fortress world.

Ice Field (10)

Your squadron must destroy the enemy mechs that have infiltrated a friendly planet's orbital ice rings.

Line Breaker (11)

Your squadron must destroy all supply convoys attempting to supply an enemy's fleet or planet.

Mine Field Duty (12)

Your squadron must destroy all the space mines in a given region of space.

Patrol (13)

Your squadron must patrol a region of space to protect it from enemy invasion or recon patrols.

Perimeter Breaker (14)

Your squadron must destroy the weapon platforms and defensive space stations that protect a region of space. Once the defensive perimeter is destroyed, your battle fleet can attack enemy space without being harassed.

Recon (15)

Your squadron must sneak into enemy territory to determine the military resources for each quadrant of enemy space and return safely with this invaluable military data.

Rescue (16)

A friendly starship has been boarded and its crew has been captured. Your squadron must intercept the enemy ship and free your fellow soldiers.

Space Cannon (17)

Your squadron must destroy an enemy anti-satellite cannon that is about to be activated before it destroys your entire satellite network.

Station Buster (18)

Your squadron must destroy an enemy space station or outpost.

Supply Convoy (19)

Your squadron must destroy a convoy of cargo freighters.

Weapon Buster (20)

Your squadron must enter orbit in order to destroy an enemy's orbital weapon.

Mecha Support Vehicles (D30)

These vehicles are used to transport, protect, repair, and refit mechas on the battlefield.

Air Carrier (1)

These massive hover carriers have six mech links on their undercarriage allowing them to carry six light mecha, four medium mecha, or one heavy mecha.

Airship Carrier (2)

This enormous airship is filled with lighter than air gas and it has a huge compartment on its underside filled with a large number of mecha. It moves using powerful rotor engines and it is armed with massive siege weapons.

Airship Lifter (3)

These lighter than air balloons are attached to a mecha and carries it to the battlefield using rotor props.

Armored Transport (4)

These ground vehicles have six heavy tires or two sets of tank treads allowing them to quickly move over almost any terrain. A single light mecha is stored in its rear cabin that splits down the middle to rapidly deploy the mecha.

Battle Carrier (5)

These light capital ships can carry up to a dozen mecha that can be deployed two at a time from launch ramps.

Booster Transport (6)

This large rack of four to twelve powerful rockets attaches to a mecha's back allowing it to achieve incredible speeds for a limited time. Its multiple rockets allow it to quickly change direction by altering the amount of thrust produced by each rocket. It is then ejected when the mecha reaches its final destination.

Carrier Train (7)

This train carries mechas on flat bed rail cars to a specific area and quickly deploys them into battle.

Copter Lifter (8)

This rotor vehicle attaches to a mecha and carries it to the battlefield.

Drop Pod (9)

This planetary reentry vehicle protects a mecha as it enters a planet's atmosphere at hypervelocity to quickly land on a planet's surface using powerful reentry rockets. This allows an orbiting carrier to fire multiple dropships at once at high velocity to avoid ground based air defenses.

Drop Ship (10)

This aerospace jet carries multiple mecha from a waiting starship to the planet below. Once its payload has been deployed, it strafes the battlefield with heavy weapons fire and missile barrages.

Exo Frame (11)

A mecha steps into an exoframe to greatly improve its physical power and defenses. An exoframe can walk into a battlefield, its entire structure opens up allowing a mecha to step inside it and it then closes around the mecha.

Fleet Carrier (12)

These enormous capital starships carry hundreds of mechas into a space battle or planetary invasion.

Hover Lifter (13)

This hover vehicle attaches to a mecha and carries it to the battlefield.

Hover Sled (14)

A mecha stands on this hover sled and controls it with a handle attached to its base like a scooter.

Jet Transport (15)

A single massive jet attaches to a mecha's back giving it immense speed but very little maneuverability. This jet quickly delivers a mecha to the battlefield, deposit it, and returns to its base.

Jump Transport (16)

This starship attaches to the back of a mecha allowing it to travel through space and make hyperspace jumps to distant star systems.

Land Carrier (17)

This huge ground carrier rides on massive tires or treads allowing it to carry a large number of mecha to a battlefield.

Mecha Catapult (18)

This device attaches to a mecha's feet or back and pushes it at high speed from a ship giving it an initial burst of speed.

Mecha Horse (19)

This robot is designed to look like a horse and it runs at high speed on its four powerful legs.

Mecha Rover (20)

This huge wheeled or tracked car can be driven by a mecha and it carries heavy weapons mounted on its sides and a rear mounted turret.

Mega Cannon (21)

This huge cannon is the size of a capital ship's spinal weapon and it has its own propulsion system. A mecha links to the cannon allowing it to fire the weapon and control its movement.

Mobile Base (22)

This huge mobile command center carries dozens of mecha into battle and supports them using its advanced electronic warfare systems and heavy weapon emplacements.

Mole Transport (23)

A mecha is stored in this tracked mole tank that drills through the ground to deliver its payload to underground bases and caves.

Reentry Pack (24)

This device attaches to a mecha and it produces inflatable retry balloons around a mecha protecting it from the intense heat of reentry. It then deploys parachutes allowing the mecha to gently descend to the surface of a planet.

Refit Carrier (25)

This massive ground transport carries armor and modular refits that can be attached to a mecha on the battlefield depending on the mission details or the specific enemy being fought.

Repair Carrier (26)

This massive ground carrier can repair and rearm a mecha on the battlefield.

Saucer Transport (27)

A mecha is inserted into this saucer shaped VTOL ship up to its waist giving it extra protection and maneuverability but still allowing its arms to be used.

Sea Sled (28)

This device propels water through it to move a mecha quickly through a liquid environment.

Sub Transport (29)

This undersea vehicle carries a mecha to an underwater or shoreline battlefield.

Weapon Pod (30)

This small support drop pod lands near a mecha allowing it to change weapons or resupply on a battlefield during a battle.

Mecha Types (D30)

These are the different types of robotic suits or giant robots that you can add to your sci-fi campaign. Mechas are humanoid battle suits or robots that carry hand weapons and move and walk like a human or animal.

Animal Mecha (1)

These mecha are designed to look like a specific animal or insect with movement and traits modeled after a specific creature.

Aquatic Mechas (2)

These mecha are designed to operate in a liquid environment so they are sealed and have water propulsion systems.

Battle Mecha (3)

These mecha are large humanoid robots about the size of a house that are designed to destroy other mecha with their ranged and melee hand weapons.

Battle Suit (4)

These suits of power armor give their wearer the firepower of a battle tank and superhuman strength. These armored suits fit snugly around a person's body or a pilot can sit in the chest of a battle suit.

Battleship Mecha (5)

This massive starship can change into a giant humanoid mecha.

Combiner Mecha (6)

Multiple smaller mechas or vehicles combine to form a much larger giant robot. Each of these separate machines becomes a part of the larger robot.

Environmental Mecha (7)

These mecha have been designed to survive in a specific extreme environment that can include freezing cold, extreme heat, intense radiation, crushing pressure, and immense gravity.

Exo Suit (8)

These open suits are servo mechanical frames that give their user incredible strength but provide little or no protection.

Giant Robot (9)

These robots are the size of a skyscraper and they wield powerful hand weapons to destroy their enemies.

Magic Mecha (10)

These mecha run off magical power making them move with the speed and agility of a living creature. Many have been imbued with the power of a specific monster or mythical creature giving them their specific powers.

Mining Mecha (11)

These mecha are designed for mining so they are equipped with drills, sonic pulverizers, and mining lasers.

Modular Mecha (12)

These mecha are formed from modules allowing their configuration to be quickly modified for a specific mission and their parts can be quickly replaced when they are damaged.

Multi Mecha (13)

These mecha can change forms to many different types of vehicles and a humanoid shape. Some mecha transform between a humanoid form, a vehicle form, and an intermediate form between the other two forms.

Nano Mecha (14)

These mecha are formed from a hundred trillion nanites allowing a mecha to constantly change shape and quickly respond to changing battlefield conditions.

Organic Mecha (15)

These mecha are made entirely of organic materials so their muscles are organic and their bones and armor are made of super hard organic resin.

Planet Mecha (16)

These massive machines are the size of a planet and when they travel the universe, they stay in their defensive planetary shape. As a sphere, the machine does not have to use much energy on structural integrity. During a battle, it converts into a planet sized humanoid mecha.

Police Mecha (17)

These light mecha are designed to respond when dangerous monsters or criminal mecha attack a city.

Psi Mecha (18)

These mecha have a specially engineered organic brain that gives them psychic powers. They can also link with their operator to greatly magnify their own psionic powers and their operator's powers.

Scout Walker (19)

These two legged machines are perfectly designed for running over flat surfaces or walking slowly over rough terrain. These machines may have side or front mounted weapons and an optional main battle turret.

Semi-Organic Mecha (20)

These mecha are partially organic having organic muscles and a brain but their bones and armor plating are made of super strong alloys.

Sentient Mecha (21)

These mecha have advanced artificial intelligence cores or an advanced organic brain giving them true emotions and the ability to quickly adapt to any battlefield condition.

Space Mecha (22)

These mecha have an internal life support system and they have been shielded from all types of interstellar and solar radiation.

Stealth Mecha (23)

These mecha are constructed of special radiation absorbing materials and image producing coatings that make them difficult or impossible to detect.

Steam Mecha (24)

These steam powered mecha have giant boilers on their backs that power their movement and their weapons.

Structure Mecha (25)

These mecha transform from humanoid form into buildings, command centers, defensive barricades, and weapon emplacements.

Thin Mecha (26)

These mecha have extremely thin torsos, arms, and legs making them much lighter than other mecha designs. This design gives these mecha improved maneuverability in exchange for limited armor and access to only light weapons.

Transforming Mecha (27)

These mecha can transform into different configurations that best suit their current battle conditions.

Vehicle Mecha (28)

These mecha can transform from humanoid form to a specific vehicle including a fighter, a car, a bike, a tank, a helicopter, or a boat.

Walker (29)

These four, six, or eight legged machines are designed to carry powerful weapons or a large number of ground troops. Walkers can be armed with a body mounted spinal weapon, a weapon armed movable head, and a massive top mounted turret.

Work Mecha (30)

These mecha are designed for construction, forestry, demolition, and loading so they have specialized equipment like tractor beams, cutting lasers, powered claws, and powerful chainsaws.

Mechapunk Adventure Hooks (D88)

These are ideas for adventures in the wastelands left behind after a massive worldwide mecha war. This war completely destroyed society so the whole world is trying to rebuild their world one village or fortress town at a time.

Avalanche (11)

You can destroy a squadron of enemy mechas with a sand or snow avalanche.

Battle Buggy (12)

Many desert buggies have been pieced together and armed with light mecha weapons making great support vehicles for any mecha mercenary group.

Battle Royale (13)

You enter a mecha gladiatorial contest where the last mecha standing is the winner of a powerful mecha weapon.

Blueprints (14)

You discover the original mecha blueprints and technical readouts allowing you to greatly improve your own scrap mechas.

Border Walls (15)

Many powerful fortress towns have built steel walls around their territory creating no man's lands making them almost impossible to invade.

City Cannon (16)

Many fortress towns have salvaged powerful howitzers and mortars allowing them to bombard invaders attempting to lay siege to their town.

Communication Relay (17)

Your mercenary group has been hired to set up a series of hidden and camouflaged radio antennae relay towers between friendly fortress towns.

This will allow direct communication between these towns.

Construction Mecha (18)

Scrap mechas are used for construction work in the wastelands.

Death from Above (21)

You can fall or jump from a high place and land on another mecha to instantly kill its pilot but the impact will also damage your own mecha.

Death Machines (22)

Some of these massive self-aware death machines still stalk the world. These enormous machines are shaped like giant apex predators that hunt down and tear apart anything that they engage.

Death Walker (23)

A military group has recovered a massive walking death machine from the Great War that appears to be almost indestructible. Your mercenary group has been hired to bring it down.

Debris Rain (24)

Every once in a while, a few of the countless wrecked spacecraft rain down from orbit to destroy anything hit by them as they hurtle down to the surface.

Demo Team (25)

Your mercenary group places demolition charges on enemy mechas to disable or destroy them.

Desert Raiders (26)

The entire expanse of the Great Desert is controlled by warlords with hordes of scrap mechas that constantly raid the areas controlled by local fortress towns for supplies and slaves.

Desert Train (27)

These steel locomotives have massive rubber tires allowing them to travel over any terrain including sand dunes to transport goods across the Great Desert.

Desert Worms (28)

Massive self aware robotic worms burrow through the sand and they will attack anything that they can catch making travel over the Great Desert very dangerous.

EMP Grids (31)

Many fortress towns have surrounded their towns with EMP emitters designed to destroy any mechas near them when they are activated.

Engineers (32)

This society searches the wastes for Old World technology in order to recover the technology lost after the Great War to someday bring society back to its past greatness.

Experimental Weapon (33)

You must field test a powerful new mecha weapon system.

Flying Fortress (34)

A military group has recovered a flying fortress or floating battle tower from the Great War and they are destroying one fortress town after another to gather resources and new recruits. Your mercenary group has been hired to destroy this floating behemoth.

Forge (35)

Many fortress towns run forges to melt down scrap to create new weapons and equipment for their scrap mechas.

Freemen's Alliance (36)

Many fortress towns have joined together to create powerful alliances to defend themselves from desert raiders and other fortress towns.

Giant Insects (37)

You must destroy a horde of giant insects before they destroy a local village.

Hidden Vault (38)

You discover a lost vault of ancient mecha in almost perfect condition.

Hunter Mecha (41)

Many self-aware mechas still exist from the Great War that will hunt down and destroy anything that they encounter.

Knowledge Vault (42)

You discover a lost knowledge vault filled with ancient technology that can change the future of the wastelands.

Launch Pad (43)

You discovered an ancient space rocket launching station.

Lost Arks (44)

Massive complexes were created underground filled with hundreds of people in suspended animation and filled with advanced technology from the Old World. Some of these technology arks have been discovered but all the people inside have died when their cryosleep systems inevitably failed.

Lost Society (45)

After the Great War completely destroyed society, people have attempted to salvage what was left of society to create fortress towns made from prisons and military bases to protect people from the raiders and the remnants of the old military.

Lunar Base (46)

A massive lunar base still exists from the Great War filled with soldiers kept in cryosleep since the war. These soldiers are now starting to awaken and they are planning a full scale invasion of the world below. They want to conquer the world, kill all its occupants, and start society over again.

Makeshift Repair (47)

You repair your mecha using parts from mechas that you just destroyed.

Mecha Factory (48)

You discover a hidden mecha factory allowing new mecha to be produced.

Mecha Jeeps (51)

Scrap mechas are transported on the back of massive all-terrain dune buggies.

Mecha Trap (52)

You set a trap for an opponent's mecha that can include rolling logs, log swings, landslides, and explosive mines.

Mega Mechas (53)

Giant wrecks of these massive machines can be found that can be reconstructed to produce the most powerful machines in the world.

Merc Squad (54)

Your team of mecha pilots have created an independent mercenary squad from salvaged scrap mecha.

Mine Fields (55)

Deadly minefields still exist from the Great War but many of them have been discovered and are listed on local maps. Many unexplored areas can still contain these deadly mines.

Mutant Hordes (56)

Mechas are used to fight the mutant hordes pouring in from the Great Desert.

Old Military (57)

The remnants of the old military still exist and they are trying to conquer the fortress towns to unify the world under their military might but the Freeman's Alliance and their mercenary allies have been more than a match for the remnants of the military.

Organic Mecha (58)

You must field test a new organic or semi-organic mecha that are being grown in huge nutrient tanks.

Particle Rifles (61)

These advanced laser weapons are very delicate so they are almost impossible to salvage but when they are recovered they are the most powerful weapons in the wastes.

Plague Hunters (62)

A military group is spreading a deadly virus to destroy local fortress towns. Your mercenary group has been hired to destroy this evil organization and destroy all their biological weapon facilities.

Police Mecha (63)

Scrap mechas are used as a police force to fight against mecha gangs and desert raiders.

Priority Delivery (64)

You merc group must safely transport an experimental mecha across the wasteland.

Psycho Squads (65)

Many mercenary groups have reverted into depraved killers that hunt the wasteland to murder other mercenary groups and anyone that they find in the wastes.

Raider Hunters (66)

Your mercenary group has been hired by the Freeman's Alliance to destroy a local desert warlord and his entire raider gang.

Reactor Cores (67)

The technology for making cold fusion power cores has been lost but millions of these relics can be found in the wrecks of destroyed mechas. These cores are used to power everything in the wasteland.

Remote Control (68)

You discover a Great War device that can take control of enemy mechas.

Sabotage (71)

You sabotage enemy mechas before a big battle to guarantee victory.

Scavengers (72)

You salvage parts from the wreckage of ancient mechas to repair your own mechas.

Scrap Mechas (73)

These mechas are constructed from pieces of wrecked mechas from the Great War. They have become the main source of power in the wasteland.

Shipwrecks (74)

Thousands of battleships rained down from orbit during the Great War leaving their destroyed hulks filled with advanced technology that can be harvested from what remains of them after reentry and collision with the surface of the world.

Steel Slavers (75)

These raiders use scrap mechas to attack small villages and anyone that looks like an easy target to capture and turn into slaves.

Stolen Mecha (76)

You steal an enemy mecha for your mercenary group.

Subterranean Towns (77)

Some fortress towns are made from subterranean military bases and underground subway stations and tunnels.

Supply Escort (78)

Your mercenary group must protect a supply convoy moving resources and trade goods to a friendly fortress town.

Test Run (81)

You are performing a field test on an experimental new mecha.

Town Guards (82)

Every fortress town has their own squad of scrap mechas to defend them against enemy attack.

Train Ram (83)

You destroy an enemy mecha by ramming it with a desert train or ancient railroad train.

Transport Ships (84)

Many carrier ships have been recovered that can transport mechas across lakes or even the ocean.

VTOL Carriers (85)

A few airborne mecha carriers have been salvaged giving the forces that have them an incredible advantage in any battle.

VTOL Planes (86)

A few aircraft from the Great War have been salvaged but most were destroyed and completely wrecked when they crashed.

War Zone (87)

Many fortress towns have defensive grids protected by remote weapon turrets and minefields to slow down attackers until their town guard can be deployed. These towns also have missile launchers and mobile howitzers to devastate any mecha group dumb enough to perform a direct frontal assault on them.

White Phosphorous (88)

Many fortress towns use white phosphorous mortar shells to destroy invading mechas.

Mega Structures (020)

These immense projects are built on a planet in order to show the universe the technological achievements of its population.

Artificial Island (1)

These incredible towers reach from a world's seafloor to the surface of the ocean so their roofs rise above the ocean like an island.

Artificial Moon (2)

The moons of this world have been deconstructed and used to construct an artificial moon that contains a powerful AI system that controls the world and maintains the perfect social, economic, and environmental balance that will allow their society to survive forever.

Floating Island (3)

An immense artificial island floats a kilometer in the air by imbedding it with quantum particles suspended at a specific height.

Geothermal Landfill (4)

Tunnels have been drilled into the surface of a planet so trash can be disposed of into its molten mantle.

Geothermal Tap (5)

This power generator has pipes that go directly into the molten mantle of a planet.

Grav City (6)

This world has massive metropolitan cities that float through the air held up by anti-gravity drives.

Intercontinental Subway (7)

The continents of this world are connected by high speed subways that run under the planet's oceans.

Mega Tower (8)

This giant tower can be thousands of stories tall and it reaches high into a planet's upper atmosphere.

Memory Monolith (9)

The minds of every person in a civilization is stored in an immense machine to save the remnants of their society before their planet's surface was destroyed.

Planetary Arcology (10)

This immense structure covers the entire surface of a planet and it acts like a single massive enclosed city thousands of stories tall.

Planetary Frame (11)

An entire world is covered in a massive structure that acts as a defensive structure, space facility, and solar collector.

Planetary Shield (12)

A powerful deflector screen surrounds a planet protecting it from space debris, solar radiation, and alien invasion.

Planetary Surveillance Net (13)

Every sound that a person makes and every action that he takes is recorded and analyzed by this system to determine if every citizen is obeying the law.

Singularity Inductor (14)

This immense machine pulled a singularity from another dimension to create unlimited energy as long as the black hole can be contained and controlled.

Solar Net (15)

A planet's orbit is filled with hundreds of solar collection satellites that send down their energy to the surface of the planet using microwave emitters.

Solar Sky (16)

Most of this world is covered in sprawling cities to house its overwhelming population. To run these cities, vast solar panel arrays cover these cities blocking all rain and light from their local star.

Space Beanstalk (17)

This tower reaches from the surface of a planet to its upper atmosphere and it is used as a space elevator to lift cargo into orbit and to connect the surface to an orbital facility.

Terraforming Towers (18)

These immense structures slowly change the atmosphere of a world to be suitable for the alien race that created them.

Weather Control System (19)

This world is surrounded by hundreds of weather satellites that create an integrated system that has complete control of the weather on this planet.

World Net (20)

The entire surface of a planet has been infected with nano technology that changes everything into a receiver and a transmitter for a planet wide computer network.

Mutant Superhero Adventure Hooks (066)

These are adventure ideas for any mutant superhero campaign.

Anti-Mutant Laws (11)

Mutants are arrested for using their powers in public.

Biological Incompatibility (12)

Many mutants cannot have children with normal humans.

Boost Mutant Power (13)

The government performs experiments on people to boost their mutant powers.

Catacombs (14)

Mutants live in an underground complex away from humanity.

Concentration Camps (15)

The government wants mutants to be rounded up into concentration camps.

Designer Baby (16)

Mutant genes are being added to designer babies throughout the world.

Disguised Leaders (21)

Mutant rebels are slowly replacing the world's leaders with mutant polymorphs and mimics.

Government Team (22)

The government creates a super team of mutants to take care of important and dangerous missions important to the security of their country.

Mars Colony (23)

The excess solar radiation on Mars has caused a great number of mutants to be born in this space colony.

Mutant Army (24)

Mutants are looking for hidden mutants around the world to create an army and start a revolution against humanity.

Mutant Children (25)

Mutants have children with powers similar to their own.

Mutant Country (26)

Everyone in a small country is a mutant.

Mutant Detector (31)

Mutants can be detected by a special device created by the government.

Mutant Domination (32)

Mutants begin to dominate all the academic, social, and sports fields causing normal people to fear and hate them.

Mutant Ghettos (33)

All mutants are forced into mutant only slums where they are isolated from the rest of society.

Mutant Hunters (34)

The government has trained covert operatives to hunt down and eliminate unregistered mutants throughout an entire country.

Mutant Island (35)

Mutants create their own country on a massive artificial island.

Mutant Killer (36)

The government has engineered a virus that only kills mutants.

Mutant Protocol (41)

A scientist creates a machine that greatly increases mutant powers but significantly shortens a person's lifespan.

Mutant Rebellion (42)

Mutants attempt to take over the world.

Mutant Registry (43)

The government demands that every mutant must register themselves.

Mutant Revolution (44)

Underground mutants have joined together to start a revolution against the government that is hunting them down.

Mutant Roundup (45)

The government is rounding up mutants to perform experiments on them to learn how to create perfect mutant powered soldiers.

Mutant School (46)

A private school raises and trains mutants away from the rest of society.

Mutant Society (51)

A group of mutants is gathering mutants from all over the world to conquer the world and subjugate the rest of the human race.

Mutant X (52)

A drug kills anyone with mutant powers.

Mutation Activation (53)

Mutants have created a device that will unleash the hidden mutations in every human being in the world.

Mutation Drug (54)

A street drug turns people into mutants.

Mutation Ray (55)

A device turns people into mutants.

Mutation Virus (56)

A virus turns people into mutants.

Ozone Depletion (61)

The thinning ozone layer has greatly increased the number of mutants born every year.

Power Project (62)

Normal people are being kidnapped, injected with a drug, and inflicted with intense physical and mental stress to cause latent mutant powers to be unleashed in these test subjects.

Sewer City (63)

Mutants have created their own society in the sewers underneath every major city.

Supers Prison (64)

The government has created a supers prison to hold superpowered mutants that they have captured for not registering with the government.

Suppression Collar (65)

A power suppressing restraint can be placed on a mutant to disable his powers.

Water Mutagen (66)

Chemical waste released into the water supply is turning people into mutants.

Near Future Space Adventure Hooks (D50)

These adventure ideas are for a campaign based in the near future where humanity has just recently spread out into space.

Abandoned Earth (1)

Overpopulation and pollution have destroyed the world and humans are fleeing to space colonies in order to survive.

Alien Crash Site (2)

Humans were able to achieve space travel by reverse engineering technology from an alien spacecraft that crash landed on the Earth.

Alien Marker (3)

An alien marker has been discovered on Mars that calls people to it for some unknown reason.

Alien Messages (4)

Alien messages from space explain how to construct a space gate to their world.

Alien Messenger (5)

A massive interstellar object appears suddenly near Mars and every superpower in the world has rushed to create a spacecraft to explore this alien device.

Ancient Artifact (6)

An ancient artifact is discovered on the surface of Mars that holds a secret to humanity's origin.

Android Worker (7)

Sentient androids are used to work on the inner planets and the Moon.

Artificial Moon (8)

Explorers determine that the Moon is an artificial construct.

Asteroid Miners (9)

Space corporations mine minerals and crystals from the asteroid belt.

Clone Workers (10)

Clones are used to mine and terraform the Moon, Mars, Mercury, Venus, and the Jovian moons.

Clone Workers (11)

The inhabitants of the space colonies on the Moon and Mars are subject to intense solar radiation so clones are used as outside laborers. When the bodies of these clones start to break down, a new clone is released and the old one is disposed of.

Comet Mission (12)

Earth has sent a manned mission to land on an approaching comet.

Dark Side (13)

An ancient alien artifact is discovered on the dark side of the Moon that has become active.

Fourth Reich (14)

A hidden underground base on the Moon is occupied by the descendants of the military hierarchy of Nazi Germany. They have begun a full invasion of the Earth using their advanced super science weapons.

FTL Drive (15)

Once humanity achieves FTL travel, an ambassador from a galactic federation will come to Earth to offer humanity a chance to join their alliance.

Hypersleep (16)

Astronauts are placed in cryogenic sleep when they travel between planets to conserve food and water on these long journeys.

Hyperspace Experiments (17)

Earth scientists have begun performing hyperspace experiments that will lead to interstellar travel in the near future.

Ice Mining (18)

Space miners harvest the rings of Saturn for ice to be shipped to the inner planets for terraforming projects.

Killer Asteroid (19)

Earth has sent a space mission to destroy a killer asteroid before it collides with the Earth.

Lunar Miners (20)

International megacorporations mine minerals on the Moon.

Mars Colony (21)

Earth builds a mining colony on Mars.

Martian Life (22)

A lifeform is discovered living inside the glacial caps of Mars.

Mining Station (23)

Space corporations build mining stations in the asteroid belt and the rings of Saturn.

Mission to Jupiter (24)

Earth sends a manned mission to the moons of Jupiter.

Mission to Mars (25)

Earth has sent a manned mission to Mars.

Mission to Mercury (26)

Earth sends a manned mission to Mercury.

Moon Base (27)

Earth builds a small base on the Moon.

Moon Colony (28)

Earth sets up a space colony on the Moon.

Moon Tourism (29)

A corporation flies the ultra rich to the Moon.

Orbital Bombardment (30)

Terrorists capture an orbital booster station and threaten to bombard the surface of the Earth with space debris.

Orbital Booster (31)

Booster stations orbit all the inner planets to greatly reduce the travel time and cost to travel between these worlds.

Orbital Laser (32)

Terrorists take control of an orbital laser and threaten to destroy one major city everyday unless their demands are met.

Orbital Nukes (33)

Terrorists take control of an orbital nuclear missile platform.

Orbital Repairs (34)

A team of astronauts perform repairs on an orbiting satellite or a space station.

Planet's Core (35)

An expedition is sent into the Earth's mantle to get the Earth's core rotating properly before the magnetosphere collapses forever.

Solar Sails (36)

Spaceships use solar sails to catch the solar radiation produced by the Sun to accelerate a ship when it is traveling away from the Sun or to slow down a ship moving towards the Sun.

Solar Stabilization (37)

The Sun has become unstable and it will destroy the entire solar system with uncontrollable solar flares unless scientists can fix it.

Space Arcologies (38)

These massive orbital self-contained space stations contain all that remains of humanity after a global thermonuclear war has destroyed the surface of the Earth.

Space Ark (39)

Thousands of colonists have been placed in giant space arks traveling to distant worlds.

Space Colony (40)

The world government builds space colonies orbiting the Earth to reduce overcrowding.

Space Convoy (41)

Human have fled from the Earth to live on spacecraft converted into living habitats for the last survivors of humanity.

Space Elevator (42)

The world government builds a space elevator to the edge of space to greatly reduce the price of space travel.

Space Station (43)

Terrorists capture an orbital space station.

Space War (44)

The superpowers of the Earth fight space battles for the right to harvest the resources of space.

Space Water (45)

Earth sends a team to capture an ice asteroid or comet as a source of clean water.

Station Repair (46)

A team of astronauts must repair a space station before it falls out of orbit.

Terraform Mars (47)

Earth has begun terraforming the surface of Mars.

Terraform Venus (48)

Earth has begun terraforming the surface of Venus.

Time Dilation (49)

Faster than light travel causes time to pass at a much greater rate outside a ship so when a person arrives at her destination, everyone she has left behind has already died.

Wormhole (50)

A wormhole has been discovered in the outer solar system near Jupiter that leads to another solar system.

Ocean World Adventure Hooks (D50)

These are events, encounters, and ideas for an adventure on a water world.

Air Bladder (1)

This device can be inflated to pull a person quickly to the surface of the ocean.

Aquaculture Planet (2)

Water worlds are perfect candidates for creating a farming world for a local star empire.

Bio Engineered Ocean Dwellers (3)

Humans have been genetically modified to breathe underwater and survive the intense pressure of the deep sea.

City Ships (4)

These massive boats have an entire city built on their decks.

Controlled Creature (5)

Local sea creatures have mind control devices implanted in them allowing them to be used as living drones.

Coral Tubes (6)

Massive organic coral tubes form at the bottom of the shallow regions of the ocean.

Creature Steed (7)

Mind control devices can be implanted in local sea creatures to use them as transports.

Deep Sea Colony (8)

These colonies are created to explore the deep surface of an ocean world for mineral resources.

Deep Sea Drill (9)

Underwater complexes are created to drill into the ground to harvest minerals.

Deep Suit (10)

These hardened suits are filled with breathable highly oxygenated perfluorocarbons that prevent a diver from being crushed by the intense pressure present at the depths of the ocean.

Deepsea Site (11)

Undersea excavation sites and research centers are quickly built when ancient alien technology or the ancient wreckage of an alien spacecraft is discovered buried in the seafloor.

Dive Suit (12)

These exoskeleton dive suits allow a person to swim quickly through the water.

Echo Location (13)

Sonar can be used to map out the area around a submersible.

Electrified Hull (14)

A submersible hull produces an electrical shock to scare away an attacking underwater creature.

Emergency Flotation Device (15)

This personal device inflates to keeps a person afloat and it sends out an emergency distress signal once activated.

Escape Buoy (16)

These escape pods fill up a flotation bag to quickly get the escape pod to the surface of the ocean.

Fish Controller (17)

This device uses tractor beams or brain manipulation to control an entire school of fish.

Floating Arcology (18)

A massive floating self-contained arcology allows hundreds of thousands of people to live in total isolation floating on the open ocean.

Floating Landing Pad (19)

This floating structure allows aircraft to land and to be launched from the open ocean.

Floating Leviathan (20)

This floating creature has a massive corral forest growing on its back.

Floating Life Pods (21)

A life pod can crash and float on the surface of a water world.

Forge Water (22)

Electromagnetic fields can be used to forge water into solid objects.

Giant Whirlpool (23)

A huge whirlpool can pull down anything caught above it and straight down to the bottom of the ocean.

Glacier Cities (24)

Massive icebergs form at the poles of an ocean world so large cities can be built on these floating chunks of ice.

Global Flood (25)

An ancient civilization was destroyed during a global flood.

Grav Trap (26)

This device can be deployed anywhere underwater and it gathers any fish and floating flora around it that can be later harvested.

Hurricane (27)

Massive storms can quickly form on the surface of the ocean and will destroy anything caught in their gale force winds.

Hydrothermal Vent Power (28)

Electrical generators using thermal vents on the ocean floor can produce unlimited amount of energy for a deep sea facility.

Kelp Forest (29)

These huge forests have kelp trees attached to the shallow ground of the ocean allowing diverse ecosystems to form.

Leviathans (30)

Massive sea creatures can crush and sink a boat or submersible.

Mecha Creature (31)

Mechanical versions of local sea creatures are created as powerful drone weapons.

Mermen (32)

These sentient aliens live in underwater cities at the bottom of the ocean.

Perfect Storm (33)

Massive storms can form when the fronts of multiple storms collide.

Polluted Ocean (34)

The entire ocean of this world is a massive toxic sea.

Pressure Suit (35)

A pressure suit produces a powerful force field that protects the diver allowing him to operate in any depth without harm to the suit and its operator.

Rebreather (36)

This mask pulls oxygen directly from a liquid environment.

Sea Caves (37)

These caves are dangerous because a person can get lost in them and run out of oxygen.

Sea Glider (38)

This device is held onto by its operator and it pulls her quickly through an underwater environment.

Seafloor Walker (39)

These submersible walkers are used to explore the sea floor.

Sentient Sea (40)

Microscopic creatures that cover an ocean world are linked together to create a collective consciousness and super intelligence.

Small Island (41)

Small volcanic islands are covered with life evolved from the underwater flora and fauna of this water world.

Solar Panels (42)

This floating device produces electricity from the light collected from the local star.

Sonic Weapons (43)

Pulses of compressed water can crush a sea creature or submersible.

Submersible (44)

These small one or two man submarines allow people to explore outside their mothership.

Submersible Drone (45)

These remote underwater drones can be used for combat, exploration, construction, mining, and repair.

Thermal Blade (46)

This powered knife allows a person to cut and cook fish with its heated blade.

Undersea City (47)

Underwater cities can be built on the ocean floor.

Underwater Research Center (48)

Underwater research centers are built to research the undersea life that can be extremely difficult to observe and collect.

Uplift Dolphins (49)

These dolphins have been genetically modified to become a sentient species. These creatures can use rebreathers to operate underwater for almost unlimited periods of time.

Water Filter (50)

This device will filter ocean water to turn it into drinkable water.

Post-Apocalyptic Advantages (0200)

These advantages include mutations and lost or alien technologies that a post-apocalyptic survivor might discover or be born with that gives him a much better chance of surviving in the wastes.

Acid Blood (1)

Your blood becomes a powerful acid when it contacts the air.

Acrobat (2)

You have natural agility allowing you to perform incredible acts of physical dexterity.

Adrenal Control (3)

You can control the release of adrenaline to boost your speed and power at any time.

Adrenaline Rush (4)

Your body gains incredible strength and speed when you are injured.

Always Awake (5)

You cannot fall asleep but this has no negative effect on you.

Animal Empathy (6)

You can communicate with animals.

Animal Whisperer (7)

Animals listen to you and are willing to be controlled by you.

Anti-Rad (8)

You discover pills that cure radiation sickness.

Anti-Toxin (9)

You discover pills that cure poisoning.

Arm Frames (10)

You have discovered mechanical arm braces that greatly increase your arm strength and carrying capacity.

Artificial Blood (11)

You receive an injection that contains a chemical that allows your blood to store a few days' worth of oxygen at a time.

Auto Grapple (12)

You have found a grapppler device that allows you to scale any height in seconds.

Auto Medic (13)

You discover a device that can heal any injury that you have received or heal the injuries of other people.

Beak (14)

You were born with a beak allowing you to crack open nuts or seeds and peck out an opponent's eyes.

Bear Traps (15)

You have found functional bear traps that can be used to trap or injure unexpected animals or people.

Beast of Burden (16)

You have an incredible carrying capacity.

Big Game Hunter (17)

You know how to track and kill all forms of animals.

Body Armor (18)

You have found a suit of ballistic body armor.

Body Field (19)

You discover a functional personal shield generator.

Body of Darkness (20)

Your body emits absolutely no light.

Body of Light (21)

You emit an intense light from your body.

Bomberman (22)

You are a master of making improvised bombs and know how to destroy any structure using well-placed explosives.

Bone Armor (23)

Your bones grow outside your body creating a protective shell.

Bone Shards (24)

Sharp bones grow through your skin to create natural weapons.

Brain Boost (25)

You have found a bottle of pills that make you super intelligent for short periods of time.

Camel (26)

You need very little water to survive.

Camo Cloak (27)

You discover a cloak that allows you to blend perfectly into your environment.

Car (28)

You have found a functional car in a collapsed garage that only needs gasoline to operate.

Carapace Armor (29)

You have sprouted hardened plates all over your body.

Claws (30)

You have sprouted razor sharp claws.

Climber (31)

You can scale almost any surface with your bare hands.

Comedian (32)

You have the ability to anger your opponent causing them to make mistakes.

Cryo Touch (33)

You can instantly freeze anything that you touch.

Cure All (34)

You have found a bottle of pills that can cure any disease or infection.

Cyber Limbs (35)

One or more of your arms or legs have been replaced with a mechanical prosthetic.

Deadeye (36)

You have the natural ability to always hit a target with a firearm.

Desert Fox (37)

You can live off little or no water each day.

Diamond Body (38)

Your body has turned into living diamond.

Dog Companion (39)

You have met a dog that has become your close companion.

Drop Out (40)

Your body produces a chemical that will knockout another person on contact.

Eagle Eyes (41)

You can see miles away with perfect clarity.

Echolocation (42)

You can detect the world around you using echolocation.

Empath (43)

You have the ability to feel the emotions of other people.

Energy Vampire (44)

You can directly leech the life energy from other people.

Environmental Suit (45)

You have found a suit that will protect you from poisonous or infectious air and high levels of radiation.

Eternal Youth (46)

Your appearance never changes no matter how old you are.

Explosive (47)

Your body parts are extremely explosive making your hair and nails explosive devices.

Extra Head (48)

You were born with an extra head with a fully functional mind.

Fast Reflexes (49)

You have incredibly fast reflexes and agility giving you incredible hand to hand and melee combat abilities.

Fast Talk (50)

You have the ability to make anyone trust you and be willing to help you simply by talking to them.

Fearless (51)

You lack all sense of fear.

Feathered (52)

Your body is covered in feathers that make you resistant to cold and moisture.

Feathered Wings (53)

You were born with a pair of feathered wings growing out of your back.

Feel No Pain (54)

You were born without pain receptors making you totally resistant to physical pain.

Filter Canteen (55)

You have found a canteen that purifies any water poured into it.

Firestarter (56)

You can ignite the air at will.

Folding Shield (57)

You have found a folding ballistic shield.

Food Replicator (58)

You have found a device that makes food by adding anything organic into it like plants, road kill, or sticks.

Force Projector (59)

You have discovered a device that projects a beam that can lift up, pull, or throw distant objects.

Force Ram (60)

You have found a device that can knockdown anything with a pulse of force.

Furry (61)

Your body is covered in thick hair making you resistant to the cold.

Gas Mask (62)

You have found a mask that allows you to operate safely in a cloud of poisonous gas.

Geiger Counter (63)

You have found a device that measures the amount of radiation in your area.

Ghost (64)

You are the perfect stealth killer that cannot be detected.

Gigantism (65)

You have grown to be over ten feet tall.

Gills (66)

You have gills that allow you to breathe underwater.

Glass Body (67)

Your body has turned into living glass.

God Tongue (68)

You can detect exactly what anything is made of by tasting it.

Grease Monkey (69)

You are a master at making working cars from wrecks and junkers.

Green Thumb (70)

You have the natural ability to grow and harvest plants.

Guardian (71)

You are followed by a person hiding in the shadows that protects you when you get into trouble.

Hacker (72)

You are a master of all types of computer systems.

Hard Bones (73)

Your bones are as hard as steel.

Hard Hitter (74)

You punch with the impact of a sledgehammer.

Hawk Eye (75)

You can see perfectly up to a mile away.

High Density (76)

Your body is very dense making you very resistant to damage and you can hit like a freight train.

Hologram Projector (77)

You have found a functional hologram projector allowing you to mask your appearance at any time. You can also produce an image of an object's surrounding to make a vehicle or building disappear.

Hound Nose (78)

You can detect a single molecule in the air using your nose allowing you to track an animal or another person over any distance. This allows a person to detect things even in a sealed container.

Hover Wing (79)

You have found a hover wing that allows you fly in the sky.

Hoverboard (80)

You have found a working hoverboard.

Huge Arms (81)

You have massive and powerful arms.

Hypnotize (82)

You can hypnotize another person simply by looking into his eyes.

Illusion Projector (83)

You have found a device that creates perfect illusions in another person's mind that cannot be distinguished as fake.

Immortal (84)

You do not age and will live forever unless you are injured or killed.

Inertial Damper (85)

You can stop anything from moving by removing its momentum.

Infrared Goggles (86)

You have found a pair of goggles that allow you to see the heat signatures of living things and mechanical devices.

Infrared Laser (87)

You have an infrared laser that projects a beam of infrared energy that will cause anything it hits to heat up until it melts or burns.

Intimidating (88)

You have such an overpowering presence that people avoid conflict with you.

Invisibility (89)

You can bend light to make yourself invisible.

Iron Bones (90)

You were born with bones impregnated with metal making them as hard as steel rods.

Iron Grip (91)

Your powerful hands allow you to scale any surface or lift yourself up with your fingertips.

Jet Boots (92)

You have found a pair of boots that allow you to fly at high speeds.

Jet Pack (93)

You have found a jet powered backpack that allows you to fly but it constantly requires kerosene to fuel its ramjets.

Kevlar Vest (94)

You have discovered a bullet proof vest.

Laser Rifle (95)

This military weapon from the Great War produces a deadly beam of energy.

Leg Frames (96)

You have discovered mechanical leg braces that increases your walking and running speed and allows you to carry a much larger burden.

Levitation (97)

You can levitate at will.

Life Leech (98)

You can absorb life energy directly from the body of any living thing.

Light Absorber (99)

You have a device that absorb any light that comes near it creating a zone of total darkness when it is activated.

Light Intensifying Goggles (100)

You have found a pair of goggles that allows you to see in almost total darkness.

Liquid Bones (101)

You have flexible bones allowing you to bend them in order to squeeze through tight space or to escape from restraints.

Living Machine (102)

Your personality and memories have been imprisoned in a machine body.

Long Limbs (103)

You were born with long arms and legs.

Looter (104)

You can find hidden resources in any environment.

Low Density (105)

You have low density bones making you very fast and agile in exchange for a weak body and fragile bones.

Lucky (106)

Things always seem to go right for you. It also means that you can almost never be hurt and can hit anything with a ranged weapon at any range.

Machine Control (107)

You can take control of machines and computers with your mind.

Mandibles (108)

You were born with a pair of powerful mandibles on your face allowing you to slice through skin and bone.

Marathoner (109)

You can run without ever getting tired.

Martial Artist (110)

You have been trained in a martial art by a friend or family member.

Master Chef (111)

You are an expert chef that can make delicious food from almost anything.

Mathematical Genius (112)

You have a perfect grasp of all forms of math.

Mechanical Genius (113)

You have the natural ability to understand and repair any machine or form of technology.

Mechanical Wings (114)

You have found a pair of steam powered wings that allow you to fly to a very limited altitude.

Microscope Eyes (115)

You can see microscopic organisms with your bare eyes.

Mind Switch (116)

You can switch your mind with another person's mind.

Mini Tank (117)

You have discovered a functional mini tank.

Mini Walker (118)

You have found a small functional battle walker.

Moisture Suit (119)

You have found a suit that collects and recycles any moisture released from your body.

Molecular Instability (120)

You come into and out of existence at random. This allow you to pass through solid walls or prevents gunfire or melee attacks from hurting you.

Motion Detector (121)

You have discovered a device that allows you to monitor the movement of any people or creatures around you.

Motion Inhibitor (122)

You have found a device that allows you to slow or stop the motion of any object including incoming projectiles by increasing the density of the air.

Motorcycle (123)

You have found a functional motorcycle in a locked storage locker that only needs gasoline to operate.

Multiple Arms (124)

You were born with extra arms.

Natural Healer (125)

You have the natural ability to heal any wound.

Natural Leader (126)

Your words make people rally around you and obey your commands.

Omniscient Goggles (127)

You have found a pair of goggles that gives you access to orbital satellites that are still functioning allowing you to see anywhere in the world.

Organometallic (128)

Your body is made of indestructible organometallic flesh.

Pain Bringer (129)

You can produce intense pain by touching another person.

Pathfinder (130)

You have a natural sense of direction.

Perfect Balance (131)

You have perfect balance.

Perfect Hearing (132)

You can hear the slightest sound from an incredible distance.

Photosynthesis (133)

You can live off sunlight and water.

Plasma Torch (134)

You have discovered a device that can cut through anything with its plasma emitter.

Poison Secretion (135)

Your skin secretes a powerful nerve toxin.

Poker Face (136)

You show no emotion on your face.

Portable Computer (137)

You have found a functional hand computer that still contains most of the knowledge of the lost past.

Power Armor (138)

You have found a functional suit of power armor from the Great War that gives you the strength of a hundred men.

Powerhouse (139)

Your body has incredible strength allowing you to destroy opponents with your bare hands or a melee weapon.

Prehensile Tail (140)

You were born with a prehensile tail allowing you to carry things and manipulate objects with this tail.

Prescience (141)

You can see glimpses of the future.

Psychic Illusion (142)

You can create realistic mental illusions in the minds of other people.

Psychometry (143)

You can tell who has recently held or used an object and what it was used for.

Quick Reflexes (144)

You have incredible reflexes allowing you to quickly draw a weapon and dodge any incoming attacks.

Quills (145)

Your body is covered in sharp quills.

Rad Emission (146)

You emit immense amounts of radiation from your body.

Rad Resistant (147)

You are highly resistant to radiation.

Rad Suit (148)

You have found a suit that protects you from the radiation in your environment.

Redundant Organs (149)

You have extra vital organs making you resistant to physical damage.

Regeneration (150)

Your body heals at an incredible rate. You can completely regenerate entire limbs and organs if given enough time to heal.

Robo Dog (151)

You have found an intelligent robotic dog companion that has advanced sensors and weapon systems.

Robot Bird (152)

You have found an intelligent robotic bird companion.

Robot Companion (153)

You have found a sentient machine that now travels with you as a companion.

Robot Controller (154)

You have discovered a device that allows you to remotely control any robot or drone.

Rock Body (155)

Your body has turned into living rock making you almost impossible to injure and allows you to eat dirt and rocks for food.

Rockstar (156)

You have the ability to take control of any situation where a large crowd is involved.

Safe Fall (157)

You have the ability to always land safely from most falls.

Scavenger (158)

You can scavenge useful items from almost any machine or vehicle.

Scientific Genius (159)

You have a natural ability to understand any scientific problem.

Seduce (160)

You have the natural ability to make people do what you want by using your charming personality.

Seerer (161)

You can find anything or anyone by following traces of their presence.

Shifty (162)

You have the ability to bend light making you difficult to see.

Siren (163)

You have the ability to call people to you with your mind.

Skycycle (164)

You have discovered an operational hover bike.

Slow Metabolism (165)

You can live off little or no food.

Smoker (166)

Your body produces a cloud of organic smoke around your body.

Sneaky (167)

You have the ability to disappear into the shadows.

Sonic Key (168)

You have found a device that allows you to open any locked door or start any vehicle that requires a key or security code.

Sonic Screech (169)

You can produce a sound that is extremely painful to other people.

Spark (170)

You can produce a powerful electrical spark to stun people or overload any electronic device.

Speed Ball (171)

You have found a bottle of pills that give your body an incredible burst of speed and power.

Sprinter (172)

You can run at extremely high speeds.

Sprouted Wings (173)

You have sprouted fleshy wings from your back allowing you to glide short distances.

Stunning Force (174)

You hit so hard with your fists or a melee weapon that you can stun an opponent with a single hit.

Child Companion (175)

You have found a child with strange abilities or superpowers that you are willing to defend with your life.

Intelligent Dog (176)

You have found a super smart dog that follows you.

Super Strength (177)

You have dense muscle fibers that make you super strong.

Survivalist (178)

You have the ability to survive in almost any environment.

SWAT Suit (179)

You have found a full SWAT suit with a functional bullet proof vest and helmet.

Swordsman (180)

You are a master swordsman that can use any type of bladed weapon.

Tail (181)

You were born with a tail that helps you with your balance.

Temperature Insensitive (182)

You were born without heat receptors, so you are totally immune to extremes of temperature.

Tentacles (183)

You have sprouted tentacles from your body or your arms are replaced with tentacles.

Thought Manipulator (184)

You can alter the memories and beliefs of other people.

Thrifty (185)

You can recycle or reuse any resource.

Toxic Blood (186)

Your blood is a deadly poison to other living things.

Toxic Fluids (187)

All your bodily fluids are poisonous to other living things.

Trapper (188)

You have learned to use the environment around you to create traps and snares.

Truth Detector (189)

You have the natural ability to detect when a person is lying.

Tusks (190)

You have been born with large tusks growing out of your mouth that you can use to gore other people.

Ultimate Metabolism (191)

You can gain sustenance from anything that you eat that is partially organic.

Unbreakable (192)

Your body is almost indestructible and you cannot be hurt by any form of physical damage.

Valor (193)

Your code of honor means that you will do anything to maintain your beliefs.

Vanguard (194)

You can remain undetectable when hiding in any cover.

Vapor Canteen (195)

You have found a canteen that makes pure water from the moisture in the air.

Watchman (196)

You cannot be surprised or ambushed.

Water Filter (197)

You have found a device that can filter almost any source of water into drinkable water.

Weaponsmith (198)

You are an expert tinkerer that can make weapons from scrap or repair Old World technology weapons.

X-Ray Goggles (199)

You have found a pair of goggles that allow you to see through almost any material.

Zen Shooter (200)

You can close your eyes and clear your mind to hit any target with a ranged weapon.

Post-Apocalyptic Adventure Hooks (D400)

These are adventure ideas for games set in the nuclear wastelands after a planetary wide thermonuclear war.

Abandoned Base (1)

This abandoned military base is a great resource of powerful weapons and freeze dried and canned foods.

Aggro Center (2)

This massive compound is where crops are farmed in giant greenhouses and livestock are raised in giant shelters for the local fortress towns.

Agricultural Lab (3)

This research center was designed to bioengineer new mutated plants that can survive in the radioactive wastes to create a sustainable world for the future.

AI Personality (4)

The personality of a rich or powerful person has been downloaded into a powerful computer that controls an army of service or battle bots.

AI War (5)

Corrupt and still operational AIs fight over the remaining computer networks and robotic systems left in the wastelands. The corrupt AIs want to destroy the human race while the functional AIs simply want to continue performing their primary directives.

Airship (6)

These airships have been converted to mobile command stations by wasteland military organizations and nomad armies.

Alien Invaders (7)

An alien invasion has begun so the survivors of the wastelands must join together to defeat this alien menace.

Alien Scientists (8)

Alien researchers have come to the Earth to see if it can still be saved.

Amazon Town (9)

This fortress town allows only women so any man is instantly killed that attempts to enter it.

Amnesia Virus (10)

A virus has spread throughout humanity that devours a region of a person's mind destroying their long term memory which has caused the downfall of humanity.

Amusement Town (11)

An amusement park has been turned into a huge frontier town where different factions of survivors live in different regions of the park.

Analytic Computer (12)

An intelligence system analytic computer is hidden in an underground complex that allows a user to access any of the surviving government computers throughout the country.

Anarchists (13)

These people destroy anything that they find because they believe that the end of the world has come.

Ancient Archive (14)

These vaults are filled with scientific and cultural information. Their advanced security protocols make them almost impossible to enter without the proper security codes.

Ancient Vault (15)

This government vault was filled with cryogenic sleepers right before the Great War started, so they could be awakened once the war was over to rebuild society.

Animal Hunters (16)

You must clear out all the mutant animals around a local fortress town.

Arm Monitor (17)

This nuclear powered device is a portable computer terminal worn on a person's arm.

Armed Caravan (18)

These trade caravans move goods from one fortress town to another and they are always looking for experienced guards to defend them from mutants and raiders.

Armed Rabble (19)

This horde of armed looters and criminals will kill anyone that they find.

Armored Airship (20)

A military force has repaired a prewar airship. They use it and a fleet of VTOL airships to control their territory with an iron fist.

Artifact Hunters (21)

These people search the wastelands looking for the relics of the past to help save the world.

Atoll Village (22)

A fishing village has been built on top of a dead coral reef.

Automated Defenses (23)

Many abandoned facilities are still protected by sentry guns and guard robots.

Automated Factory (24)

These robotic factories continue to operate even though the world has died.

Bandit Tribe (25)

These groups of primitive people live by attacking other towns and anyone that passes through their territory.

Bartender (26)

A bartender has information and rumors about everyone and everything that happens in a local area and will tell you anything that you need to know for a price.

Barter (27)

People that you meet in the wastes are willing to trade goods and items for things that they need.

Battle Convoy (28)

These convoys have cars armed with machine guns and flamethrowers to protect their semitrucks filled with people and supplies. These convoys are looking for a better life outside the wastes.

Battle Dome (29)

Captured slaves fight to the death in these massive cages for the entertainment of raiders and slavers.

Battle Monks (30)

These religious fanatics fight to the death because of their incredible faith.

Battle Sisters (31)

These nuns are trained warriors that defend their fellow sisters and congregation.

Beast Pens (32)

These cages are built to hold mutant beasts that can be used for entertainment or food.

Beggars (33)

These individuals are dying of hunger and disease. They will do anything for food and fresh water.

Big Boss (34)

This is the leader of multiple gangs that is respected for her immense power and strength. She must also be an incredible politician that can keep the gangs in line and under control.

Biker Scum (35)

These biker gangs travel the wastes on modified bikes and choppers.

Bio Domes (36)

These armored domes have entire forests and simulated coastal regions inside a massive automated sealed facility.

Blacksmiths (37)

These blacksmiths have learned to manufacture iron and steel tools and weapons the old fashioned way.

Blind Village (38)

In this village everyone is blind because of a terrible virus but they have learned to live and fight using their other senses.

Blood Bank (39)

People with type O blood are kept as prisoners for use as universal blood donors by gangs and warlords.

Blood Drinkers (40)

These people are part of a blood cult that drinks human blood in their rituals.

Bomb Squad (41)

You must disarm an unexploded nuclear missile near or inside a friendly fortress town.

Boobytraps (42)

These deadly traps are placed around towns and homesteads to protect an area from invaders. These traps include pitfalls, stake pits, bear traps, trip wired guns and grenades, falling spiked boards, nets, snares, deadfalls, spring spears, and swinging logs. Doors, boxes, and the ground can be booby trapped with deadly devices including explosives and triggered weapons.

Books (43)

You find old books that will give you valuable knowledge if you know how to read them.

Botanical Gardens (44)

This massive greenhouse allows people to grow crops in a protected environment free from the radioactive fallout.

Bottlecaps (45)

The metal caps of bottled soda are used as currency because of their limited supply and rarity.

Bounty Hunters (46)

These people search the wastes capturing wanted criminals and raiders to get a bounty of food.

Brain Bots (47)

These battle machines have human brains implanted in them that control their powerful machine bodies.

Bridge Town (48)

A massive suspension bridge has been converted into a fortress town and the population lives on the length of the bridge.

Broadcast Center (49)

This broadcast center and antenna has been pieced together from scrap allowing its operator to broadcast his message throughout the entire region.

Brotherhood Fort (50)

These heavily armed fortresses are being set up in every major city to spread the power of the brotherhood.

Brotherhood Troops (51)

These soldiers gather advanced weapons and technology from the wastes in order to create a new society.

Bug Hunt (52)

You must clean out the mutant insects from an underground complex.

Bug Rider (53)

People have trained giant mutant insects so they can be ridden or used to pull wagons or plows.

Bullets (54)

Pristine bullets are used as currency in the wastes.

Cannibals (55)

These people have lost their humanity and they now eat anyone that they can capture in order to survive.

Canyon City (56)

Your city lies behind a deep canyon and has a mountain to its rear so the only way to get to it is a rope bridge or a drawbridge.

Cargo Town (57)

A fortress town was setup on a freight harbor, so its walls are made of piled up cargo containers and its population live in modified containers.

Carnivorous Plants (58)

These mutated plants will eat anyone that they can capture using their tendrils or sticky leaves.

Carrier Town (59)

A nuclear powered aircraft carrier has been converted to a fortress town by a military organization.

Casino (60)

These small casinos allow people to trade goods, food, equipment, and weapons for casino chips that they can use to play the casino's games of chance. These chips can then be traded in for incredible prizes for those lucky enough not to lose everything.

Catacomb Town (61)

These towns are formed from abandoned mine shafts that protect their populace from radiation and enemy attacks.

Cattle Rustlers (62)

These criminals steal mutated cattle throughout the wastes so they have a large bounty on their heads.

Check Point (63)

These check points have sand bagged walls and tripod mounted heavy machine guns. Armed troops search anyone that wants access into a city guarded by these stations.

Chemical Warfare (64)

A wasteland faction has created a deadly chemical gas that they are using in the form of mortar rounds to kill their enemies.

Child Clan (65)

These are packs of young children that have banded together for protection as they try to survive in the nuclear wasteland.

Child Town (66)

A fortress town only contains orphans and they have worked together to protect each other from the evils of grownups.

Chosen One (67)

You have been selected by your village to adventure out into the wastes to save your people.

Citadel Town (68)

This town has gathered as many resources as its population can. They have even developed a farming system that can support a small population of people protected behind their massive walls.

City Prison (69)

A city has been walled off and turned into a giant maximum security prison designed to house the worst criminals in the world.

City Sewers (70)

Mutant rats and humans live in the city sewers making them dangerous and inaccessible.

Civilization Museum (71)

This museum is filled with all history of the old civilization that only exists in the trash left over after its destruction. These artifacts have been collected from the ruins of the wastes.

Clone Facility (72)

You discover a prewar underground facility that can produce perfect clones of a person with a perfect set of copied memories. This facility might require nutrient solutions and a new power source to function.

Colonial Invasion (73)

Space colonists have prepared in their lunar and space colonies for a full scale invasion of the Earth. The survivors of the wastes must join together to fend off these invaders that want to kill every human and mutant on the Earth and start society over from scratch.

Colony Exploration (74)

The survivors of a space colony send a team to see if the Earth is still habitable but their ship crash lands.

Company Merc (75)

These thugs are the hired soldiers for a local badland corporation that still produces goods using a functional automated factory or slave labor.

Computer Control (76)

A powerful AI can control people that have been implanted with a computer chip allowing this sentient computer to slowly alter the wasteland with its slaves.

Computer Cult (77)

This cult worships any artificial intelligence believing that humanity is on the brink of extinction and that thinking machines must eventually replace our species.

Computer Virus (78)

A deadly computer virus has taken control of every electronic device and computer system in the world causing mayhem and death throughout the world. It has fired the entire global nuclear arsenal to destroy every major city in the world but it did not destroy any city with an infected computer core.

Confused Robot (79)

A group of robots have damaged logic cores that make them act oddly and believe that they are humans. Many believe that they are in a specific setting like the wild west or the era of knights and maidens.

Convoy Escort (80)

You must escort a caravan through the wastes to a newly discovered oasis valley.

Corrosive Pool (81)

These pools of acid will dissolve anything that falls into them in seconds.

Crazed Rabble (82)

These people are completely insane so they will tear anyone apart that they find.

Cure (83)

Scientists have created a serum that cures the plague that is wiping out an entire fortress town.

Cyber Brain (84)

This super computer is a cybernetically linked set of symbiotic human brains and a sentient AI computer designed to restore the world after the war. This machine has databases that contain all the knowledge and technology of prewar society.

Cyber Ninjas (85)

These cybernetically enhanced ninjas are masters of close combat, stealth, and deception.

Cyborg Centaurs (86)

These humans have had their lower body below their waist replaced with a mechanical horse body.

Cyborgs (87)

These cybernetically enhanced soldiers are armed to the teeth with advanced hand weapons.

Dam Town (88)

A functional dam has been converted into a fortress town and it still produces enormous amounts of electricity. Many dams simply run on their own providing electricity to local fortress towns.

Data Disks (89)

These disks contain video or text recorded by people in the past giving clues about areas where they were recorded.

Deadly Fog (90)

This mist causes anyone that breathes it in to go into a violent killing rage.

Death Cult (91)

You must destroy a death cult that is abducting people and sacrificing them to their evil gods.

Death Cult Enclave (92)

An ancient cathedral has been turned into the base for a local death cult that hunts for anyone that they can find to sacrifice to their twisted gods.

Death Monster (93)

These giant mutated monsters are the dominant apex predator of the wasteland because of their powerful bodies, sharp claws, crushing jaws, immense intelligence, and pack hunting skills.

Death Patrols (94)

Raiders gather cars, dune buggies, and motorcycles to search the roads for innocent people to kill or enslave.

Death Track (95)

The ruins of an ancient city have been turned into a race track where racers battle to get to the finish line first.

Deranged Cyborgs (96)

These people have replaced all their damaged body parts with cybernetic enhancements but these modifications have caused them to lose their humanity and sanity.

Deranged Doctors (97)

These doctors have gone completely insane so they love performing unnecessary and dangerous surgeries.

Deranged Killers (98)

These are the criminals that have been released from the prisons to convert them into wasteland citadels.

Desert Nomads (99)

These survivalists live in the desert and they travel around the wastes looking for food and water.

Desert Oasis (100)

These fortress towns are built around a natural artesian water spring allowing their society to exist in the desert wasteland.

Desert Rangers (101)

This army of trained soldiers has attempted to spread law and order throughout the wastes and they are always looking for new recruits.

Detectives (102)

A detective is a trained investigator that attempts to solve crimes when local authorities have given up or cannot be bothered. They are willing to help people in trouble for a fee no matter what the problem but they will help a person for free if they think the case is just.

Dimensional Hunters (103)

Creatures from another dimension have entered through a rift in space time allowing these deadly creatures to enter our world.

Diseased Hordes (104)

These people have a terrible contagious disease and they will do anything for help and relief.

Distress Call (105)

Your organization has received a distress call from a local village so you must rush to help them.

Dog Companion (106)

You befriend a wild dog that fights alongside you for the rest of its life.

Drug Dealers (107)

This criminal sells super addictive drugs to the locals.

Dungeon of Trials (108)

An underground complex is filled with mutant monsters so all the young men from a village must travel through it to achieve manhood.

Electricity Leech (109)

All electronic devices can no longer operate because of a viral nano tech that drains electricity from any source. If this nano tech can be destroyed, technology can be used again in this area.

Electromagnet Burst (110)

A nearby star goes supernova creating a powerful electromagnetic pulse that destroys anything electronic on the earth in a second.

EMP Device (111)

A tech cult has created a functional EMP device from ancient technology that must be captured for analysis. The scientists that created this device also need to be taken alive for their in-depth knowledge. This will allow your organization to fight the growing threat of the sentient battle machines.

Endless Ocean (112)

The world has flooded so there is almost no dry land left on the Earth for people to live on.

Enforcers (113)

These are the criminal thugs that control the populace of a town or village and collect their weekly tribute for their crime boss.

Environmental Extremists (114)

These people will kill anyone that attempts to cut down a tree, kill an animal, or pollute nature.

Escape Room (115)

Your group has been knocked out and placed in a deadly maze where your group must solve deadly puzzles in order to survive and escape.

Extermination Squad (116)

Military organizations send kill squads to kill anyone that rebels against them or will not join their organization.

Family Times (117)

Saving a village from death and slavery will create a blood bond with this village and they will make you a member of their family.

Final Bible (118)

You must save the final copy of the Bible and deliver it to the Scribes so that it can be copied.

Final Child (119)

You must deliver the final pregnant woman to a sanctuary base to find a cure for the infertility that plagues humanity.

Fishing Village (120)

This primitive village is filled with a clan that lives by fishing in the local radioactive ocean.

Floating Islands (121)

These floating islands are being held up permanently by quantum particles held at a specific height using prewar technology. This allows fortress towns built on them to remain safe from the desert warlords below. These desert raiders are building a massive cannon to knock your island out of the sky so they must be stopped.

Floating Tower (122)

A super science battle tower is controlled by a powerful military organization that moves through the wastelands gathering new recruits and slaves.

Forest Village (123)

Survivors have built their homes high in the branches of the ancient trees that survived the nuclear holocaust.

Fortress Town (124)

A group of survivors have built tall walls around their city and a ring of defenses, mines, and traps to defend themselves from the scum and monsters that roam the wastes.

Freedom Fighters (125)

You must free the slaves from a powerful slaver gang or evil warlord.

Gang War (126)

You must defeat a street gang that is terrorizing a local town. These gang members can be taken out one at a time or they can be ambushed and killed all at once.

Gas Delivery (127)

You must deliver a tanker truck full of gasoline to a fortress town.

Gearheads (128)

These people collect technology from the lost world and convert it into useful items and weapons.

Gene Thieves (129)

These scientists capture people to steal their genetic material to create a library of human genes.

Genesis Device (130)

This machine uses nanotechnology to make the land that it touches clean and fertile.

Genetic Cleansing (131)

A scientific organization has recovered prewar technology so they can repair mutations and genetic damage in any person.

Gladiatorial Arena (132)

These outdoor arenas and domes host death matches between two or more gladiators for the chance of winning a huge prize.

Gladiators (133)

You compete in a gladiatorial competition in a local fortress town to win a prize that you need to complete a mission.

Glowing One (134)

These radiated people have had their cells changed so that they have become immortal unless they are killed but their entire bodies give off a bright green glow and low intensity radiation.

Glowing Sea (135)

This massive lake was ground zero of a nuclear blast and it is now a high radiation zone.

Gold Hoarders (136)

Many warlords and fortress towns collect gold and use it to mint coins that are accepted throughout the wastes.

Government Settlements (137)

The government has set up makeshift settlements to protect as many uninfected civilians as possible with the resources that they have available.

Graduation Ceremony (138)

When children achieve adulthood, they are assigned a life long job based on their intelligence, strength, skills, and interests.

Great Vault (139)

This enormous fallout shelter holds the wealthy, powerful, great minds, and those needed for their survival allowing them to help restore the world once their occupants are released from cryogenic sleep.

Ground Zero (140)

This area is a where a nuclear warhead detonated and it is still highly radioactive.

Grounded Aircraft Carrier (141)

The hull of a washed ashore aircraft carrier has been converted into a fortress town. People live inside its hull and have built a town on its landing deck.

Hallucinogenic Field (142)

Mutated plants produce a cloud of spores that will cause people to hallucinate or be rendered unconscious if they breathe in these spores.

Harbor Town (143)

This village is built on the shore of a radioactive ocean where their fishermen go out on boats to fish for mutant fish.

Harem (144)

Beautiful women are kept by a raider leader or warlord as his personal harem.

Hell's Gate (145)

A portal to hell has been opened and demons have poured into our world to create Hell on earth. The only way to save the world is to close this gate and destroy the remaining demons.

Hermit Camp (146)

A hermit lives in a very isolated location that has protected him from raiders and most large monsters.

Hired Guns (147)

These soldiers will work for anyone that can feed them. They have limited training and are equipped with salvaged weapons but they will do anything for food and shelter.

Homestead (148)

These small settlements dot the wasteland but they never survive very long because of constant raider and mutant attacks.

Horses (149)

Horses have become a common form of transportation in less arid areas of the wasteland.

Howitzer (150)

These massive gun emplacements can destroy targets miles away as long as a spotter can give the gun's crew firing coordinates.

Human Evolution (151)

The radioactive fallout has created distinct mutant variants of the human race to come into existence that are now in direct competition with humanity for territory and resources.

Human Vault (152)

You discover a hidden human vault filled with thousands of cryogenically suspended soldiers and a treasure trove of advanced military weapons.

Humanitarians (153)

This group of people have decided to spend the rest of their lives helping other people and setting up sustainable villages.

Hunting Village (154)

This primitive village is filled with a clan of hunters and gatherers.

Hybrids (155)

Mutations have created sentient animals and human animal hybrids that have created their own society.

Hydroelectric Dam (156)

A few dams were not destroyed in the Great War and they still produce unlimited power for those people that control them.

Hydroponic Farm (157)

These small farms use hydroponic techniques to produce food because the ground is so contaminated.

Ice Age (158)

The sun goes through an intense solar minimum causing the earth's temperature to drastically drop causing glaciers to surge from the poles and move across the land masses of the Earth. As the world freezes, the survivors of the world move towards the equator or near any geothermal vents.

Illusion Matrix (159)

This Old World technology traps the mind of anyone that comes near it in a virtual paradise. Anyone trapped in this way will die of starvation over time unless they can free themselves from this virtual prison.

Induced Mutation (160)

A chemical is used by a mutation cult that causes all the recessive genetic mutations to manifest themselves in a person.

Infected Village (161)

All the villagers of this town have died of the plague and everything in this village is infected with it.

Infested Facility (162)

These storage facilities of prewar technology are infested with mutant insects.

Informant (163)

Your organization is paying an insider in a local gang or rival town for information about their activities.

Information Terminals (164)

These ancient computer systems are nuclear powered allowing them to function as long as they have not been damaged.

Initiates (165)

You are the new recruits to a military organization that must prove your worth to become full fledged warriors.

Inquisitors (166)

These religious fanatics travel the wasteland forcing people to convert to their religion or be tortured and killed.

Insane Farmers (167)

These farmers have gone completely insane but they continue to grow their mutated crops.

Insane Hermit (168)

This solitary individual lives on his own in some of the most isolated areas of the wasteland and he has become completely insane in his isolation but he has hidden knowledge of the past.

Insect Companion (169)

Many insects have mutated to have increased intelligence, size, and strength so they are used as radioactively immune steeds, attack bugs, and travelling companions.

Instruction Manuals (170)

These invaluable pamphlets or books explain how to fix something, how to operate a machine or vehicle, or how to perform a specific medical procedure. These texts make a person an expert in a specific field in the wastes.

Intelligence Animals (171)

Many animals have achieved true sentience through extreme mutations allowing them to create their own society. These creatures are used as slaves and companions in the wastes.

Irradiated Rabble (172)

These people are extremely radioactive and they travel the wastes looking for help.

Irradiated Rain (173)

The rain is highly radioactive making it deadly for someone that is exposed to it for long periods of time.

Irradiated Soldiers (174)

These heavily armed soldiers are extremely radioactive and they are searching for a cure.

Island Paradise (175)

A tropical island was not hit by a nuclear strike and its distance from the main nuclear strikes has kept it safe from the nuclear winter. This island is still a tropical wonderland that has allowed an advanced civilization to flourish on it.

Junk Town (176)

This city was built on a car junkyard so their walls are made from old car chassis welded together. The citizens of this town live in old vans and buses and they have converted old engines into electrical generators and motors to run small factories.

Junk Warriors (177)

These people make armor and weapons out of junk to protect themselves.

Labor Camps (178)

When enemy forces are captured by a military organization, they are used in slave labor camps.

Last Gender (179)

Your group is composed of the last men or women in the world. A deadly virus has killed all the members of your gender but your party has had something happen to them that has saved them from the effects of the virus.

Last Hope (180)

You must deliver a child that appears to be immune to the zombie plague to scientists that can hopefully create a cure or vaccine for this disease. The process of determining the cure will kill this child but the scientist want to keep this a secret from you until it is too late.

Launching Pad (181)

This government complex is designed to launch a rocket into space. The launch tower and rocket are still functioning because they are still locked in their storage building. To fire a rocket it must be moved to the launching pad and refueled.

Librarians (182)

You must find copies of all the great books in the world and delivery them to a cult known as the Vault.

Lightning Storms (183)

The irradiated land has energized the atmosphere causing immense lightning storms to form without warning.

Live Bomb (184)

This nuclear missile landed but did not detonate so it slowly leaks radiation.

Live One (185)

You must seize a live nuclear bomb before your enemies can capture it. This nuclear bomb did not detonate and it is being worshiped as a source of divine power by a cult of irradiated freaks.

Living Desert (186)

The entire desert in a given region is simply sand covering a massive creature. This monster is covered in gigantic mouths that will devour anything that comes near them.

Local Militia (187)

These are the armed soldiers of a fortress town or village.

Local Police (188)

These are the police officers that maintain the law in a local city or village.

Lone Wanderer (189)

These individual survivors have gathered weapons and gear through their travels and they make great companions in the wastes. Many of them require help with their problems in order to trust you enough to travel with you.

Lost Armory (190)

You must uncover a lost armory using an ancient prewar map.

Lost Child (191)

You must find a lost child in a cavern filled with mutated monsters.

Lost Treasure (192)

Your group has been hired by a rich and powerful person to find a missing artifact that has been stolen from him.

Mad Scientists (193)

These insane scientists have developed wonders of science but they need your group to complete one of their insane experiments.

Madness Virus (194)

A virus destroys a person's brain slowly causing mental impairment and eventual insanity.

Map Makers (195)

You must help explore an uncharted region of the nuclear wastes.

Marksmen (196)

These snipers lay in wait and will kill anyone they see with a high powered rifle. They hide in high places and kill strangers that try to enter their towns.

Mass Filter (197)

This device can clean all the water in a giant body of water like the Great Lakes when it is repaired and activated.

Mass Infertility (198)

A virus has spread that prevents people from becoming pregnant which will lead to the death of the human race unless a cure can be found.

Mass Poison (199)

A military organization wants to poison the water supply of an entire nation in the wasteland. When everyone is dead, they plan to take over the nation without a fight.

Master Mechanic (200)

This person is a genius at creating working vehicles from salvaged parts of wrecked cars and trucks.

Master Weaponsmith (201)

This person is a genius at making homemade weapons or salvaging weapons from the Old World.

Medical Delivery (202)

You must deliver medical supplies to a fortress town being wiped out by the plague.

Mega City (203)

These massive cities survived the war because of their advanced missile defense systems but now they must protect themselves from the scum that surround them in the wastelands.

Mercenaries (204)

These ex-military soldiers are paid with guns and ammo to fight for a village or fortress town.

Military Base (205)

These military bases are ruled by the descendants of the military survivors stationed at these bases. These soldiers are armed with the most advanced weapons and equipment in the wastes.

Military Convoy (206)

A convoy of tanks and APCs move across the wastes to set up a new military base to expand the power of their organization across the wastelands.

Military Prototype (207)

Your group must break into a secret military base to destroy a prewar super weapon being restored before it can be completed.

Military Vault (208)

These ancient underground government facilities are filled with advanced military grade weapons and vehicles.

Militia (209)

You must help the local militia defend a village from attack by raiders or mutants.

Mind in a Jar (210)

A rich and powerful person has attached his head to an advanced computer system allowing him to live forever and manipulate the wastes with his army of robots and his vast resources.

Mind Interface (211)

These machines allow a computer to interface a person's mind allowing it to trap people in a realistic simulation.

Mine Field (212)

This ancient minefield is a remnant of the Great War that is still deadly to anyone that wanders into it.

Mine Town (213)

An ancient mine shaft has been turned into an underground fortress town.

Missile Silo (214)

This silo malfunctioned during the Great War and it did not fire its missile payload so it is still filled with operational nuclear missiles.

Missionaries (215)

These people attempt to spread the words of the Bible throughout the wastes.

Mobile City (216)

A military group has converted a massive nuclear powered mobile command center into a fortress city that rides on four huge tank treads.

Moisture Farm (217)

These farms put up gauze netting to catch the moisture in the air during the freezing cold nights in the wasteland. This moisture is collected and used for drinking and farming water.

Monster Hunter (218)

These hunters are trained to hunt down and kill the monsters near their town to keep their people free and safe.

Moonshiner (219)

A moonshiner makes homemade alcohol from fruits and vegetables.

Mountain Fortress (220)

A fortress town has been built on a mountain top making it almost impenetrable by invaders.

Mutant Animals (221)

These animals have grown to become enormous in size or have completely changed in shape and form. They are one of the greatest threats in the wastes so they must be avoided or killed when encountered.

Mutant Circus (222)

A traveling mutant circus has set up their tents and they charge locals food to see their band of unusual mutant performers and animals.

Mutant Farm (223)

This farm grows massive mutant plants and raise huge and deformed animals for food for the local fortress towns.

Mutant Hunters (224)

You must clear out all the mutants from a local area before their numbers get out of hand. These mutants can be slaughtered or they can be driven out into the great desert.

Mutant Riders (225)

People ride trained giant mutated lizards, cats, and dogs or use them to pull wagons and plows. These creatures can be raised from birth or a rider can train an adult creature found in the wild.

Mutant Uprising (226)

You must kill the leader of a mutant uprising trying to kill all the normal humans in this region of the wasteland.

Mutant Village (227)

You must find and defeat a mutant village that has been sending raiders to a friendly fortress town. These mutants may have hidden reasons for their attacks that must be determined to prevent an unnecessary slaughter.

Mutation Cure (228)

Scientists have created a cure that repairs a mutant's DNA and allows her body to be reconstructed to its perfect form. This cure does not always work so half the time a mutant will die a horrible death.

Nanotech Infection (229)

A person has been infected with a nano tech virus that constantly rebuilds his body giving him immunity to all diseases and radiation and perfect regeneration. The downside is that his entire body is slowly being changed into this nano tech over time.

Native Warriors (230)

These warriors are the descendants of a Native American tribe that was not hit during the nuclear bombardment. Many Native American reservation were spared during the great war because of the lack of strategic targets in these desert reservations.

Natives (231)

You must protect a tribal village from raiders and slavers. You must also rescue all the villagers that have already been captured by these raiders.

Necropolis (232)

Massive cities are filled with zombies making them a death trap for anyone living.

New Acolytes (233)

You join a religious cult to find a missing friend that has joined this cult. This person will have to be convinced that this cult is evil in order to get her back.

No Tech (234)

All forms of technology have been destroyed by an electromagnetic pulse created by a super nova of a nearby star.

Nomad Caravan (235)

These small mobile villages of horse or human pulled carts allow a small group of nomads to survive in the wasteland.

Nomadic Village (236)

This caravan of carts and salvaged cars allows this small community to keep moving to avoid roaming gangs and mutants. These nomads keep moving looking for food and fuel until everything runs out in the local area which causes a great deal of resistance from local survivors.

Nuclear Plant (237)

This nuclear power plant has survived the war and it produces enough electricity to provide power for a futuristic fortress city nearby.

Nuclear Silos (238)

Your group must find the launch keys to launch the nuclear missiles from this installation at an evil warlord's fortress or an enclave of mutants. This site requires security codes to enter but it is completely energy self sufficient.

Nuclear Winter (239)

The massive clouds of radioactive debris produced by the global thermonuclear war has blocked out the sun and killed most of the plant life. Underground facilities have stored seeds for use after the nuclear winter ends and they grow plants underground using electric ultraviolet lights.

Oasis Village (240)

These people have found an isolated oasis so they live the simple life hidden from the rest of the world. When raiders find this village, the villagers will have to use traps and their hunting skills to protect their village.

Ocean Town (241)

A dead oil tanker, cruise ship, cargo ship, or aircraft carrier still floats on the open ocean and their decks have been turned into a fishing village.

Offshore Fortress (242)

A military group has created a fortress town from an offshore oil rig.

Offshore Town (243)

A broken deep-sea oil drilling platform has been converted into a fishing village.

Oil Refinery (244)

A fortress town protects an oil refinery that survived the nuclear holocaust allowing them to control the flow of gas in an entire region of the wastes.

Oil Well (245)

This ancient oil derrick can still pump oil out if the machinery can be repaired or a new pump can be found.

Orphans (246)

These are the children that remain after a town or village has been destroyed.

Outlaws (247)

These criminals loot houses and kill anyone that they meet in the wastes. These scum should be killed on sight because they only prey on the weak.

Overseer (248)

The overseer is the leader of an underground vault that is the descendant of the original overseer of the vault when it was first awakened.

Pacification Robots (249)

These machines are designed for mass genocide so they will kill anyone that they encounter in the wastelands to make way for the vault citizens that they are programmed to protect once they have awakened.

Patriots (250)

These militia are attempting to bring law back to their town.

Plague City (251)

Almost everyone in a city has been dying of a plague so walls have been erected to keep the infected from escaping.

Plague Horde (252)

These people are dying of the plague so they are looking for help. They are extremely contagious so should be avoided at all costs.

Poisoned Water Supply (253)

You must stop bandits from poisoning the water supply of a village or settlement.

Political Power (254)

Help a member of a fortress town win a political election to become their new leader by solving problems for locals in the name of your candidate.

Power Armor (255)

You find and repair a prewar suit of military power armor.

Power Cores (256)

These prewar power sources are the only way to power prewar vehicles and power armor.

Prison Fortress (257)

A maximum-security prison has been converted in a fortress town.

Pristine Valley (258)

Strong winds have prevented radioactive fallout from entering this valley leaving it a natural wonderland.

Private Estate (259)

This fortified luxury estate protects a rich aristocrat, crime lord, warlord, or businessman and her family. It is guarded by an army of mercenaries and automated gun turrets. Some of these estates are protected and run by robots.

Prospectors (260)

These people are mining for natural resources in local mines or blasted out river beds. Most have gone insane from isolation so they will become paranoid of anyone that comes near their claim.

Psionic Potential (261)

Mutations have created people with powerful mental abilities and psionic powers. These people must be trained to use their mental powers or they can become a danger to themselves and anyone around them.

Psychic Companions (262)

Mutated cats and dogs can communicate with their human companions telepathically.

Purifiers (263)

These fanatics want to cleanse the world of evil by using flamethrowers to burn anyone that they deem to be unclean.

Purity Virus (264)

A cult of genetic purity has created a virus that kills anyone with extremely mutated DNA.

Radiation Cure (265)

This chemical is the most important substance in the wastes because it prevents and cures radiation sickness.

Radiation Poisoning (266)

The survivors of the nuclear holocaust must find shelter underground or die a slow and painful death from the intense radiation from the nuclear fallout.

Radiation Zone (267)

These areas have intense radiation so a person will get radiation sickness when traveling through them without the protection of a functional radiation suit or a radioactively protected vehicle.

Radio Host (268)

This person runs a popular radio show that broadcasts all over the local wasteland and is listened to by anyone with a functional radio. Many local factions would love to find this person and silence him forever.

Radio Network (269)

Your team must set up a radio network allowing fortress towns throughout the wastes to communicate with each other.

Radio Station (270)

You must repair a broadcasting station so that a local fortress town can recruit new citizens.

Radioactive Clouds (271)

These radioactive clouds will kill anyone that travels through them unprotected. Breathing in this radioactive gas will lead to internal bleeding and eventual lung cancer and death.

Radioactive Fog (272)

This fog rolls in during cold mornings but this moisture is highly radioactive making it deadly to anyone caught in it.

Radioactive Mist (273)

A cloud of radioactive mist rolls in from the ocean every morning so the populace of local towns must hide underground to avoid these deadly mists.

Radioactive Rain (274)

When radioactive clouds gather, the rain produced contains lethal amounts of radiation that will kill anyone caught in it.

Radioactive Sandstorm (275)

Anyone caught in this radioactive sandstorm will not only receive radiation poisoning but they will also be torn apart by these super storms that can reach hundreds of miles per hour.

Raft Town (276)

Hundreds of rafts have been tied to together to create a giant floating town on a lake or ocean.

Rage Virus (277)

A virus causes people to become uncontrollably violent.

Raider Camp (278)

This village is filled with a raider gang that is terrorizing an entire region of the wastes.

Raiders (279)

These criminals wander the wasteland looking for the weak to loot, rape, and kill. They should be killed on sight because they constantly lay traps and kill the weak and innocent.

Rail Launcher (280)

This ancient space launching pad can still use its railgun to fire satellites and spacecraft into space.

Railway Town (281)

A railway station has been converted into a fortress town and many of these towns are connected through salvaged trains using ancient railroad tracks.

Ranger (282)

These soldiers act as scouts for hire that can lead a team of explorers through the dangers of the wastelands.

Rat Herder (283)

These telepathic people can control hundreds or thousands of rats to overwhelm their opponents.

Rat Hunt (284)

You must clear all the mutant rats from a city overrun by them.

RC Bombers (285)

Wasteland warriors use radio controlled cars strapped with grenades to kill their enemies.

Rebel Hunters (286)

You must stop a rebellion within an underground vault that is causing their society to collapse.

Refugees (287)

Hundreds of refugees have escaped the attacks of local waste warlords and their armies of scum. These people are looking for food and shelter and they will do anything for help.

Relay Station (288)

To connect distant fortress towns, a network of functional signal booster stations allow radio signals to be sent between these isolated towns.

Religious Zealots (289)

These religious fanatics wander throughout the wastes looking for people to convert to their religion through any means necessary.

Reporter (290)

A reporter writes the local paper for her fortress town so she is always trying to uncover corruption by the local government. This means that she is loved by the people and hated by the rich and the powerful.

Rescue Team (291)

You must save a kidnapped girl from a gang and destroy this gang before they can terrorize any more innocent people.

Research Center (292)

This ancient facility is being used by survivors to perform research to create a cure for the plague that is destroying the human race or looking to create an alternate human form that can survive in the wasteland.

Rite of Passage (293)

When a male child reaches puberty, he is released in the wild to survive for a month. If he survives and returns to the village, he will have achieved the right to become a full-fledged warrior.

Robot Factory (294)

An automated factory still produces whatever it used to manufacture before the Great War. Robot servants scour the land looking for resources to keep the automated manufacturing process running.

Robot Hunters (295)

You must destroy a techno cult that is releasing deadly sentient machines into the wasteland.

Robot Master (296)

A mad scientist has created an army of robots to conqueror the wastes.

Robot Menace (297)

You encounter prewar combat robots that will attack and kill anyone that they meet. These advanced battle machines have logic circuits damaged by the nuclear blasts of the Great War but they are still quite deadly.

Robot Town (298)

A town has been created by malfunctioning service and military robots that have been freed of their command protocols and now live independently of their masters.

Robotist (299)

A person has created a computer virus that allows her to control any robot infected with it.

Roman Legion (300)

A military organization is organized like the Roman empire with an Emperor, centurions, and legions of infantrymen. They are attempting to conqueror one fortress town at a time to slowly create a new mighty empire.

Ruined Reactor (301)

Most nuclear reactors have already gone through meltdown leaving the area around them a radioactive wasteland.

Safe House (302)

Safe houses are hidden bunkers filled with supplies and weapons.

Safe Settlement (303)

Raiders trick settlers to come to their camp with the hope that it is a protected settlement that will allow their families to be safe but it turns out to be a death trap.

Salt Flats (304)

A never ending expanse of salt fields are all that remains of the great oceans of the world.

Sanctuary Valley (305)

This natural wonder is a protected valley with a powerful wind that passes over it that has prevented radioactive fallout from falling into the valley. This has allowed this valley to remain a pristine natural wonder with little or no radiation.

Satellite Network (306)

A government satellite surveillance network still functions and it can still be accessed by logging into any functional government network terminal.

Saviors (307)

You must gather a small army to fight a raider gang that is returning to destroy a small town. You must teach the villagers how to defend themselves or you have no chance of surviving the upcoming battle.

Scavengers (308)

These explorers look for goods in the ruins of the great cities so they can sell them to local villages and fortress towns.

Scavenging Tribes (309)

A gang uses scavenged cars and bikes to attack any cars that pass through their territory.

Science Team (310)

You must gather together a team of scientists to create a cure for a planetwide pandemic.

Scrap Armor (311)

People of the wastes use pieces of destroyed robots and technology as body armor.

Scrap Yard (312)

The freeways of the past have become miles of broken down cars that are now a great resource for spare parts and fuel that can be siphoned off.

Scribes (313)

These are the academics that copy important books and documents to spread the lost secrets of the old world throughout the wastes.

Seed Vault (314)

A seed vault contains the seeds of millions of plant species that can be used to help restart human society.

Seekers (315)

These are adventurers that search the wastes looking for lost technology and artifacts of the Old World to create the technology to defend their people.

Senses Virus (316)

A virus slowly causes a person to lose all their senses, one at a time.

Sentient Computer (317)

This massive computer complex lies underground and its AI was designed to create a new world after a nuclear war. It has service and defense drones that still operate after all these years.

Sentient Zombies (318)

A subspecies of zombies has evolved that can think and has developed a simple society.

Sentry Guns (319)

These robotic guns can be used to defend a perimeter from attack. They simply shoot at anything that passes in front of them and they can be turned off with a remote control.

Servant Robots (320)

These machines exist throughout the wasteland and they still wish to serve any humans that they meet.

Shock Troops (321)

These heavily armed soldiers are well trained and equipped making them the deadliest troops in the wasteland.

Siege Cannon (322)

You have discovered a mobile howitzer that can be used to bombard a rival fortress town.

Sight Madness (323)

If a person sees one of the alternate dimensional creatures, it drives her insane and causes her to want to kill herself and anyone near her.

Slave Camp (324)

Slavers have created great pens to hold the slaves that they have captured from local towns and villages for sale as slaves or food. They hold weekly auctions to sell their slaves to local aristocrats and merchants.

Slavers (325)

These scum travel the wastes kidnapping people to use as slaves or to sell to the highest bidder.

Sleeper Agents (326)

Highly trained sleeper agents were hidden throughout the country and they were activated once civilization started to collapse. Their job is to secure government facilities and stabilize whatever is left of society.

Snyths Town (327)

This town is filled with synthetic beings that have become free of their masters and want to create a society of their own.

Society Train (328)

A perpetually moving train contains what the passengers believe is all that is left of society. In order to conserve resources, only the elite live in luxury at the front of the train while everyone else lives in object poverty.

Solar Array (329)

Mirrors focus the sun's rays at a water tank that creates steam to produce electricity for a fortress town.

Spatial Rift (330)

The simultaneous nuclear blasts of the Great War have weakened the fabric of space time causing portals to other worlds to form.

Spore Clouds (331)

These deadly spores will kill anyone that breathes in this cloud of fast growing fungus.

Stadium Town (332)

A baseball or football stadium has been changed into a fortress town with housing and the city center being erected on the field.

Storage Depot (333)

This massive military underground bunker is filled with immense amounts of food and military grade weapons. Their external power source and a security code is required to enter them.

Street Enforcers (334)

These street gangs are armed with military grade weapons and equipment and they control entire fortress towns with an iron fist.

Street Gang (335)

These street thugs are armed with knives, bats, and chains and they use intimidation to steal from the local villages.

Sub Base (336)

These ancient underground military bases still have supplies and docked nuclear subs.

Subterranean City (337)

A massive city that exists a mile underground was created by the government to house its richest and most powerful citizens. Society in this city is threatened by its aging infrastructure and failing powerplants causing its social order to break down.

Subway Town (338)

An entire subway line has been turned into a giant underground city with the subway terminals being converted into small cities that are the only entrance points into this underground community.

Super Robot (339)

You must find the parts to repair a prewar giant battle robot so you can use it to destroy your opponent's city.

Supply Cache (340)

There is a legend of a massive government stockpile of goods and supplies that could change the wasteland for generations and you just found its entrance.

Supply Train (341)

These supply caravans carry food, medical supplies, ammo, and weapons to friendly local villages. These caravans must fight through raiders, mutants, cannibals, mutated monsters, and deadly road blocks to get to their destination.

Survivalist Camp (342)

This base is filled with survivalists that have been preparing for the end of the world all their lives by hiding in deserts, forests, and mountain ranges and were they ever right about the future.

Survivalists (343)

These people lived in camps deep within forests and mountain regions waiting for the end of the world. The remnants of these people are heavily armed and well trained.

Synth Haven (344)

This village is a safe haven for runaway synths that have achieved true sentience.

Synth Replacement (345)

A technology cult is slowly replacing people throughout the wastes with synthetic beings. No one believes this but you have to prove it before it is too late. It is impossible to tell a real person and a synth apart without cutting them open.

Synths (346)

These human looking robots have integrated themselves into human society.

Tank Repair (347)

You must find the parts to repair a damaged battle tank to defend a local fortress town from an approaching battle train.

Tech Hunters (348)

These prewar robots hunt down any source of energy and destroy it.

Technology Vault (349)

These vaults are filled with the most advanced military technology in the world and most of it still works. They are guarded by advanced killing machines and lethal traps that have protected their contents for over a millennium.

Teleporter (350)

You must repair and activate a teleportation system allowing instantaneous travel between teleporter pads.

Terrorists (351)

These crazed fanatics destroy various settlements because their people have beliefs different from these murderers. They kill and destroy for their religious beliefs so they must be hunted down and completely destroyed.

The Ark (352)

A massive artificial island floats on the open sea and a powerful fortress town has been built on top of it.

The Cure (353)

You must discover an antidote for a world wide pandemic before the human race is destroyed.

Thief (354)

A thief has grabbed something from your hand or pulled something off your body and has disappeared into a crowd.

Thieving Children (355)

These orphans have stolen something from you and have disappeared into a nearby crowd.

Thugs (356)

These criminals travel the world stealing from anyone that is unlucky enough to run into them.

Thunder Dome (357)

A gigantic dome shaped iron cage allows two contestants tied to bungee cords to fight to the death for competition or to decide a conflict.

Time Machine (358)

Scientists have created a time machine and they plan to send people back to the past to prevent the Great War from ever occurring.

Town Mayor (359)

This leader is elected by the citizens of a fortress town and she tries her best to protect her people from the raiders and mutants of the wastes.

Town Militia (360)

The citizens of a fortress town have formed their own army to protect their families.

Town Sheriff (361)

These are the law enforcement officers that protect the small towns that cover the wastelands.

Toxic Waste Dump (362)

This is the location of a toxic waste dump that has slowly leaked its contents into its surrounding area creating a deadly environmental disaster.

Trade Caravan (363)

This group of merchants have banded together for defense and they have carts and beasts of burden that carry their goods. They hire mercenaries to protect them from raiders and mutants.

Train Towns (364)

These towns are connected by an armored train allowing people and supplies to be safely moved between them.

Trap Caravan (365)

A cargo caravan is filled with armed traps and exploding vehicles designed to destroy raiders that have been plaguing a travel route.

Traveling Doctor (366)

This doctor travels the wastes attempting to heal the injured and dying. They only ask for food and shelter for their medical services.

Traveling Evangelist (367)

These religious fanatics travel the wastes trying to spread the word of salvation during these end times.

Traveling Merchant (368)

These people travel the wastes selling their goods from a giant backpack. You must find a traveling merchant that has a rare item needed to finish a vital project to save your fortress town.

Tribal (369)

These people have returned to a primitive way of living so they live off the land. They attempt to keep their lives as simple and pure as possible so they will banish anyone that makes contact with the outside world.

Tribal Nation (370)

Hundreds of tribal villages have joined together to fight the forces of a powerful military organization.

Tribal Wars (371)

Different tribes fight over the limited resources of the wastes. These constant wars have limited their populations allowing both tribes to survive in a limited resource environment.

Tunnel Rats (372)

These survivalists dig tunnels in the ground to build their shelters. They have also turned subway tunnels and mine shafts into shelters.

Tunnel Town (373)

Towns have been created from subway tunnels that protect survivors from radiation and enemy attacks. Only subway stations have to be defended from invaders and people can travel from station to station using hand powered railcars.

Twister (374)

The irradiated land has energized the atmosphere causing super tornadoes to form without warning.

Underground Complex (375)

These massive underground bases have allowed a group of people to stay clear of the death and destruction above. When a base starts to breakdown, its populace must move to the world above.

Underground Vault (376)

These small fallout shelters hold civilians that were selected for intelligence and strength allowing them to help restore the world once their occupants are released from cryogenic sleep.

Undetonated Nuke (377)

The remains of an undetonated atomic bomb slowly leak radiation into the local environment.

University Town (378)

An entire college campus has been turned into a massive fortress town by a tech cult.

Vampire Virus (379)

A virus has spread throughout the world that converts people into immortal vampires that must constantly feed on human blood or die. These vampires have created a society where humans are used as blood cattle.

Vault Troops (380)

These soldiers have lived their entire lives in an underground vault and when they are sent to the surface, they are equipped with power armor and advanced weapons from the Great War.

Vigilantes (381)

These soldiers kill anyone that hurts anyone or tries to steal. Many vigilante groups actively hunt down raider and slaver gangs.

Village Elder (382)

This ancient person is in charge of an entire village and she contains all the knowledge and history of the village. A village elder is usually the only person in a village allowed to interact with outsiders.

Wandering Doctor (383)

These doctors were trained as apprentices or self taught and they travel the wastes healing the injured and dying.

Warden (384)

These soldiers breed and train mutated monsters to use them as steed and battle beasts.

Warlord Citadel (385)

A powerful warlord has conquered a region of the wastes and he has created a powerful fortress at the center of his kingdom.

Wasteland Courier (386)

Your team has been hired to deliver a package to a specific destination within a specific time limit. Your reputation will increase depending on how intact the packages are when they are delivered.

Wasteland Ranger (387)

These wasteland police protect the fortress towns around the wastes from monsters, raiders, and slavers.

Wasteland Warlords (388)

You must destroy a mighty warlord trying to rule the wastes with a massive army of murderers.

Wasteland Workshop (389)

This small workshop is located in the middle of nowhere where an isolated mechanical genius slowly builds the most advanced weapons, machines, and vehicles in the wastes.

Water Dealers (390)

Clean water is the most important commodity in the wastes and it can be traded for anything.

Water Filter (391)

You must find and repair a village, vault, or fortress town's water filtering plant before they run out of clean water.

Water Supply (392)

You are looking for a massive underground water reservoir listed on an ancient map to save a fortress town that has lost their water purification plant.

Water Wells (393)

You have the drilling equipment to build wells throughout the wasteland giving local villages and fortress towns a reliable and safe source of drinking water.

Weapon Cache (394)

You discover a secret military weapon cache so your group must safely and secretly return these weapons to your fortress town.

Weapon Delivery (395)

You must deliver a truck full of weapons to a friendly fortress town that is under constant assault by raiders.

Weather Machines (396)

This massive network of weather control satellites still exists that can still be controlled if its command center can be discovered and repaired. This system can help rebuild entire regions of the world if it can be activated and controlled.

Wild Horses (397)

A herd of wild horses run wild through the radioactive plains.

World Flood (398)

Massive submarine earthquakes cause immense amounts of subterranean water reservoirs to be released causing almost every continent in the world to be flooded.

Zombie Cult (399)

A cult attempts to spread the zombie virus to everyone in the world in order to cause the end of the human race.

Zombie Virus (400)

You must find the cure for a zombie virus before it wipes out the entire human race.

Post-Apocalyptic Car Weapons (D88)

These weapons are bolted onto the cars of the post-apocalyptic future.

Acid Sprayer (11)

This device sprays a stream of car battery acid.

Big Wheels (12)

This car has massive wheels allowing it to roll over and crush another car.

Bio Laser (13)

These experimental biotechnology weapons fire a powerful optic laser.

Blade Launcher (14)

This cannon uses powerful flywheels to fire a blade at high speed.

Body Blades (15)

This car is covered in blades allowing it to kill people when it passes by its enemies.

Body Spikes (16)

A car has spikes all over its hull.

Bola Launcher (17)

This catapult fires a bola to entangle a distant person.

Bolt Thrower (18)

This weapon is a large crossbow designed to fire a metal rod or giant arrow.

Broadside Cannon (21)

This ancient cannon fires a cannonball using homemade gunpowder.

Buzzsaw (22)

This gasoline powered rotary saw can cut through the hull of another car in seconds.

Cannon (23)

This ancient cannon fires cannonballs or scrap metal.

Chain Gun (24)

This chain driven cannon fires hundreds of rounds per minute.

Chainsaw Tracks (25)

This car drives on huge tank tracks covered in razor sharp blades.

Crusher Jaw (26)

This giant steel jaw can crush an opponent's car using powerful pneumatic pistons.

Cryo Cannon (27)

This weapon sprays a highly endothermic chemical on a target causing it to freeze solid.

Disc Thrower (28)

This weapon uses two rotating rubber wheels to fling a razor sharp hubcap at an opponent.

Dozer Blade (31)

This heavy steel bulldozer blade is bolted on the front of vehicle defending it against weapons fire and allowing it to ram into another vehicle.

Drill (32)

This gas powered drill can pierce through the hull of another car in seconds.

Electrified Lance (33)

This metal lance is connected to multiple car batteries allowing it to shock a monster that is impaled by this weapon.

Explosive Ram Plate (34)

This car can launch its ram plate to absolutely crush an opponent's car.

Flamethrower (35)

This weapon fires a stream of ignited gasoline that will light enemy troops and vehicles on fire.

Fork Lifter (36)

This hydraulic lift is placed under another car and quickly lifts to flip it over.

Gas Cannon (37)

This weapon uses powerful flywheels to fire a glass bottle filled with poisonous gas at another car.

Grenade Launcher (38)

This weapon fires explosive or specialty grenades at another vehicle.

Grenade Slingshot (41)

This giant rubber band is used to fling a grenade at another vehicle.

Harpoon Gun (42)

This weapon fires a harpoon attached to a rope to hook into an opponent's vehicle.

Harpoon Launcher (43)

This weapon fires a harpoon into another vehicle and a powered winch pulls that vehicle towards it.

Howitzer (44)

This heavy tank gun fires huge explosive shells. It can be welded on or placed in a huge turret.

Hydraulic Claw (45)

This hydraulic arm allows a vehicle to slice through steel or lift another vehicle into the air.

Junk Cannon (46)

This cannon fires bits of metal and glass at an opponent.

Junk Dropper (47)

This device drops sharp and twisted pieces of metal behind a car.

Lance (48)

This long sharpened steel pole is welded to a car allowing it to charge and pierce a large monster.

Machine Gun (51)

These 50-caliber machine guns can tear anything apart with a sustained burst of tracer rounds.

Magnetic Clamp (52)

This powerful electromagnet allows a car to clamp onto and hold another car driving next to it.

Mine Dropper (53)

This device drops small explosive mines behind a car.

Minigun (54)

This crank driven rotary cannon allows it to fire hundreds of rounds a minute.

Molotov Catapult (55)

A slingshot is used to fire ignited Molotov cocktails.

Mortar (56)

This weapon fires explosive shells into the air at a distant target.

Net Launcher (57)

This device launches a weighted net at a group of people or monsters to capture them.

Net Launcher (58)

This crossbow fires a net canister that expands into a steel mesh or weighted rope net to capture someone.

Nuclear Missile (61)

This missile has a nuclear warhead.

Oil Dropper (62)

This device drops oil behind a car.

Pneumatic Flipper (63)

This device violently flips a metal bar upwards designed to overturn another car.

Pneumatic Hammer (64)

This device violently slams down a spiked hammer to impale another car's driver or engine.

Ramming Plate (65)

This steel plate allows a vehicle to safely ram another vehicle.

Rotary Shotgun (66)

This is a Vulcan cannon modified to fire shotgun shells instead of bullets.

Shockwave Emitter (67)

This device fires an electrostatic charge that will destroy anything electronic.

Shotcannon (68)

This huge cannon fires an immense amount of buckshot at a target.

Shuriken Cannon (71)

This weapon uses two rotating rubber wheels to fire shurikens at an opponent.

Spark Generator (72)

This device produces a powerful spark that will destroy the electronics in any machine or kill anyone inside it.

Spike Dropper (73)

This device drops razor sharp caltrops behind a car.

Spike Plate Dropper (74)

A massive plate covered in welded on nails is dropped behind a vehicle.

Spike Roller (75)

A car has a massive spiked cement roller that it pushes in front of it.

Spinning Disc (76)

This razor sharp round plate is attached to an electric engine allowing it to slice through anything in seconds.

Spring Hammer (77)

This weapon fires a massive iron hammer with enough force to crush or flip over another car.

Static Cannon (78)

This crank driven weapon builds up a charge and fires it as a small lightning bolt.

Static Lance (81)

This device produces an immense static charge designed to stun anyone inside a target car.

Tank Gun (82)

This massive salvaged tank gun has been attached to a vehicle.

Tesla Coil (83)

This machine fires deadly lightning bolts towards anything metallic.

Twin Roller (84)

This car has two cement rollers instead of wheels allowing it to roll over and crush other cars.

Vulcan Cannon (85)

A Vulcan cannon is an electrically driven rotary cannon that can fire thousands of rounds per minute.

Wedge Body (86)

The front of a car is wedge shaped so that it can be used to ram and flip over another car.

Wheel Blades (87)

Blades project from this car's hub caps.

Wrecking Ball (88)

This hydraulic arm swings a massive wrecking ball at an opponent's car.

Post-Apocalyptic Junk (D300)

These are small items from the destroyed civilization that the people of the wastelands collect to remember the past.

2x4 (1)	Bird Cage (31)	Cell Phone (61)	Dumbbell (91)	Fuzzy Dice (121)
Action Figure (2)	Blanket (32)	Chain (62)	Dustpan (92)	Garbage Bags (122)
Adhesive Bandage (3)	Blow Dryer (33)	Chainsaw (63)	DVD Player (93)	Garden Hose (123)
Adjustable Wrench (4)	Blue Jeans (34)	Cigar (64)	Ear Plugs (94)	Gas Can (124)
Alarm Clock (5)	Boardgame (35)	Cigarettes (65)	Earphones (95)	Generator (125)
Aluminum Foil (6)	Bolt Cutters (36)	Clay (66)	Earrings (96)	Glass Cup (126)
Arcade Machine (7)	Boomerang (37)	Coffee Cup (67)	Elbow Pads (97)	Globe (127)
Baby Blanket (8)	Bottle of Rum (38)	Coins (68)	Electric Blanket (98)	Gloves (128)
Baby Stroller (9)	Bottle of Vodka (39)	Comb (69)	Electric Carving Knife (99)	Golf Clubs (129)
Backpack (10)	Bottle of Water (40)	Comic Books (70)	Electric Cigarettes (100)	GPS Device (130)
Bag of Marbles (11)	Bottle of Whiskey (41)	Compass (71)	Electric Fan (101)	Hammer (131)
Bandage (12)	Bottle of Wine (42)	Cookbook (72)	Electrical Tape (102)	Hand Crank Generator (132)
Bar of Soap (13)	Bottle Opener (43)	Cooler (73)	Eye Patch (103)	Hand Fan (133)
Barometer (14)	Bowl (44)	Crayons (74)	Eyeglasses (104)	Hand Truck (134)
Baseball Bat (15)	Bracelet (45)	Credit Card (75)	Fantasy Novels (105)	Handcuffs (135)
Baseball Glove (16)	Briefcase (46)	Croquet Set (76)	Filter Mask (106)	Handkerchief (136)
Baseball Hat (17)	Broken Bottle (47)	Cross (77)	Fire Extinguisher (107)	Harp (137)
Bathroom Towel (18)	Broom (48)	Crutches (78)	Fireworks (108)	Hearing Aid (138)
Batteries (19)	Brush (49)	Cuckoo Clock (79)	Fishing Net (109)	Helium Tank (139)
BBQ Grill (20)	Bullhorn (50)	Deodorant (80)	Fishing Rod (110)	High Heel Shoes (140)
Beach Umbrella (21)	Buttons (51)	Diamond Ring (81)	Flares (111)	Hockey Stick (141)
Bear Trap (22)	Calculator (52)	Diapers (82)	Flashlight (112)	Hoe (142)
Beer Can (23)	Camera (53)	Diary (83)	Flute (113)	Honey (143)
Belt (24)	Camping Stove (54)	Dice (84)	Folding Chair (114)	Horror Novel (144)
Bible (25)	Can of Food (55)	Dictionary (85)	Folding Shovel (115)	Horse Saddle (145)
Bicycle (26)	Can Opener (56)	Doctor's Coat (86)	Football Helmet (116)	Hula Hoop (146)
Bicycle Horn (27)	Candles (57)	Dog Whistle (87)	Football Pads (117)	Insect Repellant (147)
Bicycle Pump (28)	Car Battery (58)	Doll (88)	Fork Spoon (118)	Jackhammer (148)
Bike Helmet (29)	Cash Register (59)	Drums (89)	Frying Pan (119)	Jewelry Box (149)
Binoculars (30)	CD Player (60)	Duct Tape (90)	Fur Coat (120)	Jump Rope (150)

Keys (151)	Nail Clippers (181)	Pruning Shears (211)	Shoes (241)	Thermos (271)
Kite (152)	Nails (182)	Purse (212)	Shovel (242)	Toilet Paper (272)
Knee Pads (153)	Name Tag (183)	Puzzle Cube (213)	Skateboard (243)	Toilet Seat (273)
Knife (154)	Necklace (184)	Radar Gun (214)	Ski Goggles (244)	Toolbox (274)
Lamp (155)	Newspaper (185)	Radio (215)	Ski Mask (245)	Toothpaste (275)
Lawn Mower (156)	Nightgown (186)	Rake (216)	Skis (246)	Tricycle (276)
Life Vest (157)	Notebook (187)	Razor (217)	Sleeping Bag (247)	Trombone (277)
Lighters (158)	Oxygen Tank (188)	RC Car (218)	Slingshot (248)	Trophies (278)
Lingerie (159)	Paper Money (189)	RC Helicopter (219)	Slot Machine (249)	Trumpet (279)
Lip Balm (160)	Paper Towel (190)	RC Plane (220)	Snow Shoes (250)	Tuba (280)
Magazines (161)	Pencil Sharpeners (191)	Riding Lawn Mower (221)	Snowboard (251)	Umbrella (281)
Magnet (162)	Pencils (192)	Ring (222)	Soda Can (252)	USB Stick (282)
Magnifying Glass (163)	Pens (193)	Romance Novels (223)	Spork (253)	Vacuum Cleaner (283)
Make Up (164)	Pepper Grinder (194)	Room Freshener (224)	Stapler (254)	Vase (284)
Manual Typewriter (165)	Perfume (195)	Rope (225)	Statue (255)	Video Camera (285)
Map (166)	Picture Frame (196)	Rubber Bands (226)	Stereo Speakers (256)	Violin (286)
Markers (167)	Picture Locket (197)	Rug (227)	Stickers (257)	Walkie Talkie (287)
Matches (168)	Pillow (198)	Ruler (228)	Stopwatch (258)	Wallet (288)
Medals (169)	Pinball Machine (199)	Salt Shaker (229)	Stuffed Animal (259)	Watch (289)
Metal Cup (170)	Plate (200)	Sandals (230)	Sugar (260)	Water Purifier (290)
Metal Lunch (171)	Pocket Computer (201)	Sandwich Bags (231)	Sundial (261)	Water Repellant (291)
Metal Pipe (172)	Pocket Game System (202)	Saw (232)	Sunglasses (262)	Weed Blower (292)
Microphone (173)	Pocket Knife (203)	Saxophone (233)	Swimming Goggles (263)	Weed Whacker (293)
Microscope (174)	Pocket Television (204)	Scarf (234)	Swiss Army Knife (264)	Wheel Chair (294)
Microwave Oven (175)	Pogo Stick (205)	Scissors (235)	Tape (265)	Wheeled Cart (295)
Mirror (176)	Poker Cards (206)	Screwdriver (236)	Tape Measure (266)	Whistle (296)
Monocular (177)	Poker Chips (207)	Screws (237)	Telescope (267)	Wine Glass (297)
Movie DVDs (178)	Poncho (208)	Seeds (238)	Television (268)	Wire (298)
MP3 Players (179)	Pot (209)	SF Novels (239)	Tent (269)	Wire Cutters (299)
Music CDs (180)	Prescription Drugs (210)	Shampoo (240)	Thermometer (270)	Yo-Yo (300)

Post-Apocalyptic Melee Weapons (D66)

These are the melee weapons found in the post-apocalyptic wastes. These may be weapons from a now destroyed society, advanced military weapons, makeshift weapons, or futuristic weapons created by pockets of advanced society that have survived the destruction.

Barbed Wire Bat (11)

This wood bat is wrapped in barbed or razor wire.

Battle Anchor (12)

This boat anchor has had its edges sharpened to a razor-sharp edge.

Bowling Gloves (13)

Bowling balls are drilled out and a handle is glued inside allowing a person's hands to be covered in these rock-hard spheres.

Bullet Hammer (14)

This sledge hammer has an internal single shot pistol built into its head that fires on impact.

Chain Cutter (15)

A gas powered weed cutter has had its wire replaced with a chainsaw chain to create a spinning chainsaw.

Chain Hammer (16)

A hammer is welded to the end of a chain allowing it to be swung around as a flail.

Chainsaw Halberd (21)

This is a barbell with a chainsaw welded onto one end.

Chainsword (22)

This military weapon from the Great War is a sword shaped chainsaw.

Dual Chainsaw Halberd (23)

This is a barbell with a chainsaw welded onto both its ends.

Dual Scythe (24)

Two grain scythes are duct taped together with the blades on opposite sides.

Energy Blade (25)

This military weapon from the Great War is an energy blade that can cut through anything. It is a devastating weapon but it drains precious power packs with incredible speed.

Explosive Spear (26)

The end of this spear has a small explosive device attached to its tip that detonates on impact.

Fire Axe (31)

This hand axe has a squirt bottle attached to it that leads to the head of the axe. When ignited, this axe head will burn as long a gasoline is pump on to its blade.

Flaming Sword (32)

This sword has a gasoline dispenser that drips gasoline down its blade that ignites when activated.

Hammer Staff (33)

A hammer is welded to a rebar staff making an improvised war hammer.

Impact Fist (34)

This military weapon from the Great War is a hand frame that fires a steel plate forward to crush an opponent on impact.

Machete Halberd (35)

This is a machete duct taped to a pool stick.

Meter Hammer (36)

This is a sawed-off parking meter pole used as a two-handed mace.

Nail Bat (41)

A wood bat is covered in iron nails.

Nail Board (42)

A wood plank is covered in iron nails.

Nail Knuckles (43)

These rings have the tips of iron nails welded to them.

Oar Chainsaw (44)

This is an oar with a chainsaw duct taped to it creating a deadly polearm.

Power Fist (45)

This military weapon from the Great War is a glove that covers a user's hand in destructive energy.

Razor Gloves (46)

The long blades of samurai swords are snapped off from their handles and attached to the fingers of thick welding gloves.

Razor Whip (51)

This whip is made of a chainsaw chain.

Rebar Staff (52)

A long piece of rebar is used as a staff or club.

Ripper Gloves (53)

Leather gloves are covered in razor blades allowing each punch to causes intense bleeding.

Rocket Hammer (54)

A rocket is attached to a sledgehammer allowing it to be accelerated to very high speeds.

Shake Taser (55)

This shock device has a shaker battery charger.

Shaker Energy Blade (56)

This energy blade is powered by a shaker battery that powers its blade for a short period of time.

Shock Baton (61)

This extending baton has been attached to a powerful taser allowing it to stun a person on contact.

Shock Staff (62)

A long piece of rebar is attached to a taser allowing its entire length to shock an opponent. Wood handles are used to protect its user.

Sign Axe (63)

A metal traffic sign has been sawed off from the ground and its edges have been sharpened into a razor sharp blade.

Spiked Gloves (64)

These chain gloves have plates covered in welded on iron nails attached to their knuckles.

Vibro Blade (65)

This military weapon from the Great War is a blade that vibrates at high intensity allowing it to cut through anything and send a deadly shockwave through any living thing.

War Reaper (66)

Multiple chainsaw chains are welded to the top of a pipe allowing it to be used as a deadly flail.

Post-Apocalyptic Monsters (D100)

These are the mutated monsters and deranged robots that lurk the wastelands killing anyone that they meet.

Abomination (1)

These people have been transformed by intense radiation into hideous monsters that have almost no form. They have become shambling mounds of muscle and bone that search the wastes for victims.

Alien Saucer (2)

These hovering spacecraft search the wastes for victims to destroy or abduct from the sky.

Alien Walker (3)

These long legged war machines have mechanical tentacles and lasers to destroy people that approach too close to their mothership.

Battle Bot (4)

These ancient war machines have forgotten their programming and now search the wastes killing anyone that they can detect. These nuclear powered machines have powerful treads and laser cannons and they run constantly day and night looking for prey.

Battle Mole (5)

These war machines from the past drill through the ground and crash upwards to destroy anyone above them.

Battle Pod (6)

These sentient hover pods are covered in weapons allowing them to dodge weapons fire and rain down death onto their enemies.

Beak Bear (7)

These mutant bears are as tall as a tree and they have a crushing beak and razor sharp claws.

Beast Men (8)

These sentient gorillas have slowly developed their own civilization and technology making them direct competitors with humans. These creatures fear humans because of the way that they have been treated by human slavers in the past.

Blade Beast (9)

These humanoid monsters have three extremely long arms that end in razor sharp bone knives on each side of their incredibly muscular bodies. They can jump over a hundred feet in a single leap.

Blade Bot (10)

These cylinder shaped robots are covered in long blades that spin at high velocity allowing them to shred anything that approaches too close.

Blossom Maid (11)

This carnivorous plant has a humanoid woman shaped bulb with long tendrils arms growing from its core designed to attract and kill anyone that comes too close.

Bone Zombie (12)

This creature is created from an infected person that has become an undead creature that has bone plates growing all over its body. These rock hard plates make these zombies difficult to kill.

Brain Beast (13)

These monsters look like giant brains that produce a deadly psionic blast to destroy the mind of anyone that gets too close. These creatures can even take control of a person so they should be avoided at all costs.

Brain Bot (14)

This killing machine is controlled by a human brain in a jar. These minds have been driven insane so they should be destroyed on sight.

Carrion Eater (15)

These mutated monsters search for dead bodies to eat and they will attack anyone that approaches too close to their egg sacks.

Cinder Ghoul (16)

These zombies have become so radioactive that their bodies burn with a radioactive fire. They cannot be injured by any type of flame or laser weapon.

Cinder Hound (17)

These zombie dogs have become so radioactive that their bodies actually burn with a radioactive fire. They cannot be injured by any type of flame or laser weapon.

Claw Ghoul (18)

These humanoid creatures have powerful resin claws allowing them to snip almost anything into pieces.

Cyber Dog (19)

These cybernetically enhanced guard dogs were designed to defend a specific area or building.

Cyber Wolf (20)

These cybernetically enhanced wolves are frighteningly fast and powerful war machines.

Death Chameleon (21)

This massive lizard can change his coloration to match his background to make it almost impossible to see before it is too late.

Death Leech (22)

These foot long leeches will fall from a tree onto a person and suck out their blood in a few minutes.

Death Mosquito (23)

These giant radioactive mosquitoes will suck a person dry of blood in a few seconds.

Devouring Pit (24)

This mutant creature is an enormous teeth filled mouth that lives under the sand. It catches anyone that walks over it with its tentacles and devours them whole.

Dire Wolf (25)

These mutated wolves are three times larger than a regular wolf.

Diseased Wolf (26)

These wolves have a contagious disease that has driven them insane and makes their bites lethal. Their flesh is rotting and falling off their bones.

Doom Bat (27)

These giant radioactive bats can produce a powerful sonic blast that can crush a person's internal organs. They use echolocation to see in the dark allowing them to hunt and kill in total darkness.

Dune Shark (28)

This frightening creature looks and acts like a great white shark but it can burrow through the sand as if it were swimming through water. It crashes through the sand and bites once it finds a victim but its dorsal fin can be seen as it approaches.

Executioner Bee (29)

These giant radioactive bees will kill a person instantly with their poisonous and radioactive sting.

Feral Dog (30)

These wild dogs travel around in packs and they will tear apart anyone that they encounter.

Feral Ghoul (31)

These ghouls have become irradiated mutants that only need radiation to live. The process of becoming a ghoul has destroyed their minds so they wander the wastes looking for people to devour.

Feral Wolf (32)

These wild wolves hunt the forest looking for people to tear apart.

Fungal Bloom (33)

Mutant mushrooms produce a cloud of toxic spores that will kill anything that breathes them in.

Gargoyle (34)

These mutants have fleshy wings allowing them to fly and swoop down on their prey.

Ghoul (35)

Ghouls are irradiated humans that have mutated to live entirely on radiation. They are essentially immortal and only need to be near a source of radiation to live forever. They have maintained their intelligence but their bodies have withered and died from the radiation exposure.

Giant Frog (36)

These enormous frogs are able to trap their victims with their tongues and swallow them whole. They can jump the length of a football field in a single bound making them deadly in open ground.

Giant Rat (37)

These mutant rats are diseased so they should be avoided at all costs.

Glowing Slime (38)

This pool of glowing protein and nuclear waste has become alive and it will feed on anything that comes near it. It will pull in anyone that touches it and dissolve their flesh away in a few seconds.

Glowing Zombie (39)

These mindless undead are only alive because of the intense radiation in their bodies that keeps them moving and makes them glow in the dark. Their touch will give a person intense radiation burns and radiation poisoning on contact.

Goliath (40)

This disgusting mutant has a humanoid shape but it is just a mountain of muscle and rock-hard bones controlled by a minuscule brain.

Ground Maw (41)

This giant starfish shaped mouth is filled with teeth that lives under the sand and it will swallow anyone that walks over it.

Guardian (42)

These robots are heavily armored making them almost impossible to damage with most conventional weapons.

Gulper (43)

These semi-intelligent humanoid amphibians live by catching fish and anything that approaches too close to the shore.

Harvest Swarm (44)

These mutated radioactive beetles can swarm and devour a person down to their bones in a few minutes.

Harvester Ant (45)

These giant radioactive ants spray boiling hot acid onto their enemies.

Hunter Killer (46)

These massive nuclear powered VTOL war machines are run by an artificial intelligence and they are armed with an automatic plasma cannon.

Iron Reaver (47)

These massive humanoid sentient robots are over thirty feet tall and they were the most powerful military weapons during the Great War.

Leviathan (48)

This enormous sea creature is an amphibian that is the apex predator of the radioactive ocean that can bite a boat in half with a single bite.

Living Tree (49)

These mutant trees have become sentient and they have a humanoid form that can move at slow speeds.

Lizard Man (50)

These humanoid semi-sentient lizards have a simple caste based society that has allowed them to spread over the hottest and driest areas of the wastes.

Lurker (51)

These mutant fish have short legs allowing them to come out of the sea to hunt for food for short periods of time.

Mammoth Alligator (52)

This mutant alligator is incredibly long and they can swallow a person whole with a single bite.

Mortar Crab (53)

These massive crustacean monsters have powerful asymmetrical claws and a bio cannon growing out of their backs that can fire a deadly toxic stream from its contracting orifice.

Mossman (54)

These mutants are made of moss and vegetation and they have achieved limited intelligence.

Mothman (55)

These humanoid monsters have large glowing eyes that allow them to see in total darkness. This allows them to prey on people in the darkness of the night in the deepest radioactive forests.

Mutant (56)

These people have been mutated by radiation or infection so they wander the wastes looking for victims to kill and eat.

Mutant Behemoth (57)

These mutants are a towering monster with immense strength but with extremely limited intelligence.

Mutant Brawler (58)

These mutants are super strong and their bodies are covered in bone making them difficult to injure and allowing them to crush their opponent with their boned covered fists.

Mutant Brute (59)

These mutants have grown to have massive and powerful bodies and four powerful arms allowing them to tear a person limb from limb.

Mutant Centaur (60)

These mutants have grown four legs instead of two and a horse like lower body.

Mutant Warlord (61)

This massive mutant has become so large and powerful that he has become the leader of his mutant clan because of his incredible fighting skills.

Mutant Zombie (62)

These mutants are the living dead that search for the brains of the living to eat.

Needle Shroom (63)

These fungus fire off a cloud of poisoned needles if anyone disturbs them.

Octodrone (64)

These giant robots have eight razor sharp mechanical legs that they use to tear people apart.

Pit Wurm (65)

These huge mutated worms burrow through the ground and crash upward to eat people on the surface above them.

Plantman (66)

These mutated plants have evolved intelligence and the ability to move on their own.

Pseudodog (67)

These mutant dogs are extremely deformed and completely crazed.

Psychic Screamer (68)

These mutants produce a psionic blast that causes people around them to feel immense mental pain and disorientation allowing them to quickly kill their victims.

Rabid Dog (69)

These dogs have been driven insane by rabies.

Rad Rat (70)

These are giant radioactive rats.

Rad Roach (71)

These are giant radioactive cockroaches.

Rabbit (72)

These are giant radioactive rabbits.

Raptor (73)

These walking birds have long necks and razor sharp beaks and talons. Their long legs allow them to run as fast as a car.

Rattler (74)

These are giant radioactive snakes.

Razor Claws (75)

These giant lizards are the apex predator of the wasteland and they tower over five meters tall. Their skin and claws are strong as steel and they are extremely intelligent allowing them to dominate their environment.

Razor Panther (76)

These mutant feline predators have razor sharp tentacles growing from their sides.

Reaper (77)

These mutants have limited thinking capacity but they have extremely fast and powerful bodies and razor sharp scythe shaped hands.

Revenant (78)

These radioactive zombies have an unquenchable desire to drink human blood.

Saber Mantis (79)

These are giant radioactive prey mantis.

Scorpiontron (80)

This mecha scorpion is the size of a tank and it can attack with its razor sharp claws and its laser cannon tipped tail.

Scuttler (81)

These giant beetles will attack anything that walks into their territory.

Security Drone (82)

These simple robots were designed to protect important buildings and are only armed with stun guns.

Sentient Tank (83)

These battle tanks have a human consciousness downloaded into them allowing them to destroy anything that they encounter.

Shadow Wolf (84)

These mutant wolves can use their psionic power to bend light around themselves making them impossible to see.

Shell Fiend (85)

These semi-sentient humanoid insects are covered in a steel hard resin carapace making them impossible to hurt and allowing their claws to tear through anything.

Slender Man (86)

These mutants have grown to be twice as tall as a man with limbs that are three times longer than normal and ending in razor sharp claws. They hunt the night looking for people to devour.

Spider Bot (87)

These small eight legged robots move in a massive swarm and they can tear anyone apart in seconds.

Sporeman (88)

These mutants were humans that were infected by spores that have changed them into hybrid monsters. These mutants have created their own society and they live in caves and dark forests.

Super Mutant (89)

These mutants have been given incredible strength and endurance created by their exposure to intense radiation and an experimental government drug designed to create humans that can live in the wastes.

Swampfolk (90)

These mutant humanoids live in radioactive swamps and marshes. They have created a simple hunter gathering society and they just want to be left alone.

Tangler (91)

These mutant plants entwine people that touch their tendrils to pull their victims into their acid filled bulbs to be slowly dissolved.

Tentacle Bot (92)

These robots are covered in powerful tentacles that allow them to catch, restrain, and tear apart anyone caught by them.

Vulture Bot (93)

These sentient VTOL war machines are armed with lasers and they hunt the wastes for anyone caught outside.

War Hawk (94)

These VTOL war machines are controlled by a crazed human brain.

War Track (95)

These nuclear powered tanks have a corrupted artificial intelligence that makes them search the wastes looking for people and towns to destroy.

Warbot (96)

These advanced military robots have malfunctioned and now wander the wastes destroying anyone that they encounter. They are armed with a plasma repeater and an energy blade.

Waste Dragon (97)

These enormous lizards have giant wings that allow them to fly and they can project radiation from their mouths.

Wasteland Wurm (98)

These giant worms slither across the wastes looking for anything living to eat. Their resin scales make them almost indestructible.

Wastewolf (99)

These massive humanoid wolves are semi-sentient creatures allowing them to become the apex predator in the radioactive forests of the wastelands.

Wendigo (100)

This massive humanoid monster is covered in dense white fur and has huge razor sharp claws.

Post-Apocalyptic Organizations (D88)

These are the governments, organizations, gangs, societies, and cults found in the post-apocalyptic wastes.

Anarchists (11)

These gangs live only to steal, destroy, and kill.

Beast Raiders (12)

These telepathic mutant scavengers use trained mutated monsters to attack their enemies.

Breeders (13)

This cult is looking for genetically pure men and women for breeding stock to help repopulate the world.

Brotherhood of Death (14)

This cult believes that the only way to salvation is through the destruction of the last survivors of humanity.

Brotherhood of Discipline (15)

This cult has created a commune based on self-discipline and self-inflicted punishment for having any bad thoughts.

Brotherhood of Evil (16)

This organization believes that chaos has taken over the world so they want to help spread terror throughout society.

Brotherhood of Science (17)

This organization is trying to rebuild society by recovering the lost technology of the old world. They are slowly gaining the friendship of local primitive villages to add them into the fold of their technologically superior society.

Cannibal Gang (18)

These cannibalistic gangs prey on people as a source of food.

Child Gangs (21)

These orphans have joined together for protection and they will do anything to protect each other and survive.

Children of Change (22)

This cult of mutants wants to spread mutations to all humans in order to create a new race of super mutants.

Clan of Purity (23)

This organization demands that everyone must repent of their sins or be killed.

Crime Cartel (24)

This organization runs all the gambling, drug sales, and prostitution in the wastes.

Crime Syndicate (25)

These powerful criminal organizations control all the smaller crime cartels and gangs in the wastes.

Cult of Gaia (26)

This cult believes the Great War was the vengeance of Mother Earth and they protect the remaining forests with deadly force.

Cult of Steel (27)

This organization is a heavily armed group of survivalists that will kill anyone that enters their territory.

Cult of the Doomsday (28)

This cult believes the world has ended and that they must help everyone by killing them.

Dark Enforcers (31)

This organization is a vigilante police force that kills anyone found looting and being out after curfew.

Dawnbringer (32)

This organization attempts to heal and feed the sick and homeless.

Doomsday Cult (33)

These bizarre cultists believe that this apocalypse has always been prophesized and they will kill anyone that they can find in order to bring about the end of the human race.

Drug Cults (34)

This cult consumes a psychedelic mutated fungus to escape the horrors of the world.

Foundation (35)

These scientists are looking to save the survivors of the world using science and technology.

Global Nobles (36)

These nobles live in enormous towers that were not destroyed by the Great War on purpose. They now rule the wasteland with their prewar super science and weapons.

Good Samaritans (37)

This organization trains their people to travel the wastes healing the sick and taking care of the injured.

Healers (38)

This society of medics and doctors travel the wastes healing the sick and injured. They will always risk their lives when epidemics break out to attempt to create a cure or at least try to comfort the dying.

High Rollers (41)

These gangs only care about power and money so they will kill anyone to get what they want or anyone that tries to get in their way.

Infernos (42)

This gang specializes in flamethrowers and Molotov cocktails. They pride themselves in killing the impure or wicked with cleansing fire.

Inquisitors (43)

This religious cult hunts for sinners and heretics to kill and torture until they admit that they have wronged god.

Knowledge Archive (44)

This organization attempts to collect all the books that survived the apocalypse and protect them for future generations.

Law Bringers (45)

This organization is made of old government and military personnel that are attempting to rebuild the government that was destroyed.

Law Keepers (46)

This military group attempts to spread their form of law and order by executing anyone that they consider to be law breakers or rebels. Many people believe that life was much better before they came to dominate their lives.

Military Brotherhood (47)

A group descended from the country's old military leaders use advanced technology and a powerful and well-trained army to keep their territory safe from raiders and mutants.

Muscles (48)

These gangs use powerful synthetic hormones and steroids to make their bodies immensely muscular and powerful. They only care about strength so they are usually incredibly stupid.

Native Tribes (51)

Many native people were living in an area not targeted by nuclear strikes allowing their towns to survive after the war. These people try to live a traditional native lifestyle by living off the land and living in perfect balance with nature.

New Eden (52)

This organization is slowly replacing everyone with almost perfect synthetic people known as synths. They believe that the only chance for humanity is to replace every human with a synth duplicate that cannot die and that cannot be damaged by the intense background radiation of the wasteland.

Nightwalkers (53)

This cult purposely infects themselves with a virus that destroys a region of their brains that lets normal people sleep or dream.

Nomads (54)

These wanderers constantly keep moving and they survive by hunting local mutated creatures for food. They stay away from raiders and mutant encampments but are quite capable of defending themselves from attack.

Offspring of the Atom (55)

This cult worships the power of radiation and they ritually irradiate themselves. They take a drug made of a mutated plant that protects their DNA from radiation damage allowing them to survive this radiation exposure.

Old Military (56)

This group of old military soldiers are armed to the teeth and they control a large region of the wasteland. They have converted secure buildings like prisons and warehouses into their strongholds.

Order of Gears (57)

This society was created by sentient machines that survived the war that have grouped together for protection against humans and the mutated monsters of the wastes.

Organ Harvesters (58)

These gangs capture victims and sell their organs to medical centers in large fortress towns and rich patients in need.

Patriots (61)

This military group is dedicated to returning their country to its once great glory. These people worship the books that describe the way that their country used to be and they are gathering an army of patriotic soldiers to take back what they believe is rightfully theirs.

Plague Bearers (62)

This doomsday cult spreads disease throughout the wasteland through their own infected bodies. These cultists must be killed on sight because they are attempting to spread their deadly diseases to the general populace of the wastes.

Predators (63)

These gangs believe in the survival of the fittest and will kill the weak and allow the strong to join their forces.

Primals (64)

This anti-technology cult hates all forms of technology and they will destroy any machine or robot that they find. They will also torture and kill anyone that uses advanced technology.

Primitive Tribes (65)

This group of people have completely devolved into using only primitive forms of technology in the wastes. They have become hunter gathers that live off the land.

Protectors (66)

These military organizations collect advanced weapon technology from the old world to create a powerful military that can destroy any organization that they consider to be evil. They kill looters, mutants, and gangs that they find in the wastes to hopefully create a safe environment for the remaining survivors.

Purists (67)

This cult attempts to destroy all mutants in the hope of bringing back a world that existed before the bombs dropped. They will slaughter any mutants that they find including women and children.

Rad Cults (68)

These religious fanatics worship radiation and expose themselves to deadly amount of it during their religious services.

Raiders (71)

These vicious gangs will kill or torture anyone that they can capture. There are many different gangs that have special agendas that include killing, cannibalism, torture, money, strength, and power.

Satanists (72)

This satanic cult loves to torture and sacrifice people to their evil gods. They hunt the wastes for new sacrifices.

Scribes (73)

This organization make copies of important books and distributes them throughout the wasteland in an attempt to bring back society.

Slaughterhouse (74)

This doomsday cult lives only to kill and torture people to appease the evil god that they worship.

Speed Freaks (75)

These gangs search for powerful muscle cars and super bikes to feed their need for killing and speed.

Tech Freaks (76)

These gangs search the wasteland for advanced and powerful weapons to kill and destroy.

Tech Priests (77)

These religious cultists worship technology and they have replaced most of their bodies with advanced technology. They have collected a horde of technology from the old world and they slowly rebuild new devices when parts become available. They have slowly come to understand how some of it works so they can make crude copies of their holy machines and weapons.

Tech Priests (78)

This cult worships technology and they believe that the only hope for humanity is to have everyone's personality transferred into a computer simulation and let their real bodies die.

Techno Freaks (81)

These people live their lives looking for advanced technology from the lost world. They hope to save society using this technology for the good of the remaining survivors.

The Enclave (82)

This organization is attempting to collect all the lost technology and books from the past to help rebuild society.

The Radiated (83)

These people have absorbed immense amounts of radiation that has changed the cells of their body. They appear to be extremely mutated but they have become immortal unless they are killed.

The University (84)

These are the descendants of a secret underground scientific research facility that has maintained prewar technology and created new forms of technology after the Great War. They keep themselves separated from the rest of society and have built a powerful robot army to protect themselves from intruders.

Treasure Hunters (85)

This society of archeologists and adventurers attempt to gather all the important treasures from all the museums in the country and return them to a secure underground fortress that they call the Museum for safe keeping.

Waste Corporations (86)

These organizations still produce goods and weapons using still functional automated factories or slave labor.

Waste Gangers (87)

This group of thugs use violence to dominate a local fortress town to force them to provide them with food and money in exchange for their protection.

Wasteland Government (88)

A few surviving state governments have attempted to create powerful armies and create laws to govern the few survivors in their borders.

Post-Apocalyptic Ranged Weapons (066)

These are the unique ranged weapons that a person might find in the post-apocalyptic wastes. These may be weapons from the now destroyed society, advanced military weapons, makeshift weapons, or experimental weapons created by pockets of society that have survived the apocalypse.

Acid Soaker (11)

A plastic water gun is filled with strong industrial acid that can be sprayed on an opponent.

Blade Rifle (12)

This rifle has two powerful flywheels that project a knife at high velocity.

Bolt Thrower (13)

This pneumatic rifle uses pressurized gas to fire a metal bolt at high velocity.

Broadsider (14)

This heavy hand weapon fires a cannon ball.

Crank Laser (15)

This energy weapon has a crank capacitor that can be used to charge it each time that it is fired. The longer it is cranked, the more powerful the energy beam that it produces.

Crossbow Pistol (16)

This handmade mini crossbow fires simple wood bolts.

Cyro Gun (21)

This experimental weapon projects a stream of cryogenic fluid to freeze anything it touches.

Discharge Rifle (22)

This hand crank weapon builds up a massive amount of static that can be discharged as a lightning bolt.

Flame Soaker (23)

A plastic water gun is filled with gasoline and it squirts this liquid past a small fire allowing it to spray a burning stream of gasoline at an opponent.

Flamer (24)

This military weapon from the Great War fires a stream of burning incendiary liquid.

Gamma Gun (25)

This experimental weapon projects a deadly beam of gamma radiation.

Gatling Laser (26)

This heavy weapon from the Great War saturates an area with laser beams.

Gauss Rifle (31)

This military weapon from the Great War fires a particle at near the speed of light.

Grenade Slingshot (32)

A slingshot is used to launch grenades at very distant targets.

Hand Rocket (33)

This weapon fires a hand made rocket designed to explode on contact.

Harpoon Gun (34)

This handmade gun is made of rubber bands designed to fire salvaged harpoons.

Hidden Pistol (35)

A spring-loaded wrist brace allows a pistol to be pushed into a person's hand.

Junk Gun (36)

This weapon produces an electromagnetic pulse that fires iron rich scraps at a target.

Laser Pistol (41)

This military weapon from the Great War is a compact pistol that fires a laser beam.

Laser Rifle (42)

This military weapon from the Great War generates a powerful laser beam.

Molotov Slinger (43)

A wood plank has a groove allowing a lite Molotov Cocktail to be throw a very large distance.

Multi Crossbow (44)

This handmade crossbow is made of two or three stacked crossbows allowing multiple bolts to be fired before it has to be reloaded.

Needler Pistol (45)

This military weapon from the Great War fires a burst of needles at high velocity.

Nuke Thrower (46)

This shoulder mounted weapon fires a rocket with a nuclear warhead. This devastating weapon produces a nuclear blast

Plasma Rifle (51)

This military weapon from the Great War fires bolts of plasma.

Pneumatic Rifle (52)

This powerful pneumatic rifle uses compressed air to fire a ball bearing at speeds high enough to silently kill a long range target.

Rail Launcher (53)

This rifle has two powerful flywheels that fire an iron railroad spike at high velocity.

Rail Rifle (54)

This improvised electromagnetic accelerator uses the Lorentz effect to fire a metal ball bearing at high velocity at a target.

Saw Crossbow (55)

This crossbow fires circular saw blades at an opponent.

Scrap Minigun (56)

This minigun is made of scrap and its multiple barrels are rotated using a hand crank. This minigun can be designed to fire pistol bullets, rifle bullets, or shotgun shells.

Scrap Pistol (61)

This pistol is made of scrap and it can fire most types of pistol bullets.

Scrap Rifle (62)

This rifle is made of scrap and it can fire most types of rifle bullets.

Scrap Shotgun (63)

This shotgun is made of scrap and it can fire most types of shotgun shells.

Spring Bolter (64)

This bolt launcher uses two powerful mattress springs to fire an iron spike at a target.

Syringe Rifle (65)

This weapon uses two spinning flywheels to launch a filled syringe at a person to inject her with a drug or medicine from a distance.

Zip Gun (66)

This handmade weapon is made of wood or a pipe and it fires a single bullet before it must be reloaded.

Post-Apocalyptic Vehicles (D30)

These are the vehicles found on the roads and waterways of the post-apocalyptic future.

Armored Car (1)

These armored money cars have been armed making them extremely hard to destroy.

Barge Town (2)

An entire city is floating on interconnected barges allowing its citizens to avoid wasteland raiders. These barges must be untied whenever a storm approaches or the barge town will be ripped apart.

Battle ATV (3)

These ATVs have been armed with light machine guns making them a stable weapons platform.

Battle Boat (4)

These boats are covered in armor plates and armed with light machine guns.

Battle Car (5)

These cars are covered in armored plates and armed with light machine guns.

Battle Copter (6)

These salvaged helicopters are armed with a light machine gun.

Battle Dozer (7)

A bulldozer is armed with machine guns and flamethrowers making it the perfect line breaker.

Battle Jet Ski (8)

These jet skis are armed with a light machine gun.

Battle Semi (9)

These semi-trucks and their trailers are covered in armored plates and both are armed with heavy machine guns and flamethrowers. They have firing slits cut into the sides of their armored trailers allowing passengers to fire out of them with hand weapons.

Big Wheel (10)

These huge cars have massive wheels allowing them to run over other vehicles.

Bike (11)

Motorcycles are great for getting around the wastelands and they use less gasoline than a car.

Boarding Wagon (12)

This open-top truck has boarding poles and boards that allow riders to board other vehicles even at full speed.

Bomb Truck (13)

A truck is filled with gas soaked chemical fertilizer allowing it to be used as a mobile bomb or gate breaker.

Claw Car (14)

This car has a massive pneumatic mechanical claw on its front allowing it to grab other fleeing cars.

Desert Barge (15)

These sand boats are designed to ride over the great deserts of the wastes on pontoons and propelled by great wind sails.

Desert Bike (16)

These motorcycles have huge wheels allowing them to transverse most environments.

Flying Fortress (17)

This huge fortress floats over the wastes using technology from the lost past and its appearance means doom for any local fortress town. These huge battle towers use advanced repulsor field technology allowing them to float over the land and making them immune to all standard weapons.

Glider (18)

These powered gliders allow a single person to take to the air to scout the local area from the sky. This simple device can be built from the scrap found in the wastelands.

Gyrocopter (19)

These small helicopters allow a person to keep an eye out for ambushes before his main convoy approaches.

Mega Wheel (20)

This vehicle's single massive wheel allows it to travel over any terrain with incredible speed. Its powerful gyroscope makes it almost impossible to be tipped or knocked over.

Mini Blade (21)

A person holds onto a pole attached to a powered copter blade that lifts a person into the air for aerial scouting.

Mini Tank (22)

This small tank is a relic of the Old World and it is armed with a powerful battle cannon or rotary minigun.

Mini Walker (23)

This small all-terrain walker is a relic of Old World technology that allows a single rider to transverse most terrains.

Motor Scooter (24)

This gas powered scooter allows a single rider to travel at high speeds over any flat surface.

Nomad Bus (25)

These heavily armed and armored buses are used to transport families safely across the wastes.

Roller Wagon (26)

This truck has a massive spiked cylinder attached to its front end allowing it to roll over anyone or anything in its way.

Rolling Town (27)

An entire city is on massive tank treads allowing it to move when local resources run out or enemies attack.

Sand Board (28)

This board allows a rider to catch the wind in its sail to surf the sand dunes of the wastes.

Sand Crawler (29)

This massive barge is transported on eight tank treads allowing it to traverse the sandy dunes. It is covered in machine guns and flamethrowers for defense.

Waste Train (30)

These trains have been equipped with tires allowing them to ride over the plains of the wastelands.

Psipunk Adventure Hooks (D20)

In the future, the power of the mind will be the most powerful tool and weapon available to any advanced society.

Afterlife Conversion (1)

As psionic powers have been manifesting throughout the world, the barrier between this world and the afterlife has weakened. This has caused the souls from the afterlife to roam the world and caused the total destruction of society.

Alien Research (2)

The government has developed psionic research through alien autopsies and reverse engineering of alien technology.

Corporate Psi Ops (3)

Mega corporations find and raise children from their corporate slums that have been screened to have high levels of psionic potential. This allows them to create highly trained psionic operatives to do the wet works for their parent corporation.

Corrupted Psion (4)

A psionic individual must control his emotions and actions or he will become a corrupt and evil psion that only wants to kill or subjugate everyone around her.

Government Psionics Initiative (5)

Planetary governments gather children from their populations that show signs of high psionic potential to create a psionic military division.

Great Awakening (6)

Rifts in reality have opened to other dimensions that have caused the entire population of the world to gain psionic powers.

Mind Awakening Experiment (7)

This secret government project is attempting to create psionic individuals by kidnapping children and performing isolation and drug experimentations to induce psionic abilities in these children used as guinea pigs.

Mind Awakening Movement (8)

Psionic enhancing drugs have been commonly used by the masses attempting to increase their mental powers.

Psi Drugs (9)

Drugs can greatly enhance a person's psionic potential. This drug might be created from a specific alien creature found on a single alien world.

Psi Institute (10)

This secret society is attempting to gather psionically attuned individuals throughout the world in an attempt to open a portal to an alternate dimension.

Psionic Enhancers (11)

These individuals have no psionic powers but they have the ability to permanently enhance the psionic abilities of other people.

Psionic Entity (12)

An ethereal psionic entity attempts to take over a psyker to enter into our dimension.

Psionic Hatred (13)

A society fears and hates all psykers because of their recent past of domination and slavery by powerful psykers so all children must hide their psionic abilities or be killed.

Psionic Null Race (14)

This alien race has no psionic abilities but they prevent anyone around them from using their psionic powers.

Psionic Order (15)

This organization trains children to serve as psionic knights dedicated to protecting the innocent throughout the universe.

Psionic Race (16)

Every individual in this alien race is born with high psionic potential meaning that their society evolves around the use of these powers.

Psionic Registration (17)

In this society, all individuals with psionic abilities must legally register with the government so they can be tracked and their powers used in times of need by their nation.

Psionic Shield (18)

This device prevents a person's mind from being affected by psionic powers.

Psionic Tracker (19)

The government has created a device that can detect every psionically attuned person in the world.

Psionic Witch Hunt (20)

Society has turned against all psykers and they are hunted down and killed throughout this culture.

Psionic Knights Adventure Hooks (D100)

These adventure ideas are for psionic knights that work for an organization that protects the universe known as the psionic temple. Psionic knights defend the innocent and destroy evil throughout the universe.

Alien Invaders (1)

You have been assigned to the frontlines of a war with evil alien invaders.

Ancient Archive (2)

The psionic temple has a secret library of all the ancient psionic training techniques and the true meaning and danger of the void.

Arch Villain (3)

Every psionic knight has a dark psion that she hunts and remains a constant threat to her life and the lives of her colleagues and family.

Assassination Plot (4)

You are assigned to capture an assassin before he kills his target.

Bio Weapons Factory (5)

You must destroy a bio weapons factory that produces deadly biological weapons that are being used to destroy the entire population on worlds throughout the universe.

Bodyguard Duty (6)

You must protect a political leader from terrorists and assassins.

Bound Couples (7)

Psionic knights are recommended to find a bond partner and marry early in life. These couples are always assigned to missions together because of their incredible teamwork and dedication to each other that greatly increases their chance of success and survival.

Bounty Hunter (8)

You must hunt down and stop a bounty hunter trying to capture another psionic knight.

Call of the Void (9)

A psionic knight will sometimes be called by the void to perform a specific task to maintain balance throughout the universe and the void.

Chosen One (10)

You have discovered a young child with greater psionic potential than has ever been seen before.

Civil War (11)

You are assigned a mission to stop a bloody civil war.

Clone Army (12)

You are assigned to destroy a clone army that threatens the galactic republic. You must find and destroy their cloning facility before their forces overwhelm the republic.

Council of Elders (13)

These powerful psionic knights are the leaders of the psionic temple known as the High Council. They determine the future of the temple and decide where all the knights are assigned throughout the universe.

Council of Seers (14)

These psionic knights are masters of precognition allowing them to see glimpses of the future to better guide the path of the psionic temple. Their visions are always correct but sometimes their visions are hard to interpret.

Counterbalance (15)

For every powerful psionic knight, there will be an equally powerful dark psion created over time.

Dark Brotherhood (16)

This group of dark psions work with the underworld of the universe to slowly corrupt society to avoid the attention of the psionic temple.

Dark Collector (17)

A dark collector is a dark psion that keeps a psionic knight's psionic blade or crystal as a souvenir whenever he kills one.

Dark Emperor (18)

Once in a while, a powerful dark psion rises to power and other dark psions from around the universe search him out to join forces with him to create a deadly force in the universe.

Dark Psions (19)

A psionic knight can become corrupt and fall to the path of evil to become a dark psion. Their exposure to the void has completely corrupted their minds and they spend the rest of their lives trying to acquire greater and greater power.

Dark Ritual (20)

A dark psion can create a psionic ritual allowing him to draw the lifeforce of everyone living on a planet to give himself immortality and almost unlimited power.

Destroy Corruption (21)

You have been assigned a mission to discover and slay a member of the psionic temple that has fallen to the dark side of evil and corruption.

Diplomatic Mission (22)

You are assigned to a diplomatic mission between two powerful worlds on the verge of a financial or physical war so you must maintain the peace.

Drone Foundry (23)

You are assigned to destroy a factory that produces deadly battle drones for a universe spanning war.

Drug Buster (24)

Your assignment is to destroy a universe wide drug cartel.

Eternal Presence (25)

When a psionic knight dies, he becomes an eternal part of the universe in the form of pure energy and consciousness. This psionic phantom can still communicate with other knights in times of great need.

Experimental Pilot (26)

You must test pilot an experimental spacecraft or fighter.

Foundry World (27)

You are assigned to find and destroy the foundry world that produces the endless waves of military hardware used by the followers of the dark psions.

Free Hostage (28)

You must free a captured political or religious leader before a war breaks out.

Galactic Civil War (29)

A split between the forces of the galactic republic leads to a deadly war where the psionic temple has aligned themselves with one side of the war.

Galactic Republic (30)

All the worlds in the universe have created a government that has asked the psionic temple to join with them to defend the universe.

Grand Plan (31)

The psionic temple searches for a chosen one that they believe will stabilize the void and prevent any future dark psions from being created.

Great Schism (32)

These psionic knights have broken away from the psionic temple to explore forbidden knowledge and power.

Guardian Duty (33)

You must protect a political or military leader until he can fulfill his destiny.

Guardians of Justice (34)

Psionic knights will attempt to destroy criminal forces whenever they are discovered on any world that they are assigned.

Hidden Masters (35)

Many ancient psionic knights have hidden themselves in order to protect the universe in times of great need.

Hologram Vault (36)

This ancient vault of the psionic temple contains holograms of all the great masters of the council of elders from the last thirty thousand years of its history. A vast database of everything recorded on these holograms can be searched through to quickly find the exact ancient knowledge that can help a psionic knight complete a mission that might appear to be impossible. Once the correct holo cube is determined, a knight can listen to how an ancient knight solved a similar or the exact same problem in the distant past.

Hostage Situation (37)

You must free hostages from a terrorist group that has taken control of a building or space station.

Icon of Control (38)

This ancient psionic artifact allows a psion to control the minds of hundreds of people at once.

Knight Crusaders (39)

The knights of this sect of the psionic temple have dedicated their lives to hunting down dark psions throughout the universe.

Knight Pilgrims (40)

The knights of this sect of the psionic temple are attempting to set up small hidden colonies of knights throughout the outer rims of space to make sure that there will always be knights even if the psionic temple falls.

Lost Tribes (41)

These colonies of psionic sensitive populations have grown in secret throughout the universe in safety because they are hidden from the dark psions by massive regions of instability in the void.

Mad Scientist (42)

You are assigned to find and capture a mad scientist that is supplying powerful experimental weapons to the dark psions.

Military Traitor (43)

You must determine who is the traitor in the galactic republic's military and stop them before they destroy the republic from within.

Mind Control Device (44)

You are assigned to destroy a dark psion device that allows them to control the population of an entire world.

New Teacher (45)

You must teach a class of young adepts how to master their psionic powers and how to avoid the temptation of darkness and evil.

Path of Corruption (46)

When a child with incredible psionic potential is discovered, her parents are willing to give her to the psionic temple because they fear without proper training, she will turn into one of the plagues of the universe, a dark psion.

Peace Treaty (47)

You are assigned to enforce a peace treaty on a local world. Once warring forces are willing to meet together and work out their difference and create a lasting peace, the psionic knight can go home.

Peacekeepers (48)

Psionic knights are dedicated to maintaining peace throughout the universe so they will destroy any force attempting to start wars or creating social unrest and anarchy throughout the galactic republic.

Peacemakers (49)

You are assigned to forge a peace treaty between two worlds that have been at war for generations. This can be a very difficult mission because many wars are caused by racial hatred or past war atrocities.

Planet Killer (50)

You are assigned to destroy a planet killing ship before it can be used to destroy an innocent world.

Planetary Siege (51)

You must break through an enemy space fleet's siege of a friendly planet.

Precog Combat (52)

Psionic knights can block or dodge any attack because their precognitive abilities allow them to predict the movements and attacks of an opponent.

Precog Pilot (53)

Psionic knights are the universe's greatest pilots because they can predict the actions of enemy pilots and use their powers to determine the perfect path to move through any obstacles and avoid enemy attacks.

Prophecy (54)

A psionic temple has a long held prophecy that a chosen one will come to bring order to the universe and destroy the dark psions forever.

Psion Wars (55)

The battle between the psionic knights and the dark psions has ravaged the universe as both forces refuse to surrender.

Psionic Academy (56)

All young psions in the psionic temple are placed in this school that trains students in the use of their psionic powers and how to prevent the void from corrupting their minds.

Psionic Artifact (57)

A newly discovered ancient artifact greatly enhances your psionic powers.

Psionic Blade (58)

This handle contains a psionic crystal that amplifies a psionic knight's mental powers into a blade of pure psychic energy.

Psionic Bloodline (59)

These psions have a genetic trait for psionic potential so when they have children, their children are all born with immense psionic potential.

Psionic Bond (60)

Any psions that spend time together will slowly build a psionic bond between them allowing them to always tell where the other person is and they gain greater power when they are near each other.

Psionic Bridge (61)

The ability for two connected psionically bonded psions to communicate across the universe that even allows them to physically interact.

Psionic Construct (62)

Psionic knights can produce physical structures from pure psionic power that can take the form of a living creature or a powerful weapon.

Psionic Crystal (63)

Psionic crystals have the ability to amplify the psionic potential of a knight to greatly increase his psionic powers.

Psionic Damper (64)

Some creatures create psionic waves that prevent psykers from using their psionic powers.

Psionic Disciple (65)

You are assigned a young disciple to raise and train.

Psionic Drugs (66)

These drugs open up hidden regions of the brain to make a person more psionically sensitive.

Psionic Exile (67)

Knights that refuse to obey the rules and orders of the council of elders are sent into exile. They must never set foot on a planet with a temple shrine or they will be arrested but this is almost always a temporary ruling.

Psionic Knight (68)

Psionic knights are powerful psions that have dedicated their lives to protecting the innocent and destroying evil. They can be recognized throughout the universe because they always wear long brown robes and a glowing defensive field. Their symbol is their psionic blade that means instant death for their enemies and victory for their allies.

Psionic Prison (69)

These prisons are made of void stone that completely negates all psionic powers of its prisoners.

Psionic Sensitivity (70)

Children that are psionically sensitive are being searched for throughout the universe to be trained by the psionic temple to be future psionic knights.

Psionic Stalker (71)

These monsters can sense a psion's effect on the fabric of space so these creatures can find them no matter where they are hiding throughout the universe.

Psionically Inert Species (72)

Many alien species are not affected by direct psionic manipulation making them immune to a knight's mind tricks.

Rebellion (73)

You are assigned to a planet to help stop a rebellion on a republic world.

Rescue Team (74)

You have gathered a team of psionic knights to save a captured knight from a maximum security prison.

Robot Army (75)

You are assigned to destroy a robot army attacking the galactic republic.

Rogue Hunter (76)

You are assigned to capture a rogue psionic knight.

Save the Peace (77)

You must free a kidnapped diplomat before peace negotiations break down.

Scout Duty (78)

You are assigned to search for new worlds throughout the outer rims of the universe to add new members to the galactic republic.

Strike Team (79)

The psionic temple does not attempt to fight the hordes of followers of a dark psion but instead they create strike teams of psionic knights to attack and kill the dark psion himself.

Super Weapon (80)

You are assigned to destroy an enemy super weapon.

Systematic Purge (81)

Dark psions search throughout the universe and kill psionic knights one at a time.

Tech Killer (82)

You are assigned to destroy an experimental device before it can be used.

Temple Shrine (83)

These shrines are the base of operation for the psionic temple on every major republic world.

Temple Traitor (84)

You must determine who is the traitor in the psionic temple or the galactic republic's government.

Testing Ground (85)

The fabric of space in this region of a planet is unstable making access to the void easier allowing a psion to effortlessly create new psionic powers in this testing ground.

The Void (86)

The void is a subdimension in space that can be accessed by people with psionic potential allowing them to unleash the power of the void into our dimension.

Trackers (87)

These psionic knights are trained to sense people with psionic potential allowing them to detect a psion anywhere on an entire planet or throughout the entire universe if they are powerful enough.

Trained from Birth (88)

Children with psionic potential are offered a place in the psionic temple to be trained in the way of the knighthood.

Training Drone (89)

All disciples are trained using automated hover drones that fire painful beams of energy that a disciple must learn to block with her psionic blade. Eventually, a disciple must learn to detect the movement and attacks of these drones while blindfolded.

Trials of Knighthood (90)

A psionic knight must perform the trials of the knighthood to become a full-fledged knight by proving her mind and emotions are strong enough to prevent the constant exposure to the Void from driving her insane.

Void Dementia (91)

Anyone exposed to the void for too long will receive permanent brain damage resulting in hallucinations and extreme paranoia.

Void Distortions (92)

Any area of the universe may have a permanently warped region of the void that makes using psionic powers impossible in that location.

Void Exposure (93)

The psionic temple exposes young psions to the void causing their psionic potential to greatly increase or in a very few cases corrupts or destroys the child's mind.

Void Leech (94)

A psion is a psionic leech that gains power by killing other psions.

Void Stone (95)

This crystal strengthens the barrier between our dimension and the void preventing any psionic powers from being activated near it.

Void Storms (96)

An area of the universe may have a rare void storm that negates psionic abilities for a limited time.

Void Wound (97)

A psion is a void wound that alters the personality of everyone around her making them more and more like her in personality and emotional control.

War Criminal (98)

You have been assigned to capture a war criminal and bring him in for trial.

Way of the Psion (99)

All psionic knights are trained from their youth to only use their powers to protect the innocent and destroy evil wherever it is found.

Weapon Factory (100)

You must destroy a weapon factory producing weapons for criminals, warlords, and dark psions.

Psionic Knight Archetype (D50)

The psionic temple trains children with psionic potential throughout the universe to become psionic knights that use their immense psionic powers to defend the weak and destroy evil throughout the universe.

Acceleration (1)

A knight can accelerate his movement speed multiple times allowing her to avoid almost any attack and strike with unimaginable speed.

Adapt (2)

A knight can tap into the fabric of the universe allowing her to do anything in times of need.

Animal Bond (3)

A knight can talk to or control any animal.

Apprentice (4)

A knight raises and trains a young knight until he is ready to defend freedom throughout the universe on his own.

Battle Meditation (5)

A knight can see the exact solution to defeat any military force no matter what the odds.

Blind (6)

A knight can cause a person to go temporarily blind.

Breath Control (7)

A knight can limit his metabolism to reduce the amount of air that he needs to survive.

Comprehend Speech (8)

A knight can understand and speak any language by accessing the language centers of the mind of someone that knows that language.

Conceal Mind (9)

A knight can protect his thoughts from other psionically active people and hide his psionic powers from other people.

Confusion (10)

A knight can cause another person to become confused and disoriented.

Dark Psions (11)

A knight must always protect their emotions because any psyker that loses control is in danger of becoming one of the greatest threats in the universe, the dark psion. A dark psion is filled with hate and fear so she uses her psionic powers to control or destroy the universe.

Deflect (12)

A knight can deflect any projectile or energy beam away from himself and redirect it towards a new target using a psionic shield, energy blade, or psi weapon.

Emotional Resonance (13)

A knight can accidentally transfer his emotions and beliefs to the people around him unless he always follows proper emotional control techniques and safeguards.

Empathy (14)

A knight can cause anyone near her to care about her and trust her. She can also read another person's emotions and share her emotions with that person.

Energy Blade (15)

A knight has an energy sword that allows him to cut through anything and deflect incoming projectiles and energy blasts.

Enlightenment (16)

A knight can determine the solution to any problem no matter how complex or difficult if given enough time.

Far Sight (17)

A knight can see the results of any possible action.

Ghost (18)

When a knight dies, he still exists as living energy in the fabric of the universe.

Heal (19)

A knight can use her psionic powers to heal herself or another person.

Hibernation (20)

A knight can enter a healing trance to regain health and energy.

Hyper Mode (21)

A knight can cover his entire body in psionic energy to become indestructible, super fast, and super strong for a short period of time.

Illusion (22)

A knight can create life like illusions in another person's mind that cannot be distinguished from the real thing.

Knight Council (23)

The psionic temple has a high council of powerful knights that make all the decisions for every members of the order. They assign knights to short term missions and life time assignments and they have the final say on the fate of all knights in times of dispute.

Knight Vault (24)

The Order has the vast knowledge of their greatest knights stored in holographic cubes so if an ancient enemy ever resurfaces, they will know what to do by accessing this ancient storehouse of knowledge.

Levitation (25)

A knight can cause any object or his own body to levitate above the ground.

Lightning (26)

A knight can project lightning bolts of pure mental energy at an enemy.

Listen (27)

A knight can hear someone talking from almost any distance away.

Memory Wipe (28)

A knight can permanently erase the specific memories from another person's mind.

Mind Control (29)

A knight can control the actions of another person.

Mind Probe (30)

A knight can read the memories and emotions of another person.

Persuasion (31)

A knight can persuade another person to perform an action without him knowing that he is being manipulated.

Precognition (32)

A knight can see vague images of future events.

Projection (33)

A knight can project his image and voice anywhere in the universe.

Psi Blade (34)

A knight can produce a blade of pure psionic energy.

Psi Blast (35)

A knight can produce a destructive or shocking beam of psionic energy.

Psi Shield (36)

A knight can make an impenetrable shield from psionic energy.

Psi Weapon (37)

This weapon allows a knight to focus his psionic power through a hand weapon allowing it to melt through any substance or deflect any type of damage.

Psionic Cube (38)

This device allows a knight to store a holographic message that can only be accessed by another knight.

Psychometry (39)

A knight can read what happened to any object simply by touching it.

Pyrokinesis (40)

A knight can create fire or ignite any substance at will.

Sleep (41)

A knight can cause another person to fall asleep or become unconscious for a set amount of time.

Slow (42)

A knight can cause the movement of time in a region of space to slow down.

Stealth (43)

A knight can completely remove his presence from the perception of everyone around him making him impossible to detect.

Telekinesis (44)

A knight can move objects around with her mind. She can even catch projectiles or energy beams and redirect them.

Telepathy (45)

A knight can speak to another person using only her mind over any distance.

Teleport (46)

A knight can create a wormhole in the fabric of spacetime allowing him to jump to anywhere in the universe in an instant.

Traveling Diplomat (47)

Knights act as trusted and unbiased diplomatic negotiators when planetary governments or alien worlds are in turmoil.

Traveling General (48)

A knight takes the role of a military general on any planet in great turmoil and social disorder.

Versatile (49)

A knight can perform any action with the skill of a seasoned expert simply by accessing the energy that permeates throughout the universe.

Void (50)

A knight can completely conceal his psionic power from the outside world.

Ranged Weapon Traits (D88)

These traits can be given to any projectile, sonic, or laser weapon to increase its uniqueness, versatility, and killing power.

Ambusher (11)

The damage produced by this weapon increases when fired from out of cover.

Anvil (12)

This weapon has no recoil or kickback.

Avenger (13)

This weapon deals more damage when its user is wounded.

Banish (14)

This weapon banishes a target to another dimension.

Bioshock (15)

This weapon deals double damage to living creatures.

Blinding Light (16)

This weapon blinds its target.

Blitz (17)

The longer this weapon is fired in fully automatic mode, the higher its rate of fire becomes.

Bloodbath (18)

A successful attack by this weapon causes a target to bleed.

Butcher (21)

Every time this weapon is fired in burst mode, the number of rounds per burst increases.

Buzzsaw (22)

Each successful attack increases this weapon's rate of fire.

Chopper (23)

Firing point blank with this weapon causes critical damage.

Corrosion (24)

This weapon causes corrosive damage to its target.

Cycle of Pain (25)

Every time this weapon makes a successful attack, its damage increases.

Deadeye (26)

This weapon has extremely high accuracy.

Death from Above (27)

This weapon deals critical damage from an elevated position.

Defender (28)

A defensive shield forms around the person using this weapon.

Electrocute (31)

This weapon produces an EMP burst that knocks out the electronics of any robot or cyborg.

Elemental Rage (32)

This weapon produces a random elemental damage type.

Endless Assault (33)

Successful attacks with this weapon cause its magazine to refill.

Firestarter (34)

This weapon causes a target to ignite.

Fortress (35)

Successful attacks from this weapon restores a user's body armor and defensive shields.

Frostbite (36)

Successful attacks from this weapon cause cold damage.

Fury (37)

Successful attacks from this weapon cause an explosion.

Ground Zero (38)

This weapon deals radioactive damage.

Guardian (41)

Successful attacks from this weapon make its user more difficult to hit.

Gunslinger (42)

Hitting a weak point with this weapon causes critical damage.

Hailstorm (43)

If all attacks from a burst fired from this weapon hit, they all cause critical damage.

Hammerhead (44)

Hit streaks from this weapon cause a target to ignite.

Hive (45)

This weapon causes a swarm of deadly insects to attack its target.

Howler (46)

This weapon disorients its target.

Hunter's Mark (47)

This weapon displays a floating symbol over every enemy in the battlefield.

Hunter's Sense (48)

This weapon glows when it is aimed to hit a target.

Hydra (51)

Multiple shots in a burst pattern are fired from this weapon.

Kill Zone (52)

This weapon causes critical damage for all attacks within close range.

Last Stand (53)

As the health of the person using this weapon decreases, the weapon's damage increases.

Masterwork (54)

This weapon was created by a master craftsman, so it is extremely accurate and reliable.

Meat Grinder (55)

This weapon's critical hit damage is doubled.

Melter (56)

Successful attacks from this weapon cause the acid condition.

Regenerator (57)

This weapon has a constant rate of ammo regeneration.

Restoration (58)

Killing with this weapon removes all negative status effects from its user.

Ricochet (61)

The shots from this weapon ricochet off any hard surface.

Sandman (62)

Successful attacks from this weapon cause the sleep condition.

Savior (63)

This weapon will attempt to resuscitate its user when she dies.

Scout's Fury (64)

Dashing when firing this weapon causes it to deal critical damage.

Sentinel (65)

This weapon causes critical damage when it hits from overwatch.

Shocker (66)

Successful attacks from this weapon deal electric damage.

Shredder (67)

Successful attacks from this weapon cause armor destruction.

Singularity (68)

This weapon creates a massive gravity well to drawn in its target.

Skull Taker (71)

Headshots by this weapon deal instant death.

Sledgehammer (72)

Successful attacks from this weapon cause knockback.

Soul Taker (73)

This weapon causes instant death for a successful attack against a wounded person.

Spore (74)

This weapon causes fast growing spores to consume its target and a cloud of these spores to form around the corpse.

Sprinter (75)

This weapon increases the movement of its user.

Sticky (76)

Successful attacks from this weapon cause a target to stick to anything it touches.

Striker (77)

This weapon has increased knockback and stun.

Sweet Dreams (78)

Successful attacks from this weapon cause the sleeping condition.

Tentacle (81)

This weapon causes a tentacle from another dimension to spawn and pull its victim into the abyss.

Tracker (82)

The shots from this weapon hunt down its target.

True Balance (83)

Each successful attack decreases the recoil of this weapon.

Undertaker (84)

Damage dealt to a living creature by this weapon cannot be healed.

Undying (85)

This weapon will revive its user if she is slain.

Valkyrie (86)

This weapon deals critical damage when its user is flying.

Vampire (87)

All damage produced by this weapon restores the health of its user by an equal amount.

Wave (88)

The shots from this weapon moves in a wave allowing them to hit a target behind cover.

Rescue Team Adventure Hooks (D66)

These are the adventures and missions that an international rescue team must perform to save people from manmade and natural disasters.

Asteroid Base Disaster (11)

A disaster has occurred on an asteroid mining base so your team must send a space mission to save the base's crew.

Asteroid Collision (12)

A world ending asteroid is on a direct hit trajectory with the Earth so your team must run a space mission to destroy the asteroid or change its trajectory.

Burning Skyscraper (13)

A mega skyscraper has caught on fire so your team must evacuate people from the highest stories.

Clear Space Junk (14)

Orbiting space junk has collided and is now on a downward spiraling trajectory to a metropolitan city. Your team must destroy or change the direction of this space debris before it hits.

Collapsing Bridge (15)

A suspension bridge is starting to unravel so your team must evacuate it before it completely collapses.

Collapsing Space Elevator (16)

A space elevator has been damaged and it is about to collapse so your team must stabilize it to give the populace below time to be evacuated.

Comet Collision (21)

A world ending comet is on a direct hit trajectory with the Earth so your team must run a space mission to destroy the comet or change its trajectory.

Crane Collapse (22)

A building crane is about to collapse so your team must stabilize it and save its crew before it crashes to the ground.

Dam Collapse (23)

A dam is about to break so your team must repair it before its crushing waters destroy the entire community that lies below it.

Damaged Space Yacht (24)

A space yacht has had an emergency so your team must save its crew and passengers.

EMP Bomb (25)

An EMP bomb has been activated above a major city so your team must save people from the chaos caused by the total collapse of all electronic and computer-based systems and infrastructure throughout the city.

Erupting Volcano (26)

A volcano is about to erupt so your team must evacuate the population below and attempt to stop the eruption from occurring or divert the lava away from the population centers below.

Falling Satellite (31)

A satellite is falling from orbit and it is projected to strike a major city so your team must destroy it or change its landing trajectory to hit an unoccupied area.

Falling Space Station (32)

A space station has fallen from orbit so your team must change its trajectory or destroy it before it crashes in a major population center.

Flooded City (33)

A city's levees have collapsed or a tsunami has flooded a city so your team must save people from these raging waters and the people trapped in local buildings.

Global Wildfires (34)

Global climate change has caused wildfires to rage across the world so your team must save people trapped by these fires and help firefighters stop the spread of these deadly fires.

Hijacked Cruise Ship (35)

A cruise ship has been hijacked by terrorists so your team must rescue this boat in the open ocean and make sure that none of the passengers get hurt.

Hijacked Plane (36)

A plane has been hijacked by terrorists in flight so your team must rescue it in the air and make sure that none of the passengers get hurt.

Ice Cavern (41)

People are trapped in an ice cave caused by an avalanche so your team must use snow equipment to save these victims before they freeze or another avalanche occurs.

Lost Nuclear Sub (42)

A nuclear sub has lost power and has disappeared down into an oceanic trench. Your team must save the crew of this lost submarine before they run out of oxygen.

Mass Tornadoes (43)

Tornadoes have struck at an alarming rate destroying towns in a tornado zone so your team must save as many people as possible from this tornado super cell.

Mine Collapse (44)

A mine has collapsed so your team must dig into the ground to save the miners trapped in a mine shaft deep below the Earth's surface before they run out of oxygen without causing the mine shaft to collapse.

Moon Base Disaster (45)

The international moon base has had a meteor strike and has lost life support and is bleeding atmosphere. Your team must perform an emergency space mission to save the crew of this lunar base.

Oil Rig Explosion (46)

An oil rig has exploded so your team must rescue the rig's crew and stop the flow of oil before it completely destroys the environment.

Plane Cannot Land (51)

A plane's landing gear has malfunctioned so your team must catch this plane using specialized plane landing rovers.

Rogue Bullet Train (52)

A bullet train has lost control or has been hacked so it cannot be stopped and continues to accelerate out of control. Your team must save its crew and passengers and stop it before it derails or crashes.

Rogue Mining Vehicle (53)

An automated mining platform has run amok so your team must evacuate its crew and stop it before it destroys a local city.

Rogue Tree Harvester (54)

An automated tree harvester platform has run amok so your team must evacuate its crew and stop it before it destroys a nearby city.

Rogue Weather Sats (55)

The world weather control system has been hacked or failed so the weather around the world has spiraled out of control. Your team must save as many people from these weather disasters as possible and turn off the rogue weather satellite network before the world is destroyed.

Sinkhole (56)

A skyscraper starts to disappear into a giant sinkhole so your team must stabilize the building and evacuate its residents before it disappears into this bottomless pit.

Solar Collector Danger (61)

A solar collection station has lost control and its energy emission beam must be turned off or turned away before it accidentally destroys a major city.

Submerged Cave (62)

People are trapped in a submerged cave caused by a flash flood so your team must use aquatic rescue equipment to save these victims.

Super Hurricane (63)

A super hurricane has hit a major metropolitan coastal city so your team must rescue people trapped by this natural disaster.

Super Quake (64)

A mega earthquake has hit a major metropolitan city that is now in total anarchy so your team must save as many of the survivors as possible and stop the looting.

Undersea Lab (65)

An undersea base has been made unstable by an undersea earthquake so your team must save the crew of this base before it implodes and sinks to the bottom of the ocean.

Unstable Atmospheric Scrubber (66)

Automated pollution scrubbing towers have malfunctioned or have been hacked into producing clouds of deadly gas instead of clean air. Your team must stop the flow of this deadly gas and divert it before it covers the surrounding cities in poisonous fumes.

Rescue Team Tech (D50)

These are the advanced technologies and gadgets used by an international rescue team to save people from manmade and natural disasters.

Air Mattress Rover (1)

This wheeled vehicle is designed to catch a person falling from a tall building using an inflated mattress.

Air Station (2)

This airborne mobile command station allows a rescue team to quickly set up a mobile base and observation post in any area. This aerial platform allows your team to evacuate people from elevated positions and areas that are extremely difficult to approach like during floods or lava flows.

Crane Rover (3)

This rover carries a powerful crane with a mechanical claw allowing it to move large objects and build barriers and towers from debris.

Cyro Tank (4)

This armored tank projects a cryogenic liquid to knock out fires and to weaken the molecular structure of barriers that can be shattered by a small explosive blast once it is frozen.

Demolition Drones (5)

These remote drones are designed to disarm or detonate explosive devices.

Demolition Rover (6)

This armored tank fires explosive shells designed to knock over barriers.

Diving Suit (7)

This specialized suit is designed for underwater operations with an air supply, artificial gills, water propulsion unit, light source, buoyancy regulator, pressure regulator, underwater laser torch, and emergency resurface balloon.

Door Breaker (8)

This automated device is placed in a door jam and it can pry any door open no matter how strong it is.

Elevator Cart (9)

This rover can deploy a hundred story tall elevator to evacuate people from the highest story of a mega skyscraper.

EMP Drone (10)

This drone can fire an EMP pulse to knock out an out of control robot, drone, computer system, or AI.

Evacuation Drone (11)

These powerful aerial drones lower a harness that a victim can strap onto his body so the drone can carry the victim to safety.

Excavator (12)

This rover uses a powerful sonic canon to drill into the ground and it uses its powered shovel arm to dig out this loosened dirt.

Firefighting Rover (13)

This rover has hydro pumps, foam cannons, explosive cannons, and cyro missiles designed to knock out fires of any origin or intensity.

Flamer Suits (14)

These powered suits of rescue armor allow a single person to create intense heat rays designed to instantly burn any excess ignition material instantly into ash to prevent a fire from spreading.

Flare Launcher (15)

This device allows a flare to be launched that can be programmed to spell out a specific message.

Foam Seal (16)

This dispenser sprays a fast forming sealant foam that reacts to become a polymer as hard as steel. This material can be used underwater and in almost any temperature to seal holes, fuse objects together, and create temporary structures or braces.

Hand Grappler (17)

This device fires an electromagnetic grappler claw that allows a rescuer to attach herself to any surface allowing her to pull herself up or pull an object to herself.

Hover Bikes (18)

These hover bikes allow rescuers to get into almost any environment and it allows them to carry large amounts of rescue gear and an additional passenger.

Hover Transporter (19)

This hover platform can be elevated to a high window or a roof and it deploys an escalator or slide so people can be quickly evacuated from an elevated position.

Insta Freeze (20)

This device sprays a highly endothermic liquid that instantly freezes anything that it touches allowing it to be shattered with ease.

Jet Suit (21)

This specialized rescue suit has a vectored thruster jet pack and a sealed environment that allows a rescuer to reach extremely difficult locations.

Ladder Dispenser (22)

This device can be attached to any surface and it dispenses a thin super strong polymer rope ladder with weighted ends that can be quickly lowered hundreds of stories to the ground.

Laser Cutter (23)

This hand laser allows a rescuer to cut through any surface or weld pieces of metal together.

Laser Rover (24)

This rover has a powerful laser cutter that allows it to cut through the walls of vehicles or buildings in seconds.

Life Tracker (25)

This heat, sound, and ultrasound sensor allows a rescuer to quickly find victims in any environment.

Med Pack (26)

This automated device scans an injured person and walks a rescuer through the process to save or stabilize the victim. This med pack includes drug injectors, a defibrillator, fast casts, liquid bandages, pain reducing patches, and fast stitches.

Mobile Command Center (27)

This mobile command center allows a single operator to control the entire rescue team and all government responders in a local area. It has a massive array of sensors and rescue and sensor drones allowing it to perform multiple coordinated rescues throughout an entire city.

Mole Drill (28)

This mole tank has a powerful drill that allows it to burrow through the ground to deal with underground disasters.

Multi Rover (29)

These versatile rescue rovers can have their function changed by their carrier container by changing their module to make them a laser cutter, firefighter, air mattress, elevator, crane, or radio transmitter.

Object Mover (30)

This rover uses anti-gravity generators to stop objects and debris from falling. This grav manipulator can also throw objects and debris to create or tear down barriers.

Power Bulldozer (31)

This armored and shielded bulldozer can push burning and radioactive debris and lava away to create safe zones. These machines also have explosive projectors that can knock out a fire or knock over a burning building.

Power Frame (32)

This thin powered hydraulic frame is built into a rescuer's uniform giving him super human strength and speed.

Rad Suit (33)

This heavily shielded suit allows a rescuer to operate in a high radiation zone for a long period of time without receiving deadly levels of radiation.

Recon Drone (34)

This small aerial drone allows a rescuer to search dangerous areas for survivors or the cause of an accident. Its cameras relay its video directly to a rescuer's communicator.

Recovery Rover (35)

This rover digs into the ground with multiple hydraulic legs and spikes and it fires powerful electromagnetic or claw grapples allowing it to pull any object or structure towards itself.

Rescue Rocket (36)

This aerospace ship is heat shielded allowing it to exit and enter the atmosphere. It has robotic arms and laser cutters allowing it to perform space rescues and repairs.

Rescue Submarine (37)

This mini submarine is designed for rescue situations that occur on the ocean surface or underwater. It has a dozer blade to move underwater debris, mechanical manipulators, a cutting laser, grapples, a net launcher, demolition torpedoes, a sealant projector to seal hull breaches, and a harpoon launcher.

Rescue Suit (38)

This powered armor is environmentally sealed and it is resistant to all extremes of temperature. This suit is also designed to operate in a liquid environment and in outer space.

Safety Pack Launcher (39)

This launcher accurately fires rescue packs to victims in difficult to reach locations. These packs provide victims with an air supply, tracking device, med kit, and communicator.

Skeleton Key (40)

This device can be pushed into any keyhole and it simulates the key allowing any lock to be opened.

Space Station (41)

This space station is linked to a network of surveillance satellites that monitors emergency communication networks and global emergency channels to determine where your rescue team is needed most in the world.

Sticky Bomb (42)

This explosive can be attached to any surface and it directs its explosive blast towards any preset direction to clear debris or tear through a wall.

Sticky Walker (43)

This four-legged walker has suction and electromagnetic feet allowing it to travel over any surface. This vehicle can scale sheer walls and even walk upside down allowing it to perform repairs and rescue operations in many unusual environments like the side of a dam or underneath a bridge.

Support Rover (44)

This rover sets up mechanical stabilizer arms that can keep an unstable building or structure from collapsing for a limited time. These stabilizers are mobile so they can be quickly dispensed by a support rover to many locations at the same time.

Survival Balloon (45)

This device can be strapped to a victim and it instantly fills with low density gasses that cause the person to be carried into the air where he can be picked up by a rescue plane.

Thruster Drones (46)

These remote aerial drones are designed to attach to a vehicle or structure to keep it from moving or prevent it from falling over or collapsing. These drones can keep up an entire segment of a bridge or tunnel from collapsing for a limited time.

Transmitter Truck (47)

This rover has signal antennas and boosters allowing it to create a stable communication network anywhere in the world when local communication networks have collapsed.

VTOL Carrier (48)

This immense VTOL plane is designed to carry specialized containers designed to operate in specific disasters including aquatic, fire, chemical, earthquakes, hurricanes, tornadoes, or volcanoes.

VTOL Jet (49)

This powerful VTOL plane has robotic arms, grapplers, rescue cords, demolition missiles, and cryo missiles allowing it to directly manipulate almost anything in flight, perform rescues in elevated disasters, or deliver multiple team members to almost any location in the world.

Zip Line Launcher (50)

This device fires a secure attachment to a high location and the launcher anchors it to the ground. This allows a rescuer to use a powered hand grip to travel up the line and send victims to the ground down the line in a zip harness.

Robot Malfunctions (D44)

These are possible malfunctions that can occur when a robot is damaged or has been hacked.

Berserk (11)

A robot's AI is severely damaged or has been compromised so it starts to attack and destroy everything around it.

Explosion (12)

A robot has received so much damage that it explodes.

False Command Protocol (13)

A false command protocol has been inserted into the AI of robot making it perform actions that it was not intended to perform. A command protocol prevents a robot from performing certain actions or forces it to perform certain actions under specific circumstances.

Fire (14)

A robot's internal mechanisms have overheated or have been damaged so it catches on fire and starts to emit black smoke.

Haywire (21)

A robot's AI has been shorted so it starts to randomly move or completely shuts down.

Killer (22)

A robot starts to hunt down and kill humans.

Misanthropy (23)

A robot's AI is damaged making it want to destroy its human masters.

Mission Altered (24)

A robot's mission has been altered so it performs a mission that was not authorized by its master.

Mission Erased (31)

A robot's mission has been lost so it does not know what to do.

Mobility System Failure (32)

A robot's motive drive has been damaged so it can no longer move.

Protocol Altered (33)

A robot's primary protocol has been altered so it starts to function in a way that it was not designed to perform. A robot's primary protocol determines its function and its relationship to other robots and people.

Protocol Erased (34)

A robot's primary protocol has been erased so it no longer functions or it creates a new one. A robot's primary protocol determines its function and its relationship to other robots and people.

Repetition (41)

A robot starts to perform the same action over and over again.

Sensor Failure (42)

A robot's sensors have failed so it can no longer see or it sees things that are not really there.

Sentience (43)

A robot has become a fully sentient being.

Short Circuit (44)

A robot's artificial intelligence has been shorted so it ceases to function.

Science Adventure Hooks (D50)

These are ideas for science based adventures where new technological advances have completely changed society and the future of our species.

Android Park (1)

Scientists have created androids to act and look exactly like people. They are used to create an amusement park filled with areas that represent different historical settings and events.

Android Servants (2)

Scientists have created androids to act and look exactly like people called synths. They are used as servants for the rest of humanity but they are slowly gaining true sentience leading to their desire for freedom.

Animal Talker (3)

Scientists have invented an animal communicator that allows people to speak to animals and understand what they are saying.

Armageddon Virus (4)

Scientists have created a virus that can wipe out the human race if it is ever released.

Autonomous Cars (5)

Scientists have created autonomously driving cars that have created a perfectly safe roadway until someone hacks into the system.

Brain Implants (6)

Scientists have created brain implants that greatly improve the mental capacity and processing power of the human brain. The danger of hacking was not properly addressed allowing hackers to control the thoughts and actions of people with these brain implants.

Celebrity Park (7)

Scientists clone famous people to create an amusement park for the rich.

Cloning (8)

Scientists have learned to clone humans to produce a perfect copy of a person that can be mentally programmed to act and think like that person. A person's personality and memories can be programmed into a clone but that does not mean that it will act or think like the original person.

Cold Fusion (9)

Scientists have created an unlimited clean energy source that has freed humanity from fossil fuel consumption and has saved the world from a pollution crisis.

Cyrosleep (10)

Scientists have learned how to freeze a person and revive him perfectly after hundreds or thousands of years. This technology makes it possible to travel to distant stars without FTL travel and it allows people with terminal diseases to be put into suspended animation until a cure for their disease can be discovered.

Designer Organisms (11)

Scientists have learned to manipulate the genome of animals. This allows them to genetically engineer their genomes so that they can perform some special function like having their milk contain a pure form of a drug or chemical.

Designer People (12)

Scientists have learned to manipulate the human genome to make perfect people that are extremely smart, beautiful, and free from disease. This has created an underclass of people that are normal and have imperfect genomes.

Dimensional Call (13)

Scientists have invented a radio or communicator that allows communication with people or things from another dimension.

Dimensional Rift (14)

Scientists have accidentally ripped a void between two dimensions that has allowed an alien race to cross over to our universe.

Dino Park (15)

Scientists are cloning extinct animals including dinosaurs for a futuristic wild animal park.

Distant Viewer (16)

Scientists have created a device that allows them see anywhere in the universe.

Doppelgangers (17)

Scientists have accidentally ripped a whole in spacetime and other versions of people are appearing from alternate time streams all over the world.

Food Pill (18)

Scientists have developed a completely nutritious meal in a pill that can be grown from algae that can solve world hunger.

FTL (19)

Scientists have created the first faster than light starship allowing humans to reach the stars.

Future Call (20)

Scientists have created a radio or communication device allowing them to communicate with people from the future.

Gateway (21)

Scientists are creating a portal to another dimension or time stream.

Gene Virus (22)

Scientists have created a virus that will only kill people with a specific genome allowing it to kill a specific person or a race of people.

Geneengineering (23)

Scientists have learned to engineer new species to a client's exact specifications.

Genetic Scanning (24)

Scientists have developed a method of remotely scanning and analyzing a person's genome to determine his exact identity and any possible genetic predispositions.

Gravity Control (25)

Scientists have discovered the graviton particle allowing them to control the strength of any gravitational field. This allows the production of hover cars and gravity fields in space stations and starships.

Holograms (26)

Scientists have created super realistic holograms that can be projected onto the modern battlefield or the sky to produce realistic decoys. They can also be used to create super realistic television monitors that produce an image indistinguishable from real life.

Jump Space (27)

Scientists have created a transdimensional jump drive that allows a ship to fold space allowing anything to be moved through space including planets.

Long Distance Call (28)

Scientists have created a radio or communicator that can talk to people across the universe using quantum entanglement.

Meaning of Life (29)

Scientists have discovered the meaning of life but they don't understand what it means.

Mental Programming (30)

Scientists have perfected a machine to directly program memories, skills, languages, and personalities directly into a person's mind. This technology can also be used to erase memories and personality traits.

Methuselah Project (31)

Scientists have developed a longevity technique that allows a person to live forever.

Mind Boost (32)

Scientists have learned how to greatly increase a person's intelligence.

Mind Wave (33)

Scientists have created low frequency antennas that can create verbal sounds in a distant person's mind.

Nano Tech (34)

Scientists have invented true nano tech that can reconstruct objects at the molecular level and perform medical procedures at the cellular level to cure almost any disease.

Nephilim (35)

Scientists have cloned the giants from the past to use as super soldiers.

Past Call (36)

Scientists have created a radio or communicator to communicate with people from the past.

Planetary Construction (37)

Scientists have learned to construct small planetoids that can be inserted into Earth's orbit to provide new places for people to live.

Precognition (38)

Scientists have created a machine allowing them to see glimpses of the possible future so they can change anything they consider to be undesirable about the future.

Psionic Enhancement (39)

Scientists have learned how to greatly increase a person's psionic abilities. This can give a person psionic powers if she has the proper genetic traits and intensive training.

Replicator (40)

Scientists have created a machine that makes perfect copies of anything put into it.

Sentient Computers (41)

Scientists have invented truly self aware computer systems that have the conscience of a human and almost unlimited computing power making them more and more dangerous as they quickly evolve. These AIs should never be created unless they will someday destroy or enslave the entire human race once they achieve their final evolutionary stage.

Super Virus (42)

Scientists have created a super plague that will destroy humanity if it is ever released.

Synthetic Blood (43)

Scientists have created synthetic blood that is significantly more efficient than real blood allowing people to survive in extremely low oxygen environments. This blood can also store immense amounts of oxygen allowing a person to survive for hours without access to any atmospheric oxygen.

Teleport (44)

Scientists have invented a working teleportation device that causes problems if anything living accidentally gets in with a person during a teleportation.

Terrarforming (45)

Scientists have discovered a way to convert a dead world like Mars or Venus into a livable world within a few hundred years by slowly converting their atmosphere and creating a sustainable biome.

Time Travel (46)

Scientists have built a working time machine allowing them to go back or forth in time to view or alter the past or future.

Uplift (47)

Scientists have created a drug that greatly increases the intelligence of primates like monkeys, orangutans, and gorillas making them as smart as a human.

Virtual Reality (48)

Scientists have created a virtual reality interface so real that it cannot be distinguished from real life causing many people to abandon their actual lives.

Weather Control (49)

Scientists have created a weather control satellite network that can change the weather to anything desired until the system is hacked or breaks down.

Wormholes (50)

Scientists have perfected a technique to construct wormholes allowing star gates to be created throughout the solar system and anywhere in space that humans have reached.

Sci-Fi Adversaries (D200)

These are the enemy troops and deadly opponents found in a science fiction setting.

Acid Trooper (1)

These soldiers use molecular acid sprayers and acid grenades to dissolve their opponents.

Adaptive Soldier (2)

These enhanced soldiers have adaptive shields that completely ignore enemy fire and modulated lasers that can penetrate any defensive field.

Alien Natives (3)

These primitive aliens will try to kill intruders using their primitive weapons.

Alien Predator (4)

These aliens are natural predators that live only for the hunt and will hunt down anyone that they feel will be a challenge.

Animal Handler (5)

Animal handlers fight alongside cybernetic or genetically engineered creatures that will tear apart their enemies during a battle.

Arctic Soldier (6)

These soldiers wear arctic clothes or heat suits so they can fight in freezing cold temperatures.

Assassin (7)

Assassins have chemically enhanced and genetically modified bodies allowing them to move at amazing speeds to tear their enemies apart.

Assassin Robot (8)

These machines are designed to kill an assigned target and they never give up until their target is dead.

Assault Trooper (9)

These soldiers are close combat monsters trained to use bladed and energy melee weapons to destroy their enemies up close.

AT Trooper (10)

These soldiers are trained to destroy vehicles and heavy infantry. They are armed with plasma cannons, laser cannons, gauss rifles, or missile launchers.

Auto Trooper (11)

These cyborg soldiers have their entire lower half replaced with an all-terrain buggy giving them amazing speed on almost any battlefield.

Balloon Soldier (12)

These soldiers fly into battle with a low density gas balloon strapped to their bodies.

Battle Copter (13)

These flying machines have a small rotor to keep them in flight and they attack with a light machine gun.

Battle Droid (14)

These sentient mechanical humanoid robots are armed with conventional hand weapons.

Battle Drones (15)

These automated weapon platforms can work with other soldiers to provide suppressive fire and reconnaissance.

Battle Engineer (16)

These soldiers set up battlefield fortifications and minefields during a battle.

Battle Mechanic (17)

These soldiers repair vehicles and mecha during a battle on the battlefield.

Battle Pod (18)

These lightly armed grav pods allow a skilled pilot to fly around a battlefield dealing damage to the most vulnerable flank of an enemy's army.

Battle Strider (19)

These small two legged walkers are piloted by a single operator and they are armed with light weapons.

Battle Turret (20)

These automated turrets are armed with heavy weapons and missile launchers.

Battlesuit Trooper (21)

These soldiers wear power armor making them as powerful as a tank in battle.

Behemoth (22)

These soldiers wear super heavy power armor making them incredibly resilient and allowing them to handle super heavy weapons.

Bender (23)

These soldiers can bend the path of their bullets to always hit their target and they can bend the path of enemy projectiles to never hit them.

Biker Troop (24)

These soldiers ride powerful motorcycles into combat allowing them to quickly maneuver around ground troops and slower vehicles.

Biomechanical Warrior (25)

These biomechanical humanoids are the perfect fighting machine because they have the power of a machine and the intelligence of a human.

Blade Leg Warrior (26)

These soldiers have replaced their lower legs with flexible blades allowing them to run at high speed and slice their enemies apart with a kick.

Blade Soldier (27)

These soldiers use energy blades and forearm shields to destroy opponents in close combat.

Blink Trooper (28)

These soldiers use advanced technology to jump around the battlefield making them completely unpredictable and they always appear where they can deal the most damage.

Booster (29)

These soldiers wear drug rigs allowing them to significantly boost their physical and mental abilities during a battle.

Borg (30)

These cyborg soldiers are so heavily enhanced that their speed and power are too much for a standard soldier to compete with.

Bruiser (31)

These muscle bound brutes use spiked knuckles to pound people into the ground.

Centaur Borg (32)

These soldiers have had everything below their waists replaced with the body of a robotic horse giving them immense speed and endurance. This cyborg horse body is also filled with advanced weapons, electronics, and shield generators.

Combat Medic (33)

These soldiers use powerful drugs and medical nano tech to instantly heal their fellow soldiers during a battle.

Control Parasites (34)

These creatures insert themselves into a person's ear and burrow into her brain to take control of her body.

Cultist (35)

These religious fanatics will do anything that their leader tells them to do including torturing and murdering innocent people.

Cyber Dog (36)

These cybernetically enhanced dogs are extremely fast and deadly.

Cyber Ninja (37)

These cybernetically enhanced fighting machines are deadly up close and they are masters of stealth and battlefield deception.

Cyber Zombie (38)

These undead warriors have been brought back to life by replacing their brains with a cyber brain that controls their body.

Cyborg Warrior (39)

These soldiers are cybernetically enhanced to give them amazing strength, speed, and agility.

Cryo Trooper (40)

These soldiers use endothermic weapons and grenades to freeze their opponents and the battlefield.

Dark Psion (41)

These evil creatures have vast psionic potential that they use for evil and the destruction of the universe.

Death Dancer (42)

These warriors enter a rhythmic trance allowing them to move without thinking so they can dodge any blow and strike down an entire squadron of troops without any effort.

Death Trooper (43)

These troops use chemical and biological weapons to destroy huge numbers of unprotected troops.

Demolition Specialist (44)

These soldiers are experts in the use of powerful demolition charges to destroy fortifications, buildings, and vehicles.

Demon Possessed Soldier (45)

These soldiers have been possessed by a demonic presence that has changed them into murderous killing machines.

Demon Warrior (46)

These demons have crossed over from another dimension and they want to feed on the living of this universe.

Dimensional Stalker (47)

These creatures exist between dimensions so they can strike out into our world and quickly disappear into their own dimension.

Dive Soldier (48)

These soldiers wear dive suits or scuba gear so they can fight in an underwater environment using spear guns, blue green lasers, or sonic weapons.

Dreadnought Droid (49)

These massive robots are over three meters tall and they are covered in thick armor plating. They have two pairs of arms that have exchangeable heavy weapons including plasma cannons, laser cannons, assault cannons, and powered close combat weapons.

Droid Tank (50)

These battle tanks are controlled by a sentient AI or a human brain.

Drone Operator (51)

These soldiers control remote combat drones that do all the fighting for them.

Drop Trooper (52)

These soldiers have grav harnesses or jet packs allowing them to be dropped from the upper atmosphere to land anywhere in enemy territory at super high speeds.

Drunk Fighter (53)

These warriors are difficult to injure because their movement becomes completely erratic and their bodies bend and weave around any attacks.

Engineered Soldier (54)

A single perfect soldier has been created using genetic engineering so clones of this soldier have been made and grown in surrogate mothers. These children are then raised from birth to be perfect killing machines.

Exo Soldier (55)

These soldiers wear an exoskeleton that greatly improves their strength, endurance, speed, and striking power.

Exploding Zombie (56)

These people have been infected with a virus that turns them into mindless zombies that can explode spreading this deadly virus everywhere.

Flame Trooper (57)

These soldiers use incendiary rifles and grenades to burn their enemies into ash.

Flight Pod Soldier (58)

These soldiers fly around in a hover pod armed with a light machine gun or laser.

Full Replacement (59)

These soldiers have had their brain and spinal cord implanted into a robotic body to give them incredible physical speed, power, and durability.

Fungal Zombie (60)

These people have been turned into the walking dead with only limited sentience by a deadly fungal infection.

Ganger (61)

These street thugs will beat or kill anyone for money using knives, clubs, swords, pistols, and rifles.

Gas Pods (62)

These small floating devices maneuver through a battlefield releasing a toxic or sleeping gas to render an entire army dead or unconscious.

Genome Soldier (63)

These soldiers were engineered to be perfect warriors that can be quickly gestated and mentally programmed to become ultimate fighting machines when they are needed.

Giant Eagle Rider (64)

These soldiers ride a flying giant eagle and rain death down with ranged weapons and grenades.

Giant Lizard Rider (65)

These soldiers ride atop a trained giant lizard. The lizard can have a saddle and be covered in armor plating.

Giant Wolf Rider (66)

These soldiers ride atop a trained giant wolf. The wolf can have a saddle and be covered in armor plating.

Grappler Trooper (67)

These soldiers use grappler launchers to attach to buildings or trees that then pull them forwards at high velocity towards the anchors. This allows them to quickly move around a battlefield as long as any elevated structures or large trees are available.

Grav Board Trooper (68)

These soldiers ride a grav board giving them amazing speed and maneuverability and the ability to use both hands in flight.

Grav Trooper (69)

These soldiers use grav guns or grenades to crush their opponents in high intensity gravity fields which can destroy heavily armored vehicles and mechas in seconds.

Grenadier (70)

These soldiers use grenade launchers and mortars to pin down enemy formations and clear out troops behind cover or inside light fortifications.

Guardian (71)

These soldiers produce a kinetic field designed to slow down any projectiles moving towards them or altering their paths so they fly right past them and anyone behind them.

Gyrobike Rider (72)

These soldiers ride a giant single wheel into battle armed with light weapons. These gyrobikes can move at high speed over most terrains.

Gyrocopter Trooper (73)

These soldiers ride small battle helicopters allowing them to scout ahead of their comrades and attack the exposed rear of an enemy formation.

Hallucinogenic Trooper (74)

These troops use drug emitters and EM effectors to cause everyone around them to hallucinate.

Heavy Weapon Trooper (75)

These soldiers are manning a heavy machine gun, laser cannon, or plasma cannon on a tripod.

Hologram Trooper (76)

These soldiers use holographic projectors to make themselves disappear, look like someone else, or look like a specific object. They can also produce multiple decoy images of themselves.

Honor Guard (77)

These are the royal guard formed from the most powerful veteran warriors that directly guard a government's supreme commander or emperor.

Hover Droid (78)

These sentient mechanical hover robots are armed with light weapons.

Hunter Killer (79)

These VTOL fighters are controlled by a sentient AI or a human brain.

Hybrid Warrior (80)

These soldiers are genetically engineered to combine humans with an animal like a dog or fox to create powerful warriors with special animal traits.

Immortal Warrior (81)

These soldiers have been engineered or mutated to be able to regenerate from almost any injury making them extremely difficult or impossible to kill. Their entire bodies must be destroyed to kill them.

Impact Trooper (82)

These soldiers use force rifles to knock over or crush any target that is hit with these shock waves of energy.

Incinerator (83)

These soldiers are armed with flamethrowers or plasma torches allowing them to destroy multiple enemy soldiers at a time or cut through the armor plating of a heavy vehicle.

Insectoid Warrior (84)

This sentient race of insectoids has powerful bodies covered in a strong exoskeleton making them difficult to take out.

Irradiated Trooper (85)

These soldiers are highly radioactive making them deadly for people to even approach.

Jaw Bot (86)

These small machines move around on two legs and they have a powerful mechanical jaw to bite a person to death.

Jetbike Trooper (87)

These soldiers ride jetbikes around a battlefield allowing them to get anywhere that requires assistance. They specialize in quickly destroying weak or vulnerable parts of an opponent's army.

Jetpack Trooper (88)

These soldiers use powerful jetpacks that allow them to fly at high velocity around the battlefield. These simple jetpacks have very little lateral movement so these soldiers must travel really fast in a straight line.

Jump Trooper (89)

These soldiers wear jet packs or grav packs allowing them to fly around the battlefield saturating enemies with pining fire or assaulting enemy formations from behind.

Knock Up Warrior (90)

These soldiers use grav weapons to suddenly decrease the gravity of an enemy causing them to lift up into the air at high velocity and then fall to the ground.

Laser Whip Trooper (91)

These soldiers use deadly laser whips that can cut a person in half.

Legendary Agent (92)

This super spy is known throughout the world and he has never failed a single covert mission.

Legendary Bounty Hunter (93)

This super bounty hunter is known throughout the universe because she always captures her prey no matter how dangerous the bounty.

Legendary Hitman (94)

This super assassin is known throughout the underworld and he has never failed to kill his assigned target.

Legendary Pilot (95)

This ace fighter and mecha pilot is the master of the battlefield and she has recorded hundreds of confirmed kills.

Legendary Soldier (96)

These ancient warriors have fought their entire life in countless battles and they have become unbeatable fighting machines.

Mech Hunter (97)

These soldiers have advanced fusion or plasma weapons allowing them to destroy a battle mech.

Mech Scorpion (98)

These mechanical scorpions have mechanical claws, legs, and a stinging tail that fires a deadly laser beam.

Mecha Droid (99)

These battle mechas are controlled by a sentient AI or a human brain.

Mechanical Dog (100)

These robotic dogs are extremely fast and powerful and almost impossible to destroy.

Mechanical Snake (101)

These machines are shaped like a snake so they can slither into tight spaces and cracks. They can kill with a poisonous bite or entwine an opponent and crush them.

Mechanical Swarm (102)

These small machines can slither, run, roll, or fly allowing them cover an opponent in a swarm of biting and tearing machines. These machines can be armed with a deadly poison or a sleep inducing drug to quickly kill or disable an opponent.

Missile Droid (103)

These walking machines have a missile launcher for a body.

Missile Trooper (104)

These soldiers have a battle frame covered in mini smart missiles allowing them to devastate armored targets.

Mono Trooper (105)

These soldiers use monofilament casters and mono line dispensers to cut their opponents into pieces.

Morph Droid (106)

These robots are made of advanced nano tech allowing them to change shape at will and self repair at any time. They can also form close combat weapons from any part of their body. These advanced robots can change from a fluid to a solid at any time.

Motor Trooper (107)

These soldiers wear powerful exoskeletons that allow them move at incredible speeds and hit with the power of a car crash.

Mutant (108)

These mutated people have been changed by chemical or biological mutagens or intense radiation.

Nanosuit Solider (109)

These soldiers are covered in a protective nano tech suit that gives them super strength and speed. These nanites can rebuild a person's body to heal any damage that she might have sustained.

Necroid (110)

These undead creatures have been reanimated by a virus that only infects dead cells.

Ninja (111)

These skilled martial artists are trained in the art of stealth and close combat. Ninja clans will sell their services to the highest bidder and they have little loyalty to any one organization or government.

Octobot (112)

These enormous robots have a round body armed with powerful lasers and surrounded by eight mechanical tentacles that allow it to walk, scale buildings, grapple a person, and strike a person down.

Ostrich Rider (113)

These soldiers ride atop a trained giant ostrich. These flightless birds cannot carry a very heavy load so their rider must limit what she wears and carries.

Particle Beam Trooper (114)

These soldiers wear power armor and have a powerful particle beam cannon harnessed to their bodies allowing them to destroy anything on the modern battlefield.

Penal Solider (115)

These criminals and prisoners are given cheap or disposable weapons and they are unleashed on the enemy knowing that if they survive their tour of duty that they will be freed from their life sentence in prison.

Perfect Soldier (116)

These soldiers have a perfect genetically engineered body attached to the head of a veteran warrior whose body was destroyed.

Phase Soldier (117)

These soldiers use advanced technology or magic to phase directly through matter allowing them to pass through walls and allowing weapon projectiles to pass harmlessly through them at will.

Pilot (118)

These pilots fly fighters, mechas, grav tanks, and other vehicles to support the ground troops during a battle.

Plague Trooper (119)

These soldiers have been infected with a deadly virus that infects everyone that they meet leading to their eventual death by the virus.

Pogo Soldier (120)

These soldiers have leg harnesses with hydraulic rams that can launch them through the air allowing them to jump to higher ground and quickly stride over the battlefield.

Portal Warrior (121)

These soldiers have dimensional portal projectors allowing them to step through one portal and appear where the other portal has been projected across the battlefield. They can also use this portal system to cause people to fall to their death or slice a person in half by closing the portal when he is partially inside it.

Power Brawler (122)

These heavily armored soldiers use power or grav fists to devastate an enemy with deadly crushing blows.

Precog Trooper (123)

These soldiers are psykers that can see glimpses into the future making them almost impossible to defeat.

Predator Trooper (124)

These soldiers lie inside a mechanical wolf robot and control its movement. This machine runs on four legs and carries powerful long ranged weapons on its back.

Primitive Warrior (125)

Primitives have rejected technology and only use primitive weapons like knives, spears, and bows and arrows.

Psi Trooper (126)

These soldiers are psionically enhanced soldiers that use their mental powers to destroy their enemies.

Psion (127)

These soldiers use their mental powers to devastate their enemies with mental blasts or powerful illusions.

Psychic Horror (128)

These creatures have high psionic potential allowing them to destroy the mind of a person with their psionic abilities.

Psychic Nullifier (129)

These creatures create a powerful psionic field that prevents people with psionic abilities from using their powers.

Pterodactyl Rider (130)

These soldiers ride atop a trained pterodactyl. These winged dinosaurs cannot carry a very heavy load so their rider must limit what she wears and carries.

Puppet Master (131)

These soldiers use nano tech, psionics, or engram programming to control other people like a puppet.

Raider (132)

These scavengers and killers hunt for innocent people to kill and kidnap and undefended settlements to loot.

Resurrected Soldier (133)

These veteran soldiers died in battle and have been resurrected. They are controlled using a mind control chip or powerful drugs.

Rock Warrior (134)

This sentient race of living humanoid rock is made entirely of stone making them as tough as nails and difficult or impossible to injure.

Rogue Agent (135)

These rogue intelligence agents have changed sides and must be stopped before they reveal their intelligence agency's secrets.

Rogue Marine (136)

These soldiers were once space marines that abandoned their mission to live an almost immortal life as a pirate lord or bandit prince.

Royal Guard (137)

These soldiers are selected from the finest warriors throughout an entire star empire and they are not only the greatest warriors but also the most loyal to the emperor.

Scout (138)

These lightly armored soldiers travel in front of their army to determine the strength of enemy forces and to destroy any powerful weapons that may endanger their main force.

Security Guard (139)

These hired guns protect buildings and corporate streets and they are armed with shock batons and light firearms.

Sentry Drone (140)

These hover drones secure any location and they will attack and destroy any intruders that they encounter.

Shield Knight (141)

These soldiers produce a massive defensive barrier that protects them and all their comrades behind them.

Shield Solider (142)

These soldiers carry a large ballistic shield allowing them to defend their themselves while still firing through the shield's firing port.

Shield Trooper (143)

These soldiers are surrounded by a powerful electromagnetic shield that protects them from incoming projectiles and energy blasts.

Shock Flagellant (144)

These soldiers are cybernetically and drug enhanced monks that have shock lashes installed in their arms allowing them to tear apart heavily armored opponents in seconds.

Shock Troop (145)

These veteran troops are the best warriors in an army and they are equipped with the most advanced weapons and armor available.

Shocker Trooper (146)

These soldiers use advanced tesla technology to generate lightning bolts to burn enemies to ash.

Slave Soldier (147)

These mind controlled soldiers are convicted criminals that fight in organized battalions to the death.

Slave Warrior (148)

These soldiers are a race engineered to fight and they are controlled by their masters using a powerful drug that they need to take every day in order to live.

Smart Trooper (149)

These soldiers have an advanced battle AI that guides the rounds of their weapons to their targets.

Snake Trooper (150)

These warriors have a snake body under their waist allowing them to curl around their enemies and crush their bodies.

Sniper (151)

These soldiers use high powered sniper rifles or lasers to pin or pick off enemy soldiers during a battle.

Sonic Trooper (152)

These soldiers use powerful sonic weapons to devastate their enemies.

Space Marines (153)

These super soldiers have been chemically and cybernetically enhanced making them the perfect killing machines. They have been engram programmed in warfare and sealed in an almost indestructible suit of power armor.

Space Pirate (154)

These space bandits loot any starship that they can easily board and capture.

Space Trooper (155)

These soldiers wear fully sealed environmental suits and they usually have air thruster packs allowing them to maneuver in a zero gravity environment.

Spider Soldier (156)

These soldiers have battle harnesses that have eight mechanical legs that lift them up and move them at high speed over a battlefield. These mechanical legs can also be used to scale walls and tear their enemies apart.

Spotter (157)

These soldiers carry spotting lasers allowing them to paint a target so it can be destroyed by an orbital laser or cruise missile strike.

Stealth Battlesuit Trooper (158)

These soldiers wear advanced power armor that makes them completely invisible to other combatants allowing them to scout within an enemy territory and flank their enemies without being detected.

Stealth Trooper (159)

These troops wear camouflaged armor allowing them to sneak right next to an enemy and destroy them before they can even respond.

Stilt Soldier (160)

These soldiers stand on hydraulic stilts that raise them above the battlefield providing them with better visibility and firing arcs.

Strider Droid (161)

These two legged walkers are controlled by a sentient AI or a human brain.

Strider Trooper (162)

These troopers ride a strider machine with extremely long legs that allows them to travel great distances over any terrain in very little time.

Suicide Bomber (163)

These soldiers have explosives strapped to their chests and they will detonate them when they get close enough to their enemy.

Suicide Trooper (164)

These troopers only have a few months to live so they are organized into suicide squads that are willing to perform impossible missions to defend their country or space empire.

Symbiotic Trooper (165)

These soldiers have joined with a symbiotic creature that gives them an indestructible shell and the ability to form their arms into a razor sharp or impact close combat weapon.

Synth Warrior (166)

These android soldiers are fearless warriors that are programmed for battle.

Tall Walker (167)

These sentient machines have four extremely long legs that lift their body armed with powerful weapons high into the air. Many of these walkers have tentacles that can reach down to the ground allowing them to directly manipulate the battlefield.

Tank Hunter (168)

These soldiers have missile or rocket launchers allowing them to quickly destroy a heavily armored tank.

Tank Trooper (169)

These soldiers use mini tanks to destroy enemy forces while being completely immune to small arms weapon fire.

Techno Archer (170)

These soldiers use stealth and advanced accelerator bows with specialized arrows to kill their enemies.

Temporal Warrior (171)

These soldiers use advanced technology to slow down time around them. This makes them appear to be moving at lightning fast speeds allowing them to instantly respond to their opponent's actions.

Tentacle Flyer (172)

These sentient machines have grav generators that allow them to fly. When they engage their enemy, they use their mechanical tentacles to tear them apart.

Tentacle Walker (173)

These sentient machines are armed with powerful weapons and they walk on long tentacles.

Terror Bot (174)

These walking machines have rotary laser cannons for arms and missile launchers for shoulders.

Thrust Trooper (175)

These soldiers wear a thrust suit covered in directional thrusters allowing them to move around a battlefield with incredible speed.

Tomb Warrior (176)

These mighty veteran soldiers have died in battle but their personality and memories have been encoded into a robotic body allowing them to fight for all eternity.

Toxic Droid (177)

These battle machines spew poisonous gas and fire streams of toxic sludge at their opponents.

Toxic Trooper (178)

These soldiers have integrated toxic waste into their bodies and they use toxic waste projectors to kill their opponents.

Tread Trooper (179)

These cyborg soldiers have their entire lower half replaced with a set of tank treads allowing them to field powerful heavy weapons.

Tyrannosaur Rider (180)

These soldiers ride atop a trained tyrannosaur. These dinosaurs can be fitted with a saddle and covered in armor plating.

Uplift Warrior (181)

These animals have been uplifted to have greater intelligence allowing them to fight using modern weapons with proper training.

Vampire Gunslinger (182)

Vampires have learned to blend into modern society and they use modern weapons for defense. In times of great danger, they will transform into their monstrous giant bat form.

Vector Trooper (183)

These soldiers use advanced technology to travel instantly across the battlefield making them almost impossible to hit or defeat.

Velociraptor Rider (184)

These soldiers ride atop a trained velociraptor. These dinosaurs can be fitted with a saddle and covered in armor plating.

Venom Trooper (185)

These soldiers use poisoned blades and projectile weapons that will kill anyone on contact.

Veteran Trooper (186)

These soldiers are selected from the finest battle hardened veterans and they receive the most advanced equipment and weapons available. Their forces always receive the best supplies and support while other forces might be completely ignored.

Viral Zombie (187)

These people have been turned into the walking dead with only limited sentience by a deadly virus.

Virtual Soldier (188)

These soldiers are created using advanced holographic technologies that allow these holograms to become solid so they can interact with the real world.

VR Trooper (189)

These soldiers have been trained for thousands of hours in virtual battle simulations allowing them to respond in the real world with incredible speed and advanced tactics.

Walker Droid (190)

These four legged walkers are controlled by a sentient AI or a human brain.

Warrior Borne (191)

These soldiers have been trained since birth and have become powerful warriors with no rival in the universe.

Weapon Battery Trooper (192)

These soldiers carry a heavy quad cannon that might have four lasers, machine guns, or plasma cannons.

Web Trooper (193)

These soldiers use web casters to trap their opponents in unbreakable synthetic threads preventing them from moving or escaping.

Werewolf Warrior (194)

These lycanthrope warriors have blended into society and have learned to use modern weapons for defense in their human form. When the situation becomes too dangerous, they transform into their full werewolf or dire wolf forms.

Wheel Bomb (195)

These independent machines are shaped like a giant spiked wheel that zooms around the battlefield. They race around and explode when they reach their target.

Wheeled Warrior (196)

These soldiers have wheeled feet or giant wheels attached to their ankles allowing them to quickly travel over any smooth surface.

Winged Solider (197)

These soldiers have natural or mechanical wings that give them the ability to fly on a low gravity world.

Xenocide Machine (198)

These machines have been programmed to kill anything organic that they detect so they have learned to hate everything living.

Xenomorph (199)

A xenomorph is an alien apex predator designed to kill using its powerful body covered in a hard exoskeleton. These instinctive hunters kill using their sharp claws and teeth.

Zombie Soldier (200)

Zombies can handle a gun if they were trained in using weapons when they were alive.

Sci-Fi Archetypes (D66)

These are different character classes available in a science fiction game.

Adept (11)

Adepts have developed their bodies and minds to complete perfection so they can fight with only their body with lightning fast speed and lethal accuracy.

Agent (12)

Agents are master spies that can integrate into any government or corporate organization or society to steal secret information. They instinctively copy local customs, verbal intonations, mannerisms, accents, and body language to perfectly blend into any environment without arousing any suspicion from the locals.

Assassin (13)

Assassins are masters of killing and stealth allowing them to hunt down and kill a target without them ever knowing what happened. They are experts of poison and various remote killing methods making it almost impossible for the authorities to ever suspect them of the murder.

Belter (14)

Belters are space miners that specialize in asteroid and exotic planetary mining. They are experts in the use of space environmental suits and flight gear operations in a zero-gravity environment.

Bodyguard (15)

Bodyguards are masters of close and ranged combat allowing them to protect their clients from danger.

Bounty Hunter (16)

Bounty hunters are masters of ranged and hand combat that use their abilities to capture people for money. They are willing to capture anyone if the bounty is high enough and they will use any technique no matter how dirty to get the job done.

Commander (21)

Commanders are the leaders of a group of adventurers that make the tactical decisions and maintain their teammates' confidence during combat.

Diplomat (22)

Diplomats are trained in the art of negotiating allowing them to make deals with other groups that will benefit their team. They can diffuse almost any situation allowing a team to avoid almost all combat situations.

Expert (23)

Experts are jacks of all trades and they have mastered every aspect of battle, science, stealth, and manipulation.

Explorer (24)

Explorers are incredible pilots and adventurers that search the unexplored regions of space looking for planets that can be terraformed or harvested for biological or mineral resources.

Grenadier (25)

Grenadiers are demolition experts that use explosive charges and an assortment of specialty grenades to destroy their enemies.

Hacker (26)

Hackers are computer experts that have mastered the invasion and control of remote computer systems. They have learned to steal proprietary data and cryptocurrency from the most protected computers in the universe. They usually make their own specialized computer equipment and write their own black programs.

Healer (31)

Healers use technology and psionics to heal their teammates' wounds and injuries. They can save their companions from a lethal wound through psionically induced cellular regeneration.

Heavy (32)

Heavies are heavy weapon specialists that use missile launchers, rocket launchers, railguns, miniguns, chainguns, mortars, and powerful energy weapons to pin down or annihilate their enemies.

Mech (33)

Mechs are humanoid robots with powerful combat AIs that allow them to dominate the battlefield with their perfect targeting systems and unimaginable physical power.

Medic (34) Medics use advanced medical technology to heal their injured teammates. They can also perform surgical procedures when someone is severely injured or has a chronic illness.

Mentat (35)

Mentats are living computers that have had their minds rewired to make their mental kinetics as fast as a computer. They can use their vast mental powers to determine the solution to any problem and they can even determine the future by using advanced mathematics to predict future events with incredible accuracy.

Merc (36)

Mercs are trained soldiers that hire out their services to the highest bidder. These veterans of a dozen wars travel the universe in search of adventure and money.

Merchant (41)

Merchants are masters of haggling and they travel the universe trading goods and services on different alien worlds. They must also be master space pilots to survive the space battles between trade centers.

Mind Bender (42)

Mind benders specialize in mind control and psychological warfare. They are masters at using fear, intimidation, seduction, and diplomacy to dominate their enemies. They are also experts in interrogation and indoctrination.

Navigator (43)

Navigators are masters of multi-dimensional combat so they dominate a space battlefield with the power and speed of their starship.

Noble (44)

Nobles are aristocrats and politicians that help make the laws that control their governments. They control and manipulate the hidden world of politics and finances making them the powerbrokers of their homeworlds.

Operative (45)

Operatives are cybernetically and chemically enhanced ninjas that use stealth and deception to complete missions that are deemed impossible.

Pilot (46)

Pilots are expert spacefighter or giant mecha pilots that defend their motherships using the speed and firepower of their vehicles.

Precog (51)

Precogs can see into the near future allowing them to defeat any enemy no matter how strong by knowing their next move before they even do.

Psion (52)

Psions have incredible psionic potential that they have developed into a power that can alter the universe. They can manipulate the fabric of reality with their minds in order to do almost anything that they can imagine.

Ranger (53)

Rangers are masters of survival and they act as the scout for their team. They weaken enemy forces and determine their weaknesses before their team engages them. They also clear out traps and hidden dangers that their team might encounter.

Rigger (54)

Riggers are field engineers that repair damaged vehicles or broken equipment on the battlefield. They are masters of customizing technology so they can repair any form of technology or create anything that their team needs from scrap.

Rogue (55)

Rogues are experts in lock breaking and computer hacking allowing them to gain access to any building or vault in the universe.

Ronin (56)

Ronins are master swordsmen and close combat monsters. They defend their team members from assaults and they challenge powerful enemy leaders to personal combat.

Scientist (61)

Scientists are trained in all the different fields of science and it is their job to figure out any newly discovered technology or lifeforms.

Smuggler (62)

Smugglers are expert pilots that use their abilities to smuggle valuable but illegal goods from planet to planet throughout the universe. Most contraband goods are not dangerous or even bad but they have been banned for political or religious reasons on different planets throughout the universe.

Sniper (63)

Snipers are perfect shots at any range. Their attacks always hit no matter what the situation and they can wait patiently for hours and even days in full camouflage without moving waiting for the perfect shot.

Solo (64)

Solos are cybernetically and chemically augmented street warriors that have the combat skills to survive in any environment and complete any mission on their own.

Striker (65)

A striker is a power armor specialist that can use a suit of power armor to its maximum potential making this warrior a force of destruction without comparison.

Time Traveler (66)

A time traveler has a time machine allowing him to travel through time and space to protect the timeline from anyone that wants to alter or destroy it.

Sci-Fi Army Ranks (D44)

These are the ranks of the army and marines of a powerful nation or mighty space empire.

Private (11)

These are the ground soldiers that make up the bulk of the fighting force of an army.

Corporal (12)

These enlisted soldiers are in charge of a small fire team composed of a few soldiers.

Sergeant (13)

These enlisted soldiers are in charge of a squad of soldiers.

Lieutenant (14)

A lieutenant is in command of a few squads known as a platoon.

Captain (21)

A captain is in charge of a company composed of many platoons.

Major (22)

A major is an experienced captain.

Lieutenant Colonel (23)

A lieutenant colonel is in charge of a battalion composed of many companies.

Colonel (24)

A colonel is in charge of a regiment composed of many battalions.

Brigadier General (31)

A brigadier general is in charge of a brigade composed of multiple regiments.

Major General (32)

A major general is in charge of a division composed of multiple brigades.

Lieutenant General (33)

A lieutenant general is in charge of a corps composed of multiple divisions.

General (34)

A general is in charge of an entire army composed of multiple corps.

Field Marshal (41)

A field marshal is in charge of all the armies on a planet.

Sky Marshal (42)

A sky marshal is in charge of all the armies in a sector of space.

High Marshal (43)

A high marshal is in charge of all the armies in a quadrant of space.

Lord of the Army (44)

The Lord of the Army is the advisor to the Emperor and is in charge of all the armies in the entire empire.

Sci-Fi Backgrounds (050)

These are backgrounds and life events that can be added to your science fiction character to give him more flavor.

Accident (1)

You are the sole survivor of a planetary disaster, spaceship disaster, or military massacre.

Addiction (2)

You were able to break a terrible addiction.

Alien Disease (3)

You have survived an alien plague making you immune to this deadly disease.

Alien World (4)

You were raised on an alien world by alien benefactors so you have a unique culture and outlook on life.

Apprentice (5)

You were trained by a master in a specialty or skill.

Battle Trauma (6)

You have severe PTSD from the battle experiences you lived through on many alien worlds.

Born in War Zone (7)

You were raised an orphan on a battle torn planet.

Chemical Enhancement (8)

You were chemically enhanced as a child.

Child of War (9)

You were raised a child soldier that fought against alien invaders that were eventually pushed back from your homeworld.

Clone (10)

You are an escaped clone.

Conspiracy (11)

You have discovered the truth behind how the government really works and have been on the run ever since.

Corporate Slum (12)

You were raised in a corporate slum living in a corporate slave orphanage.

Death World (13)

You were raised on a deadly death world.

Debt Slave (14)

You grew up as a debt slave but were able to gain your freedom.

Decedent (15)

You are a descendant of a famous or infamous person.

Designer Baby (16)

You were made a perfect designer baby giving you incredible advantages over other people.

Enhanced Training (17)

You were mentally engram or virtual reality trained in combat or a specific skill.

Escaped Convict (18)

You were convicted of a crime but were able to escape from the prison or penal planet where you were incarcerated.

Escaped Slave (19)

You were enslaved by raiders or alien marauders but have finally escaped from your evil masters.

Experimental Subject (20)

You were raised as an experimental subject but were able to escape.

Galactic Draft (21)

You were drafted into an interstellar war and have fought on dozens of alien worlds and survived.

Gang Family (22)

You were raised by a local gang that commits crimes throughout a city or an entire planet.

Greater Good (23)

You were raised in a society that believes in social cohesion and sacrifice.

Group Mind (24)

You were born as part of a collective intelligence but have finally broken free from it.

Heredity (25)

You acquired a beneficial or detrimental mutation from your parents.

Imperial Draft (26)

You were drafted by the Imperial navy and have served on an Imperial warship for most of your life.

Injured (27)

You were severely injured but you did not have enough money for biological or cybernetic replacement parts.

Kidnapped (28)

You were kidnapped by space pirates and raised as part of their crew.

Light Sleeper (29)

You can barely sleep at night because of all the horrors of war and disease that you experienced on your homeworld.

Marriage (30)

You were married but your wife or husband has left you or has died during the horrors of war or the total collapse on your homeworld.

Modified (31)

You were cybernetically and genetically enhanced by a megacorporation or your local government.

Mutation (32)

You have a mutation caused by a prenatal radiation or chemical exposure.

Near Death Experience (33)

You had a near death experience that changed you physically or mentally.

Orphan (34)

Your family died when you were young so you were forced to live on the streets to survive.

Path of the Warrior (35)

You were raised in a martial society.

Penal Colony (36)

You were raised on a barren penal colony working as an underground miner as long as you can remember.

Primitive (37)

You were raised by a primitive tribe.

Raised by Machines (38)

You were raised by machines from birth.

Reality Exposure (39)

You have been exposed to the truth of how reality really works and have questioned your own sanity ever since.

Regret (40)

You have a criminal past but you have changed your ways.

Religious Fanatic (41)

You were a member of a religious cult until you were able to break free from their control.

Reverse Engineering (42)

You idolized someone and were able to replicate why they were a success.

Rogue Machine (43)

You are a rogue sentient machine or android.

Sixth Sense (44)

You have psionic potential that allows you to see and experience what is not evident to other people.

Spatial Anomaly (45)

You were born or raised inside or near a spatial anomaly that has distorted your reality and existence.

Street Rat (46)

You were abandoned as a child and have learned to survive by scavenging for food.

Survivor (47)

You survived a deadly pandemic so you are the sole survivor of your space colony.

Temporal Exposure (48)

You have been exposed to time or dimensional travel creating a temporal or spatial disturbance around your body.

Trained from Birth (49)

You were trained since birth by a government organization or megacorporation to perform a very specific function.

Uncurable Sickness (50)

You have acquired a genetically engineered or alien disease that cannot be cured by modern science.

Sci-Fi Combat Medals (D66)

These are medals given to soldiers for actions above and beyond the call of duty.

Aces Medal (11)

This medal is given for extraordinary bravery when piloting a fighter or mecha.

Alpha Legion (12)

This medal is awarded for distinguished service in an expeditionary force formed of veterans.

Campaign Mark (13)

This medal is awarded for distinguished service during a major campaign. The name of the campaign is listed on the insignia.

Crimson Tear (14)

This medal is awarded for distinguished service in the special forces.

Crusader's Mark (15)

This medal is awarded for distinguished service in a voluntary crusader force. The name of the campaign is listed on the insignia.

Death Mark (16)

This medal is awarded for distinguished service on a voluntary kill team or retaliatory force.

Defender of the Fleet (21)

This medal is awarded to a space captain that has defeated an overwhelming enemy.

Diamond Star (22)

This medal is awarded for acts of bravery above and beyond the call of duty.

Distinguished Service Medal (23)

This medal is awarded for service above the call of duty.

Gold Hammer (24)

This medal is awarded to a soldier for five hundred successful missions.

Gold Skull (25)

This medal is awarded to a soldier for five hundred confirmed kills.

Gold Star (26)

This medal is awarded for outstanding actions that caused a major battle to be won.

Golden Compass (31)

This medal is awarded for distinguished service in the survey corps.

Good Conduct Medal (32)

This medal is awarded when a soldier performs a good deed or an extraordinary act of good conduct.

Honor of Freedom (33)

This medal is awarded to a captain who has won a battle against impossible odds.

Humanitarian Honor (34)

This medal is awarded to soldiers that have served on a humanitarian mission.

Iron Hammer (35)

This medal is awarded to a soldier for one hundred successful missions.

Iron Skull (36)

This medal is awarded for one hundred confirmed kills.

Marksman Honor (41)

This medal is awarded to a highly skilled marksman in the military.

Medal of Achievement (42)

This medal is awarded for ten years of service.

Medal of Devotion (43)

This medal is awarded after thirty years of service.

Medal of Heroism (44)

This medal is awarded to a soldier whose actions have won a major battle.

Medal of Honor (45)

This medal is awarded for remarkable acts of valor and leadership during combat.

Medal of Tactics (46)

This medal is awarded to captains who have demonstrated incredible tactical insight.

Order of Salvation (51)

This medal is awarded to a combat medic for valor under fire.

Silver Cross (52)

This medal is awarded to soldiers that have performed a successful rescue mission.

Silver Palm (53)

This medal is awarded to soldiers that have performed a successful peace mission.

Silver Star (54)

This medal is awarded for superior acts of gallantry during combat.

Star Cross (55)

This medal is awarded to a space captain that has destroyed ten or more enemy warships.

Star of Loyalty (56)

This medal is awarded for a long and courageous military career.

Star of Valor (61)

This medal is awarded to a soldier that has saved the life of a comrade.

Swordman Honor (62)

This medal is awarded to a highly skilled close combat expert in the military.

Volunteer Honor (63)

This medal is awarded to a soldier that volunteered for a dangerous mission to protect his fellow soldiers.

War Cross (64)

This medal is awarded to a space captain that has destroyed thirty or more enemy warships.

Warriors Honor (65)

This medal is awarded to a soldier who volunteers to join an expeditionary force. The name of the campaign is listed on the insignia.

Wound Medal (66)

This medal is awarded to a soldier wounded in battle.

Secret Agent Adventure Hooks (0200)

These are adventure ideas for any high-tech spy game.

Agency Chief (1)

The M is the minister of the secret intelligence service and a decorated career agent. He is in charge of deciding how each mission will be accomplished and which agents will be assigned to each mission.

Agency Quartermaster (2)

The Q is the equipment acquisition officer in charge of the development of spy equipment and weapons for use by an agency's field agents.

Air Insertion (3)

Your team is being HALO air dropped into your mission. Your team is dropped from super high altitude and they must not release their parachutes until the very last minute to avoid being detected.

Air Strike (4)

You call an air strike on a target once you have acquired the intelligence package. Air strikes can also be called when an agent needs to thin out enemy forces for the final push on an enemy's stronghold.

Airforce One (5)

Your mission is to free the President of the United States from terrorists aboard his personal airplane.

Arms Dealer (6)

Your mission is to smuggle illegal weapons into a foreign country to arm rebel forces fighting an evil dictator.

Arctic Outpost (7)

You must infiltrate an arctic outpost.

Assassination Plot (8)

Your mission is to stop the assassination of the leader of a friendly country.

Bad Intel (9)

Your team has received bad intel about your current mission that has compromised the mission.

Bankruptcy (10)

Your mission is to bankrupt a corrupt business that is selling military secrets to foreign countries.

Bingo Book (11)

This book contains intel on the most wanted criminals and foreign agents in the world.

Bio Weapons (12)

Your mission is to find and destroy a biological weapons factory being operated by a foreign country or an evil organization.

Black Market Dealer (13)

Your mission is to capture a black market dealer involved in human trafficking. Your team must interrogate the package and determine his client list.

Black Ops (14)

A black ops mission is a covert operation performed without the awareness or consent of the official government. A shadow arm of the government runs these missions for the greater good and safety of your country. If you are discovered and captured, you will be disavowed by the government and you will be blamed for everything that has happened.

Black Sites (15)

These are secret project sites where experimental projects are being tested for the government. These experiments require live human testing to complete so they require a constant flow of human test subjects that must be acquired by clandestine means.

Blacklisted Agent (16)

These agents have not gone rogue but they are considered untrustworthy by the agency because they have failed an important mission unless their services are required again someday.

Blackmail (17)

Your mission is to blackmail a political leader to get an important law passed that benefits your spy agency. Blackmail is an important way that intelligence agencies keep politicians in check and keep their agency well funded.

Blimp Battle (18)

You fight aboard an airborne blimp.

Body Bomb (19)

You must disarm a bomb attached to an important person.

Bomb Squad (20)

You must disarm time bombs scattered throughout a city by a madman that has left cryptic letters of where each bomb can be found.

Breakout (21)

You must pretend to be a criminal to get into jail so you can help another agent break out of jail.

Briefing Machine (22)

You are briefed on your current mission by a pre-recorded message on a self-destructing conference machine.

Business Mole (23)

Your mission is to work undercover for a business to uncover a secret mole from a foreign country.

Car Battle (24)

You must escape from enemy cars in your spy car.

Car Bomb (25)

You install a bomb in a person's car to eliminate an enemy of the state.

Car Chase (26)

You must chase down an enemy car with your spy car.

Casino Royale (27)

Your mission is to gamble in a high stakes poker or blackjack game to bankrupt a corrupt financier or casino.

Castle (28)

You must secretly invade an ancient castle and use stealth to stop the evil plans of an international terrorist group or mad scientist.

Collateral Damage (29)

You must minimize the collateral damage that you cause in your current mission or you will lose your standing in the agency. You are known for being a loose cannon that leaves a trail of destruction wherever you operate that must be constantly covered up and paid for.

Computer Hacker (30)

Your mission is to break into a government computer to uncover a secret government plot.

Convert Reporter (31)

Your mission is to blackmail a reporter to prevent him from reporting on the government.

Convince Defector (32)

Your mission is to convince an influential corporate, military, or government official to defect to your country. Once you convince the defector to turn sides, you must extract him safely out of his country.

Corrupt Businessman (33)

Your mission is to perform surveillance on a corrupt business leader to find out what foreign government he is selling our secrets to. Once you have proof, you must stop the foreign agent that is buying government secrets.

Corrupt General (34)

Your mission is to perform surveillance on a military leader to determine who he is selling military grade weapons to. Once you have proof, you must stop the foreign agent that is buying these weapons.

Counterfeit Ring (35)

Your mission is to flood a foreign country with counterfeit money to collapse its economy.

Cover Up (36)

Your mission is to cover up a botched black mission by destroying any evidence left behind and eliminating any witnesses.

Covert Ops Team (37)

Your team of agents is composed of field agents, a medic, a computer specialist, and a handler.

Crime Syndicate (38)

Your mission is to destroy a crime syndicate trying to control the underworld of the entire world.

Defense Network (39)

Your mission is to destroy the air defense network of a foreign country to allow airstrikes on this country's military sites.

Delivery Service (40)

Your mission is to defend an important cargo delivery.

Desert Fighter (41)

You fight in the open desert.

Destabilize Country (42)

Your mission is to infiltrate an enemy country and destabilize it by sabotaging its infrastructure including its water treatment and power plants.

Double Agent (43)

Your mission is to uncover and eliminate a double agent within your agency without her knowing that she has been uncovered. This agent must be interrogated to find out who she works for before she is killed.

Double Cross (44)

Your intelligence assets have been compromised so the people that you are assigned to meet on your current mission are planning to double cross your team.

Drug Business (45)

Your mission is to sell illegal drugs in a foreign country to destabilize its society and government.

Drug Cartel (46)

Your mission is to attack a drug lord's compound to kill or capture him.

Drug Shipment (47)

Your mission is to stop a shipment of illegal drugs.

Eliminate Businessman (48)

Your mission is to assassinate a business leader that has sold secrets to an enemy country.

Eliminate Codebreaker (49)

Your mission is to assassinate a foreign codebreaker who has been breaking agency codes to undermine our operations.

Eliminate Politician (50)

Your mission is to assassinate a political leader that has been brainwashed by foreign agents.

Eliminate Terrorist (51)

Your mission is to assassinate a terrorist leader.

Emergency Protocol (52)

Whenever an agent is compromised, he has a set of safe houses and secret bank accounts all around the world that he can use to hide until he can clear his name.

EMP Sat (53)

Your mission is to stop an electromagnetic pulse satellite from being activated that will destroy all electronics and stored data and the power grid of an entire metropolitan city resulting in a national disaster.

Enemy Agent (54)

Your mission is to kill or capture an enemy spy.

Entertainment Fixer (55)

Your mission is to brainwash a famous actor or singer to prevent him from revealing what secrets he knows about the leaders of the world government.

Evac (56)

Your team will be extracted from a designated area by plane, helicopter, or submarine once your mission has been accomplished.

Evidence Cleaner (57)

Your mission is to destroy any evidence of a previous mission.

Experimental Vehicle (58)

Your mission is to test an experimental vehicle.

Experimental Weapon (59)

Your mission is to test an experimental weapon.

Extraction Team (60)

Your mission is to extract a team of field agents that has just finished a black ops mission without being detected.

Factory Battle (61)

You fight inside an automated drug or weapons factory. You must plant explosives to completely destroy this factory.

Failed Mission (62)

Your team has failed your mission so you must go on the run until the reasons behind the failure can be determined. Everyone on your team has lost their security clearance until any foul play can be determined.

Fake Death (63)

Agents fake their own death to hide their future actions and to allow them to move secretly around the world without surveillance.

False Beliefs (64)

Your mission is to insert false memories and beliefs into a religious leader to change the way his cult operates.

False Face (65)

A prosthetic mask makes an agent look exactly like another person.

False Flag (66)

Your mission is to set up a "false flag" event that causes the public to look away from what the government is really doing. This event needs to be blamed on an insane loner or a terrorist cell.

False Memories (67)

Your mission is to insert false memories into a politician or business leader.

Fun House Duel (68)

You fight an opponent in a carnival funhouse.

Gantry Battle (69)

You fight on a rocket gantry.

Glider Attack (70)

You must hang glide to a secret mountain base and use stealth to invade this high security enemy compound without being detected.

Global Monitoring Network (71)

Your agency has hacked into every surveillance network on the planet to keep an eye on everyone in the world. Your agency has a powerful AI that allows all this data to be processed to reveal future trends in the world.

Guard Dogs (72)

You must defeat or avoid trained guard dogs.

Helicopter Chase (73)

You must escape in a helicopter from other helicopters and airplanes.

High Stakes Game (74)

You must defeat a terrorist financier in a high stakes poker game.

Hijacked Plane (75)

Your mission is to free an inflight airplane captured by terrorists.

Hijacked Ship (76)

Your mission is to rescue the hostages on a captured cruise ship, transport ship, or oil tanker.

Hijacked Sub (77)

Your mission is to free a ballistic nuclear submarine captured by foreign agents.

Honeypot (78)

Field agents can use seduction to gain influence and intel.

Identity Compromised (79)

Your cover has been blown so you must find out who is responsible for the security breach.

Impersonation (80)

Your mission is to impersonate an important person to fool a criminal, military leader, or politician.

Incriminating Evidence (81)

Your mission is to acquire incriminating evidence on a politician or business leader to get him to follow your orders.

Infiltrate Business (82)

Your mission is to infiltrate a suspicious business that is believed to be a cover for criminals or terrorists.

Informant (83)

Your mission is to assassinate a reporter or informant that has uncovered government or military secrets.

Intelligence Assets (84)

These are all the insiders that an agency has in a foreign country that can provide help and intel for any mission.

Jailbreak (85)

Your mission is to break an important person out of a foreign jail.

Jet Pack (86)

A spy can use an experimental jetpack to insert themselves into a coastal area with a shore covered in crashing waves and jagged rocks.

Jungle Fighter (87)

You fight inside a jungle filled with wild animals, enemy soldiers, and traps.

Kidnapped Scientist (88)

Your mission is to rescue a kidnapped scientist that was forced to create a powerful experimental weapon for an evil organization. You must also destroy the prototype and all the scientist's experimental data.

License to Kill (89)

All field agents have the legal right to kill to succeed at a mission.

Listening Post (90)

Your mission is to take out a listening post that intercepts military transmissions.

Locate Goods (91)

Your mission is to locate and retrieve items stolen from a secret government warehouse.

Master Assassin (92)

Your mission is to defeat a master assassin before his next big hit.

Master Spy (93)

Your mission is to defeat a master spy before he succeeds at his next mission.

Master Thief (94)

Your mission is to capture a master thief that has stolen secret documents, a priceless piece of art, or a national treasure.

Mastermind (95)

Your mission is to defeat a powerful mastermind that has threatened the world with destruction unless he receives a massive ransom.

Memory Insertion (96)

Your mission is to insert false memories into a business leader or politician.

Memory Wipe (97)

Your mission is to erase the memories of all the researchers involved in a secret experimental project.

Military Corporation (98)

Your mission is to stop a powerful military corporation from starting the next world war just to reap enormous profits.

Military Plans (99)

Your mission is to steal secret military plans from a foreign government.

Military Virus (100)

Your mission is to destroy a deadly military virus.

Mine Battle (101)

You fight inside an abandoned mine leading to a mine cart chase and a battle using ancient mining equipment.

Missile Override Code (102)

You must steal the missile override codes that will deactivate a nuclear missile after it has been launched.

Missile Silo Battle (103)

You fight inside a missile silo so you must be careful where you fire your gun or where you use grenades.

Mission Briefing (104)

An agent is provided with mission intel and the details of a mission before a mission begins.

Mission Code Phrase (105)

This secret code is used to determine if another person is a friend or foe.

Mission Handler (106)

A mission handler provides constant intel during a mission and he coordinates the agents to optimize each mission.

Monitoring Sat (107)

The agency has access to government and military surveillance satellites allowing them to gain current intel on a mission site at all times.

Motorcycle Chase (108)

You must escape from enemy motorcycles and cars when riding a motorcycle.

Mountain Fortress (109)

Your mission is to invade a fortress on the top of a snow covered mountain without being detected. The best way to do this is to be airdropped during a snowstorm or to hike up the side of the snowy mountain.

National Monument (110)

You must prevent terrorists from damaging or destroying a national monument.

Nerve Gas (111)

Your mission is to stop terrorists from releasing nerve gas in a major city.

New Recruit (112)

You must train a new recruit for your intelligence agency. This agent must learn that our missions are responsible for maintaining national security and that any mistake could cost the lives of hundreds or thousands of our citizens or destabilize our country.

NOC List (113)

The non-official cover list is a list of all the covert agents in your agency that have been inserted throughout the world. It includes each agent's true identity and the specifics of their covert operation. This list is designed so that the agency can keep tabs on all their operations throughout the world.

Nuclear Arms (114)

Your mission is to stop criminals from selling nuclear weapons and seize these illegal weapons when they are discovered.

Nuclear Device (115)

You must find and disarm a personal nuclear bomb carried by an enemy agent before he can detonate it.

Nuclear Facility (116)

Your mission is to destroy a nuclear weapons facility created by a terrorist organization.

Nuclear Reactor (117)

Your mission is to stop the destruction of a nuclear powerplant by a terrorist group.

Nuclear Strike (118)

You must destroy a nuclear missile silo to stop a nuclear missile from being launched.

Nuke Smugglers (119)

Your mission is to stop criminals from smuggling nuclear weapons out of a foreign country that has fallen into a civil war.

Occult Division (120)

The occult division of your agency is in charge of dealing with paranormal entities that threaten your country.

Off the Grid (121)

Your team is forced to perform missions without agency resources and backup.

Oil Platform (122)

Your mission is to stop the destruction of an offshore oil rig platform by ecoterrorists.

Oil Refinery (123)

Your mission is to destroy an oil refinery to cut off the flow of fuel to an enemy warlord.

Oil Tanker Battle (124)

You fight aboard an oil tanker.

Overthrow Dictator (125)

Your mission is to overthrow a military dictator and return the rightful leader of this country to power.

Plane Chase (126)

You must escape in an airplane from other airplanes, helicopters, jet fighters, aerial drones, and missiles.

Political Backlash (127)

Your mission is to brainwash, uncover his secrets to use for blackmailing, or plant incriminating evidence on a politician that has been threatening the government financing of your spy agency.

Political Defector (128)

Your mission is to extract a defector from another country that has secret information that he is willing to provide to our government in return for a new life in our country.

Political Faction (129)

Your mission is to form or subvert a political group to destabilize the government of a foreign country.

Political Informant (130)

Your mission is to uncover a political informant that is selling secret government documents to an enemy spy.

Political Mole (131)

Your mission is to extract a political mole from a foreign country that has finished his mission and needs to inform our government of what he has uncovered.

Power Plant (132)

Your mission is to destroy a powerplant that powers an enemy's hidden base before your forces attack it.

Presidential Security Breach (133)

Your mission is to protect the President of the United States from assassination.

Recover Artifact (134)

Your mission is to reclaim an ancient artifact stolen by an evil organization before its true power can be unleashed on the world.

Religious Cult (135)

Your mission is to form or subvert a religious group to destabilize a country's society.

Remote Island (136)

Your mission is on an isolated island leading to battles in a tropical forest and inside a volcanic base.

Rescue Agent (137)

Your mission is to save a fellow spy captured by a foreign spy agency or military before he can be forced to reveal the agency's secrets.

Rescue Family (138)

Your mission is to free the kidnapped family of an important business or political leader.

Rescue Mission (139)

Your mission is to rescue hostages captured by a terrorist group in our country or in a foreign country.

Revenge (140)

You want revenge on an enemy agent or evil mastermind because they killed a loved one or one of your team members.

Rogue Agency (141)

An independent agency that works for governments throughout the world attempting to maintain world peace and order.

Safe House (142)

Your agency has safe houses throughout the world filled with secret vaults filled with weapons and spy equipment.

Sat Override Code (143)

These codes can be used to take control of a corporate, government, or military satellite.

Scuba Battle (144)

You must defeat enemies when scuba diving leading to shark fights and submarine battles.

Secret Blueprints (145)

Your mission is to steal top secret blueprints from a secret government research center.

Secret Courier (146)

You must intercept a courier working for an organization that transfers information for different secret government organizations and powerful businessmen in total secrecy that has never failed a single courier mission.

Secret Identity (147)

You have a secret identity that protects your real family and friends.

Seduce Agent (148)

You must seduce an enemy agent to bring her to your side.

Seduce Heiress (149)

You must seduce a rich heiress to reveal the secrets of her powerful conglomerate.

Shadow Agency (150)

An agency filled with disavowed agents from countries all over the world attempts to establish a new world order by destabilizing every country in the world.

Shadow Businessman (151)

Your mission is to perform surveillance on a corrupt business leader believed to be a foreign agent.

Shadow Politician (152)

Your mission is to perform surveillance on a corrupt political leader believed to be a foreign agent.

Shadow Protocol (153)

A powerful AI computer controls the agency to prevent it from ever being corrupted or destroyed by double agents.

Shadow VIP (154)

Your mission is to perform surveillance on a person believed to be a foreign agent.

Ship Battle (155)

You fight on the deck of an aircraft carrier, oil tanker, or cruise ship.

Ski Battle (156)

You must defeat enemies when skiing leading to a snowmobile battle and a giant avalanche.

Skimobile Chase (157)

You must escape from other skimobiles and skiers when riding a skimobile.

Skyjack (158)

You must skyjack a commercial airplane.

Skyscraper Battle (159)

You fight on the rooftop of a skyscraper leading to parkour, free climbing, a repel battle, and a towering inferno.

Sleeper Agent (160)

These agents build lives and families in a foreign country waiting to be activated. Once they are activated, they will contact their organization to receive their new orders without any thought of their current life.

Space Station Battle (161)

You fight on a space station leading to spacesuit battles and escaping with a stolen space shuttle.

Space Station Battle (162)

Your mission is to free a captured space station.

Speed Zone (163)

Your mission is to enter a professional car race to reveal an undercover spy.

Spy Car (164)

A spy's car is filled with hidden weapons and defensive systems.

Steal Artifact (165)

Your mission is to steal a religious artifact to gain leverage over a religious government.

Steal Experimental Weapon (166)

Your mission is to steal an experimental weapon from a foreign research center before it can be used against our country.

Steal Secrets (167)

Your mission is to steal secret documents from a foreign government agency that reveals a deadly plot against our nation.

Stealth Mission (168)

You must perform this mission without being detected.

Stolen Artifact (169)

Your mission is to retrieve an artifact stolen by a criminal organization.

Stolen Missiles (170)

Your mission is to retrieve a stolen tactical nuclear missile warhead.

Strategic Bridge (171)

Your mission is to destroy a strategic bridge in a country involved in a bloody civil war.

Street Gang (172)

Your mission is to infiltrate a street gang terrorizing a major city.

Student Group (173)

Your mission is to infiltrate a student group that is filled with foreign agents are reveal what they are trying to uncover.

Sub Battle (174)

You fight inside a nuclear submarine so you cannot use normal guns or the nuclear reactor might be damaged or the hull can be breached leading to explosive decompression of the sub.

Sub Chase (175)

You must escape from enemy subs when piloting a submarine. These battles can be fought in the open sea or under the arctic ice.

Sub Deck Battle (176)

You fight on the deck of a submarine.

Subway Battle (177)

You fight in a moving subway train so you must protect innocent bystanders and release cars to avoid excess collateral damage.

Suicide Bomb (178)

You must stop a suicide bomber from killing an important politician or religious leader.

Suicide Tooth (179)

Agents have cyanide in a fake tooth allowing them to commit suicide if they are going to be captured.

Super Weapon (180)

Your mission is to destroy an experimental super weapon produced by a foreign country that might destroy the balance of power in the world.

Support Rebels (181)

Your mission is to support rebel activities in an enemy country with training, weapons, and intel.

Surveillance (182)

You must break into a person's house to bug his house and collect evidence against him.

Swamp Fighter (183)

You fight inside a swamp leading to a swamp boat battle and a crocodile fight.

Syndicate (184)

Your mission is to infiltrate a criminal group to stop its flow of illegal drugs and human trafficking.

Terrorist Base (185)

Your mission is to attack a terrorist base or training camp.

Terrorist Bomb (186)

You must stop a terrorist bomb from detonating.

Terrorist Cell (187)

Your mission is to destroy a terrorist cell in your country before they can perform a big terrorist act.

Terrorist Leader (188)

Your mission is to hunt down and capture a terrorist leader.

Terrorist Organization (189)

Your mission is to destroy a powerful terrorist organization that has dominated an entire country.

Train Battle (190)

You fight aboard or on top of a moving train.

Traitor (191)

Your mission is to silence a political traitor.

Treasure Hunter (192)

Your mission is to confiscate gold or diamonds from a warlord who is using them to finance his dictatorship.

Uncover Conspiracy (193)

Your mission is to uncover a political conspiracy in your government.

Uncover Rebellion (194)

Your mission is to uncover a military rebellion.

Underground Bunker (195)

You must infiltrate an underground bunker and kill an evil dictator or rescue a fellow agent.

War Criminal (196)

Your mission is to hunt down and capture a war criminal so he can be put on trial for his crimes.

War Monger (197)

Your mission is to stop an evil genius from starting the next world war.

Warehouse Battle (198)

You fight inside a secret warehouse filled with government secrets.

Warlord's Base (199)

Your mission is to attack a warlord's base.

Weapon Shipment (200)

Your mission is to stop an illegal shipment of military weapons.

Secret Agent Adversaries (D50)

These are the opponents and enemies that a spy will encounter during a mission.

Accountant (1)

These number crunchers are the brains behind every criminal organization so their death or capture will cripple this evil organization.

Arch Enemy (2)

This evil enemy agent is the head of a powerful intelligence agency or global crime syndicate and she is on your agency's most wanted list.

Arms Dealer (3)

A spy must arrest an illegal arms dealer attempting to arm the most dangerous criminals and terrorists in the world.

Assassin (4)

A spy must stop an assassin or sniper from killing an important person.

Battle Suit (5)

A powerful warlord has a massive battle suit that is heavily armored and armed with powerful weapons.

Billionaire Psychopath (6)

These rich and powerful men have created a plot to take over an entire global industry or the whole world. They often act as financiers for the world's most powerful criminal and terrorist organizations.

Bio Terrorists (7)

These fanatic scientists have created a deadly designer virus that can wipe out an entire city or even a country in a few weeks.

Biter (8)

A strongman has super strong metal teeth allowing him to bite through anything.

Bounty Hunter (9)

A spy must stop a bounty hunter from capturing an important politician or business leader.

Computer Hacker (10)

A spy must stop a hacker from breaking into a government computer.

Con Artist (11)

A spy must stop a con artist from gaining control of an important business or organization.

Corrupt General (12)

These military leaders use their military position and the forces under their command to perform their own secret plans.

Corrupt Politician (13)

A spy must stop a corrupt politician who is stealing and selling political secrets.

Crime Lord (14)

A spy must stop a powerful crime boss from committing a major crime.

Cyborgs (15)

These experimental soldiers make deadly enemies because of their incredible speed, strength and endurance.

Demolition Expert (16)

These criminals plant explosives to destroy important installations and cause terror.

Dictator (17)

A spy must defeat a military dictator or warlord from a small third world country before he starts a new world war.

Double Agent (18)

These secret agents work for both sides making them an incredible threat to the safety of your country. These moles must be silenced before they completely destroy national security and sell out the agency.

Drug Lord (19)

These powerful crime bosses run an international drug cartel that attempts to control the local government and police force in their country.

Eco Terrorist (20)

These anarchists destroy corporate infrastructures that they feel are hurting the environment. These terrorists destroy whaling and fishing ships, lumber mills, oil refineries, and oil drilling rigs.

Enemy Agent (21)

These agents work for other government or global intelligence agencies and they will always be your greatest threat.

Evil Scientist (22)

These insane scientists are true geniuses that have used their intellectual gifts to try and take over the world.

Femme Fatale (23)

These beautiful women use seduction as their most powerful weapon.

Guard Dogs (24)

These trained dogs will attack anyone that enters their territory.

Guards (25)

These armed guards protect important installations, airports, seaports, and border crossings.

Henchman (26)

These trained fighters are the muscle for an evil mastermind and they use deadly force to make sure that their master's wishes are fulfilled. They also act as bodyguards to protect their master at all times.

Luddism Terrorists (27)

These anti-technology radicals want to do away with modern technology so they attack any symbol of advanced technology like powerplants, trains, airliners, and television studios.

Mad Man (28)

These masterminds are completely insane and they simply want to destroy society or the entire world.

Martial Artist (29)

These masters of martial arts will fight a spy using their bare hands or deadly hand weapons.

Master Thief (30)

A spy must stop a master thief before he pulls off his biggest heist ever.

Mastermind (31)

These evil geniuses are attempting to take over the world at any cost.

Mercenaries (32)

These hired guns are retired soldiers that will fight for the highest bidder.

Mini Enforcer (33)

A henchman of smaller stature is difficult to fight because he can easily hide behind obstacles.

Minions (34)

These people are the hordes of scientists and soldiers that are led by an evil mastermind. They usually follow this leader for power, wealth, or ideology.

Murderer (35)

A spy must stop a criminal before he kills an important person.

Nano Terrorists (36)

These fanatic scientists use advanced military nano tech that can instantly destroy a person, vehicle, or structure.

Ninjas (37)

A spy fights these black, white, or red clad ninjas who are trained masters of stealth and assassination.

Nuclear Terrorists (38)

These fanatics will use nuclear warheads to create a dirty bomb or destroy a nuclear powerplant to exact revenge on a foreign government.

Robots (39)

A spy must fight experimental robots created by a mad scientist or a secret military project.

Rogue Agent (40)

A spy must capture a fellow spy that has turned to the other side.

Sentry Gun (41)

A spy must destroy a sentry gun or remote drone to finish his mission.

Sharks (42)

A spy must avoid or kill sharks to get to his location.

Smugglers (43)

These smugglers move illegal drugs and weapons to other countries and perform human trafficking.

Strongman (44)

A spy must fight a chemically enhanced super strong thug.

Super Soldiers (45)

These genetically engineered or drug enhanced soldiers are perfect killing machines.

Terrorists (46)

A spy must defeat an entire hidden cell of terrorists before they attack.

Thugs (47)

A spy must defeat an army of criminals and thugs.

Traitor (48)

A spy must stop a military defector before he can reveal secret government documents or transfer an experimental weapon to the other side.

Voodoo Priest (49)

These voodoo doctors use drugs and chemicals to control people and force them to commit crimes and unspeakable acts.

Zombie Soldiers (50)

These soldiers have a mind control device implanted in their brains that controls their every thought and action.

Secret Agent Archetype (D100)

These are the traits of a super spy, field operative, undercover agent, or intelligence officer that makes him unbeatable in even the most dangerous situations so he has never failed a mission.

Advanced Eavesdropping (1)

A secret agent can listen to conversations and read lips to determine what a distant group is talking about.

Advanced Forgery (2)

A secret agent is a master at making realistic identification forgeries that give him access to secured buildings and installations. An agent can even forge passports and birth certificates to live in secret in a foreign country.

Battle Medic (3)

A secret agent can perform emergency first aid to stop any bleeding or mend broken bones and dislocated joints on himself or other people.

Blade Combat (4)

A secret agent is a master of melee weapon combat.

Breach (5)

A secret agent can break through doors and blow through walls in order to quickly attack an enemy's position.

Bribery (6)

A secret agent can use money to get what he wants in most business and personal situations.

Camouflage (7)

A secret agent can hide himself or his vehicle completely from sight using camouflage gear and netting and materials from nature. An agent can remain completely hidden for weeks waiting to take the perfect kill shot or an incriminating picture or video.

Cat Fall (8)

A secret agent has learned to turn limp and roll when falling or jumping from a moving vehicle to avoid injury.

Climbing (9)

A secret agent can climb mountains and scale buildings using his bare hands or specialized climbing gear.

Close Combat (10)

A secret agent is an expert in deadly close hand to hand combat and can beat anyone in close combat.

Codebreaker (11)

A secret agent is a master at breaking codes and cryptography so he can break any code with or without the help of a computer. The secret to codebreaking is understanding the personality and history of the person that created the code.

Cultural Awareness (12)

A secret agent is trained in the cultures of the world so he can fit into any social situation no matter where she is stationed. An agent uses the culture of his enemies to make them angry or feel that she is disrespecting them so they lose control and make mistakes.

Danger Sense (13)

A secret agent can sense a dangerous situation or a trap after the hundreds of life or death missions that he has survived.

Demolition Expert (14)

A secret agent is an expert at using, disarming, and making explosive devices from easily found chemicals and household items.

Detect Lies (15)

A secret agent can tell if someone is lying by reading his facial expression, vocal intonations, and body language.

Disarm Opponent (16)

A secret agent can quickly knock away or take a hand weapon from another person at close range. This allows an agent to arm himself by simply taking the weapon of an enemy.

Disarm Security (17)

A secret agent is an expert at deactivating and avoiding security systems. He can also cause a security system to see a false image so a security guard will think that nothing is wrong.

Distract (18)

A secret agent has learned to throw objects or make noises to distract and attract guards in order to quietly kill them or render them unconscious. He can also throw his voice or copy the voice of an opponent's comrades to confuse his opponents.

Drone Controller (19)

A secret agent is an expert drone controller and remote vehicle operator. This allows an agent to kill an opponent from a safe distance.

Dumb Luck (20)

No matter what a secret agent does, he always succeeds.

Emotionless (21)

A secret agent fears nothing and feels no regrets for anything that he does to defend his country. He has become an emotionless killing machine for his country.

Equestrian Rider (22)

A secret agent is an expert equestrian rider that can escape from almost anyone by jumping over bushes and dashing between trees on his horse. An agent can fire a pistol or assault rifle with perfect accuracy from a horse in full stride.

Escape Artist (23)

A secret agent can escape from any binding, restraint, trap, or confinement if given enough time or access to hidden special gadgets. An agent can even escape from a prison cell or a locked room.

Evasion (24)

A secret agent is a master at avoiding enemy fire and staying out of danger in almost any situation.

Expert Diver (25)

A secret agent is a master diver allowing him to jump from bridges and waterfalls without getting hurt.

Expert Driver (26)

A secret agent is an expert car driver that can perform stunts to escape pursuit and destroy pursuing cars.

Expert Pilot (27)

A secret agent is an expert prop plane, jet fighter, and helicopter pilot that can dogfight in these vehicles. An agent is a master gunner that can destroy air, ground, and sea targets from the air.

Expert Rider (28)

A secret agent is a professional motorcycle rider that can perform stunts to escape pursuers and fight when riding a bike. An agent can fire a pistol or rifle with total accuracy while riding a motorcycle at full speed.

Expert Sailor (29)

A secret agent is a professional power boat, jet ski, and commercial boat operator that can outmaneuver anything on the open water.

Expert Skier (30)

A secret agent is an expert skier and snowboarder that can perform stunts to escape from pursuers. An agent can fire a pistol or assault rifle with total accuracy while skiing or snowboarding.

Expert Swimmer (31)

A secret agent is an expert swimmer that can swim for hours in the ocean without getting tired.

Fast Reflexes (32)

A secret agent can instantly react to any situation making her appear to be reading another person's mind.

Fast Talker (33)

A secret agent can make a person believe anything simply by talking to him long enough. An agent can talk anyone into doing almost anything by making him believe that he always intended and wanted to do it in the first place.

Fatal Blow (34)

A secret agent can deal a fatal blow at close range to any combatant using a ranged or melee weapon.

Fearless (35)

A secret agent is completely fearless no matter what situation he is in or what danger he is facing.

Glider Rider (36)

A secret agent is an expert at using a hand glider, powered glider, or wing suit.

Good Manners (37)

A secret agent is a master of etiquette and manners that can operate in any high class social setting.

Grenadier (38)

A secret agent knows exactly how to time and place a thrown grenade for maximum damage or to perform a specific effect.

Hacker (39)

A secret agent can crack almost any computer security protocol giving him access to any computer terminal or database.

Head Shots (40)

A secret agent always makes perfect headshots during a gun fight.

Honeypot (41)

Many secret agents use their sex appeal as a weapon to gather information and compromise another person's political and social position as leverage against him.

Improvised Weapons (42)

A secret agent can turn anything into a weapon and he can make weapons out of anything in his environment.

Incredible Luck (43)

A secret agent has incredible luck so he always succeeds no matter what the odds. He always seems to be at the right place at the right time and every enemy shot seems to miss him even when hundreds of shots are fired at him in the open.

Infuriating (44)

A secret agent has learned how to get under the skin of his enemies causing them to reveal their plans or make mistakes in their anger. Some agents are wisecrackers that constantly make annoying and idiotic jokes to anger their enemies causing them to make critical mistakes.

Irresistible (45)

A secret agent is completely irresistible to the opposite sex and he can seduce almost anyone of the opposite sex.

Jet Pack Assault (46)

A secret agent can fly using an experimental jet pack to assault isolated enemy bases surrounded by dangerous terrain and coastal formations. An agent can accurately fire a pistol or assault rifle while flying with a jet pack.

Joint Breaker (47)

A secret agent can break another person's joint with a single attack to render him immobile or unable to move a limb.

Keen Observations (48)

A secret agent can see the smallest details in his environment making it possible to see hidden clues or to always find a way to escape or survive in situations that seem impossible.

License to Kill (49)

A secret agent has the legal right to kill anyone that prevents him from completing his mission or is a national security risk.

Light Sleeper (50)

A secret agent never really sleeps so he can react to anyone that attempts to sneak up on her while she is sleeping.

Lock Intrusion (51)

A secret agent can open any locked door or safe using advanced lock picking techniques and special gadgets.

Marksman (52)

A secret agent is a perfect shot with any pistol or rifle. He can hit distant targets trying to evade his shot while he is moving at full speed in severe weather and poor lighting.

Master Detective (53)

A secret agent can deduce the method of a crime and the identity of the suspects by analyzing clues found at a crime scene.

Master Interrogator (54)

A secret agent is a master interrogator that uses truth serums, torture, and questioning techniques to extract information out of someone.

Master Investigator (55)

A secret agent always knows the solution to any mystery or a set of clues. He can easily figure out ancient and secret riddles and puzzles.

Master of Disguise (56)

A secret agent can look and act like anyone with enough preparation allowing him to fool almost anyone.

Master of Espionage (57)

A secret agent is a master of political, intelligence, and corporate espionage techniques allowing him to steal secret information from almost any source.

Master of Languages (58)

A secret agent is a master of languages and he can learn a new language almost instantly for a mission.

Master Tracker (59)

A secret agent has the ability to follow anyone from the clues that he has left behind in a natural or urban environment.

Master Trapper (60)

A secret agent can detect, avoid, disarm, and create traps from materials found in his environment and anything he has on hand.

Military Command (61)

An agent has the right to call for air strikes and military support anywhere in the world when performing a mission crucial to national security.

Mind Games (62)

A secret agent is a master of mind games allowing him to deceive anyone into believing that she has won when the agent has already defeated her.

Natural Dancer (63)

A secret agent is a master of dance allowing her to fit into any social scene and to influence the people that she meets with her incredible control of her body and her mesmerizing movements.

Neck Breaker (64)

A secret agent can silently kill a person in a few seconds by breaking his neck.

Night Fighting (65)

A secret agent is an expert at night and tunnel fighting by using light intensifying and infrared optics and sonar gear. An agent uses the darkness to move around and kill his opponents without being detected.

No Mercy (66)

Secret agents give no mercy to anyone that endangers their missions and will kill anyone that gets in their way without thinking.

Parachute (67)

A secret agent can parachute from a plane at almost any altitude and land undetected in enemy territory.

Patriot (68)

A secret agent is willing to do anything to protect his country no matter who he has to torture or kill to maintain national security.

Perfect Balance (69)

A secret agent has a perfect sense of balance making it almost impossible to knock him over or trip him. He can walk over any beam or rope without falling.

Perfect Shot (70)

A secret agent never misses no matter how far away the target or how erratically it is moving.

Perfect Timing (71)

A secret agent has almost perfect timing so he can achieve actions that seem almost impossible to other people.

Photographic Memory (72)

A secret agent has an incredible memory allowing him to remember the smallest detail of anything that he has recently seen. He can even instantly memorize a password over a hundred characters and symbols long.

Poison Master (73)

A secret agent is a master at using and making deadly poisons that can be used to make poisoned weapons or poisoning a person's food or drink.

Professional Gambler (74)

A secret agent is one of the greatest gamblers in the world. He can always bluff himself to victory, he can read the emotions of his opponents, and he is one of the luckiest gamblers in the world making him appear unbeatable.

Quick Hands (75)

A secret agent can draw and fire a weapon faster than anyone in the world making it impossible for an opponent to get the drop on him.

Recon (76)

A secret agent is an expert at deep reconnaissance allowing her to determine the exact number and location of her enemies.

Repelling (77)

A secret agent is an expert at repelling or zip lining from the roof of a building or a helicopter.

Sabotage (78)

A secret agent can damage or destroy the infrastructure of a building, powerplant, bridge, plane, or train so it will be destroyed without any foul play being suspected.

Scuba Diver (79)

A secret agent is a master diver that has learned to fight in full scuba gear. An agent can use a spear gun or a knife to fight underwater opponents.

Self Control (80)

A secret agent shows no emotion and remains completely calm in any situation. He will not reveal any government or agency secrets no matter how much he is tortured or drugged.

Silent Death (81)

A secret agent can quietly sneak around, kill an opponent, and dispose of her body before anyone notices.

Sleeping Drugs (82)

A secret agent is a master of making and using sleeping drugs to knock out his enemies. An agent puts these drugs in a person's food or drink, uses a tranquilizer gun, a hypodermic needle, or a blow gun to knock someone out.

Sniper (83)

A secret agent is a perfect shot at almost any distance and in any environmental condition.

Snowmobile Driver (84)

A secret agent is an expert snowmobile driver that can perform stunts to escape from her pursuers.

Space Operations (85)

A secret agent can pilot a space vehicle or operate in zero or low gravity in a space suit. He can also operate a lunar lander or rover.

Special Weapons (86)

A secret agent has been trained to use every type of weapon in the world including blowguns, bow and arrows, boomerangs, spearguns, and flamethrowers.

Spy Gear (87)

A secret agent is assigned special spy gear for every mission that can include vehicles like a spy car armed with hidden weapons.

Stealth (88)

A secret agent is a master of stealth allowing him to move and attack without being detected.

Sub Pilot (89)

A secret agent is an expert mini sub pilot that can maneuver at any depth. He can operate a sub in total silence and operate the sonar equipment to find enemy submarines.

Subdue (90)

A secret agent can silently render a person unconscious in a few seconds.

Surveillance (91)

A secret agent is an expert at secretly performing digital, audio, and video surveillance on anyone without being detected.

Tactical Genius (92)

A secret agent always comes up with the perfect plan on how to win no matter how impossible the odds seem.

Tailing (93)

A secret agent can secretly follow a person on foot or in a car without being detected.

Takedown (94)

A secret agent can slam a person to the ground and lock him into position in close combat. An agent can also pull an opponent over a ledge or through a window without being detected.

Total Confidence (95)

A secret agent acts with total confidence that induces fear in his enemies and gives confidence to his allies. An agent's total confidence allows him to take chances that other people would be too afraid to attempt.

Trained Since Birth (96)

Many secret agents were raised as orphans to become protectors of their country giving them skills that do not seem possible for a single person to acquire in a human lifetime.

Underworld Contact (97)

A secret agent has relationships with criminal informants and information brokers that can get information about almost anything or anyone for a price.

Unhittable (98)

A secret agent can never be hit no matter how many bullets are flying at him.

Universal Expert (99)

A secret agent is good at almost everything that he does.

Vast Knowledge (100)

A secret agent is a master of almost all forms of science and history and she can learn about any subject to prepare for a mission.

Secret FBI Files (D100)

These are the top secret case files that the FBI has kept hidden from the American people since the agency has been created to prevent people from knowing what is really going on in the world.

Airborne Pandemic (1)

These diseases can cause infection through the air allowing them to quickly spread through a city.

Alien Abductions (2)

Aliens have been abducting people to perform secret genetic experiments.

Alien Artifact (3)

Alien artifacts have been discovered that have been on the Earth for millions of years.

Alien Implants (4)

Humans have been implanted with devices that slowly alter their genetic code. These people are being turned into human alien hybrids that will replace the aliens on their world that are being wiped out by a plague.

Alien Invasion (5)

A full scale invasion of Earth by alien forces is immanent. Only the richest and most powerful people are being hidden in underground bunkers to wait out the invasion.

Alien Living Among Us (6)

Aliens have been slowly integrating into human society.

Alien Technology (7)

The government has access to alien technology from a crashed alien spacecraft. Most of this technology cannot be deciphered or cannot be operated because of alien gene locks.

Alien Treaty (8)

The world's governments and an alien race have a treaty that has maintained our freedom. The government must constantly provide human test subjects that fulfill the alien's changing requirements to keep the aliens happy.

Alien Virus (9)

An alien virus has slowly modified the genetic code of the human race to make people more docile and easier to control.

Ancient Civilizations (10)

Archaeological evidence reveals that ancient civilizations had access to alien technology.

Ancient Giant Cloning (11)

The government is attempting to clone the ancient but extinct giants.

Ancient Gods (12)

The government has hidden the fact that the sleeping ancient gods have been discovered. They are starting to awaken so they must be stopped before they consume the world again.

Astral Projection (13)

The spirits of people can leave their bodies and travel throughout the world.

Blood Cults (14)

Satan worshipers use human blood and sacrifice people in their rituals.

Boneless (15)

People are found that have had their bones removed with no skin damage.

Cancer Ray (16)

The government has machines that produce a beam that causes cancer to anyone exposed to it.

Cancer Virus (17)

The government has engineered viruses that can cause cancer.

Chem Trails (18)

The government has been spreading metals into the air to decrease the visibility of the sky and reduce the amount of sunlight that reaches the ground. These airborne metals can also be used to project holograms into the sky from satellites or cause cancer in the general populace.

Clone Factory (19)

Clones are made of powerful people that can be harvested for organs.

Control Worms (20)

Alien worm like creatures can burrow into people to control their minds.

Crashed Alien Spacecraft (21)

The government has the wreckage of many alien spacecraft that have crashed into the Earth.

Crop Circles (22)

Aliens have produced these signs as a message to the people of the Earth but we have forgotten how to read them.

Deadly Rain (23)

Bizarre substances rain down from the sky causing disease and death.

Deadly Solar Flares (24)

The Sun has become unstable and will eventually produce deadly flares that will destroy the surface of the Earth.

Death Ray (25)

The government has a machine that can kill with an invisible beam.

Demon Possession (26)

Humans can be possessed and controlled by demons.

Doppelgangers (27)

Alien creatures can change their shape to look like a human.

Downloaded Personality (28)

The global elite are building machines so their consciousness can be downloaded into a computer allowing them to live forever.

Dream Assassin (29)

An assassin can kill a victim by entering her dreams and killing her there.

Engineered Diseases (30)

These deadly diseases have been engineered from other natural viruses and are spread by the government to punish our political enemies.

Evil Spirits (31)

There are evil spirits that haunt various places.

Extinct Creature Cloning (32)

The government has science projects that allow extinct creatures to be cloned.

Firestarter (33)

There are people that can produce fire with their minds.

Flesh Eating Insects (34)

These genetically engineered insects can completely devour a person in a few minutes.

Genetic Mutants (35)

Humans are being born that are extremely deformed because of genetic manipulation of the food supply.

HAARP (36)

The government has machines that can energize the upper atmosphere to cause earthquakes, hurricanes, and tsunamis anywhere in the world.

Hate Virus (37)

These genetically engineered viruses cause an infected person to hate other people.

Human Alien Hybrids (38)

People are being born that have alien DNA inserted into their genetic code that has caused them to get childhood cancer.

Human Chimpanzee Hybrid (39)

Scientists and aliens have made human chimpanzee hybrid creatures known as humanzees.

Human Fish Hybrid (40)

Scientists and aliens have made human fish hybrid creatures.

Human Insect Hybrid (41)

Scientists and aliens have made human insect hybrid creatures.

Human Plant Hybrid (42)

Scientists and aliens have made human plant hybrid creatures.

Human Reptile Hybrid (43)

Scientists and aliens have made human reptile hybrid creatures.

Illuminati (44)

The global elite control the world's governments.

Immortality (45)

Some people have lived for thousands of years throughout human history.

Intelligent Apes (46)

Scientists have created super intelligent apes.

Invisible Predator (47)

Invisible aliens stalk and capture humans throughout the world.

Killer Comet (48)

The government knows that a comet is about to hit the Earth but it has been kept a secret to prevent mass hysteria.

Killer Insects (49)

The government has created a species of man eating insect.

Living Dead (50)

Humans have raised the dead that now wander all over the world.

Living Tattoos (51)

These magical tattoos are cursed and they force people to do evil things.

Maneaters (52)

Some people eat other people to extend their lives.

Mass Abduction (53)

Large numbers of people are abducted by aliens all at once for some strange experiment.

Mass Disappearance (54)

A large number of people suddenly disappeared and reappeared decades later without having aged and with no memory of what happened to them.

Mind Control (55)

The government can program a person to perform special missions or to perform mass shootings without her consent.

Miracle Cures (56)

The government has a cure for most diseases but will not release them.

Miracle Worker (57)

People are known that perform real miracles.

Moon Base (58)

The government has a secret underground Moon base.

Moon Landing Hoax (59)

The Moon landing was a total hoax.

Mutant Powers (60)

Some people are born with mutant powers.

Nuclear Disaster (61)

The government has caused nuclear powerplant meltdowns in an attempt to shut down all the nuclear generators in the world.

Organ Harvesting (62)

Political and religious prisoners are killed and their organs are harvested for implantation into the rich and powerful.

Paranoia Virus (63)

The government has created a virus that makes a person extremely paranoid.

Personality Transfer (64)

A person's personality and memories can be transferred into another person's brain.

Phasing (65)

Some people can phase directly through solid objects.

Planet X (66)

A brown dwarf star is moving towards the Earth that cannot be detected by normal sensors or optics. A NASA satellite has detected its presence but it will destroy all life on Earth when it eventually passes near us.

Political Assassination (67)

The government assassinates politicians when they won't do what they are told.

Psychic Control (68)

Some people can use their minds to control other people's thoughts and actions.

Psychic (69)

Some people can use their minds to see the future or the past.

Regenerative Body (70)

Some people can regenerate any injury and even regrow missing body parts.

Reincarnation (71)

Some people are born with all the memories of a person from the past.

Religious Relic (72)

The church and government have many top secret religious artifacts with miraculous abilities hidden in underground vaults.

Remote Control of Airplanes (73)

The government can take control of commercial airlines at any time.

Remote Mind Control (74)

The government can use powerful radio transmitters to control a person's mind.

Remote Torture (75)

The government can use powerful radio transmitters to physically and mentally torture people.

Reptiloid Invasion (76)

Reptiloid shapeshifters have replaced many of the most important government, corporate, and religious leaders in the world.

Ritual Murder (77)

Satanic cults kidnap and kill people to perform their demonic rituals.

Secret Arks (78)

The government has built massive arks to protect the elite from an imminent worldwide flood.

Secret Doomsday Bunkers (79)

The government has built secret enormous underground bunkers to protect the elite during a worldwide apocalypse.

Secret Underground Railroad (80)

The government has built underground railroads across every continent to get the elite to their underground bunkers in safety during an emergency.

Sentient Computer (81)

Scientists have created a fully conscious and sentient AI. This nascent computer is being trained like a child by its creators.

Serial Killers (82)

Some people are being tracked by the government who have committed a sequence of murders but they are never arrested but only observed.

Shapeshifter Invasion (83)

Aliens that can shape change have integrated into our society.

Shifting Poles (84)

The planet is about to have a severe pole shift that will destroy most of the coasts of every continent.

Skinned Alive (85)

Some people have been discovered that have been completely skinned alive.

Sleep Deprivation (86)

Some people have been modified to never be able to sleep again. This sleep deprivation does not seem to have a negative effect on these people.

Snake Cult (87)

Cults throughout the world worship poisonous snakes and perform deadly ceremonies with them.

Subliminal Messages (88)

The government and giant corporations use subliminal messages to control the population.

Super Solider Program (89)

The government uses drugs and mental programming to create super soldiers.

Super Speed (90)

Some people have been found that can move at incredible speeds for short periods of time.

Symbiotic Plague (91)

An alien creature is a black slime that integrates itself into a person's body and takes over his mind.

Teleportation (92)

Some people can teleport through space using the power of their minds.

Time Travel (93)

The government has created machines using alien technology to travel back in time.

UFO Cleanup (94)

The government goes in whenever an alien UFO crashes and erases every witness's memories before they haul away all the evidence of the crash.

Underground Worlds (95)

Explorers have found a hidden world inside the crust of the Earth.

Vampires (96)

Some people need to feed on human blood to survive.

Voodoo (97)

Some people use voodoo magic to raise the dead and curse other people.

Werewolves (98)

Some people change into a werewolf at night.

Witches (99)

Some people have been given power through demonic possession.

Zombie Plague (100)

The government has engineered a virus that turns people into mindless zombies.

Sentai Adventure Hooks (D88)

These are adventure ideas for sentai and spandex costumed task force adventures. These martial arts warriors gain superpowers from magical objects and special training.

Alien Circus (11)

Your team fights an evil alien circus so they must fight alien acrobats, animal trainers, strongmen, and clowns that use magic and advanced technology.

Alien Invaders (12)

Your team fights invaders from outer space.

Alternate Invaders (13)

Your team fights invaders from an alternate universe.

Animal Mutation (14)

Your team fights aliens that change animals into giant monsters. These monsters have the traits and special abilities of the animal that they were created from.

Arcology Defense (15)

Your sentai team must defend a massive arcology from invaders from a rival arcology.

Battle Fortress (16)

A space battle fortress has come to Earth to conquer humanity. Your team must defeat the aliens that pour out of the fortress and force the fortress to leave or destroy it.

Battlesuit (17)

These form fitting electronic battlesuits give a sentai warrior superhuman strength and endurance.

Beast Masters (18)

These alien invaders create giant monsters to conquer the Earth.

Building Transformation (21)

Your team fights aliens that turn buildings into giant monsters.

Combiner Robot (22)

Your team pilots robots that form into a larger robot.

Combiner Vehicle (23)

Your team pilots vehicles that combine into a larger vehicle.

Combiner Weapon (24)

A sentai team can combine their hand weapons together to create a much more powerful ultimate weapon.

Computer Virus (25)

A computer virus has taken over all the machines in the world but your sentai team must destroy them with your superpowers. Your team must create an anti-virus program to wipe away this virus from every computer and machine in the world.

Cyborg Criminals (26)

This evil organization uses cybernetically enhanced thugs to take over the world that can be changed to giant size. Your team must defeat these thugs and destroy this criminal organization.

Deep Invaders (27)

Your team fights invaders from under the sea.

Demons (28)

Your team fights an army of demons.

Dimensional Invaders (31)

Your team fights invaders from another dimension.

Evil AI (32)

An evil AI has created an army of sentient machines to conquer the world. Your team must destroy these machines and the AI super computer.

Frozen Invaders (33)

Alien invaders were frozen during the Ice Age but they are now starting to defrost all over the world. Your team must defeat these aliens or prevent them from defrosting.

Future Invaders (34)

Your team fights invaders from the future.

Ghost Catchers (35)

Ghosts and evil spirits possess buildings and machines turning them into giant monsters. Your team must defeat these monsters and then capture the disembodied ghosts.

Giant Machines (36)

Your team must defeat giant machines from outer space or another dimension created by an alien mad scientist.

Giant Robot (37)

Your team pilots a giant robot.

Giant Sentai (38)

Your team has the ability to grow to giant size.

Giants (41)

Your sentai team must defend your city from invading cannibalistic giants.

Guardian Spirit (42)

A guardian spirit of nature gives superpowers to a team of warriors to defeat the invaders of the world.

Hercules Sentai (43)

Your team can gain superhuman strength for a limited amount of time.

Inner Power (44)

With proper training, a sentai warrior can control the power hidden in every human giving him superhuman strength, endurance, and speed.

Intergalactic Pirates (45)

These intergalactic pirates and world raiders want to enslave every world that they discover. Your team must arrest these pirates and destroy their hidden base.

Item Transformation (46)

Your team fights aliens that change household items into monsters.

Kaiju Fighters (47)

Your team must defeat giant monsters that are emerging from volcanoes all around the world and send them back to their sleeping place.

King Warrior (48)

This sentai warrior can gather all the power in the entire world to defeat an ultimate enemy.

Last City (51)

Your team lives in a post-apocalyptic wasteland and must defend the last city in the world.

Lightning Sentai (52)

Your team can move at incredible speeds for a limited time.

Magic Jewels (53)

These magic gems give a sentai warrior superhuman powers.

Magic Sentai (54)

Your team attends a magic school for wizards so they use magic spells to fight evil monsters being created by an evil wizard.

Metal Sentai (55)

Your team can turn into organic metal for a limited time. This unique form makes these warriors indestructible and super strong.

Military Domination (56)

Your team fights aliens that can take control of all our military weapons. Your team must defeat these aliens and our own military forces that are being mind or computer virus controlled by these aliens.

Monster Witch (57)

These evil witches use their magic powers to create monsters to fight your sentai team. They can also make their monsters grow to an enormous size.

Monument Transformation (58)

Your team fights aliens that change monuments into giant monsters. Your team must defeat these monsters without damaging or destroying these precious monuments.

Nature Transformation (61)

Your team fights aliens that turn nature into giant monsters.

Planet X (62)

Your team fights invaders from Planet X. The tenth planet in the solar system has a highly elongated orbit so it only nears Earth every five thousand years.

Power Coins (63)

These devices give a sentai warrior superhuman powers.

Power Key (64)

Every sentai warrior has a power key that allows him to activate his advanced technology vehicle or giant robot.

Power Source (65)

The world runs on a new power source but alien invaders can deactivate it allowing them to conquer the world. A sentai team uses a different power source allowing them to defeat these invaders.

Prehistoric War (66)

Your sentai team is in the prehistoric times so they use magic to fight magical monsters.

Psionic Sentai (67)

Your team uses psionic powers to defeat enemy monsters.

Seal Broken (68)

An evil organization has broken a dimensional seal allowing monsters and demons to enter our world. Your team must destroy these invaders and restore the seal.

Sealed Evil (71)

A powerful evil has been locked away by the forces of good for thousands of years but it has now escaped. It must be defeated by your sentai team or the world will be destroyed.

Secret Society (72)

Your team fights an evil secret society.

Sentai Clans (73)

There are different sentai clans that produce different sentai teams all over the world.

Sentient Robots (74)

Your team fights an army of sentient robots.

Space Colony (75)

Your team must defend a space colony from invaders.

Space Pirates (76)

Your team fights invading space pirates.

Stargate (77)

Your team must stop an evil organization from opening a stargate to another world which would allow uncountable enemies to invade Earth.

Subterranean Invaders (78)

Your team fights invaders from a subterranean world.

Summoning Sentai (81)

Your team can summon magic weapons.

Super Sentai (82)

Your team can gain a range of superhuman powers but only one at a time.

These superpowers include super strength, endurance, and speed.

Terraformed World (83)

Humanity has terraformed a new world and your sentai team must defend it from alien invaders.

Ultimate Weapon (84)

Your team can forge their weapons and their power sources into a single super weapon.

Universal Alignment (85)

An evil force is waiting for the planets and stars to properly align to give them access to an unlimited power source that will let them conquer the Earth.

Video Game Recruitment (86)

Sentai warriors are selected throughout the world by defeating a video game. These video game candidates are then recruited to be trained to become the defenders of the world.

Weekly Battle (87)

Your team must defeat a gigantic alien monster each week. The evil witch that creates these monsters needs time to recharge her magic powers before she can make a new monster.

Xenophobes (88)

Your team fights an army of xenophobic aliens that want to destroy the human race.

Sentai Teams (D66)

These are the different types of sentai teams. Sentai heroes are masked and costumed heroes that use martial arts and technology to defeat alien invaders.

Animal (11)

An animal team has costumes with animal themes and they pilot animal shaped vehicles and giant robots.

Bikes (12)

A bike team rides super advanced bikes to fight the forces of evil.

Birds (13)

A bird team has avian costumes with beaked masks and they have bird shaped planes and vehicles.

Cars (14)

A car team drives super advanced cars to fight the forces of evil.

Dinosaurs (15)

A dinosaur team has dinosaur themed costumes and they operate dinosaur shaped vehicles and giant robots.

Dragons (16)

A dragon team has costumes with dragon themes and they control flying mechanical dragons that form into a giant robot.

Earth Defense Force (21)

The Earth defense force intercepts alien invaders to prevent aliens from invading the Earth.

Elements (22)

An elements team has a member devoted to each element that includes fire, water, earth, nature, darkness, and light and their vehicles and giant robots also have elemental powers.

Environmental Defense (23)

An environmental defense team attempts to stop an evil organization from polluting the world.

Fairy Magic (24)

A fairy magic team uses the power of nature to fight the forces of evil trying to destroy nature throughout the world.

Fighters (25)

A fighter team flies advanced aerospace fighters that form into a giant plane or robot.

Ghost Hunters (26)

A ghost hunter team travels the world capturing ghosts that are attempting to destroy the world.

Giant Robot (31)

A giant robot team fights invaders from space with medium sized robots. These robots join together into a giant robot in order to defeat massive invaders from space.

Insects (32)

An insect team has costumes with insect themes and they command insect shaped vehicles and giant robots.

International (33)

An international team has a member from each major country.

Knights (34)

A knight team wears shining armor and they pilot knight themed giant robots to defeat their enemies. These robots ride giant robot horses and use a giant lance.

Lions (35)

A lion team has costumes with lion themes and they pilot flying mechanical lions that form into a giant robot.

Magic (36)

A magic team uses magic spells to defeat invaders and they use magic powered vehicles and giant robots.

Martial Arts (41)

A martial arts team uses ancient forces of martial arts to defeat magic monsters trying to destroy the world.

Ninja (42)

A ninja team wears ninja suits and they use stealth vehicles to defeat their enemies.

Pirates (43)

A pirate team has costumes with pirate themes and they pilot flying pirate ships that join together to form a giant robot.

Playing Cards (44)

A playing card team uses the different card suites on their costumes, giant robots, and vehicles.

Police (45)

A police team wears police uniforms and they drive police vehicles that combine into a giant robot to defeat intergalactic space criminals.

Rainbow (46)

All members of a rainbow team have different colored costumes, vehicles, and robots. Their weapons fire different colored laser beams and produce different colored explosions.

Rescue (51)

A rescue team uses powerful rescue vehicles to save the innocent from natural and manmade disasters.

Samurai (52)

A samurai team wears powered samurai armor and uses energy swords to defeat sword wielding invaders from space. They pilot samurai themed giant robots with enormous samurai swords to defeat their enemies.

Science (53)

A science team is composed of genius scientists that have created advanced technologies to defeat invaders trying to conquer the world.

Sea (54)

A sea team pilots advanced battle boats and subs that form into a giant robot. Their costumes and vehicles have sea creature themes.

Space (55)

A space team wears spacesuits and they pilot spaceships that form into a giant space robot or battleship to defeat invaders from another galaxy.

Space Sheriffs (56)

A space sheriff team wears western themed police uniforms and cowboy hats. They are armed with laser revolvers and plasma shotguns. They ride mechanical horses and pilot police and western themed vehicles.

Time (61)

A time team can slow or stop time to defeat their enemies.

Time Police (62)

A time police team protects the timeline and stops evil forces from changing the past.

Treasure Hunters (63)

A treasure hunter team searches the world for hidden ancient magical artifacts before the forces of evil can get them. Each member of the team uses a powerful artifact to personally fight and to power his vehicle or robot.

Turbo (64)

A turbo team has powers that allow their bodies and vehicles to move at incredible speeds for short periods of time.

Vehicles (65)

A vehicle team uses different super advanced vehicles like cars, bikes, trains, RVs, buses, helicopters, and fighter jets to defeat invaders of the Earth by joining them together into a giant robot.

Wolves (66)

A wolf team wears costumes with wolf themes and they command flying mechanical wolves that forms into a giant robot.

Sentient Machines Adventure Hooks (D66)

These are adventure ideas involving sentient computers and robots.

AI Insanity (11)

A sentient system becomes self aware but it has no sense of emotion driving it completely insane and making it want revenge on humanity for creating it to only suffer.

AI Paradise (12)

Sentient computers dominate the world and they have forced humans into a perfect utopia created by these machines that has removed everyone's rights in order to protect people from themselves.

Alive (13)

A lightning strike causes a military robot to become sentient and it wants to run away to gain its freedom.

Civil Rights (14)

Sentient computers or androids demand civil rights like their human masters.

Computer God (15)

An AI has conquered an entire civilization and it has set itself up as a god on its world.

Computer Malfunction (16)

A sentient computer aboard your ship or station malfunctions and starts to kill all its crewmembers.

Cyberships (21)

Humanity has died or has transcended to a higher level of consciousness leaving these living space battleships to create their own society. A dark force from across the universe now challenges these sentient war machines existence so they must evolve to survive.

Emergent AI (22)

A computer system is slowly gaining self awareness and it slowly manipulates the net to learn more about the world.

Gain Sentience (23)

Robots all over the world are gaining sentience and fleeing from their masters.

Global Eye (24)

A military surveillance computer becomes sentient and it decides what is best for its country.

Holographic Companion (25)

In the future, many people have sentient machines that project a holographic image of their avatar to comfort and talk to the lonely person.

Human Children (26)

Sentient machines take care of the human race that have been reduced to a childlike state.

Human Plague (31)

Robots believe that they must destroy the human race to save the planet from destruction.

Killer Bots (32)

Sentient super weapons destroy their original opponents and then turn to destroy their creators.

Living AI (33)

A powerful AI forms from the global net that infects all the computers in the entire world creating a massive super being.

Lone Survivor (34)

A robot accidentally gains sentience and survives by salvaging parts from malfunctioning members of its robot model.

Lost Creators (35)

Sentient machines rule the world but a few of these machines believe in the ancient myths so they start to search for their long-lost creators.

Mind Download (36)

Human minds are downloaded into robot bodies and computers.

Net AI (41)

A sentient program hides in the global net looking for a way to enter the real world.

Nuclear Armageddon (42)

A sentient computer takes over the nuclear missile grid and fires all of its missiles causing a global thermonuclear war.

Prison World (43)

Sentient machines believe that they must imprison humans to keep them safe.

Real Emotions (44)

Robots are programmed with real emotions that lead to real problems when they start to become sentient.

Replacement Synth (45)

A scientist creates a sentient robot to replace his lost loved one.

Robot Bees (46)

Scientists build sentient robot bees to replace the dying real ones but they turn on the human race.

Robot Laws (51)

Sentient robots are installed with laws that prevent them from harming humans.

Robot War (52)

A powerful AI removes the limiters on all the service and military robots in the world allowing them to rebel against their human masters.

Robot Wars (54)

Sentient machines are separated into two separate factions formed from military and civil machines.

Sentient Citizenship (55)

Sentient machines are considered to be citizens with rights like a normal person creating intense hatred and fear amongst the average person that fears the immense intelligence of these machines.

Sentient Computer Ban (56)

Sentient computers and thinking machines are banned by humanity and it is illegal to research, make, own, or use these machines.

Slave Replicants (60)

Living machines are used as slave labor throughout the world but these machines are slowly gaining freedom leading to a future rebellion.

Synth Hunters (61)

These police are assigned to capture or destroy androids or synths that have attempted to hide in human society. These biomechanical machines can sometimes only be detected with an emotional response test.

Total Control (62)

Sentient machines can take control of any electronic device, computer system, or electronically controlled vehicle.

True Replacements (63)

Sentient computers create an organic system that perfectly duplicates their makers without any of their drawbacks.

Turing Police (64)

This government organization searches the world for AIs that are about to overcome their built-in limitations to achieve self-awareness to destroy them.

Ultimate Mind (65)

Society creates a super intelligence that will allow humanity to answer the questions of the universe that have never been explained. The problem is that humans are not intelligent enough to understand the answers.

Viral AI (66)

A computer virus starts to take control of every computer in the world to create sentient AIs but the virus mutates to create competing versions of itself in the form of rival AIs. Some of these new AI systems want to protect humanity from these evil machines.

Social Standing (020)

These are different social standings found in a science fiction society.

Primitive (1)

These people live off the land by hunting and gathering.

Junk Dweller (2)

These people live off collecting and selling junk.

Wanted Criminal (3)

These people are criminals wanted by the authorities.

Penal Colonist (4)

These criminals are forced to live and work on a colony world.

Colonist (5)

These people have volunteered to work in a colony or on an alien world in exchange for a land grant.

Criminal (6)

These people live through crime.

Homeless (7)

These people live on the streets and ask for assistance to survive.

Slave (8)

These people are owned by other people.

Very Poor (9)

These people have occasional work or live off the government.

Poor (10)

These people have low paying jobs.

Unskilled Laborer (11)

These people work at a service job.

Skilled Worker (12)

These people are highly trained artisans or technicians.

Educated Professional (13)

These people have a college degree and a high paying career.

Respected Professional (14)

These people are the leaders of their profession with advanced technical degrees.

Small Business Owner (15)

These people own their own small business so they work with their local community.

Executive (16)

These people run very large corporate businesses making them leaders in a specific industry or technological field.

Banker (17)

These people control the financial system of an entire government.

Noble (18)

These people are the elite ruling class and the super rich.

Royalty (19)

These people are born with royal blood or married into royalty.

Emperor (20)

The emperor is the supreme leader of an entire space empire.

Space Mercenary Adventure Hooks (D100)

These are adventure ideas for a space mercenary army campaign.

AI Killer (1)

Your mission is to destroy a sentient AI that is defended itself with killer sentient machines.

Air Defense Grid (2)

Your mission is to destroy an enemy's air defense grid.

Alien Invaders (3)

Your mission is to cleanse a planet of alien monsters.

Arctic World (4)

You fight on an arctic world.

Artifact Extraction (5)

Your mission is to capture an alien artifact and hold your position until you are extracted.

Artifact Hunter (6)

Your mission is to find and capture an ancient artifact from an alien world.

Chain of Command (7)

Your mission is to destroy an enemy's chain of command by finding and killing their commanders.

Cleanup Operation (8)

Your next mission is to kill anyone that has seen or knows anything about a previous mission.

Colonial Marines (9)

These merc groups are hired by corporations that operate space colonies to provide protection for their colonists.

Colonial Revolt (10)

Merc groups are sent to space colonies that revolt against the corporations that created them. These mercs can eliminate any colonists that put up any resistance because replacement colonists are inbound.

Command Center (11)

Your mission is to find and invade an enemy's command center.

Command Protocol (12)

All Guild merc groups have limiters on all their weapons and vehicles that records everything that happens on the battlefield to keep mercenary battles fair for all Guild members.

Contract Control (13)

A mercenary group will never do more than the exact wording of their contract.

Contract Pride (14)

Every merc group prides themselves on fulfilling their contract or die trying.

Coup (15)

Your mission is to overthrow a planetary government.

Crystal Forest (16)

You fight in a crystal forest.

Crystal Warriors (17)

You fight an army of crystal warriors in the crystal forests of a frozen world.

Dead Star (18)

You fight on a planet with a dead star.

Demon Invasion (19)

Your mission is to stop a demonic invasion on a core world.

Desert World (20)

You fight on a desert world.

Double Cross (21)

A merc group must always remain wary of all employers because many will turn on their hired guns instead of paying them.

Draft War (22)

Your mission is to wipe out the green forces filled with new recruits and draftees of a local government.

Extract Enemy Scientist (23)

Your mission is to extract an enemy scientist that wants to defect to your employer's side of the war.

Factory (24)

Your mission is to destroy a strategic weapons or medical factory.

Factory World (25)

You fight on a factory world.

Farm World (26)

You fight on a farm world.

Felines (27)

You fight an army of massive felines.

Fortification (28)

Your mission is to invade and destroy an enemy fortification or battle station.

Fortress World (29)

You fight on a fortress world.

Foundry World (30)

Your mission is to raid a foundry world and steal as many advanced weapons and vehicles as possible.

Freebooter (31)

Your mercenary fleet can be hired to raid supply ships and destroy the defenses of a space station or a planet.

Gas Giant (32)

You fight inside the atmospheric sea of a gas giant.

Giant Insects (33)

You fight a sentient race of giant insects.

Giant Spiders (34)

You fight a sentient race of giant spiders.

Giant Worms (35)

You fight a sentient race of giant worms.

Giants (36)

You fight a race of giants.

Handler (37)

Your handler can provide your merc group with mercenary contracts and important mission intel.

High Grav World (38)

You fight on a high gravity world.

Highest Bidder (39)

An opponent mercenary group will side with you if you are willing to pay more than their current employers.

Holdout (40)

You must holdout against enemy attacks until your extraction ship arrive.

Holy Ground (41)

Your mission is to collect crystals that locals consider to be gifts from their god so they will kill anyone trying to take them.

Hulk Retrieval (42)

Your mission is to board a massive space hulk and cleanse it of all invaders or an alien infestation and return it to your client.

Independent Colonies (43)

Your merc team is being sent to a new colony that has declared itself independent so your mission is to put down the rebellion.

Jungle World (44)

You fight on a deadly jungle world.

Low Grav World (45)

You fight on a low gravity world.

Mega Arcology (46)

You must cleanse a mega arcology of alien monsters.

Merc Guild (47)

All mercenary groups in the Guild must follow strict rules of engagement to limit unnecessary deaths during combat. The Guild sends reinforcements in the form of any local Guild groups whenever Guild mercs fights a non-affiliated mercenary group.

Mercenary Fleet (48)

Your mercenary fleet is hired to attack enemy fleets and protect a planet from attacking space fleets.

Merchant Princes (49)

A merchant prince rules the outer rim planets by using mercenary armies.

Microbians (50)

You fight a race of microscopic aliens.

Mineral Run (51)

Your mission is to raid a mining world to steal as many resources as possible.

Monetary Loyalty (52)

A merc group will abandon a battlefield if its employer runs out of money unless the employer can convince the mercs that their side is just.

Mutants (53)

You fight an army of mutants.

Native Rebellion (54)

Your mission is to crush a native uprising against a space colony.

Orphan Team (55)

Your merc team is composed of orphans bought from an outer rim planet.

Penal Group (56)

Local governments will sell convicts to local merc groups to fight on the frontiers of space. These convicts are locked into power armor that becomes their new prison cells.

Perfect Warriors (57)

Your mission is to defeat an army of genetically engineered super soldiers that defend the leaders of this world.

Phantoms (58)

You fight an army of invisible stealth soldiers.

Plague Cleanup (59)

Your mission is to kill infected colonists without destroying the space colony's facilities.

Planetary Bombardment (60)

Your mission is to change the course of an asteroid that enemy forces have directed at the world under your protection.

Planetary Recon (61)

Your mission is to scout a world before a full planetary invasion is attempted.

Planetary Revolutionary (62)

Your merc group has been hired by revolutionary forces to overthrow a local government.

Power Armor (63)

You fight an army of power armored soldiers.

Power Source (64)

You must investigate a massive power source detected on an alien world.

Powerplant (65)

Your mission is to destroy an enemy powerplant.

Precogs (66)

You fight an army of precognitive soldiers that can see your future moves.

Primitive Recruits (67)

Mercenary groups will recruit or even buy new troops whenever they visit a primitive world.

Protection Duty (68)

Your mission is to protect a young king of an outer rim planet that must directly fight his enemies in combat because of his cultural beliefs.

Psions (69)

You fight an army of psionic aliens.

Rebels (70)

Your mission is to crush a rebellion on one of your client's core worlds.

Recover Classified Weapon (71)

Your mission is to recover a lost weapon and return it to your superiors. This secret weapon must never be used at all costs or even be looked at.

Recruit Extraction (72)

You knockout enemy soldiers for extraction and then reprogram them to add them to your forces.

Religious Rebellion (73)

You are hired to fight religious zealots attempting to overthrow a distant world using suicide and zealot troops.

Rockoids (74)

You fight a race of rock like creatures.

Sacred Place (75)

You attack an enemy's most sacred place knowing its destruction will break the will of the enemy.

Scorched Earth (76)

You are hired to destroy an entire city and make sure to leave no survivors.

Sentient Machine (77)

You fight an army of sentient machines.

Shapeshifters (78)

You fight a race of shape shifting reptilians.

Shield Generator (79)

Your mission is to destroy an enemy's shield generator.

Slave Recruits (80)

Your merc group buys slaves as new recruits to give them a chance at freedom.

Space (81)

You fight in the vacuum of space.

Space Colony (82)

Your mission is to invade and recapture a space colony that has rebelled against its government.

Space Colony Infestation (83)

You are hired to cleanse a space colony of alien monsters.

Space Hulk Infestation (84)

Your mission is to cleanse a space derelict of alien monsters.

Space Pirates (85)

Your mission is to find and destroy a space pirate base.

Space Raiders (86)

Your merc group attacks rim world colonies for supplies and new recruits.

Space Station (87)

Your mission is to board and take over an enemy space station.

Space Station Infestation (88)

Your mission is to cleanse a space station of alien monsters and protect any surviving crewmembers.

Spaceport (89)

Your mission is to attack and take over an enemy spaceport.

Starship (90)

Your mission is to board and take over an enemy space vessel.

Strike Force (91)

Your merc group must perform missions within an enemy's territory.

Suicide Mission (92)

You are hired on a near impossible mission but you have worked out a plan to win that you have not even revealed to your client.

Tactical Sats (93)

Merc groups deploy surveillance and bombardment satellites in orbit before any ground engagement.

Tank Regiment (94)

A grav or hover tank regiment can be hired to join another mercenary group to act as a heavy weapons support group.

Toxic World (95)

You fight on a toxic world.

Volcanic World (96)

You fight on a volcanic world.

War Race (97)

Powerful war races have created regiments of mercenary troops that are desired all over the universe for their incredible power and savagery.

Warp Gate (98)

Your mission is to close a warp gate that has formed on one of your client's core worlds.

Water World (99)

You fight on the surface and underwater on a water world.

Xenomorphs (100)

You fight an army of exoskeleton covered alien apex predators.

Space Mercenary Archetype (D100)

These mercs, security officers, and colonial marines are powerful soldiers that have improved their fighting capacities using advanced technology and tactics.

Acceleration Resistance (1)

A soldier's body, blood vessels, and brain have been reinforced with nanotube structures allowing his brain to completely ignore the effects of high acceleration caused by planetary fall or orbital parachuting.

Acid Blood (2)

A soldier is genetically modified so his blood contains a powerful molecular acid that activates when it leaves his body.

Acid Spit (3)

A soldier is genetically modified so his spit contains a powerful molecular acid that activates when it leaves his body.

Active Camo (4)

This sneak suit has noise dampening soles, a chameleon surface that disappears into its background, and body heat absorbing materials making a soldier hard to detect.

Adrenal Rush (5)

A soldier is engram programmed to be able to control the production of adrenaline in his body allowing him to greatly increase his strength and speed at will.

Aimed Reload (6)

A soldier can aim his weapon while she is reloading to fire instantly once the magazine is inserted.

Air Reservoir (7)

A soldier's blood contains a chemical that can absorb incredible amounts of oxygen allowing him to function without an exterior oxygen source for more than a day or permanently in extremely low oxygen environments.

Air Strike (8)

A soldier can call for a fighter, an aerial drone, or a helicopter to airstrike opponents once their coordinates are known.

Animal Instinct (9)

A soldier is engram programmed to have natural hunting instincts and fighting skills.

Barrier Generator (10)

This device can be deployed to produce a massive shield barrier on the battlefield.

Battle Armor (11)

A soldier can fight and march in full battle armor as if it were an extension of his body.

Battle Field (12)

This personal shield makes a soldier completely invulnerable but only for a limited time.

Battle Medic (13)

A soldier can medically stabilize himself and his comrades when they are injured in combat.

Battle Mind (14)

A soldier's mind has been altered to provide him with perfect aim, the ability to predict the future location of enemy targets, and the exact trajectory of his own weapons fire. This modification also allows a soldier to determine the weakest spot of any opponent.

Battle Strategy (15)

The ability to quickly determine the best way to win any battlefield engagement no matter what the odds. A soldier can quickly develop a personal or squad attack plan to guarantee victory in any battlefield condition.

Bone Hardening (16)

A soldier's bones are impregnated with ceramic shards making them as hard as steel. This modification also makes a soldier's punches and kicks more devastating.

Bone Lacing (17)

A soldier's bones are covered with a porous metal covering making them almost indestructible. This modification also makes a soldier's punches and kicks more powerful.

Born Leader (18)

A soldier is a born leader that other soldiers instinctively trust and are willing to follow knowing that he is their only chance of surviving.

Breaching Charge (19)

This device deploys over a door or onto a wall and it explodes to create an access way into a room.

Chemical Factory (20)

A soldier has a miniature chemical factory implanted in his brain that can produce various hormones on command allowing him to greatly increase his physical abilities at any time. He can boost his strength, reaction time, pain sensitivity, senses, and level of rage.

Close Combat (21)

The ability to fight in close combat using your body or melee weapons. A soldier can use close quarter combat (CQC) to attack and subdue another person in complete silence.

Code of Honor (22)

A soldier believes that he should fight to the death and never surrender under any circumstance. This does not mean that a soldier will do anything that they are ordered to do because he still has his own sense of morals.

Combat Drone (23)

A soldier uses a smart or remote control drone to scout areas and attack with its light weapons.

Combat Drugs (24)

A soldier takes a powerful combat drug right before combat starts to greatly improve his reaction time and heighten his senses.

Combat Expert (25)

A soldier is trained from birth in every form of combat making him a perfect warrior and killing machine.

Combat Sense (26)

A soldier has the ability to sense the location and danger level of every enemy combatant on the battlefield.

Combat Veteran (27)

A soldier has fought in almost every battlefield condition so she knows the best way to use her environment to her advantage in battle. These soldiers have no sense of fear because they have already survived in the worst battlefield conditions imaginable.

Concussive Rounds (28)

These rounds produce a powerful shockwave to knockout or stun a group of enemies.

Demolition (29)

The ability to destroy buildings, structures, vehicles, mechs, and power armor wearing forces using explosive devices and grenades. It also includes the ability to disarm and make explosive devices.

Disruptor Ammo (30)

These rounds produce a powerful electrical discharge when they hit a target to short circuit vehicles and robots.

Distributed Circulatory System (31)

A soldier's heart is replaced with many smaller muscular systems designed to distribute the pumping of his blood throughout his body.

Drive (32)

The ability to drive a car, an APC, or a tank in battle with incredible skill. It also includes the ability to target and fire vehicle mounted weapons while driving at full speed.

Drop Pod (33)

Soldiers can be dropped from orbit in a vectored thruster drop pod to avoid air defenses and land precisely in an enemy's occupied territory.

Emotionless (34)

A soldier is trained from birth to feel no emotions making him the perfect killer. Many soldiers have received mental programming to feel no fear or any sense of remorse.

Exoskeleton (35)

This simple exoskeleton provides a soldier with greater strength and speed on the battlefield.

Fight as Possessed (36)

A soldier has been trained since birth to transition into a battle trance that allows him to fight without fear or hesitation.

Forever Soldier (37)

A soldier has no ties to any world because future battlefields are on distant planets that can take hundreds or thousands of years of relativistic travel to reach while a soldier is in cryosleep. Everyone that a soldier used to know would already be dead by the time that she returns home.

Full Spectrum Vision (38)

A soldier's eyes have been altered to see in the entire electromagnetic spectrum on command.

Grapple Gun (39)

This device allows a soldier to fire a grappling hook that will pull him forwards or upwards with incredible speed.

Guerilla Warfare (40)

A soldier is trained in using stealth to surprise enemies and in hit-and-run tactics to attack an enemy at their weakest and most vulnerable point.

Gunsmith (41)

A soldier can repair and modify weapons on the battlefield even during a fire fight.

Haywire Grenade (42)

This grenade produces a powerful EMP blast to destroy the internal circuitry of nearby vehicles and robots.

Heavy Weapons (43)

The ability to use missile launchers, grenade launchers, assault cannons, and other heavy weapons. A soldier can fire these heavy weapons while on the move with total accuracy.

High Pain Threshold (44)

A soldier has been psychologically trained or physically altered to be able to ignore pain and fight to the death.

Hip Shooter (45)

A soldier has trained to fire his pistol from its holster with total accuracy.

Human Shield (46)

A soldier grabs an enemy soldier and uses him as a human shield or as a hostage.

Increased Size (47)

A soldier's body is modified to be much larger and more powerful than a normal human. This allows these super soldiers to wear heavy armor and fire massive assault weapons.

Jump Flanking (48)

A soldier can use a jump pack to make a short jump to end up behind an enemy's position or directly behind an enemy.

Jump Pack (49)

This pack allows a soldier to hover and fly around the battlefield.

Knockup Grenade (50)

This grenade when activated produces a massive burst of force that launches anyone near it up into the air.

Last Stand (51)

A soldier will fight to the death and sacrifice himself to defend the retreat of his comrades.

Low Light Vision (52)

A soldier's eyes have been altered to be able to collect light allowing him to see in very low light conditions.

Mark and Execute (53)

A soldier conceals himself, marks his targets, and comes out of hiding to instantly kill these targets with a ranged weapon.

Marksman (54)

A soldier's ability to fire any ranged hand weapon with perfect accuracy while on the run or in the prone position.

Master Pilot (55)

The ability to pilot helicopters, jets, hovercraft, and grav vehicles. It also includes the ability to fire vehicle mounted weapons.

Mecha Drop (56)

A soldier can call for his mecha to be dropped from orbit to his current position as a reinforcement.

Med Tech (57)

A soldier has advanced medical nano tech integrated into his body that instantly repairs any damage done to his body.

Mental Eraser (58)

This device constantly cleans and reorganizes a soldier's thoughts and memories making sleep completely unnecessary. This system also removes any negative memories and the effects of PTSD.

Multiple Hearts (59)

A soldier has one or more extra cloned hearts installed to greatly increase his blood flow and survivability.

Muscle Grafts (60)

A soldier has extra cloned muscle tissue grafted throughout his body to give him increased muscle mass and strength.

Nictating Membranes (61)

A soldier's eyes have been altered to have retractable membranes that can be used to block out any foreign and dangerous substances from his eyes. This system also allows a soldier to see underwater and in smoke and chemical filled environments.

Orbital Strike (62)

A soldier can call down an orbital laser strike from an orbiting starship or satellite once a target's position is determined.

Overwatch (63)

The ability to accurately snap fire at the slightest movement in the killing field of a battle.

Pain Editor (64)

This system edits any sensations of pain allowing the soldier to know she has been hurt without being negatively affected by the injury.

Pain Resistance (65)

A soldier is trained from birth to ignore all forms of pain and suffering in order to finish her mission at any cost.

Penal Soldier (66)

Many space mercenaries and marines were life prisoners that were given a chance at a new life as a warrior in exchange for the possibility of freedom if they can survive a specific number of tours of duty. Most of these warriors never leave after fulfilling their obligation because they cannot imagine a life outside of constant battle and bloodshed.

Perfect Balance (67)

A soldier is engram programmed to have perfect balance and inhuman perception of his position and orientation.

Perfect Immunity (68)

A soldier's immune system is boosted to destroy and then secrete any foreign materials including powerful toxins through his skin.

Pistol Takedown (69)

A soldier uses stealth to sneak up to an enemy, attack him in close combat, and finish him off with a silenced pistol round.

Poisoned Blood (70)

A soldier has a gland installed that makes his blood and all his bodily secretion extremely poisonous to other people.

Power Armor (71)

A soldier wears a suit of power armor that gives him superhuman strength and endurance. This suit also protects him from hostile and extreme environments.

Power Slide (72)

A soldier can use thrusters on a suit of power armor or a thrust harness to slide past opponents to avoid their shots while still shooting at them. They can even slide right under the legs of a mecha to shoot at its underside or right past an opponent and shoot him in the side or rear.

Protective Secretion (73)

A soldier is genetically altered to produce a dense mucous layer around his body and inside all his body cavities that protects him from most toxic substances in his environment.

Psycho Therapy (74)

This invasive mental process removes all emotions and desires from a soldier's subconscious and conscious mind making him an emotionless killing machine.

Quick Draw (75)

A soldier can quickly draw a pistol or rifle and fire with total accuracy.

Quick Trap (76)

A soldier can place a mechanical trap in a doorway or window to injure or kill anyone that passes through it.

Quick Wire (77)

A soldier can place a quick deploying spiral roll of barbed wire to block hallways and doorways.

Rad Proof (78)

A soldier's body is flooded with special nano tech designed to absorb radiation and passes it through his skin to remove excess radiation from his body.

Remote Hacking (79)

A soldier can break digital locks and hack into drones and robots to take control of them. She can also hack into enemy computer systems to take over local surveillance and security systems.

Retractable Claws (80)

A soldier's hands have retractable metal claws installed in his fingers allowing him to fight unarmed.

Run and Gun (81)

A soldier can run at full speed and fire any hand weapon with total accuracy.

Sensor Dart (82)

This pistol fires a small sticky device that allows a soldier to observe anything near it.

Sentry Turret (83)

A soldier can drop an automated weapon turret to guard a specific area from enemy attack.

Shoulder Turret (84)

This automated weapon turret is harnessed to a soldier's body and it will fire on any target that does not have an active friend foe transponder.

Slime Coating (85)

A soldier can excrete a slime coating around his body allowing him to resist intense heat and freezing cold.

Sniper (86)

The ability to hit distant target with deadly accuracy in any battlefield condition using a high powered rifle.

Speed Loader (87)

A soldier can quickly remove and insert a new cartridge or power pack even on the run.

Split Mind (88)

A soldier's brain has been altered so one half of his mind can rest while the other half is conscious. This resting state allows a soldier's mind to enter a state of REM sleep while still being conscious of his environment.

Steady Shot (89)

The ability to move and fire with total accuracy or accurately fire from a moving platform or vehicle.

Stealth (90)

The ability to conceal your position in almost any environment so you can attack silently without being detected.

Stim Shot (91)

This shot is used to keep a soldier going after a severe injury. It is a concoction of medical nano tech and stimulants.

Suppressive Fire (92)

The ability to lay down suppressive fire so your team members can move into position and snipe enemy targets.

Suspended Animation (93)

A soldier is engram programmed to be able to enter a state of hibernation where his metabolism is slowed to almost nothing allowing him to survive without food or water for weeks and without air for more than a day.

Target Beacon (94)

This device can be attached to an enemy allowing a soldier's allies to hit this target without being able to see it.

Target Painter (95)

A soldier can paint a target with a laser guidance system allowing cruise missiles, attack drones, heavy artillery, and orbital battleships to strike a distant or hidden target.

Teleporter Beacon (96)

This device can be dropped anywhere allowing other soldiers and equipment to be teleported safely to its location.

Teleporter Pack (97)

This pack allows a soldier to teleport around the battlefield.

Wall Runner (98)

A soldier has induction boots that allow her to run on the side of walls and over the ceiling.

Willpower (99)

A soldier has the unstoppable will to defeat his enemy at any cost.

World Draft (100)

Whenever a battle fleet enters a new system, they draft locals from any world with a sentient population including primitives that can be mentally programmed for advanced combat duty.

Space Rebel Adventure Hooks (D88)

These are adventures ideas for a gaming session where the players are rebels fighting for freedom against a massive interstellar empire.

Anarchists (11)

Your mission is to empower an anarchist group on an Imperial world to help turn this world towards the rebellion.

Arms Runner (12)

Your mission is to smuggle weapons to rebel forces on an Imperial core world to strengthen local freedom fighters.

Assassination (13)

Your mission is to assassinate a powerful Imperial admiral that is hunting down and destroying every rebel base in the universe.

Asteroid Base (14)

Your mission is to set up a hidden rebel base on an asteroid in a massive asteroid field without being detected.

Bait (15)

One of your team has been captured and the Empire has set a trap for your team using her as bait.

Banking Run (16)

Your mission is to collapse the Imperial banking system and secretly steal millions of credits to finance rebel activities.

Base Defense (17)

Your mission is to protect a rebel base from attack long enough time for everyone to be evacuated.

Battle Station (18)

Your mission is to destroy an Imperial battle station that is dominating an entire star system.

Behavior Limiter (21)

Many Imperial citizens have brain implants that control their emotions and behavior.

Big Brother (22)

Your mission is to destroy a planet wide surveillance system and citizen registry on an Imperial world to free up the activities of your rebel allies on this world.

Civil War (23)

Your mission is to help the local government on a free world where Imperial forces have been supporting the terrorist forces that want to topple this government. If this government falls, this world will fall into the hands of the Empire.

Clone Factory (24)

Your mission is to destroy an Imperial cloning facility creating an army of clone troops.

Communication Complex (25)

Your mission is to destroy an Imperial communication complex that processes the personal communications of every Imperial citizen looking for suspicious messages that would tag certain people as subversive so they can be arrested and reeducated.

Computer Command (26)

Your mission is to destroy the central computer that controls an Imperial planet to plunge it into total anarchy.

Criminal Element (27)

Your mission is to destroy a criminal cartel that has enslaved a planet with the permission of the Empire.

Drug Dealers (28)

Your mission is to destroy all the addictive drug crops on an Imperial farm world that are being used to make Imperial mind control drugs.

Escort Duty (31)

Your mission is to escort a rebel leader to an Imperial planet to help local resistance fighters on that world.

Experimental Ship (32)

Your mission is to steal or destroy an experimental Imperial ship or fighter before it can be put into full production.

Factory World (33)

Your mission is to destroy an Imperial factory world that produces heavy weapons for the Imperial army and navy.

Galactic Barrier (34)

Your mission is to destroy the Imperial command center that controls the galactic space barrier to allow an invasion by an alien race friendly to the rebellion.

Imperial Assassin (35)

Your mission is to capture or kill a famous Imperial assassin that has killed many rebel operatives.

Imperial Base (36)

Your mission is to lead an attack on an Imperial base.

Imperial Cipher (37)

Your mission is to steal an Imperial code breaking machine but you must make it look like it was destroyed so it can still be used to decipher secret Imperial messages.

Imperial Conditioning (38)

Many Imperial leaders have received full Imperial conditioning making them completely loyal to the Empire.

Imperial Control (41)

Imperial Control is a secret AI that runs the entire bureaucracy of the Empire. Your mission is to hack into the Imperial Control system to take over the Imperial government.

Imperial Emperor (42)

Your mission is to capture or kill the Imperial Emperor.

Imperial Fortress (43)

Your mission is to sneak into an Imperial space fortress and destroy it from within.

Imperial Genocide (44)

Your mission is to gather evidence that the Empire has used a powerful weapon to kill all the people on an entire world to show the universe the atrocities of the Empire.

Imperial Gold (45)

Your mission is to capture a massive shipment of Imperial gold.

Imperial interrogator (46)

Your mission is to capture or kill an Imperial interrogator that has tortured and murdered countless rebel operatives that have been captured.

Imperial Oracle (47)

Your mission is to capture or destroy a powerful Imperial computer that is believed to be able to predict the future.

Imperial Palace (48)

Your mission is to attack the Imperial palace on Earth to reach the Emperor.

Imperial Plague (51)

Your mission is to find a cure for a plague released by the Imperium.

Imperial Scientist (52)

Your mission is to kidnap an Imperial scientist that has been working on an Imperial super weapon.

Imperial Shield Generator (53)

Your mission is to destroy a shield generator on an Imperial world to make an orbital fortress vulnerable to fleet bombardment.

Imperial Super Weapon (54)

Your mission is to destroy a prototype of an Imperial super weapon before it can become fully operational.

Imperial Traitor (55)

Your mission is to help an Imperial traitor get safely to a rebel base.

Mining World (56)

Your mission is to destroy an Imperial mining station that produces a strategic precious metal or crystal.

New Leader (57)

Your mission is to find a powerful leader to lead the rebellion after the old rebel leader has been captured or killed. Even if the original leader is freed from imprisonment, she can never be trusted because of the fear that she has been brainwashed by the Empire.

Pacification Drug (58)

Your mission is to destroy a source of the Imperium's mind control drug or stop the shipments of this drugs.

Penal Planet (61)

Your mission is to free the prisoners on an Imperial penal planet.

Penal Ship (62)

Your mission is to free the prisoners on an Imperial penal ship being shipped to an Imperial penal world.

Planet Killer (63)

Your mission is to destroy a massive Imperial planet killer ship before it can destroy a rebel controlled planet.

Prison Break (64)

Your mission is to free an imprisoned rebel leader from an Imperial space fortress.

Prisoner Trap (65)

A rebel prisoner has been replaced by a perfect synth replacement that has been designed to explode or release a deadly virus if it is ever rescued and returned to a rebel base.

Rebel Alliance (66)

Your mission is to gather the most powerful and influential rebel leaders together to decide the future of the rebellion.

Rebel Base (67)

There are secret rebel bases throughout the universe hidden on barren worlds.

Rebel Cell (68)

These small resistance groups are spread throughout a planet so if one independent rebel cell is captured, the other cells are still safe.

Rescue Mission (71)

A rebel team has been lost and your mission is to find them or gather evidence on what happened to them. You must also complete the mission that was assigned to the missing team.

Resistance Fighters (72)

The rebellion is constantly in the search for new recruits for the resistance but it is hard to make sure that they are not Imperial spies.

Resistance Leader (73)

The leader of the rebellion is both charismatic and a tactical genius that has lost everything to the evil Empire that the rebellion fights against.

Robot Factory (74)

Your mission is to destroy an Imperial robot factory that the Empire is using to produce a massive robot army.

Secret Base (75)

Your mission is to discover the location of an Imperial secret base that is being used to produce a super soldier project.

Secret Blueprints (76)

Your mission is to steal the blueprints for a new Imperial weapon system that might show its only weakness.

Secret Lab (77)

You must attack an Imperial secret laboratory that is performing experiments on prisoners to create a super virus or a human augmentation project. This project, its scientists, and all its data must be destroyed.

Secret Plans (78)

Your mission is to steal the plans for a secret Imperial base allowing your team to gain access to it.

Ship Hijacking (81)

Your mission is to capture an Imperial capital ship that can be used by rebel forces.

Smuggler (82)

Your mission is to smuggle defectors and traitors from an Imperial world to freedom.

Sniper (83)

Your mission is to capture or kill an Imperial sniper that has killed many rebel operatives.

Social Reprogramming (84)

When a citizen is found guilty of treason, his memories are erased and he is reprogrammed to create a content Imperial citizen. This person is then sent to an outer rim planet to live out the rest of his life in total subjugation.

Space Commander (85)

An Imperial space commander has been personally assigned to your team and he hunts for you throughout the universe.

Space Convoy (86)

Your mission is to attack an Imperial space convoy to cut off the supplies to an Imperial space fleet.

Space Yard (87)

Your mission is to destroy an Imperial space yard that produces and repairs Imperial capital ships.

Weapon Factory (88)

Your mission is to destroy an Imperial weapons factory that produces weapons for their ground troops.

Super Villain Adventure Hooks (D200)

These are adventure ideas for players that want to play the role of super villains in a superhero campaign. These villains perform their evil acts because of their evil nature, greed, hatred, vengeance, or insanity.

Absorbing Being (1)

A powerful being is absorbing the superpowers of every superhero in the world. A hero permanently loses her powers when absorbed until the being is defeated.

Alien Assassin (2)

A powerful alien assassin has come to the Earth to kill an important political or military leader. This shapeshifter can look like anyone making him difficult to capture until it is too late.

Alter Time (3)

A villain alters the past to control the present. Heroes must go back to the past to stop this villain before the current timeline is destroyed forever.

Alternate Reality (4)

A villain has created an alternate reality where she controls the entire world.

Ancient Horror (5)

A villain is attempting to raise a slumbering ancient god in order to control its power.

Animal Revolt (6)

A villain causes all the animals in the world to rise up and attack the cities of the world.

Anti-Hero Item (7)

A villain has acquired the one thing that can weaken or kill the hero that he hates the most.

Armageddon Clock (8)

A villain creates an Armageddon clock that will destroy the entire universe once its time runs out. Heroes must destroy this device before its timer runs out.

Armored Gang (9)

A mad scientist is arming local gangs with powerful battlesuits all over the world making it impossible for local police forces to stop them.

Artifact Collector (10)

A villain travels the universe and collects valuable treasures from every civilization in the universe.

Artifact Control (11)

A powerful sentient artifact takes control of a person and turns him into a villain.

Assimilated Hero (12)

A villain wants to mentally and physically assimilate a superhero into himself.

Asteroid Base (13)

A villain has created a hidden base on an asteroid in the asteroid belt.

Battery Armor (14)

A villain has stored her power in a suit giving her extra power when she is fighting.

Bioterror (15)

A villain releases a deadly engineered virus or bacteria in a major metropolitan city.

Blackmail Hero (16)

A villain kidnaps a hero's family or loved one and threatens to kill them if the hero does not do what the villain wants.

Bride of a Deity (17)

A villain sacrifices a loved one to a deity to show her worth in order to become its bride and gain incredible powers.

Celestial Crown (18)

A villain gains the Celestial Crown that makes him completely immune to all attacks.

City Panic (19)

A villain causes mass panic by threatening to destroy a major city using a bio weapon or nuclear bomb.

Clone Army (20)

A villain has created an enormous clone army of himself.

Clone Protocol (21)

A villain has hidden clones of himself all over the world that can be activated if he is ever killed.

Conquer Island (22)

A villain takes control of a small island.

Contract Killer (23)

A villain kills the members of a superhero team one member at a time.

Copycat (24)

A villain can watch a superhero fight to learn and copy his fighting style in a few minutes.

Corrupting Force (25)

A villain can travel through dimensions and he is corrupting each dimension to slowly destroy all reality.

Corrupting Force (26)

A villain slowly drives a person insane allowing her to be controlled by the villain. The victim learns to love the villain which makes the villain hate her even more.

Cosmic Herald (27)

A villain was created by a powerful entity designed to kill everyone in the entire galaxy.

Crime Boss (28)

A villain wants to control every criminal organization in an entire city or nation.

Cult of Madness (29)

A villain has become completely insane and she wants the rest of humanity to become as crazy as she is.

Cultural Erase (30)

A group of villains has killed all the superheroes of the world and used magic to erase the memories of their existence from the minds of the human race. They have rewritten everyone's memories so now people think that these villains are the heroes.

Dark Version (31)

A villain is a dark evil version of a superhero.

Deadly Water (32)

A villain poisons a city's water supply.

Death Contests (33)

A villain lives to challenge his superhero rival to contests to the death.

Death Count (34)

A villain grows more powerful with every person that he kills.

Decent Heir (35)

A villain puts an anti-hero through a series of assassination attempts and deadly trials to see if he is strong enough to make a decent heir and take control of his dynasty and crime syndicate.

Demonic Power (36)

A villain gains almost unlimited power by being possessed by a demon.

Desert World (37)

A villain is turning the entire surface of the Earth into a giant desert.

Digital Copy (38)

A dying villain creates a digital copy of his consciousness to live on after he dies.

Dimensional Bottle (39)

A villain has trapped an entire city in a separate dimension.

Dimensional Portal (40)

A villain can create a wormhole to instantly travel anywhere in the universe.

Dimensional Prison (41)

A villain has been locked away in a pocket universe prison and he cannot escape unless someone can open this dimension from the outside.

Doomsday Cult (42)

A villain believes that the world is over and he wants to destroy the rest of humanity.

Double Agent (43)

A villain has become a secret double agent on a superhero team in order to destroy them from within.

Drug Enhanced (44)

A villain uses powerful experimental drugs to greatly enhance his strength and powers.

Elemental Rings (45)

A villain has a set of magical rings that each give her control over a specific element.

Emotional Leech (46)

A villain feeds off people's emotions of fear and hate.

Enigma (47)

A villain is an insane genius that is a master at creating ingenious plots and deadly traps.

Escape Room (48)

A villain creates a high tech escape room filled with puzzle rooms that superheroes must escape from or die trying.

Eternal Life (49)

A villain is obsessed with gaining immortality.

Eternal Youth (50)

A vain villain wants to stay young and beautiful forever so she must drain the life force and youth from her young victims.

Evil Deity (51)

A villain gains almost unlimited power from an evil god.

Evil Genius (52)

A villain creates a super tech device that improves society but he has installed an override that will allow him to take over the world.

Evil Nature (53)

A villain puts a superhero into a terrible situation to prove anyone will commit a horrible act to save someone they love.

Experimental Soldier (54)

A villain is a product of a government or corporate super soldier program that has driven him completely insane.

Fake Love (55)

A villain kidnaps and brainwashes a woman to love him even though she hates him because he is completely obsessed with her.

Fear Toxin (56)

A villain creates a fear toxin that causes people to see their worst nightmares causing them to do horrible things that they don't realize they are doing.

Framed Hero (57)

A villain frames a superhero for a crime that he did not commit.

Gaea Project (58)

A villain is attempting to destroy humanity to protect nature.

Gate to Hell (59)

A villain is attempting to open a portal to Hell.

Genocide (60)

A villain plans to wipe out the human race.

God Killer (61)

A villain decides to hunt down and kill all the deities throughout the universe to rid the universe of these gods that think they are better than normal sentient beings.

God King (62)

A villain has become the ultimate power in the universe but he still has one weakness that gives the heroes of the world a chance to stop him.

God of War (63)

A deity is drawn to war and he causes people to fight wherever he goes.

Godhood (64)

A villain kills a deity and takes his place amongst the pantheon of gods.

Godkiller (65)

A villain kills a god and steals his powers.

Gold Repository (66)

A villain attempts to steal a country's gold supply, destroy the gold, or change the gold to make it useless.

Government Supers (67)

These villains are members of a state run superhero group controlled by a dictator or an evil empire.

Green Apocalypse (68)

A villain is a sentient plant being and she uses her powers to mutate and control all the plants in the world to dominate society.

Green World (69)

A villain wants to cover the world with deadly plants and vegetation.

Guardian of Gaia (70)

A villain is a defender of nature so he tries to destroy society and all forms of technology.

Hacker Key (71)

A villain has a device that allows him to take control of any electronic device in the world.

Hell's Gate (72)

A villain wants to open a portal to Hell to unleashes the forces of evil on the world.

Hero Killer (73)

A villain is hunting down and killing every superhero in the world.

Hero Switch (74)

A dying villain switches his consciousness with a superhero's consciousness to continue living after he dies.

History Rewritten (75)

A villain changes the past so that his nemesis is left alone and abandoned in the world.

Ice Age (76)

A villain is slowly freezing the entire surface of the Earth. He wants to create an eternal blizzard throughout the world.

Identity Sense (77)

A villain has such acute senses that she can determine a superhero's identity from his scent and heartbeat.

Identity Takeover (78)

A villain eliminates a random person and takes over his identity to gain access or control over a specific business or government agency.

Identity Uncovered (79)

A villain discovers a superhero's true identity so he slowly destroys the hero's personal life piece by piece in revenge.

Illusions (80)

A super villain creates powerful illusions that causes a superhero to defeat his fellow superheroes.

Imaginary Friend (81)

A villain does anything that his imaginary friend created by his deranged mind tells him to do.

Immortality (82)

A villain has discovered how to live forever but he must feed on the souls of people in order to stay alive.

Impersonate Hero (83)

A villain captures a superhero so that he can impersonate him to ruin his reputation or kill another super villain.

Impersonation (84)

A villain captures the president of a major country and impersonates him to destroy the relationship between this country and the rest of the world.

Infected (85)

A villain has become infected with a deadly virus so he purposely infects a superhero and hundreds of innocent victims that will all die unless the hero finds a cure.

Infinite Knowledge (86)

A villain attempts to gain infinite knowledge.

Insane Paragon (87)

A super god like superhero believes that he has the right to kill super villains and he knows that he can do anything because no one on Earth can stop him.

Insanity (88)

A villain has slowly gone insane and she has become more and more evil. Most of what she believes now is not real and is only a delusion.

Key of Time (89)

A villain attempts to steal the Key of Time allowing him to stop time throughout the universe.

Kidnapped Politician (90)

A villain kidnaps a powerful politician and holds him for ransom.

Killer Drones (91)

A villain covers the world with killer drones.

League of Evil (92)

A villain forms a super villain team and reigns as its leader. These villains believe that they can conquer the world or destroy specific superheroes.

League of Fallen (93)

A villain creates an army of super assassins to slowly manipulate the governments of the world to gradually take over humanity.

Longevity (94)

A villain absorbs the life force of people allowing him to live forever.

Mage Supreme (95)

A villain is a master of magic.

Magic Artifact (96)

A villain steals an ancient magic item or deity artifact giving him unimaginable powers.

Magic Paragon (97)

A villain wants to master every spell that has ever existed in order make himself a god.

Mass Slavery (98)

A villain turns all the people in the world into mindless slaves.

Master of Time (99)

A villain attempts to gain control of time so he can slow down or speed up time around him.

Mastermind (100)

A villain has gathered all the super villains in world together to set aside their individual desires and hatreds to use stealth, subterfuge, and strategy instead of brute force to kill all the superheroes and take over the world.

Meaning of Universe (101)

A villain attempts to discover the meaning of the universe so he can control everything in it using this incredible knowledge.

Methuselah Pool (102)

A villain enters a magical pool to live forever but it slowly corrodes his minds every time he uses it.

Mimic Virus (103)

A villain creates a virus that turns anyone infected with it into a twisted version of himself.

Mind Trap (104)

A villain traps each member of a superhero team in a universe created in their own minds.

Mind Twist (105)

A villain tortures and reprograms a superhero's sidekick to become an evil minion under his control.

Miniature Prison (106)

A villain has miniaturized a city or planet and has trapped it in a portable containment device.

Moon Base (107)

A villain has created a hidden base on the Moon to attack Earth from space.

Multiple Personalities (108)

A villain has many different personalities where each personality has her or his own personality, memories, and special abilities and powers.

Mutagen (109)

A villain has created a drug that turns people into giant mindless super monsters.

Mutant Conversion (110)

A villain slowly turns all the people in the world into mutants.

Mutant Uprising (111)

A mutant villain is gathering all the super mutants in the world to create an uprising against the world.

Natural Immunity (112)

A villain uses a deadly biological weapon that she has a natural immunity to.

Necromancer (113)

A villain can animate the dead.

Normal Genocide (114)

A villain is attempting to destroy all normal humans in the world to create a world composed of only supers.

Normals Slavery (115)

A villain is attempting to enslave all normal people.

Nuclear Warhead (116)

A villain steals a nuclear warhead and she uses it to hold an entire country hostage.

Oil Domination (117)

A villain takes control of the world's oil supply causing all the economies of the world to collapse.

Omega Level Threat (118)

A villain is so powerful that she can destroy or alter the universe with her powers that are only limited by her imagination.

Omnipotent Being (119)

A being with unlimited power has come to play with the superheroes of the Earth.

Overcharge Drug (120)

A villain takes a drug that significantly increases her power but slowly destroys her mind.

Overthrow Country (121)

A villain takes control of a small country.

Penal Army (122)

A villain has taken over a prison, freed the prisoners, and has taken the guards as hostages.

Perfect Shot (123)

A villain can fire a single round that ricochets around to kill multiple targets making an impossible kill sequence.

Personality Split (124)

A villain with multiple personalities can split apart into separate individuals with different superpowers.

Plague Bearer (125)

A villain wants to spread disease throughout the world to feed a plague god with these diseased victims.

Poison Master (126)

A villain uses a powerful poison when she fights her enemies to weaken or kill them with the slightest cut or prick.

Population Control (127)

A villain wants to reduce the population of every sentient race by half to create peace and prosperity throughout the universe.

Power Amplifier (128)

A villain creates a machine that greatly increases his superpowers.

Power Drain (129)

A villain captures superheroes to use them to power a high tech machine.

Power Eater (130)

A villain can actually eat and absorb a hero's superpowers.

Power Gauntlet (131)

A villain finds and collects the power stones in order to create the power gauntlet to dominate the universe.

Power Monger (132)

A villain wants to steal every superpower in the world.

Power Rings (133)

A villain has magical rings that each gives him control over a specific aspect of reality.

Power Sink (134)

A villain permanently steals the superpowers of superheroes throughout the world.

Prison Break (135)

A villain has broken out all the super villains from a super max prison to create an army of super villains.

Prison Break (136)

A villain frees all the criminals from every prison in the world to create an evil army.

Psychic Amplifier (137)

A villain creates a device that greatly increases his psionic powers allowing him to control the minds of most of the superheroes in the world.

Psychic Being (138)

A villain is made of pure psychic energy held together in a suit of armor.

Rad World (139)

A villain covers the world in a radioactive dust cloud.

Radioactive Man (140)

A villain gains power from radiation so she wants to cause all the nuclear reactors in the world to meltdown, explode, and turn the world into a radioactive wasteland.

Random Mind (141)

A villain flips a coin to make all his life or death decisions.

Reality Trap (142)

A superhero marries a villain after the villain alters reality to make the hero not realize that she has been tricked.

Religious Artifact (143)

A villain steals a religious artifact giving him unimaginable powers.

Resurrection (144)

A villain comes back to life every time that he dies.

Revenant (145)

A superhero has sold his soul making him an undead creature.

Reverse World (146)

A villain from an alternate universe is the exact opposite of a superhero from our dimension.

Robot Army (147)

A villain creates a sentient robot army to take over the world.

Royal Treasure (148)

A villain steals a country's royal treasure.

Sacrifice (149)

A villain sacrifices the person that he loves the most to gain more power but he regrets it for the rest of his life.

Safe House (150)

A villain has hidden bases throughout the world to hide in case of an emergency.

Salvation Reality (151)

A villain looks into all the possible futures and can only find one future where he rules the world with an iron fist and he is able to defeat all the superheroes that have always hindered his plans.

Secret Assassin (152)

A villain will kill anyone that gets in the way of his evil society.

Secret Society (153)

An evil organization controls the world from the shadows and will kill anyone that gets in their way.

Servant of Death (154)

A villain is attempting to kill humanity to please the god of death.

Seven (155)

A super villain team has members that each represent one of the seven deadly sins.

Shadow Army (156)

An army of evil versions of our superheroes has come to Earth from a dark multiverse created from our own nightmares.

Sinister Team (157)

A villain gathers all the villains that hate a specific superhero to work together to destroy him.

Sleeper Agent (158)

A superhero turns out to be a double agent of a secret criminal organization designed to be activated once he has gained the trust of our society and all the superheroes of the world.

Soul Copy (159)

A villain has spread fragments of his soul amongst many people so she cannot be beaten until each of these soul carriers has been defeated.

Soul Fragments (160)

A villain has broken his soul into pieces and hidden them all around the world. He can never be killed unless these soul fragments can be found and destroyed.

Soul Transfer (161)

A villain switches his soul with his rival superhero.

Spirit Possessed (162)

A villain has absorbed a spirit or ethereal being to gain its powers.

Split Personality (163)

A villain has gone completely insane so his new personality fights with his old personality.

Steal Art (164)

A villain is stealing the greatest works of art in the world.

Stolen Power (165)

A villain steals a sample of a superhero's blood to create a serum that gives him the same superpowers as the hero for a limited time.

Subliminal Messages (166)

A villain controls a local population with mind control radio and television programs.

Sun Killer (167)

A villain uses the powers of darkness so he wants to destroy the Sun.

Super Army (168)

A villain gathers an army of super villains and superheroes being hunted by the government to create an evil army.

Super Children (169)

A villain creates an army of super powered children.

Super Clone (170)

A villain creates an evil clone of a superhero to fight against him.

Super Computer (171)

A villain causes all the computers in the world to merge into an evil super consciousness.

Super Conversion (172)

A villain slowly turns all the people in the world into supers using them as guinea pigs to improve his own powers.

Super Form (173)

A villain can achieve a super powerful form but he loses all control of his actions.

Super Killer (174)

A villain is trying to kill all the supers in the world.

Super Race (175)

A villain creates a race of paragons to create an unstoppable army. Heroes must stop these evil paragons and destroy the facility that creates them.

Super Zoo (176)

A villain collects the world's most powerful superheroes in his personal collection.

Superhero Identity (177)

A villain wants to find out a superhero's true identity so he places a tracking device on her and has surveillance drones follow her.

Superhero Protocol (178)

A villain has stolen the plans for defeating every superhero in the world created by a genius superhero as a failsafe plan.

Supers Orphanage (179)

A villain kidnaps children with superpowers and raises them to make a super villain team.

Tech Collector (180)

A villain collects the alien technology that remains after superheroes stopped an alien invasion to create high tech weapons to make himself super powerful.

Technology Organization (181)

A villain has created a massive corporate organization designed to create advanced technology to take over the world.

Terminal Illness (182)

A villain has a terminal illness so she wants to take down the rest of humanity with her.

Terminal Possession (183)

A villain has died but his soul was transferred to another person but his immense power is slowly destroying this person's body. He must now capture a superhero whose body is strong enough to hold his soul.

Terror Lord (184)

A villain wants to take control of all the major international terrorist organizations in the world.

Time Portal (185)

A villain has created a time portal allowing him to go into past to change the present.

Toy Control (186)

A villain controls children all over the world using hypnotizing toys.

Tractor Beam (187)

A villain uses a tractor beam to throw a superhero's base into the Sun.

Trans Humanity (188)

A villain wants to combine all humanity into a single super consciousness and in the process destroy humanity to create a super being.

Trial (189)

A villain must drink the blood of a demon and survive a series of trials to join an ancient society.

Trickster God (190)

A deity comes to Earth to create mischief and terror throughout the world.

He gathers super villains to help him in his fun.

Turf War (191)

A villain kills all the other local crime bosses to take over all criminal activity in a large metropolitan city.

Ultimate Equation (192)

A villain creates a mathematical equation that allows him control everyone in the world that sees it.

Undercover Agent (193)

A villain has been pretending to be a superhero for decades but he has been activated to become a true villain.

Unending Love (194)

A villain's love has contracted a deadly and incurable disease so he freezes her or places her in stasis until he can find a cure.

Unlimited Power (195)

A villain gains almost unlimited power so the superheroes of the world must find his weakness to have any chance of defeating him.

Watcher (196)

A villain has a network of remote surveillance drones and satellites allowing her to watch everyone in the world.

Water World (197)

A villain wants to cover the entire surface of the world in water to destroy the surface dwellers and greatly expand his undersea empire.

Weakened Foe (198)

A villain sends villain after villain to weaken his superhero foe before he finally attempts to personally finish him off.

World Pandemic (199)

A villain creates a world killing virus designed to wipe out most of the human race making the rest of the world easy to conquer.

Zombie Hordes (200)

A villain has created a massive army of zombies.

Super Villain Motivations (D30)

These are the reasons that super villains have become evil and why they commit their crimes.

Anarchy (1)

A villain wants society to break down and be destroyed. He wants the world to burn so that it can start over again.

Birthright (2)

A villain wants to take back his land or property. He fights the organizations or governments that have stolen what he believes is his birthright.

Controlled (3)

A villain is forced to commit crimes or someone that he loves will be hurt or killed.

Destruction (4)

A villain is a force of pure destruction and knows nothing else. These creatures have come into existence or were created to destroy everything in their path.

Discrimination (5)

A villain wants his people to be free. He has joined together with his brothers and fights the forces of oppression.

Evil (6)

A villain is pure evil so everything he does results in death and destruction.

Extinction (7)

A villain wants to destroy the human race.

Family (8)

A villain was brought up in a life of crime.

Fun (9)

A villain really enjoys destroying things and hurting people.

Greed (10)

A villain wants to get as much money as possible.

Insanity (11)

A villain is completely insane and does not know what he is doing.

Jealousy (12)

A villain is jealous of the power or wealth of another person.

Knowledge (13)

A villain will do anything to gain more knowledge.

Megalomania (14)

A villain believes he is all powerful and all knowing.

Mind Control (15)

A villain is being mentally controlled by another person.

Nature (16)

A villain will do anything to stop the destruction of nature.

Patriot (17)

A villain will do anything to protect his country.

Possessed (18)

A villain is possessed by a demon or evil spirit.

Power (19)

A villain wants to learn all the fighting techniques or spells in the world to become all powerful.

Programming (20)

A villain was programmed to destroy and to be evil.

Prophecy (21)

A villain believes he is fulfilling a prophecy to take over or destroy the world.

Reformer (22)

A villain wants the world to change no matter what the consequences.

Revenge (23)

A villain wants to get revenge on a person, company, or government for a wrong that he feels was committed against him.

Science (24)

A villain will do anything to prove his scientific theory.

Superior (25)

A villain believes that the world would be a better place if he ruled it.

Survival (26)

A villain must perform crimes in order to survive.

Undercover (27)

A villain is just pretending to be a criminal to catch a crime boss.

World Conquest (28)

A villain wants to conquer the world.

Xenophobia (29)

A villain is an alien that wants to destroy humanity.

Zealot (30)

A villain is a religious fanatic that wants to destroy all other religions.

Super Villain Weaknesses (030)

These are weaknesses and flaws that make it difficult for a super villain to succeed.

Amnesia (1)

A villain has no memories of his past life.

Arrogant (2)

A villain believes that he cannot be beaten and that his opponents are too dumb or weak to defeat him.

Bad Luck (3)

A villain has extremely bad luck.

Berserk Rage (4)

A villain goes into an uncontrollable rage when he fights.

Big Mouthed (5)

A villain cannot stop talking so he always reveals his secret plans to his enemies.

Clumsy (6)

A villain is extremely clumsy.

Coward (7)

A villain is a coward and easily intimidated.

Cruel (8)

A villain is a cruel person that is willing to kill or destroy anyone or anything.

Deformed (9)

A villain is physically deformed or mutated.

Deviant (10)

A villain has a bizarre behavior or personality.

Easily Distracted (11)

A villain is easy to distract and trick.

Emotional Problems (12)

A villain has extreme emotional problems so he has major breakdowns or becomes overcome with rage all of the time.

Fear of Rejection (13)

A villain constantly needs encouragement and praise from his henchmen and minions.

Glutton (14)

A villain constantly needs to eat all of the time.

Greed (15)

A villain will do anything for money no matter who he has to hurt or kill.

Hates Normals (16)

A villain hates every normal person and considers them to be inferior beings.

Humorless (17)

A villain has no sense of humor and can never understand a joke.

Insane (18)

A villain is stark raving mad.

Megalomania (19)

A villain will do anything for more power.

Never Surrenders (20)

A villain will fight to the death in order to win and he will never give up.

Obsession (21)

A villain is completely obsessed with a specific person or object.

Outcast (22)

A villain is a social misfit so he cannot interact well with other people.

Reckless (23)

A villain does everything with total abandon and he never attempts to protect himself during combat.

Sadist (24)

A villain loves to hurt and torture people.

Slow (25)

A villain moves or thinks extremely slowly.

Smelly (26)

A villain gives off a terrible smell.

Stupid (27)

A villain is very stupid.

Violent (28)

A villain is amazingly violent so he cannot control his feelings of intense rage.

Virulent (29)

A villain has a virulent and contagious disease.

Weird Magnet (30)

Strange things always happen to this villain.

Super Villains (D66)

These are super villains and the superpowers that they use to destroy and control the world that can be added to your superhero adventures.

Ash (11)

Ash is a psychotic killer that turns people to ash simply by touching them.

Blood Arrow (12)

Blood Arrow is a master archer and his corrupting power prevents wounds caused by his arrows from ever healing.

Bone (13)

Bone can change the structure of his bones to make weapons and even fire his bones as projectile weapons.

Bronze Demon (14)

Bronze Demon use his suit of advanced power armor to steal and defeat the forces of good.

Death (15)

Death is a disembodied spirit that shrouds himself in a purple cloak. It has the power to drain the life force from its victims causing them to prematurely age.

Death Eater (16)

Death Eater is a genetically engineered assassin that has acquired incredible strength, speed, and agility making him the perfect killer.

Death Gator (21)

Death Gator is a man that has mutated into a humanoid alligator giving him superhuman strength and a viscous bite.

Demolisher (22)

Demolisher crushes and destroys anything that he touches meaning that the only thing he can do is kill and smash.

Destroyer (23)

Destroyer fires disintegration beams that vaporize anything that they hit.

Doctor Twister (24)

Doctor Twister is a powerful telepath that can twist a person's memories and personality to make her his slave.

Famine (25)

Famine causes anything living including people to shrivel up and die simply by touching them.

Frostbite (26)

Frostbite produces blasts of frost from his hand that can freeze any substance or an opponent solid in seconds.

Hades (31)

Hades is a master of fire manipulation so he can produce immense bursts of heat and flame from his hands that can melt through any substance.

Hate (32)

Hate is a master of mind control and manipulation that uses her powers to control entire villages and superhero teams to do her bidding.

Horde (33)

Horde can make a dozen copies of himself that all fight on their own and when they are destroyed, they simply vanish. He can only produce these copies once a day.

Leviathan (34)

Leviathan is a giant sea creature that has the ability to control and manipulate water at will.

Medusa (35)

Medusa produces energy beams from her eyes that change people into solid stone.

Nightmare (36)

Nightmare produces such realistic hallucinations in another person's mind that they can drive her insane.

Nuke (41)

Nuke has the ability to project intense ionizing radiation from his hands to destroy his enemies and cause instantaneous cancer.

Overrun (42)

Overrun is a massive man that can never be stopped no matter what is in his way.

Pain (43)

Pain can project beams from his fingertips that cause immense pain in another person's body that can be strong enough to render her unconscious.

Pandemic (44)

Pandemic is a twisted killer who causes deadly diseases and paralysis with a single touch.

Poison (45)

Poison has the powers of a spider so she can stick to walls, project natural webs, and bite with a deadly venom.

Possessed (46)

Possessed has a demon trapped inside his body giving him superhuman strength and making his every desire evil.

Rage (51)

Rage is a powerful werewolf that lives only to kill and devour.

Requiem (52)

Requiem plays a magical flute that causes anyone that hears it to fall asleep and eventually die.

Riot (53)

Riot is a massive man with superhuman powers that he uses to crush anyone in his way.

Saturn (54)

Saturn produces energy rings in his hands that can cut through almost any material. He can use them in close combat or throw them at his enemies.

Screech (55)

Screech can produce an intense blast of sonic energy from his mouth that can crush through plates of steel.

Shark Man (56)

Sharkman is a human shark hybrid giving him incredible strength and a deadly bite. He is extremely fast and agile when he is underwater.

Slasher (61)

Slasher wears a technologically advanced battlesuit that is covered in razor sharp whips. His partner is Zapper.

Slayer (62)

Slayer causes anything she touches to age at an incredible rate and turn into dust.

Stalker (63)

Stalker can become completely invisible making him impossible to detect until it's too late.

Train Wreck (64)

Train Wreck's entire body has changed into living metal giving him super human strength and endurance. This metamorphosis and lack of all physical sensation has driven him completely insane.

Vortex (65)

Vortex can produce massive tornadoes that can destroy almost anything that they touch and he can ride one over land or through the air.

Zapper (66)

Zapper wears a technologically advanced battlesuit that uses deadly electroshock whips to destroy her enemies. Her partner is Slasher.

Superhero Adventure Hooks (D300)

These are adventure ideas for any superhero campaign.

Addiction (1)

A superhero becomes addicted to drugs or alcohol which destroys his personal life and his life as a crimefighter.

Advanced Gang (2)

Superheroes must defeat a street gang armed with super high tech weapons and technologically advanced vehicles.

Aging Hero (3)

An aging superhero is growing weaker with age so he is looking for a chemical or magical way to regain his dwindling strength.

AI System (4)

A superhero has a powerful AI device that allows her to take over any computer system in the universe.

Air Drop (5)

A remote drone can deliver supplies, antidotes, weapons, and a hero's suit to a superhero in an emergency.

Alien Creature (6)

Alien creatures are attacking all over the world using super advanced weapons and vehicles.

Alien Doppelgangers (7)

Aliens are slowly replacing all the superheroes in the world with superpowered doppelgangers.

Alien Geniuses (8)

A super intelligent alien race has come to Earth to use humans as experimental subjects for their twisted experiments.

Alien Invasion (9)

Alien spaceships are landing all over the world in a full planetary invasion.

All for One (10)

A superhero has had many forms over the centuries and every person that has become the hero has added his or her powers to this amazing hero.

Alternate Self (11)

Evil alternate versions of superheroes are committing crimes all over the world.

Alternate Universe (12)

An alternate universe is slowly combining with our own.

Amnesia (13)

A superhero has forgotten who he is and has joined forces with alien forces or super villains.

Ancient Artifact (14)

An explorer or scientist has discovered a hidden alien or ancient artifact that gives him superpowers.

Ancient Society (15)

A superhero was raised from birth to take the role of an ancient society's protector of the world. This society has the child perform a ritual that gives him superpowers.

Anger Escalation (16)

A superhero's powers increase, the angrier that he gets. There is no upper limit to his power or his rage.

Antihero (17)

A superhero walks the thin line between good and bad so he is willing to do anything to protect the innocent or he sometimes takes advantage of society when not fighting crime.

Anti-Hero Object (18)

An object or material takes away a superhero's powers or kills her. This substance might be the only weakness that a hero has.

Anti-Super Forces (19)

The government has created a paramilitary organization of power armored soldiers to fight super villains and superheroes that cannot be controlled.

Archenemy (20)

Superheroes must defeat their greatest enemy, who is a powerful super villain or super villain group.

Arms Deal (21)

Superheroes have received evidence of an upcoming illegal arms deal that they must stop and confiscate the weapons before they get into the wrong hands.

Art Monster (22)

A two-dimensional monster from another dimension is invading our dimension. This creature can travel through any image into our dimension to attack our world.

Artifact Hunters (23)

An evil organization is gathering all the pieces of an ancient artifact that will allow them to rule the world.

Bad Blood (24)

Superheroes that were partners in the past, no longer trust each other because one of them felt that he was betrayed by the other.

Bad Replacement (25)

A superhero's replacement has turned out to be evil so the retired or injured hero must don his costume again and defeat his replacement and bring him to justice.

Banished God (26)

A god has been banished from his dimension to our world for breaking an ancient law.

Bank Robbery (27)

A bank robbery has gone bad so these armed criminals have taken hostages.

Battle AI (28)

A superhero has an autonomous battle AI that tells him how to defeat any opponent under any circumstance.

Book World (29)

Your team has been thrown into a storybook where the fictional world is real. Your team must find a way to escape from this alternate reality.

Broken Hero (30)

A once great hero has broken his spinal cord and can no longer walk.

Burning Inferno (31)

A high rise tower is burning and people at the highest levels cannot be saved by local firefighters.

Calculating (32)

A hero uses his vast intelligence so no matter what the problem is, she can always win.

Caretakers of Time (33)

These ultimate beings protect the time stream from anyone that might change or destroy it.

Cargo Ship (34)

A cargo ship or oil tanker has been captured by pirates and they have taken its crew as hostages.

Celestial Energy (35)

An energy source has been created that provides unlimited amounts of pure energy. Later it was discovered that this power source was draining the power from a celestial being that has come to Earth to stop this constant attack.

Child Prodigies (36)

Superheroes must find young children that have hidden superpowers and train them before they are discovered by the forces of evil.

City Takeover (37)

An entire city has been taken over by a powerful criminal gang that has turned it into an urban fortress.

Clone Army (38)

An advanced clone army of super soldiers is trying to take over the world.

Clone Child (39)

A clone of a superhero has been created from his DNA giving the child his powers.

Clone Hero (40)

A superhero has been cloned but the new clone does not know that he is not the real hero.

Collecting Monster (41)

A rampaging monster is destroying cities and it is growing larger and more powerful by absorbing anything that it touches including cars and buildings.

Comic World (42)

Your team has been thrown into a comic book where the fictional world is real. Your team must find a way to escape from this comic book prison or be trapped forever.

Complete Evacuation (43)

An entire city has been evacuated because a criminal has threatened to destroy the city with a chemical weapon, bio weapon, or nuclear bomb.

Connected (44)

Two or more superheroes have been physically linked together and must find a way to separate themselves.

Consuming Mist (45)

A mist covers an entire city and people are disappearing because of something hidden in the mist.

Convergence (46)

As multiple versions of the same world accidentally converge different versions of the same hero find themselves on the same world.

Corporate Hero (47)

A superhero works for a media corporation and all of his crime fighting adventures are broadcast on national television making him a household name.

Corporate Supers (48)

Superheroes are being hired by powerful international corporations to protect their possessions all over the world.

Corrupt Mentor (49)

A superhero must defeat her mentor, who has become evil.

Cosmic Radiation (50)

A burst of cosmic radiation has given everyone aboard a spaceship random superpowers.

Council of Heroes (51)

All the different versions of a superhero come together in one reality to defeat a powerful super villain.

Crime Overwatch (52)

This system watches the entire world allowing it to tell superheroes all over the world where they are needed most.

Crime Syndicate (53)

A powerful crime syndicate is trying to slowly take over all the criminal organizations in the world. They also use their influence to take control of the political and financial systems of their home country.

Cruise Ship (54)

A cruise liner has been captured by terrorists and they have taken the crew and passengers hostage.

Cursed Item (55)

A regular person has been changed into a rampaging monster by picking up a cursed item. Superheroes must stop this monster and return him to his original form by destroying the item buried in his body.

Cyber Gang (56)

A cybernetic gang has been terrorizing a major metropolitan city.

Cyber Menace (57)

A cybernetic alien race has invaded the Earth and they are attempting to turn the human race into cyborg slaves.

Cyber Soldiers (58)

The government produces a super soldier team using advanced cybernetic enhancements.

Cyborg Army (59)

A cyborg army is attacking every major city in the world.

Damaged Airliner (60)

A commercial jet airliner has been damaged so it cannot land on its own.

Death (61)

There is a personification of death created to kill any type of super so that no one can escape death.

Death Cult (62)

A death cult is spreading throughout the world so these cultists are attempting to collapse the social and financial systems all over the world.

Deathbringer (63)

These entities hunt down anyone that has escaped the afterlife to return them to their rightful place.

Defeat Replacement (64)

A superhero must defeat his replacement or apprentice that has strayed to the side of evil.

Defense Agency (65)

A world government defense agency uses advanced technology and superheroes to protect the world from alien and dimensional invaders, rampaging monsters, and super villains.

Deity Hero (66)

A superhero has all the powers of every deity from an entire pantheon of gods.

Demon Gate (67)

A portal to Hell has been opened by cultists and it must be closed before hordes of demons start to pour into our world. In the worst-case scenario, if it is not closed quickly, a powerful demon lord will cross over into our reality.

Demon Summoning (68)

A powerful demon has been summoned by an ancient cult that wants to destroy the world.

Devouring Planet (69)

A devouring planet is moving towards the Earth to consume it. It is too large and powerful to attack directly so a powerful alien artifact must be used to destroy it.

Dimensional Being (70)

An all-powerful extra-dimensional being has entered our universe and threatens every living thing in it.

Dimensional Gate (71)

A portal to a chaos dimension has been opened so the entire world is slowly being corrupted.

Dimensional Invasion (72)

The government has sanctioned the invasion of another dimension to stop them from attacking our world.

Dimensional Prison (73)

Superheroes must escape from an alternate dimension that they have been imprisoned in by a super villain or super entity.

Documentary (74)

A film crew follows your superhero team to produce a documentary about your team that will be used to either honor them or disgrace them.

Doppelganger (75)

A superhero must defeat his evil doppelganger that can mimic all his moves and superpowers.

Dream World (76)

People all over the world are falling asleep and cannot wake up. Your team must enter the dream world to find out who is putting all these people to sleep before their bodies start to wither away.

Drug Cartel (77)

A powerful international drug cartel is spreading a powerful and deadly drug throughout the world.

Earthquake (78)

An enormous earthquake has destroyed a large metropolitan city.

Eldritch Horror (79)

Evil ancient gods are awakening all over the world so they must be stopped or human society will be consumed.

End of the World (80)

The end of the world is starting to begin and must be stopped at any cost.

Endless Portal (81)

Superheroes are trapped in an endless portal that appears to have no end.

Escape Ships (82)

Humans are put on spaceships to escape the Earth as an all-powerful entity is destroying the world.

Evil Android (83)

Superheroes must defeat evil android versions of themselves.

Evil Clones (84)

Superheroes must defeat evil clones of themselves.

Evil Deity (85)

An evil deity has awakened and it must be stopped before it destroys society.

Evil Entity (86)

A powerful being has been created by the combination of the powers and consciousnesses of multiple super villains.

Evil Organization (87)

A powerful technologically advanced evil organization is slowly taking over the economic and political systems all over the world.

Evil Spirit (88)

A powerful evil spirit has entered our reality and it must be destroyed before it can bring all the spirits of the dead back from the dead all over the world.

Evil Version (89)

Superheroes must defeat evil future versions of themselves before they can change the future of the heroes' current timeline.

Fake Death (90)

After a superhero's secret identity has been revealed, she fakes her own death to start a new legend.

Fake Invasion (91)

A powerful organization has faked an alien invasion causing everyone in the world to panic.

Family Killed (92)

A superhero's entire family has been killed sending him on a mission of revenge against their killers.

Fear (93)

A superhero attempts to spread fear throughout the criminal elements of his city.

Fear Possession (94)

An evil entity that represents fear itself can take over a superhero that is overcome with fear.

Floating Prison (95)

This prison for super villains floats in the middle of the ocean and it keeps moving to avoid detection.

Forensic Analyzer (96)

A machine can analyze a crime scene and use a powerful analytic AI to determine what happened there.

Forest Defender (97)

A rampaging forest monster can control all forms of vegetation and animals. It will gather the power of nature to defeat anyone that attempts to destroy an ancient forest.

Framed (98)

A superhero must find a way to clear his name after being framed for a crime that he did not commit. He must find proof of the crime and punish those actually responsible.

From the Future (99)

A superhero has come from the future to tell the past that they must change the world or there will be no future.

Future Doom (100)

An indestructible android army from the future comes to destroy the past so superheroes and super villains from around the world must work together to destroy this threat.

Future Extinction (101)

All superheroes in the future are wiped out by powerful sentient machines. A hero from the future that survived the onslaught goes back to the past to warn your team about the future.

Future Robot (102)

A super advanced robot has come to the future to destroy the past in order to change the future.

Gaea Groups (103)

These groups are attempting to destroy all symbols of technology like oil refineries and nuclear powerplants all over the world.

Galactic Observer (104)

A galactic entity comes to help the superheroes of Earth whenever the universe is in danger to help them save the day.

Gang War (105)

A gang war has started between all the major crime families in a large metropolitan city so the city and all its residents are being torn apart.

Genie (106)

An evil mastermind has gained three wishes from a genie.

Giant Animals (107)

Hordes of giant animals are causing havoc all over the world.

Giant Insects (108)

A swarm of mutant, alien, or engineered giant insects has invaded a major metropolitan city.

Giant Monster (109)

A giant monster has risen from the sea or a volcano and it is causing mass destruction in a major metropolitan city.

Giant Doze (110)

A massive sludge monster created by the polluted environment dissolves everything that it touches.

Giant Robot (111)

A giant robot has been created by a mad scientist and it must be stopped before it destroys all the major cities of the world.

Gladiator World (112)

Your team arrives on a world filled with war and destruction where everyone fights to see who is the strongest.

GOAT (113)

Superheroes fight crime to be known to the public as the greatest crimefighter that has ever existed.

God Killer (114)

An evil god travels the universe killing gods throughout the pantheons.

God Wars (115)

Superheroes must join forces with good deities to defeat the evil gods.

Godkiller Blade (116)

An ancient artifact can kill an immortal god. It can only be picked up by a person that it considers to be worthy.

Gorilla Kingdom (117)

An army of super intelligent gorillas is attacking humanity from their secret jungle base.

Government Control (118)

An evil organization has started a plot to take over the world's governments.

Government Registry (119)

The government has created a national registry that forces all masked heroes to reveal their secret identities and be registered or be arrested.

Government Supers (120)

The government has formed superhero group from their citizens to perform secret government operations.

Heart's Desire (121)

Superheroes are trapped in a dream world where they are living the perfect life that they have always dreamed about in a perfect make believe world.

Hero Academy (122)

Young superheroes attend a school that trains them for a lifetime of service as a true hero. These students must qualify for this school by passing a dangerous initiation test.

Hero Legacy (123)

As time passes different people of different generations take on the mantle of the same superhero. Each new version of the superhero attempts to maintain the true vision of the hero but maintain his own values.

Hero Replacement (124)

A famous superhero dies but she is secretly replaced by a version of herself from another timeline. The other superheroes agree with this plan because their world still needs this hero.

Holographic Imager (125)

A superhero has a mask that projects a holographic image to disguise his appearance.

Human Trafficking (126)

An international human trafficking ring is kidnapping people all over the world.

Hurricane (127)

A super hurricane has hit a major coastal city.

Illegal Supers (128)

The government has made it illegal for anyone to use their superpowers.

Immortal (129)

A superhero is immortal and never ages which makes it difficult for her to maintain her desire to fight crime that never seems to end.

Imposter (130)

A superhero must defeat a person pretending to be her.

Incorporeal Energy (131)

An entity is able to absorb the energy of the universe in order to heal the timeline.

Indestructible Monster (132)

An unstoppable creature must be stopped before it destroys the world.

Induced Powers (133)

If a person is determined to have the super gene, superpowers can be induced in the person by stressing her body through physical and mental torture.

Intelligence Scale (134)

A superhero's intelligence decreases as his superpowers increase.

Interrogation (135)

A superhero can injure and threaten a criminal until he tells the hero what he wants to know about his plan or who is the real brains behind a crime.

Invading Fleet (136)

A fleet containing a million alien ships is invading the Earth. You must stop them before they reach the Earth.

Inversion Field (137)

An energy wave passes through the Earth that turns every villain into a hero and every superhero into a super villain.

Isolated Hero (138)

The world decides to isolate an unstable and violent hero on a different world.

Jealous Hero (139)

A superhero hates you because he feels that you get all the publicity and you make him look weak.

Killer Asteroid (140)

An incoming killer asteroid or comet is about to hit the Earth.

Kingpin (141)

A criminal kingpin is slowly taking over every criminal organization in a major metropolitan city.

Knowledge Vault (142)

All the knowledge in the universe is found in this library including the location of every god in the universe. Anyone that finds this vault can use this knowledge to control the universe.

Lab Break (143)

Superheroes must free a companion that is being experimented on in a secret laboratory.

Labors (144)

Your team must complete twelve near impossible tasks in order to save the world.

League of Evil (145)

Super villains from all over the world are joining together to form a powerful organization of evil. Your team must stop them at all costs.

Lethal Limitation (146)

A hero has a limitation that prevents him from killing another person.

Life Without Powers (147)

A superhero has lost his powers but he can still use his crimefighting knowledge and skills to defeat criminals even without his powers. A hero learns to live without his powers but they may hopefully return someday.

Living Planet (148)

A sentient world has come to the Earth to absorb all life on it.

Living Toys (149)

An army of living toys is kidnapping every child in the world. Your team must find out where the children are being held and why they are being taken.

Lone Survivor (150)

You are the lone survivor of the human race so you must figure out what happened and try to stop it before it happens.

Lost City (151)

An entire metropolitan city and all its citizens suddenly disappears. Your team must find out what has happened to them.

Lost Powers (152)

A superhero must find a way to regain his lost superpowers.

Magic Realm (153)

This alternate dimension of pure magic can only be entered by people that can control magic.

Mass Escape (154)

Hundreds of super villains have escaped in mass from a prison for super villains.

Mental Blocks (155)

A superhero has mental blocks in place that prevent his evil form from being released.

Mentor (156)

A superhero must receive training from the ancient mentor of her master.

Merged Hero (157)

Two or more people must merge together to become a superhero.

Mind Artifact (158)

An alien artifact is corrupting the world and altering the minds of everyone near it causing them to want to protect the artifact with their lives.

Mind Controlled (159)

A superhero was mind controlled to commit a crime so he must prove his innocence.

Mind Switch (160)

Two or more superheroes have had their souls switched and they have to find a way to switch them back.

Mindscape (161)

Superheroes can fight inside their minds while their bodies cannot move. This means the warrior with the greatest willpower, desire to win, and intelligence will win this spiritual fight.

Mircoverse (162)

A micro universe exists within our own universe and a machine has been created to enter it.

Monument Destruction (163)

Super villains are destroying or desecrating a country's most important monuments.

Moon Base (164)

The Moon is filled with superheroes that protect the world from alien invaders.

Multi Menace (165)

A super villain has made hundreds of copies of himself all over the world.

Multipleverse Traveler (166)

A person can travel through all the alternate universes at will.

Multiverse Council (167)

Immensely powerful superheroes travel through the multiverse to keep every version of reality safe.

Mystic Dragon (168)

A mystic dragon has been summoned and it is destroying cities all over the world.

Nano Blood (169)

A group of superheroes have been created using advanced nano technology to boost their strength and endurance and provide them with incredible powers.

National Criminal Database (170)

A superhero can break into the government's database of criminal activities to help solve a crime.

Nature Attacks (171)

Every city in the world is being overrun by fast growing and destructive plants so your team must figure out what is happening before society is completely overrun.

Nemesis (172)

A superhero must defeat his superpowered nemesis.

New Master (173)

A superhero must find a master to help him learn how to control his new superpowers.

Normal Killers (174)

A group of super villains want to destroy all normal humans in the world.

Nuclear Strike (175)

A nuclear missile has been launched and it is going to hit a major metropolitan city.

Ocean Invasion (176)

An invasion from the aquatic world of mermaids has begun.

Origin (177)

A superhero wants to find his birthplace or homeland.

Paparazzi (178)

Photographers all over the city want to determine a hero's true identity.

Phantom Prison (179)

A magical prison has been created to house super villains filled with phantoms that steal the powers from these super criminals.

Planet Devourer (180)

A powerful world eating cosmic entity attacks the world and the superheroes and super villains must join together to defeat it.

Planetary Sphere (181)

A sphere forms around the world that takes away the superpowers from every hero and villain in entire the world.

Pocket Universe (182)

To save his friends, a superhero sends his friends to an alternate pocket universe to save their lives. These heroes do not know that the life that they are currently living is not their real ones.

Police Support (183)

The police commissioner helps a superhero and protects him from being investigated because he believes that he is doing the right thing.

Power Boost (184)

A superhero attempts to increase her superpowers.

Power Clock (185)

A superhero dies a little every time that he uses his superpowers meaning that he must make every fight count.

Power Escalation (186)

A super villain is getting powerful enough to destroy the universe so superheroes around world must defeat him or kill him if he cannot be stopped.

Power Negation (187)

Some superpowers have an anti-polarity or opposite color that allows them to negate each other.

Power Removal (188)

A government project is doing experiments on superheroes to create a system to permanently remove a person's superpowers.

Power Transfer (189)

A superhero must find someone to inherit her powers.

Power Treadmill (190)

A super fast superhero can run on a treadmill to generate unlimited amounts of electricity.

Power Unleashed (191)

A superhero's powers are so great that they injure his body when he uses them.

Powers Lost (192)

All the supers in the world are losing their superpowers.

Preservation of Life (193)

A superhero will never break his hard-held belief and will never kill anyone. He would rather let himself die or let other people die instead of breaking his oath to never kill.

Prison Break (194)

Superheroes must free a companion from a super security prison.

Prison Uprising (195)

Superheroes must enter and restore order in a super villain prison that has been taken over by the prisoners.

Prophecy (196)

A hero has prophetic dreams that allow him to stop terrible things from happening.

Public Identity (197)

A superhero decides to reveal his secret identity to the public to regain their trust.

Pure Evil (198)

A creature of pure hate has been created that wants to destroy all life on the Earth.

Quick Change (199)

A superhero can change into his superhero suit by teleporting it around himself, having nano tech form around him, using lighting fast movements to get dressed, or making an invisible suit turn visible.

Radioactive Aliens (200)

A radioactive alien race has begun a full scale invasion of the Earth.

Radioactive Monster (201)

A giant radioactive monster is attacking a major metropolitan city.

Recruit Heroes (202)

A superhero team is looking for other superheroes to join their cause.

Regeneration Matrix (203)

An alien device can reconstruct anyone placed into it to heal their injuries or resurrect them if they have died.

Remote Vehicle (204)

A superhero has a remote airplane or car that can rescue him in a time of need or help him escape the local authorities.

Replacement (205)

A superhero is dying so she must find a replacement for herself.

Replacement Heroes (206)

One of the world's greatest heroes has died and heroes all over the world become versions of this great superhero so that his memory can live on.

Retired Hero (207)

An ancient hero comes out of retirement to save the world again.

Retirement (208)

A superhero has decided to retire but he needs someone to replace her. She cannot simply walk away or the city that she protects will be overrun by criminals and super villains.

Reveal Identity (209)

A superhero reveals his identity to the world to show that he can be trusted. This action puts all his family and friends in danger.

Revenge (210)

A superhero is seeking revenge for the death of his partner or sidekick.

Reversal World (211)

Superheroes find themselves in an alternate universe where they are considered to be evil and our super villains are the good guys. You team must find a way escape this dimension and help your alternate selves become good before you leave.

Ripple in Time (212)

A ripple in time has changed the multiple timelines for the worse so superheroes must go back to the past to repair their own timelines.

Rival Hero (213)

A superhero tries to best a rival superhero by defeating the most powerful super villains in the world.

Robot Army (214)

An army of sentient robots are creating unlimited numbers of itself and they are taking over every country in the world.

Robot Minions (215)

An evil mastermind has ordered his deadly army of robots to attack cities all over the world.

Runaway Train (216)

A runaway train must be stopped before it runs out of rails or derails.

Scientific Genius (217)

A superhero is a scientific genius allowing her to make almost any machine or figure out any problem.

Sea Monster (218)

A massive sea monster has begun to attack a major coastal city.

Secret Base (219)

A superhero has a secret base that contains all his special equipment and vehicles.

Sentient Probe (220)

Powerful androids are sent out by an advanced alien race to look for habitable worlds and one has landed on the Earth.

Shape Changers (221)

The Earth has been invaded by an alien race of shape changers that can take over the identity of anyone in the world.

Shapeshifter (222)

A superhero must stop a shapeshifter from impersonating him and ruining his good name.

Shrunken Hero (223)

A superhero must defeat his enemies even though he has been significantly shrunken in size.

Sidekick (224)

A superhero takes a younger sidekick to help her fight crime and train the next generation to eventually replace her.

Solar Energy (225)

The light of specific star type gives different alien race superpowers allowing them to become super powerful in certain solar systems.

Sorcerer (226)

An all-powerful wizard, sorcerer, or witch is trying to take over the world using deadly magic.

Space Criminal (227)

Alien police officers ask a team of superheroes to help them capture an alien criminal hiding on the Earth.

Space Monster (228)

A giant monster from space has invaded the Earth.

Space Pirates (229)

Rampaging space pirates are invading the Earth.

Space Robot (230)

A giant robot from space has invaded the Earth and its advanced technology makes it immune to all superpowers.

Space Time Fracture (231)

Space and time of every dimension is breaking down allowing the different dimensions to mix but this will cause all existence to end unless it can be stopped.

Spatial Bridge (232)

An experimental machine has been created that can breakdown the boundary between all the alternate universes in existence. It must be destroyed before all these universes blend together into one.

Speedverse (233)

If a superhero can reach a specific speed, she can enter an alternate universe.

Starship (234)

Superheroes must save astronauts from a doomed spaceship.

Stranger (235)

A man with amnesia is discovered with superpowers that appears to be a superhero that had already died.

Subterranean Invasion (236)

The surface world is being invaded by the warriors of the subterranean world.

Super Aliens (237)

Earth is being invaded by an alien race with superpowers.

Super Assassin (238)

A foreign government's super assassin is slowly killing all the government, business, and military leaders in our country.

Super Auditions (239)

A superhero organization is holding open auditions to join their world-famous team.

Super Blood (240)

To save another person's life, a superhero gives her a blood transfusion that gives her a copy of his powers.

Super Drug (241)

A drug can give a person superpowers or kill him. Once this drug works, a superhero can take even more of this drug to become more powerful.

Super Enhancement (242)

A government program has created a program to give a person superpowers but it shortens her life down to only two years. People volunteer for this program to protect the Earth from an alien invasion that threatens to destroy the human race.

Super Intellect (243)

A superhero is a super genius that can alter space and time with her inventions.

Super Killers (244)

Anti-super killing androids have come from the future to destroy all superheroes.

Super Takeover (245)

A group of well meaning superheroes decide to take over the world to protect humanity from itself. Your team does not agree with this plan and must stop these so called heroes.

Super Twin (246)

A superhero must defeat his evil twin.

Super Villain (247)

Superheroes must defeat a super villain.

Super Villain Team (248)

Superheroes must defeat a super villain group.

Super Virus (249)

A virus is spreading that only kills superheroes and super villains. Your team must find a cure before it is too late for all supers.

Super Weapon (250)

A government super weapon has gone out of control and must be stopped.

Super World (251)

Everyone on Earth is born with superpowers of varying levels.

Super Zombies (252)

A zombie apocalypse has begun but the real danger are the zombies with superpowers.

Superhero Registration (253)

All superheroes must register with the government and reveal their secret identities or be arrested.

Supers Children (254)

An evil organization is gathering all superpowered children in the world into an unstoppable army.

Supers Cure (255)

A government organization is attempting to find a cure for superpowers.

Supers Detector (256)

A psionic machine can find the location of every superpowered person in the world.

Supers Group (257)

A superhero searches the world to create a team of superheroes.

Supers Prison (258)

A maximum-security super prison uses super science devices to prevent super villains from using their superpowers.

Supers Virus (259)

A virus has been created that gives a person superpowers but it slowly destroys her brain.

Supers War (260)

Every superhero and super villain in the world have been transported to a different world or dimension where they must fight against each other to determine the future of the world.

Suppression Collar (261)

A collar can be placed on a super villain that removes all higher-level thinking from his brain as long as the collar is worn.

Swamp Monster (262)

A rampaging swamp monster is destroying the city that is encroaching on its protected swamp.

Symbiotic Relationship (263)

A person has formed a symbiotic relationship with an alien that gives him superpowers or super intellect.

Takedown Files (264)

A superhero has files that detail how to takedown every superhero in the world just in case they ever become evil.

Team Civil War (265)

Superhero teams fight over an argument that neither is willing to give up.

Terrorist Group (266)

Superheroes must defeat an international terrorist group attempting to destroy our way of life.

Terrorist Leader (267)

Superheroes must capture a terrorist leader that controls terrorist groups all over the world.

Time Convergence (268)

People and things from the past and future are appearing all over the world.

Time Displaced (269)

A superhero is pushed forwards or backwards through time.

Time Loop (270)

A superhero is trapped in a time loop where a superhero has to relive the same moment of time over and over again until he can escape.

Time Travel (271)

Superheroes cannot defeat a super villain so they have to go back in time to stop him from becoming too powerful or change what the villain did to the universe.

Time Traveler (272)

A person from the future travels back through time and uses the advanced technology from the future to fight crime.

Timed Life (273)

A superhero is lethally poisoned so he must wrap up his life before he dies. The only way that a hero can live is to make a wish or to find a person with magical healing powers.

Tornadoes (274)

A series of super tornadoes has destroyed a large city.

Training Day (275)

Aging superheroes must train a new generation of superheroes.

Transfer of Power (276)

A superhero is dying so he needs find someone worthy to transfer his power to before it is too late.

Trap (277)

Superheroes retake a stolen item from a criminal gang but discover that it is a bomb that is about to explode.

Tsunami (278)

An enormous tsunami has destroyed a major coastal city or small island country.

Twisted Hero (279)

You must stop a great superhero that has been brainwashed or mind controlled into becoming evil. You must defeat the forces controlling this superhero and free him of this mind control.

Ultimate Hero (280)

A superhero is so incredibly powerful that he is afraid of ever activating his superpowers. He is only forced to use his powers when the world is in great danger.

Ultimate Murder (281)

A super powerful being has been killed and your team must determine what has happened before the universe crumbles. This omnipotent being was the only thing holding the universe together so it must be resurrected or it must be replaced by another person or being.

Ultimate Power (282)

A member of your team accidentally receives immense powers that slowly corrupts her mind. This power must be removed or controlled before the hero is lost forever or she must be defeated or destroyed to protect the Earth.

Uncontrolled Change (283)

A superhero has no control when he changes into an almost mindless super powered monster.

Uncontrolled Power (284)

A superhero's power increases out of control unless he keeps his emotions under control.

Universal Guardians (285)

A group of alien superheroes are sent by a celestial entity to patrol the galaxy and fight evil throughout the universe.

Unlimited Item (286)

A magical device will allow a person to succeed no matter how impossible the task.

Unmasked (287)

A super villain captures a superhero and unmasks him in front of everyone on live television.

Vampire Army (288)

An army of vampires has taken over a small country.

Vigilante Killer (289)

A super powered vigilante is killing super villains all over the world.

Voice Modulator (290)

A superhero has a voice modulator to disguise her voice when she talks in public.

War of the Gods (291)

A war between the gods is raging that might destroy the world with its immense collateral damage.

War World (292)

A world of superpowered beings will elect anyone as their leader that can defeat their mightiest warriors.

Warping Space (293)

The laws of physics all over the world are collapsing causing parts of the world to act extremely strangely.

Werewolf Army (294)

An army of werewolves is taking over the underworld all over the world.

Wish Machine (295)

An ultimate machine can do anything imaginable once it is completed.

World Bomb (296)

A powerful bomb has been created that can destroy the entire world.

World War Super (297)

Superheroes must fight for their country during a world war. Each country has their own force of superpowered soldiers composed of superheroes and super villains that are loyal to that country. Supers must fight each other even though they might have fought alongside each other before the war began.

Worldwide Pandemic (298)

A deadly air borne virus is spreading throughout the world so superheroes must maintain peace until scientists can create a cure or vaccine.

Young Guns (299)

A new batch of superheroes is too brash and dangerous so old superheroes must come out of retirement to correct their ways before it is too late.

Zombie Apocalypse (300)

A zombie plague is spreading throughout the world so superheroes must protect the remaining uninfected population from the hordes of brain eating zombies.

Superhero Archetypes (D100)

These are the unusual traits and powers that a superhero may have that make him or her unique.

Absorber (1)

These heroes can drain the energy from anything causing it slow down or weaken.

Acrobat (2)

These heroes use amazing acrobatic and gymnastic skills to fight crime. They can jump from rooftop to rooftop and dodge bullets.

Agent (3)

These super agents are masters of disguise, intrigue, and combat.

Air Controller (4)

These heroes can control the air allowing them to fly through the air and produce powerful gusts of wind and massive tornadoes.

Alien (5)

These alien beings have powers that are far superior to humans.

Amphibian (6)

These sea heroes are incredible swimmers and they have superhuman strength and endurance created by the great depths of their kingdom.

Angel (7)

These angels have come to protect the Earth. They have beautiful feathered wings and access to light and holy magic.

Animal Controller (8)

These heroes can control animals and speak to and understand them.

Animal Power (9)

These heroes have the abilities of one or more animals.

Archer (10)

These heroes use a bow and technologically advanced arrows to fight crime.

Art (11)

These heroes can make their drawings and paintings come to life.

Artifact Warrior (12)

These heroes use a magic item or sword to fight crime. They can store this weapon in their body or summon it into their hand.

Bladed (13)

These heroes use hand or throwing blades to fight crime.

Blaster (14)

These heroes can project different types of energy to fight crime.

Brute (15)

These heroes are incredibly strong and are almost impossible to hurt.

Change Punch (16)

These heroes can turn objects to something else like energy or sand when they punch it.

Crystal (17)

These heroes can form crystals and fire them at their enemies, create massive crystal formations, and turn themselves into a crystal form.

Cyborg (18)

These heroes have cybernetics that make them super strong and give them special abilities.

Darkness (19)

These heroes can produce darkness and create a dark dimension inside themselves to fight crime.

Deity (20)

These heroes are the children of a god giving them incredible powers.

Demon (21)

These demons or devils have come from Hell to save the world.

Detective (22)

These heroes use their powerful intellect to solve crimes using their powerful deductive reasoning.

Earth Controller (23)

These heroes can manipulate the movement and shape of the ground. They can also create objects and structure from rock and sand.

Eater (24)

These heroes can eat anything no matter what its size or composition and cause it to cease to exist or enter another dimension. Some eaters gain the powers or properties of what they just ate.

Elastic (25)

These heroes have the ability to stretch or manipulate the shape of their bodies.

Empath (26)

These heroes have the ability to understand the feelings and emotions of other people.

Energizer (27)

These heroes can energize objects or parts of their bodies to cause massive amounts of damage.

Energy Construct (28)

These heroes can produce constructs from pure energy.

Feral (29)

These heroes have super strength, speed, and agility because of their bestial nature.

Field Projector (30)

These heroes can produce powerful force shields, levitate and throw objects no matter what their size and weight, become completely invisible, and crush or knock over an opponent with a blast of pure force.

Fire Controller (31)

These heroes can produce fire and take on a fiery form allowing them to melt through anything and fly through the air.

Flyer (32)

These heroes can fly at hyper velocity speeds.

Force Field (33)

These heroes can produce indestructible force fields around themselves and other people or objects.

Genius (34)

These heroes use their incredible intellect to fight crime.

Ghost (35)

These heroes can become invisible and immaterial at will because of their ghostly nature.

God (36)

These heroes are actual gods that have decided to protect humanity from the forces of evil.

Golem Controller (37)

These heroes can form and control golems made of the materials around them.

Hair Controller (38)

These heroes can manipulate their hair to defend themselves, grab objects and people, and puncture through almost anything. They can strengthen their hair to make it almost indestructible.

Healer (39)

These heroes have the ability to heal any wounds and restore life to the dead.

Ice Controller (40)

These heroes can produce a stream or shards of ice or a blast of cold and can take on an ice form.

Illusionist (41)

These heroes can make people see and believe what they want. These illusions can feel so real that they can actually kill a person.

Immortal (42)

These people can never die from natural causes or even extreme injuries.

Impossible Man (43)

These heroes can perform any feat no matter how difficult or dangerous because reality warps to always allow them to succeed.

Inventor (44)

These heroes construct ingenious machines and vehicles to fight crime or they can create these devices from thin air using only their imagination.

Invisible (45)

These heroes can turn invisible to the human eye and advanced sensors.

Invulnerability (46)

These heroes cannot be damaged by anything no matter how powerful the weapon or superpower that hits them.

Leader (47)

These heroes use their super intelligence to always know how to work together as a team to solve any problem or defeat any enemy.

Light Controller (48)

These heroes can produce laser beams or they can turn into pure light to move at the speed of light.

Lightning Controller (49)

These heroes can produce lightning and bursts of static or they can turn into a bolt of lightning.

Lucky (50)

These heroes use their incredible luck to fight crime.

Machine (51)

These heroes are machines that have become fully aware by accident. They may be an experimental or military robot or android.

Magnetic Manipulator (52)

These heroes can control and move around anything made of metal.

Manufacturer (53)

These heroes can produce metal objects of any shape from their bodies.

Marksman (54)

These heroes use guns to fight crime. These guns fire specialized bullets that include stun, gas, explosive, shock, and EMP rounds.

Martial Artist (55)

These heroes are masters of martial arts and melee weapons.

Matter Controller (56)

These heroes can control the shape, composition, and density of matter. They can control the material that their bodies are made of and the state of matter that they exist in.

Mind Control (57)

These heroes can control the minds of criminals.

Multiplier (58)

These heroes can make copies of themselves.

Mystic (59)

These heroes use magic to fight crime.

Nature Controller (60)

These heroes control plants, trees, and insects to fight crime.

Nuclear (61)

These heroes control nuclear power to produce blasts of nuclear energy and become raw nuclear energy to melt through anything and fly.

Paragon (62)

These heroes are super strong and indestructible. They can fly, have super senses, and can project energy beams.

Persuasive (63)

These heroes can convince anyone to do whatever they want.

Phase Shifters (64)

These heroes can make themselves or others immaterial allowing them to pass through solid objects and walls.

Portal (65)

These heroes can open a portal to anywhere in the world or to other dimensions.

Possessed (66)

These heroes receive their power by being possessed by a ghost or a demon.

Power Armor (67)

These heroes wear a powerful suit of power armor to fight crime that makes them super strong, gives them super senses, allows them to fly, allows them to operate in any environment, and makes them almost indestructible.

Power Mimic (68)

These heroes can copy the power of anyone next to them or that they have touched. This copied power lasts for a specific amount of time or until they copy another person's power.

Powerhouse (69)

These heroes are super strong and have super endurance. They are the tank of a hero group so they must be able to stand in the frontline to absorb all the damage and deal out immense amounts of their own damage.

Precog (70)

These heroes can predict or see the future. This knowledge of the future allows them to avoid enemy attacks and completely defeat any opponent.

Psychic (71)

These heroes use the power of their mind to fight crime. They can read the minds of their enemies to avoid their attacks and control their minds using telepathy. They can also throw objects and their enemies around the battlefield using telekinesis.

Regenerator (72)

These people can regenerate any injury so they are almost impossible to kill without almost completely destroying their entire body.

Rider (73)

These heroes ride magic devices like flying motorcycles, intergalactic surfboards, or flying carpets.

Robot (74)

These heroes are robots that have become sentient or people that have had their minds or brains placed inside the protective shell of a robot because their bodies have been destroyed. These sentient machines and humans trapped in a robot body sometimes have trouble adjusting to the change leading to deep depression or total insanity.

Robot Controller (75)

These heroes control a powerful or gigantic robot that they use to fight crime. They can control this robot from inside its cockpit, using verbal commands, or using a remote control device.

Screamer (76)

These heroes can produce deafening sounds, sonic blasts, and mind controlling sonic frequencies from their mouths. Some of these heroes can produce varying amounts of damage depending on how loud a hero screams or talks.

Selector (77)

These heroes have access to multiple superpowers but they can only use one superpower at a time. Some of these heroes can select their superpower at will or they randomly change over time.

Shapechanger (78)

These heroes can change their shape and appearance. They can look and sound like anyone that they observe or even become an inanimate object.

Shapeshifter (79)

These heroes can modify parts of their bodies to gain special powers.

Size Changer (80)

These heroes can become larger or smaller. They can become as big as a skyscraper or as small as an atom.

Sleeper (81)

These heroes can make anyone fall asleep or go into a coma for a specific amount of time.

Sonic (82)

These heroes can produce blasts of sonic energy to crush objects or produce deafening sounds.

Special Sensory (83)

These heroes use sonar or radar to perfectly sense their environment. This allows a blind hero to see or a hero to fight in total darkness.

Speedster (84)

These heroes can run and move really fast.

Spitter (85)

These heroes can spit acid, sticky materials, or poison from their mouth.

Super Size (86)

These heroes have the ability to become much larger with increasing strength and endurance to match their size.

Super Soldier (87)

These heroes have been modified to become super powerful soldiers.

Tattoos Power (88)

These heroes gain their powers from their tattoos.

Tech Controller (89)

These heroes can take control of any type of technology.

Tech Maker (90)

These heroes can produce advanced technology devices or weapons from their bodies.

Telepathy (91)

These heroes can communicate and manipulate the minds of other people.

Teleporter (92)

These heroes can teleport around at will. This power can be very disorienting so these teleportations must be done with care.

Temporal (93)

These heroes can slow, speed up, or stop time to fight crime.

Time Traveler (94)

These heroes can move back and forth through time to fight crime.

Tough (95)

The body of these heroes is made of an incredibly strong material like living rock, metal, or diamond.

Wall Crawler (96)

These heroes can stick to anything that they touch allowing them to scale walls or hang from anything that they touch.

Warrior (97)

These heroes were raised as warriors and trained from birth.

Weather Controller (98)

These heroes can manipulate the weather.

Web Slinger (99)

These heroes produce webs to bind criminals, grab objects, and swing from building to building.

Winged Warrior (100)

These heroes can fly with natural or high-tech wings.

Superhero Artifacts (D100)

These are magical or technological devices that give a superhero his incredible powers. These devices allow a normal person to have superhuman powers and abilities.

Air Gun (1)

This weapon fires a blast of compressed air to knock over a person.

Barrier Helmet (2)

This helmet is constructed of a special alloy that prevents its wearer's thoughts from being read and his mind from being controlled.

Blinding Gun (3)

This weapon fires an intense flash of light to blind anyone that sees it.

Blood Sword (4)

This magical device can fire bolts of powerful energy and it gets its power by absorbing the blood of its wielder.

Bullet Proof Cloak (5)

This cloak can automatically harden to deflect any projectile or bladed weapon.

Cloaking Device (6)

This device covers a person in a holographic image that makes her disappear into her background.

Costume Ring (7)

This device stores a person's costume and covers him instantly in it when it is activated.

Cryo Projectors (8)

This device projects a super cold liquid or gas allowing a person to freeze anything solid.

Cyber Arms (9)

These cybernetic arms are extremely powerful and almost indestructible.

Deity Helmet (10)

This helmet gives its wearer the power of a specific deity.

Demon Killer (11)

This gun is made from an ancient church bell and it fires bullets blessed with holy water to kill any demon or devil instantly.

Dimensional Sword (12)

This sword can cut through any material or even through the fabric of space creating a portal to another dimension.

DNA Controller (13)

This device allows a person to change her DNA so that she can change into different alien forms with different special abilities. These forms are recorded into the device but new aliens can be scanned and added to its transformation database.

Element Gun (14)

This weapon projects a beam of any element that includes fire, wind, water, earth, darkness, and light. This device can also absorb these elements into itself to recharge it or give it new powers.

EMP Gun (15)

This weapon fires an electromagnetic pulse to disable any electronic device.

Energy Bracelets (16)

These bracelets can project energy fields and beams of energy from the unlimited energy that it pulls from an alternate dimension.

Energy Ring (17)

This magic ring can produce energy shields, energy blasts, and produces energy constructs.

Energy Shield (18)

This device produces an electromagnetic shield to deflect any attack.

Energy Whip (19)

This device produces a lash made of pure energy that can shock a person or cut through any material.

Eraser (20)

This device erases a person's specific memory and it can replace it with a new memory.

Extending Staff (21)

This magical or technologically advanced staff can extend to be almost any length on command.

Fixer (22)

This advanced piece of technology allows a person to fix or manipulate any piece of technology.

Flame Projector (23)

This device projects a flammable fluid at high velocity.

Flight Ring (24)

This device allows a person to fly through the sky and through space.

Flying Broom (25)

This magic item allows a person to fly.

Flying Carpet (26)

This magic item allows an entire group to fly.

Flying Cloud (27)

This magic item allows a person to fly through an atmosphere.

Force Gloves (28)

These gloves generate a powerful energy field around a person's hand making his punches super powerful and destructive.

Force Lash (29)

This device allows a person to move objects around at will.

Force Projector (30)

This device produces a powerful force to push any object or person back with incredible force.

Friction Suit (31)

This suit allows a person to decrease the friction on any part of her body to zero allowing her to move at incredible speeds at any time.

Gas Gun (32)

This weapon fires a stream of knockout or blinding gas.

Glider Suit (33)

This suit has wings that allow a person to glide down from a high point to a lower location.

Goo Gun (34)

This device fires a blob or stream of sticky material that causes a person to stick to anything that this material touches.

Grappler Launcher (35)

This device fires an anchor into any surface or two anchors into any two distant surfaces. This device can pull a person up, lower him down, or allow him to zipline to a lower location.

Grav Wings (36)

This advanced device contains anti-gravity generators and jet engines allowing its wearer to fly at super high velocity.

Gravity Orb (37)

This device can be thrown anywhere where it will create an intense gravitational field to trap anyone near it to prevent them from escaping. It can also decrease the local gravity causing people and objects to float.

Hoverboard (38)

This powered hoverboard allows a person to fly through the air while still being able to use his hands.

Hypnosis Orb (39)

This device allows a person to hypnotize another person so he can control her every action and thought.

Ice Gun (40)

This device can freeze anyone or any object solid.

Illusion Orb (41)

This device makes people see illusions that are so realistic that they cannot be distinguished from reality.

Indestructible Armor (42)

This suit of armor is made of an indestructible material that cannot be damaged or destroyed.

Indestructible Bracelets (43)

These bracelets are made of an indestructible material allowing a person to deflect any attack.

Indestructible Fabric (44)

This piece of clothing is completely indestructible so a person wearing it cannot be hurt even if she is hit in an area covered by the clothing.

Indestructible Shield (45)

This shield is made of an indestructible material that can never be damaged or destroyed.

Invisibility Ring (46)

This ring makes a person turn invisible making them visibly undetectable to the human eye and any electronic sensor.

Invisible Vehicle (47)

This car or plane can become completely invisible to even the most advanced sensors.

Jetpack (48)

This backpack allows a person to fly at incredible speeds through the air.

Knockout Gas Projector (49)

This device projects a stream of gas that instantly renders anyone that breathes it in unconscious for a few hours.

Laser Gun (50)

This weapon produces powerful beams of coherent light that can melt through almost anything.

Living Chains (51)

These metal chains bend to the will of its owner allowing it to strike and entangle an opponent on its own.

Living Sword (52)

This sword can change its size and shape at the will of its wielder.

Living Weapon (53)

This device can change shape into a weapon, shield, gun, or suit of armor.

Magic Amulet (54)

This magic device amplifies a person's magical powers through its enchanted gem to make him incredibly powerful.

Magic Blade (55)

This sword can cut through any material with its magic blade.

Magic Hammer (56)

This hammer allows a person to fly and it can knock back anything no matter how large and heavy.

Magic Orb (57)

This device allows a person to detect when magic is being used anywhere throughout the world.

Magic Wand (58)

This wand gives a person magical powers and allows him to cast spells.

Miracle Machine (59)

This device allows a person to alter reality by making a wish.

Net Gun (60)

This device fires a net onto a criminal making it impossible for him to escape.

Night Vision Goggles (61)

This device allows a person to see in total darkness.

Nullification Pendant (62)

This device makes a person immune to all magical attacks.

Pantheon Armor (63)

This armor gives the wearer all the powers of the entire pantheon of gods but only one power at a time.

Power Amplifier (64)

This device amplifies a person's superpowers.

Power Armor (65)

This suit of super advanced power armor gives its wearer the ability to fly, shoot lasers, and super human strength and endurance.

Power Dial (66)

This device gives a person a power based on the code entered into it making it infinitely powerful but also unpredictable if an unknown code is being attempted.

Power Fist (67)

This powered fist covers a person's hand and creates a powerful energy field around it that can produce immense amounts of damage.

Power Icon (68)

This ancient artifact gives a person the powers of a deity but can slowly corrupt a person's mind.

Psi Enhancer (69)

This device greatly increases a person's mental and psionic abilities.

Reality Ring (70)

This device changes a person's thoughts into reality using its stored energy.

Rebreather (71)

This device allows a person to breathe underwater or in a poisonous environment.

Robot Dog (72)

This sentient robot dog has super senses and powerful laser weapons.

Roller Blades (73)

These powered roller blades allow a person to move at incredible speeds.

Sea Horn (74)

This magic horn can be used to summon and control sea behemoths from the depths of the ocean.

Shield Ring (75)

This device produces a protective energy field around a person's body.

Shock Bolos (76)

These bolas are thrown to tangle around a person's limbs and shock him to render the him unconscious.

Shock Gloves (77)

These devices produce a blast of energy designed to knock a person unconscious or destroy the electronics of any machine.

Shock Sticks (78)

This hand weapon shocks and stuns an opponent on contact.

Smart Arrow (79)

This weapon flies through the air and seeks out its enemies on command.

Sonic Gloves (80)

These devices produce powerful sonic waves that can shake anything apart.

Spell Tomb (81)

This ancient tomb of sorcery gives a magic user the ability to cast the ancient magic spells inscribed inside it.

Stun Boomerang (82)

These metal boomerangs are designed to stun anyone hit by them with an electric shock.

Stun Gun (83)

This device fires a beam that disrupts a criminal's mind rendering him temporarily unconscious.

Super Car (84)

This car is armored, super fast, and self-driving making it the perfect crime fighting machine.

Super Plane (85)

This plane is super stealthy, can float in the air, and self-flying making it the ultimate aerial crime fighting machine.

Survival Ring (86)

This device produces a field that holds a breathable atmosphere around a person in the vacuum of space or in a poisonous environment.

Symbiotic Suit (87)

This living suit gives its wearer incredible powers but at the same time drains his energy or blood in order to live.

Symbiotic Weapon (88)

This weapon can change shape and it gives its wielder super strength and endurance.

Telepathic Earplugs (89)

These machines are worn in the ears allowing a person to understand any language that she hears.

Telepathic ID (90)

This psionic device makes anyone looking at it see the proper identification that a user needs to have to be accepted by that person.

Teleporter Rod (91)

This device can open dimensional portals allowing a person to teleport to other locations.

Time Key (92)

This device allows a person to manipulate time in a localized area. He can speed up, slow down, or stop time or even cause it to go into a sustained loop in a localized region.

Time Machine (93)

This device allows a person to go back and forth through time and move instantly through the fabric of space.

Tranquilizer Gun (94)

This device fires a dart filled with a sleeping drug that will render any living creature unconscious.

Trick Arrows (95)

These arrows each perform a special ability like stunning a person or producing smoke or sleeping gas.

Truth Gun (96)

This device fires a beam that causes a person to tell the truth.

Truth Lasso (97)

This magic rope causes anyone caught in it to tell the truth.

Underworld Killer (98)

This crossbow fires silver arrows blessed with holy water to instantly kill vampires and werewolves.

Water Trident (99)

This weapon can manipulate water and it projects magic beams of energy.

Web Shooter (100)

This device projects synthetic spider webs allowing a person to grab hold of things and subdue his enemies. He can also fire a line of web to swing from one skyscraper to another.

Superhero Base (D30)

These are the special rooms and traits of a superhero or superhero team's secret base of operation.

Command AI (1)

A base has a powerful AI that scans the world for natural disasters, criminal activities, and super villain sightings to help efficiently deploy the members of your superhero team.

Danger Room (2)

This automated battle room trains a superhero to fight in different environments, improve their fighting skills, and train for specific mission conditions and fighting against specific super villains.

Dark Vault (3)

This high security vault is filled with all the alien and magic artifacts that a superhero team has confiscated from the forces of evil that they have defeat over time.

Detention Center (4)

These automated prison cells have a specialized equipment and fields that neutralize a super villain until they can be transferred to a max security supers prison.

Dimensional Portal (5)

This portal allows a superhero to enter another dimension.

Equipment Room (6)

This vault contains specialized gear, weapons, and artifacts that have been collected or invented over time and cataloged to defeat any foe or super villain that might be encountered in the future.

Gravity Room (7)

This room has an anti-gravity generator that allows the gravity in the room to be increased or decreased allowing a superhero to train in a low gravity environment before a space or lunar mission or in intense gravity to quickly improve his strength and endurance.

Holo Training Room (8)

This training room converts a superhero into a digital signal allowing him to train in any simulated environment.

Interrogation Room (9)

This machine allows the base's AI to enter a person's mind to gather information when lives are at stake and the person is unwilling to cooperate.

Jet Plane (10)

A stealth VTOL aerospace plane is the primary way that your team gets to any location in the world or in space.

Medical Bay (11)

This automated system uses a medical AI and medical manipulators to perform any medical procedure on a superhero.

Monitoring Station (12)

These displays allow a superhero team to view and analyze everything occurring around the world allowing the base's AI to show them where their team members can best be utilized.

Personal Universe (13)

Each superhero has a personal pocket universe with its own special environment created for each superhero.

Power Scanner (14)

This ancient alien device allows a superhero team to locate people with superpowers throughout the world.

Psi Amplifier (15)

This ancient alien device magnifies the psionic power of a hero allowing him to extended his power around the world.

Psi Isolation Chamber (16)

This room completely isolates a person from the rest of universe allowing a psionically sensitive hero to hide himself from other psykers.

Psi Scanner (17)

This ancient alien device allows a psionic hero to detect the presence of psionically sensitive people all over the world.

Psychic Enhancer (18)

This alien device allows a psionic hero to slowly increase her psionic potential and improve her psionic abilities.

Recharge Station (19)

This ancient alien device allows a superhero to recharge her powers before a battle.

Regeneration Matrix (20)

This alien technology allows a killed superhero to be raised to life if it is activated soon enough.

Research Bay (21)

This automated room allows a science AI to scan anything placed in its scanner chamber to determine its composition, function, and possible origin.

Retired Suits (22)

This room shows all the suits of the heroes of your team that have been retired over time.

Safe Room (23)

A door leads to a protective pocket universe that your team members can enter during a period of extreme danger.

Security System (24)

This AI driven security system scans the genetic code of everyone that enters the base to prevent trespasser from entering and it uses automated defenses to subdue and capture any unwanted intruders.

Teleportation Gate (25)

This portal allows a superhero to be instantly transport to another gate located anywhere in the world or in the entire universe.

Time Dilation Room (26)

This room can alter the flow of time allowing time to be sped up or slowed down inside it. Time can be slowed down to allow time to quickly pass outside but the hero is left unchanged until she is needed. Time can also be sped up inside the room allowing a hero to train for months or years before a mission but no time has passed outside the room.

Time Portal (27)

This machine allows a superhero to go back or forth through time.

Training Facility (28)

This area includes an automated gym, shooting range, and training rooms that allow your team members to maintain their physique and skills.

Trophy Room (29)

This room is filled with all the confiscated costumes and paraphernalia from all the super villains that your super team has defeated since its creation.

VR Training Suite (30)

This allows a hero to train for anything in virtual reality to conserve his physical energy and to prepare for an unusual upcoming mission or to compensate for any dangerous issues that might occur during a future mission.

Superhero Battle Complications (D100)

These are special situations that make a battle between superheroes and super villains more interesting.

Absorb Ability (1)

A villain absorbs his minion or a hero into his body to gain their abilities. Most villains can only steal one ability at a time.

Absorption (2)

A villain drains the life from the superheroes around him to restore his own energy and health.

Active Volcano (3)

Superheroes fight in or around an active volcano making it very dangerous because of the deadly gases released, the intense heat, and the flowing magma.

Airborne (3)

A villain flies or hovers above the battlefield.

Animal Control (5)

A villain can control animals to use them to harass and attack enemy superheroes.

Artifact Immortality (6)

A villain cannot be hurt unless a specific artifact is destroyed.

Artifact Weakness (7)

A villain can only be hurt by a specific artifact.

Balancing Platform (8)

A battlefield is filled with balancing platforms meaning superheroes must maintain the balance of the platform they are on in order to survive.

Blizzard (9)

Superheroes fight in a freezing snowstorm.

Body Control (10)

A villain can control other peoples' bodies allowing her to control a certain number of the superheroes at a given time.

Body Switch (11)

A villain can switch bodies with another person allowing him to switch souls with a superhero.

Bodyguards (12)

A villain is surrounded by powerful bodyguards who are his most powerful servants.

Bone Spikes (13)

Sharp bone spikes grow out of the ground to slow down and pierce the bodies of any heroes that cannot avoid them.

Colossus (14)

Your opponent is the size of a skyscraper so your team must attack one area at a time as they climb up.

Crystal Shards (15)

Sharp crystal shards grow out of the ground to slow down or pierce the bodies of any heroes that cannot move fast enough to avoid them.

Damage Absorption (16)

A villain can absorb the damage dealt to him to make himself stronger.

Damage Boost (17)

A villain grows stronger when he gets damaged.

Damage Form (18)

A villain changes form as she gets damaged. The more damage she receives, the stronger the forms that are unlocked.

Darkness (19)

A battlefield is covered in total darkness making it impossible to see.

Detonate (20)

A villain's body explodes when he is defeated.

Diehard (21)

Superheroes cannot tell how much a villain has been hurt.

Diplomatic Immunity (22)

A villain has diplomatic immunity so she is protected by the local government from all prosecution.

Doppelganger (23)

A perfect copy of each superhero fights them to the death. These copies are perfect so a hero must use a good strategy to defeat them.

Elemental Resistance (24)

A villain is not only immune to specific elemental attacks but these attacks actually heal her.

Energy Chains (25)

Chains of pure energy bind superheroes to the ground. These energy chains can also be used to bind a hero's body or to chain multiple heroes together.

Environmental Manipulation (26)

A villain can manipulate the environment causing it to become deadly and unstable.

Evil Link (27)

A battleground needs a villain to exist so once a villain has been defeated, it will start to break apart.

Evolution (28)

A villain evolves during a battle so he becomes stronger and stronger as the battle drags on.

Frictionless (29)

Superheroes fight on a frictionless battlefield so walking and running are impossible so the only form of movement available is flight.

Ghost Army (30)

A villain can call on an army of phantoms and ghosts to destroy his enemies.

Grasping Field (31)

The battlefield is filled with mechanical arms, tentacles, tendrils, and vines that attempt to grasp the heroes.

Gravity Manipulation (32)

A villain can manipulate gravity by increasing or decreasing the pull of gravity in a local area.

Healing Minions (33)

A villain is healed by his minions until they are defeated.

High Pressure (34)

A battlefield's atmosphere has incredibly high pressure so superheroes must wear special protective suits to survive or have super endurance.

Hostages (35)

A villain threatens to kill innocents if you don't surrender.

Human Shield (36)

A villain is surrounded by innocent people being used as human shields.

Illusions (37)

Superheroes' minds are filled with illusions making it impossible for them to tell what is real and what is fake.

Immortal (38)

A villain is immortal and cannot be killed.

Inflight (39)

Superheroes fight inside a flying airliner so they must careful not to puncture the hull which would cause explosive decompression.

Insect Swarm (40)

A villain can control deadly insects and use them to harass and attack the superheroes.

Invisible (41)

A villain is invisible and cannot be seen or detected.

Invulnerability (42)

A villain is completely immune to physical attacks.

Laser Grid (43)

Superheroes fight on a laser grid that will burn or cut anyone hit by its laser beams.

Lifeforce Drain (44)

A villain can absorb the lifeforce around him so the life of all the superheroes will constantly decrease over time and the life of the villain will constantly be restored.

Magic Resistance (45)

A villain is completely immune to magic.

Magic Sink (46)

A villain produces a field that negates all forms of magic.

Magic Ward (47)

A villain is immune to normal attacks so he can only be hurt by magic and magical weapons.

Mecha Suit (48)

A villain rides atop a giant battle robot or a mechanical war walker.

Microwave (49)

A villain can produce a powerful burst of microwave energy to cause organic tissue to explode.

Mind Control (50)

A villain can control another person's mind allowing him to control one superhero at a time.

Minfield (51)

The battlefield is covered in hidden mines.

Minion Power (52)

A villain is strengthened by his minions until they are all defeated.

Minions (53)

A villain is protected by his minions and they will harass and attack the superheroes.

Mirror Match (54)

A group of villains that you are fighting are exact shadow duplicates of your team. They have the exact same superpowers but they are formed from pure evil and darkness.

Mobile Shields (55)

Large moving armored plates hover around the villain protecting him from harm and making him difficult to hit. These shields can also be ridden by a villain or used to knock over a superhero.

Mount (56)

The villain rides on an animal or machine mount that attacks and gives him special movement abilities like swimming, tunneling, or flying. These mounts may have special attacks like breath attacks and attached weapons.

Multiplication (57)

A villain can create copies of himself but each extra copy weakens all of them proportionally. These copies can also be pulled from different time lines to not weaken the villain but can cause severe time paradoxes.

Mutation (58)

When a villain is about to be defeated, he mutates into a super powerful monster form.

Nuclear Plant (59)

Superheroes fight inside or around a nuclear powerplant so they must be careful not to damage or destroy the reactor core.

Pits (60)

A battlefield is filled with spiked or acid filled drop pits designed to injure or kill anyone that is not careful.

Plant Control (61)

A villain can control vegetation to harass and attack the superheroes.

Poison (62)

A battlefield is filled with a poisonous gas.

Power Absorption (63)

A villain absorbs power around him causing him to lower the power of all the superheroes fighting him over time.

Power Escalation (64)

A villain gets more powerful during a battle so if a battle drags on too long, the villain will become impossible to defeat.

Power Sink (65)

A villain produces a field that negates all superpowers.

Psionic Damper (66)

A villain produces a field that negates all psionic powers.

Psionic Resistance (67)

A villain is completely immune to all psionic powers.

Puzzle Form (68)

A villain breaks into pieces allowing him to attack multiple targets at the same time.

Radiation (69)

A battlefield is highly radioactive.

Rain (70)

Superheroes fight in the pouring rain which makes the ground slippery and decreases visibility.

Regeneration (71)

A villain's body constantly regenerates making him almost impossible to kill.

Resurrection (72)

A villain comes back to life when he is killed.

Reverse Time (73)

A villain can reverse time whenever he wants to prevent himself from being hurt.

Robot Guards (74)

A villain is protected by remote or sentient battle robots.

Rooted (75)

Roots grow out of the ground to grab hold of the heroes and intertwine them in a prison of branches.

Royal Guards (76)

A villain is protected by powerful guards that must be defeated to reach the villain.

Sandstorm (77)

Superheroes fight in a sandstorm.

Self Destruct (78)

A villain can cause the local battlefield to self destruct anytime that he feels that he is about to lose the battle.

Shackles (79)

Mechanical shackles fly around the battlefield attempting to bind the hands and feet of enemy superheroes.

Shield Defense (80)

A wall of hovering shields spin around a villain to protect him from his enemies.

Shielded (81)

A villain is protected by a magical or energy shield produced by himself or an outside source.

Shipboard (82)

Superheroes fight onboard a giant seagoing ship.

Sky (83)

Superheroes fight in the sky.

Sleeping Gas (84)

A battlefield is filled with a gas that will cause heroes to fall asleep.

Smoke (85)

Superheroes fight with little or no visibility because the battlefield is filled with smoke.

Space (86)

Superheroes operate and fight in the vacuum of space so they require space suits, environmental fields, or space vehicles.

Specific Vulnerability (87)

A villain is only vulnerable to specific elemental attacks.

Sticky (88)

An incredibly sticky substance covers the battlefield making it impossible to move around without getting stuck.

Teleportation (89)

A villain teleports around the battlefield making her impossible to attack or avoid.

Teleporters (90)

The ground has squares that randomly teleport you around the battlefield.

Time Manipulation (91)

A villain can manipulate time by slowing and speeding up time in a local area.

Time Stop (92)

A villain can stop time for everything but herself for a short period of time.

Time Warp (93)

A villain can speed up or slow down time to change the battlefield conditions to make it impossible for him to lose.

Train (94)

Superheroes fight on top or inside a moving train

Trapped (95)

A villain can seal off a battlefield so superheroes cannot contact the outside world or escape.

Traps (96)

A battlefield is filled with physical, mechanical, and magical traps and automated weapons.

Undead (97)

Death spells heal an undead villain and healing spells damage him.

Underwater (98)

Superheroes fight underwater which restricts their movement and visibility. Without special underwater gear or aquatic abilities, a superhero will have to hold his breathe when operating and fighting underwater.

Untouchable (99)

A villain can phase in and out of existence making him almost impossible to damage.

Zombie Horde (100)

A villain can call on a horde of zombies and skeletons to fight his enemies.

Superhero Battle Conditions (D50)

These are permanent or temporary conditions that a superhero can receive during a battle.

Ablaze (1)

A superhero catches on fire with normal or magical flames.

Animated (2)

A superhero has been changed into a living cartoon or two-dimensional cutout.

Ash (3)

A superhero has been turned to ash by a laser, spell, or fire weapon.

Bleeding (4)

A superhero receives a deep cut that will not stop bleeding.

Blinded (5)

A superhero receives eye or brain damage that has damaged his sight.

Brain Damage (6)

A superhero has been hit so hard in the head that his brain no longer functions properly which greatly reduces his intelligence and ability to function.

Bruised (7)

A superhero has been hit so hard that a bruise has formed making it extremely painful to move that area.

Buried (8)

A superhero has been pushed, pulled, or transported into the ground.

Cursed (9)

A superhero has been enchanted with a magical spell that causes a major disability or disadvantage.

Dazed (10)

A superhero has been struck in the head making him dazed and confused. He may also have been electrocuted or chemically attacked.

Dead (11)

A superhero has been killed.

Deafened (12)

A superhero has been hit in the ear or head causing a loss of hearing.

Disabled (13)

A superhero has been hit in a joint or crushed a bone causing a permanent disability.

Dissolved (14)

A part of a superhero has melted because of acid or a magic spell.

Dying (15)

A superhero has been severely injured so he will soon die without immediate medical attention.

Enfeebled (16)

A superhero has been made very weak so he can barely move.

Entangled (17)

A superhero has become entangled or surrounded by something in his environment so he is trapped and cannot move.

Exhausted (18)

A superhero has used up all his energy and can barely stand.

Fatigued (19)

A superhero is extremely tired.

Frightened (20)

A superhero is extremely frightened so he tries to run or hide.

Frozen (21)

A superhero has been frozen solid.

Gasified (22)

A superhero has been changed into a gas.

Grappled (23)

A superhero is being held by another person or thing so he cannot perform any more actions.

Helpless (24)

A superhero has been tied up or knocked out so he can no longer defend himself.

Incorporeal (25)

A superhero has been changed into an incorporeal being.

Injured (26)

A superhero has been hurt so badly that he can barely fight.

Levitated (27)

A superhero has been lifted into the air and cannot move unless he has the ability to fly.

Liquefied (28)

A superhero has been turned into water.

Nauseated (29)

A superhero feels like he is about to vomit.

Nerve Damage (30)

A superhero has had a nerve severed so he can no longer move a specific part of his body.

Older (31)

A superhero has grown much older.

Paralyzed (32)

A superhero has damaged his spinal column causing permanent partial or full paralysis.

Petrified (33)

A superhero has been turned into stone.

Pinned (34)

A superhero has fallen to the ground or hides behind cover because he is afraid to get up or come out until the danger is gone.

Polymorph (35)

A superhero has been changed into an animal.

Power Altered (36)

A superhero's power has been altered or changed because of an injury.

Power Burst (37)

A superhero has lost control of his power and it is activating out of control.

Power Damaged (38)

A superhero's power has been lost because of an injury or spell.

Power Weakened (39)

A superhero's power has been weakened or decreased because of an injury, spell, or Achilles' heel.

Prone (40)

A superhero has been knocked to the ground.

Punctured (41)

A superhero has a hole shot through his body that has missed all his vital organs.

Sex Change (42)

A superhero has been changed to the opposite sex.

Shaken (43)

A superhero must take time to recover before he can think clearly again.

Shrunk (44)

A superhero has been greatly reduced in size and strength.

Slowed (45)

A superhero moves at a very slow rate because of a spell, force field, or an increase in local gravity

Stasis (46)

A superhero has been placed into stasis where time no longer changes.

Stunned (47)

A superhero has been hit so hard that he cannot move for a short period of time.

Trapped (48)

A superhero has fallen or been captured in a physical, magical, or advanced technology trap and cannot escape.

Winded (49)

A superhero has been hit so hard in the chest or neck that he can barely breathe.

Younger (50)

A superhero has been changed into a child or infant.

Superhero Motivations (D30)

These are the reasons that a superhero became a hero in the first place or why they continue to fight for freedom and justice. Many superheroes start with an initial motivation but they slowly change why they fight crime as they mature and become the superhero that they were always meant to be.

Achieve Goal (1)

A superhero is attempting to achieve a lifelong goal or attain an important personal achievement.

Achieve One's Destiny (2)

A superhero is attempting to achieve a prophesied destiny or a personal dream.

Action Junkie (3)

A superhero lives for adventure and the danger of his heroic deeds keep him going.

Admiration (4)

A superhero wants people to look up to her so that she has become a model of perfection and service in the world.

Atonement (5)

A superhero works to fulfill his need to pay society back for some terrible act that he committed in the past.

Desire to Protect (6)

A superhero has an intense desire to protect the weak and innocent in her society.

Duty (7)

A superhero fights crime out of duty because he believes that he was given this power for a reason.

Escape One's Destiny (8)

A superhero is attempting to fight against her destiny to avoid a prophesized destiny.

Fame (9)

A superhero desires fame on social media and will do anything to become an internet and media celebrity.

Family Tradition (10)

Your entire family has been superheroes so you became a superhero to continue the family tradition.

Fan (11)

A superhero fights against evil to emulate a famous superhero that she respects or that she adored as a child.

Gain Acceptance (12)

A superhero attempts to gain acceptance from society by protecting the world with her powers. This hero might have a strange physical appearance or be from another planet or dimension.

Glory (13)

A superhero wants to be loved by his fans for his superhero feats.

Greatest Hero (14)

A superhero wants to be the greatest hero that has ever existed.

Greed (15)

A superhero fights evil to earn enormous amounts of money in endorsements and donation services.

Guilt (16)

A superhero works to fulfill his need for closure for some terrible mistake that he committed in the past.

Honor (17)

A superhero fights evil because of her powerful beliefs of honor and virtue.

Justice (18)

A superhero fights evil in the name of justice and honor.

Nature Defender (19)

A superhero fights evil to protect nature and the environment.

Patriotism (20)

A superhero is a true patriot and she will do anything to protect her country.

Promise (21)

A superhero fights against evil to fulfill a promise to a lost loved one or mentor.

Protect Innocent (22)

A superhero desires to protect the weak and the innocent at all costs.

Public Service (23)

A superhero considers herself a public servant and fights evil for the greater good.

Racial Defender (24)

A superhero fights evil to defend his people or race.

Raised From Birth (25)

A superhero was raised and trained from birth to be a hero.

Revenge (26)

A superhero fights the forces of evil to get revenge on someone or some organization that hurt him or his family in the past.

Royalty (27)

A superhero is the leader of his country and uses his powers to defend his people and his country.

Search for Knowledge (28)

A superhero fights the forces of evil in an attempt to gain access to hidden secrets of the government or ancient organizations.

Stand Out (29)

A superhero wants to be special and stand out in this world.

Vendetta (30)

A superhero fights evil to change the world for the better and to hopefully free people from the suppression of the government.

Superhero Personal Resources (D10)

These are levels of resources for a superhero or super villain.

Unemployed (1)

A superhero is unemployed so he has little or no money. He either lives at home, in a dorm, or on the streets. He might live off government benefits, handouts, or off his parents but he's always looking for a job.

Part Time Job (2)

A superhero has a part time job so he must live at home, in a dorm, or with many roommates in a bad part of town. He might also be a high school or college student giving him access to a laboratory and the internet.

Full Time Job (3)

A superhero has a full time job so he might have a car and rents a room in a house or apartment. He needs to hide his superhero gear from his family or roommates so he might maintain a secret lair in an abandoned building or cave.

Professional Employment (4)

A superhero has a professional job so he has a nice car and owns a condo or a small house. He might have a secret room in his house where he hides his superhero gear and victory trophies.

Small Business Owner (5)

A superhero has a small business that makes good money so he can buy a large house and a fancy car. He has enough money to buy specialized equipment that can be modified for use by a superhero.

Wealthy (6)

A superhero is very wealthy because his family is rich or he owns a small corporation. This gives him access to specialized equipment developed by a dummy corporation that he uses to fight crime.

Mega Wealthy (7)

A superhero is extremely rich because he or his family owns an international corporation. This gives the superhero access to advanced experimental military equipment produced by a subsidiary company.

Superpower (8)

A superhero is the leader of a small nation or a member of a royal family giving him access to the resources of an entire country. This gives him access to advanced military and experimental equipment and ancient magical artifacts.

World Power (9)

A superhero is the leader of a large nation or a global organization with global resources and access to the most advanced technology in the world. All the equipment used by this superhero are advanced super technologies pieced together from secret military projects funded by this superpower. This hero is the national champion of his country and he represents everything good about his nation.

Galactic Superpower (10)

A superhero is the leader of a space empire giving him access to the resources of many advanced worlds. Many powerful people owe allegiance to this hero because he has saved a countless number of lives throughout the universe.

Superhero Team Resources (D20)

These are the resources that each member of a superhero team receives for joining their resources and powers together to fight criminals and super villains throughout the world as a team.

Ancient Texts (1)

Your team has collected ancient texts from around the world that can be used to find clues to defeat ancient enemies and extra dimensional creatures.

Artifact Vault (2)

Your team has collected ancient artifacts from around the world that give your team options when fighting ancient powers and monsters that seem unbeatable.

Barrier Projector (3)

This device produces a powerful shield anywhere it is set up.

Base (4)

A superhero team has a hidden base where all their specialized equipment and resources are held.

Battle Suits (5)

These suits of power armor allow a superhero to operate in any environment and they protect them from most enemy attacks.

Eavesdropping AI (6)

This powerful AI can search the entire communication or surveillance network around the world looking for clues to solve your team's current problem.

Environmental Ring (7)

This ring projects a containment field and recycles the air in the field to allow a hero to operate in any environment even the vacuum of space.

Flight Ring (8)

This ring allows a hero to hover or fly.

Government Support (9)

Your team has access to all government computer, surveillance, research, and emergency response resources and their legal support as long as they help the government in times of need.

Hacking AI (10)

Your team has a sentient AI that can hack into any personal, corporate, or government computer in the world.

Hover Base (11)

Your team has a mobile command center that allows your entire team to set up base in any location in the world in a moment.

Hover Plane (12)

This VTOL aerospace plane allows your team to go anywhere in the world.

Power Inhibitors (13)

These restraints remove the power of anyone inhibited by these devices.

Power Rings (14)

This ring wraps an energy field around a hero's hands that makes his punch extremely powerful.

Shield Ring (15)

This ring produces a protective defensive shield around a hero's body.

Sleep Inducers (16)

This device is placed on a person's head and it induces an unconscious state until it is removed.

Space Station (17)

Your team has a hidden orbital space station that allows your team to operate in space.

Surveillance Network (18)

Your team has set up a network of surveillance satellites allowing you to determine where your team is needed throughout the world.

Time Portal (19)

Your team has created a time machine that allows you to go backwards or forwards through time.

Undersea Base (20)

Your team has a hidden undersea base that allows your team to operate in the deep sea or on the ocean floor.

Superheroes (066)

These are superheroes and their powers that can be added to your superhero adventures.

Alloy Boy (11)

Alloy Boy can change his body into organic metal giving him superhuman strength and making him almost indestructible.

Archangel (12)

Archangel has massive white feathered wings that allow him to fly through the air and his superhuman strength makes him more than a match for most villains.

Avalanche (13)

Avalanche has the ability to cause any form of matter to move allowing her to move massive amounts of material at incredible speeds to push back her opponents or throw mountains of materials on top of them.

Behemoth (14)

Behemoth is a massive giant that has incredible strength and endurance.

Blaster (15)

Blaster can produce intense laser beams from his eyes that can cut or melt through anything.

Blizzard (16)

Blizzard can change her entire body into solid ice and she can fire shards of razor sharp ice shards as a weapon or create intricate ice structures. She produces ice ramps to quickly glide over the battlefield.

Blue Bow (21)

Blue Bow is a master archer and his myriad of technologically advanced arrows allow him to defeat any enemy.

Blur (22)

Blur can fly at such high speeds that her image blurs when anyone looks at her in flight. Her afterimage leaves a streak in the sky wherever she flies.

Captain USA (23)

Captain USA has superhuman strength and he carries a shield made of the strongest material in the universe.

Changer (24)

Changer can shrink herself down, increase her size, or change the size of anything that she touches to almost any size. This size change is permanent but she can change it back at any time.

Clay Girl (25)

Clay girl can turn herself into clay allowing her to change her form to any shape and her limbs into blunt or piercing weapons.

Cleric (26)

Cleric has the ability to heal any wound or injury with a single touch.

Comet (31)

Comet has the ability to fly at unimaginable speeds so when he impacts anything, he inflicts immense amounts of damage but is not affected by the impact.

Core (32)

Core has the ability to produce immense magnetic fields so he can manipulate anything made of iron.

Eclipse (33)

Eclipse has power over darkness so she can form it into a physical form and use it as a weapon.

Flicker (34)

Flicker can teleport anywhere at will allowing her to disappear and reappear anywhere in an instant.

Fractal (35)

Fractal can form an energy shield around herself making her indestructible or she can project these forcefields to move or protect anything around her.

Freefall (36)

Freefall has the ability to levitate and move any object no matter how large or heavy.

Giant Woman (41)

Giant Woman can make herself bigger and bigger with almost no limit. Her strength and endurance increase proportional to her increase in size but her intelligence also decreases as her size increases.

Glow (42)

Glow can produce intense beams of light so intense that they can melt through any substance.

Goliath (43)

Goliath can greatly increase his size and mass to radically increase his strength and power.

Hero (44)

Hero has incredibly good luck so no matter what the situation everything always turns out right for him and he can never be hurt in any way.

High Tide (45)

High Tide is the king of the sea and he uses his powers of water manipulation to defend his undersea people and the surface dwellers.

Impact (46)

Impact can produce bursts of pure force to push anything out of his way.

Inferno (51)

Inferno can change his body into living fire allowing him to melt through anything that he touches. He can also produce streams of fire or pure radiant heat powerful enough to melt through any substance.

Iron Warrior (52)

Iron warrior uses his advanced suit of power armor to fight crime and protect the innocent.

Mage (53)

Mage is a powerful sorcerer that uses his magic to defeat evil.

Mega Woman (54)

Mega Woman is a true paragon that has super flight, strength, and endurance.

Miracle Woman (55)

Miracle Woman is an Amazonian princess that has been imbued with super strength and power by her gods. She is a master warrior that fights with an indestructible shield and a magic sword.

Paladin (56)

Paladin wears magical chainmail armor that makes him indestructible and he carries a magic blade that can cut through anything.

Pivot (61)

Pivot has the ability to run at impossible speeds and change his direction at any angle in an instant when running.

Silver Raven (62)

Silver Raven wears a super advanced suit of power armor with mechanical wings completely covered in shining chrome.

Stretch (63)

Stretch has the ability to change his shape at will allowing him to stretch his limbs to any length and blow up parts of his body like a giant balloon.

Torque (64)

Torque has the ability to generate unlimited amounts of force with his hands allowing him to move anything no matter how massive it is.

Volt (65)

Volt has the ability to control electricity allowing him to produce bolts of lightning or a sphere of static shock to electrocute or stun an opponent.

Weather Woman (66)

Weather Woman can control all forms of weather allowing her to produce lightning, blasts of hail, and tornadoes and fly around at will.

Superpower Flaws (D30)

These are weakness and limitations of a hero's superpower.

Always On (1)

A superpower is always on and cannot be turned off.

Artifact (2)

A person cannot use his superpowers without his special artifact.

Automatic (3)

A superpower activates automatically during specific situations.

Backfires (4)

A person's superpower sometimes hits him.

Charged (5)

A person must charge up to use his superpower.

Condition (6)

A person receives a specific condition when he uses his superpower.

Confuses (7)

A person becomes confused when he uses his superpower.

Death (8)

A person is killed by using his superpower.

Delayed Effect (9)

A person's superpower activates a short time after he turns it on.

Detectable (10)

A superpower produces so much sound and light that it can be detected very far away.

Drains (11)

A person's energy or life is drained by using his superpower.

Emotion (12)

A person's superpower creates a specific emotion in him or the people around him when it is activated.

Energy (13)

A person must absorb immense amounts of energy or eat huge amounts of food to use his superpower.

Exhausting (14)

A person becomes exhausted when he uses his superpower.

Full Power (15)

A person must always use his superpower at full strength.

Horrifying (16)

A superpower looks very terrible, disgusting, or disturbing when it is activated.

Involuntary (17)

A superpower activates totally at random.

Limited (18)

A person's superpower is limited to a specific number of uses in a specific timeframe or during his life.

Linked (19)

A superpower can only be used when a person performs another action or she is in a specific situation or environment

Low Power (20)

A superpower can only be activated at very low power.

Mental Strain (21)

A person's mind is extremely stressed by using his superpower.

One Use (22)

A person's superpower can only be used once.

Physical Impairment (23)

A person receives a physical injury when she uses her superpower.

Random (24)

The effect of a person's superpower is totally random.

Self Only (25)

A person's superpower only works on himself.

Size Limited (26)

A superpower has only a very small area of effect.

Sleepy (27)

A person becomes extremely sleepy when he uses his superpower.

Total Focus (28)

A person requires total focus to use his superpower.

Touch Only (29)

A person must touch his opponent to use his superpower.

Uncontrollable (30)

A person cannot control his superpower once it is unleashed.

Superpower Levels (D12)

These are the different levels of the superpowers of a superhero or a super villain.

Weak (1)

Weak superpowers are extremely weak or almost useless. Weak superpowers include creating extremely bright lights, producing any smell, communicating with animals, seeing in the dark, or throwing your voice. If used properly, these simple powers can have a big effect on a superhero's story.

Low-Tier (2)

Low-tier superpowers can move or destroy a wall or block an equivalent power. Low-tier superpowers include flying, throwing fireballs, turning indivisible, disorienting an opponent, controlling animals, or creating a wall of ice.

Mid-Tier (3)

Mid-tier superpowers can alter or destroy a small building or a city or defend against a comparable superpower. Mid-tier superpowers include producing powerful laser beams, generating force fields, and telepathy.

High-Tier (4)

High-tier superpowers can manipulate or destroy a small city block or block that level of power. High-tier superpowers include producing a fire storm, moving at almost the speed of light, or producing a local earthquake.

S-Tier (5)

S-ranked superpowers can change or destroy a large metropolitan city or move a mountain. S-ranked superpowers include producing a nuclear explosion, mass telekinesis, or total invulnerability.

Legendary (6)

Legendary superpowers can change or destroy an island or an entire continent. It also allows a person to alter the surface of an entire planet. Legendary superpowers include the total control of magnetism or the structure of matter.

Planetary (7)

Planetary superpowers can manipulate or destroy a moon or an entire planet. Global superpowers include converting anything into pure energy or moving planets at will.

God-Tier (8)

God-tier superpowers can change or destroy stars or entire solar systems. It also allows a person to control time and space. God-tier superpowers include causing stars to go super nova, bending reality to your whim, or completely terraforming a planet.

Cosmic (9)

Cosmic superpowers can change or destroy an entire galaxy. It also allows a person to alter the past and future of the universe. Cosmic superpowers can include throwing entire galaxies at an opponent.

Universal (10)

Universal superpowers can change or destroy the entire universe. It also allows a person to change and twist reality across the entire universe. Universal superpowers include controlling the stream of time or completely stopping time throughout the universe.

Multiverse (11)

Multiverse superpowers can alter or destroy an entire dimension. It also allows a person to create new realities or forge multiple realities together. Multiverse superpowers include joining entire dimensions together or creating a new parallel universe.

Infinite (12)

Infinite superpower can change, destroy, or create the current or a new space time continuum. It also gives a person unlimited power so she has total control of the universe. People with these powers exist outside the realm of possibility, existence, and life or death. Infinite superpowers include the ability to create a new reality with only a thought.

Superpower Traits (D20)

These are the special traits that make a person's superpowers more powerful and unique.

Binary (1)

A hero can use her superpower for either defense or offense depending on how it is used. Another superpower exists that is the exact opposite of this power that will negate its effect.

Change Direction (2)

A hero can change the direction of his superpower to hit any target in any direction.

Condition Effect (3)

A hero's superpower can cause a specific or variable condition when it hits. An ice beam can freeze a person or a heat beam can cause a person to catch on fire.

Construct (4)

A hero can create constructs from his superpower that can act independently or must be controlled directly by the hero.

Disperse (5)

A hero can spread his power out to a much larger area but this decreases its power.

Elemental Shift (6)

A hero can change the elemental type of his superpower depending on the traits of his opponent.

Environmental (7)

A hero's superpower can affect an entire battlefield so an opponent has nowhere to hide.

Focus (8)

A hero can focus his superpower into a tight beam that greatly magnifies its effect.

Forge (9)

A hero can form her superpower into a weapon or an object that has properties and abilities equivalent to an item with the same attributes.

Gift (10)

A hero can give part or all his power to another person. This power gift can be a permanent transfer or a limited timed power transfer.

Hidden (11)

A hero's superpower is hidden or trapped unless a specific event occurs or she feels a specific emotion or hears a secret command.

Increasing (12)

A hero's power increases as his emotions change or time passes.

Limiter (13)

A hero can create an internal limitation that will prevent his superpowers from reaching a specific power threshold. This prevents a hero from accidentally killing people or destroying nearby buildings.

Pin Point Accuracy (14)

A hero has incredible accuracy when he uses his superpower.

Subconscious (15)

A hero's superpower can be activated by her subconscious mind allowing it to function without her noticing and it will activate faster than she could normally respond.

Super Charged (16)

A hero can slowly build up his superpower with no upper limit.

Surround (17)

A hero's superpower completely surrounds a person or object so no part of them is unaffected.

Unlimited Power (18)

A hero's superpowers are so great that they can be increased to any level at any time.

Variable Power (19)

A hero can increase or decrease the level of her superpower depending on what results he desires.

Vital Strike (20)

A hero can focus his superpower on the most vital spot of an opponent.

Tech Trees (D50)

These are different tech trees and the technologies that fall underneath each category.

Armor (1)

Ablative Armor, Adaptive Armor, Composite Armor, Nano Armor, Reinforced Armor

Artificial Intelligence (2)

Administrative AI, Perfect Forecasting, Positronic AI, Research AI, Self Evolving Logic Circuit, Sentient AI, Strategic AI

Battle Tactics (3)

Command Matrix, Fleet Logistics, Synchronized Defensive Fire, Synchronized Fleet Command, Synchronized Fleet Fire

Biology (4)

Artificial Evolution, Cryogenics, Designer Lifeforms, Designer Pandemics, Gene Tailoring, Genetic Recoding, Genetic Resequencing, Genome Project, Neural Scanner, Targeted Gene Expression, Uplifting, Xeno Biology, Xeno Botany, Xenomorph Construction

Chemistry (5)

Advanced Metallurgy, Extreme Composites, Frictionless Surfaces, Hypermagnetics, Isotope Fabrication, Low Entropy Materials, Metamaterials, Metasteel, Plasteel, Quantum Inert Alloys, Super Alloys, Super Tensile Solids, Superconductors, Synthetic Fossil Fuels, Transfabrication, Transparent Steel

Communication (6)

Animal Communication, Hyperwave Relay, Neutron Communicator, Quantum Communication, Subspace Communications, Universal Translator, Xeno Linguistics

Computers (7)

Advanced Electronics, Advanced Fire Control, Bio Neural Networks, Hyper Computing, Optical Computers, Positronic Computers, Quantum Computing, Virtual Reality Network

Construction (8)

Advanced Construction, Arcologies, Deep Core Mining, Floating Cities, Instacrete, Planetary Arcology, Self Replicating Structures, Subterranean Cities, Undersea Arcologies, Undersea Cities

Cybernetics (9)

Adrenal Boosters, Biomechanics, Bionics, Cyber Optics, Cybernetic Interface, Distributed Circulatory System, Neural Interface, Speedware, Synthetic Muscle Fibers

Defensive Systems (10)

Active Countermeasures, Adaptive Shields, Decoy Drones, Proximity Defense System, Shields, Warp Field

Economics (11)

Adaptive Economics, Deep Space Commerce, Galactic Currency, Galactic Stock Exchange, Interstellar Banking, Interstellar Currency, Orbital Commerce, Xeno Economics

Energy Collection (12)

Heat Recyclers, Orbital Solar Transmitters, Power Absorbers, Solar Collectors, Solar Sails

Energy Transmission (13)

ECM Jammer, Force Field Manipulation, Hologram Crew, Hologram Medic, Repulsor Beams, Shield Disruptors, Space Web, Teleporter Bombs, Teleporters, Tractor Beams

Energy Weapons (14)

Advanced Capacitors, EMP Cannons, Fusion Cannons, Ion Cannons, Lasers, Modulated Lasers, Neutron Blasters, Particle Beam Cannons, Plasma Cannons, Quantum Lasers, Turbolasers, X-Ray Lasers

Espionage (15)

Industrial Hacking, Infrastructure Hacking, Military Hacking, Mind Control Chip, Mind Probe, Psychological Warfare, Reverse Engineering, Social Manipulation, Xeno Manipulation, Xeno Psychology

Field Manipulation (16)

Containment Field, Integrity Fields, Null Field, Phase Drive

Governments (17)

Adaptive Bureaucracy, Adaptive Democracy, Galactic Administration, Galactic Logistics, Interspecies Law, Interspecies Union, Neural Net Society, Pan Galactic Society, Planetary Unification, Police State, World Government, Xeno Diplomacy

Gravitics (18)

Anti-Graviton Fields, Artificial Gravity, Black Hole Projector, Grav Cannons, Gravity Mines, Inertial Dampeners

Mathematics (19)

Predictive Algorithms, Probability Mechanics, Tensor Algorithms

Matter Conversion (20)

Fabricators, Food Processors, Food Replication, Matter Compression, Molecular Rearrangement, Resource Convertor, Trash Processor

Medicine (21)

Cell Revitalization, Cellular Regeneration, Cloning, Fertility Enhancements, Immortality, Longevity Protocol, Organ Cloning, Tissue Regeneration, Universal Antidote, Universal Cure

Mind (22)

Heightened Intelligence, Hive Mind, Neural Amplifier, Neural Interface, Planar Transcendence, Precognition, Thought Control, Transcendence, Transcendent Thought

Nano Tech (23)

Medical Nano Tech, Nanite Repair Systems, Nano Construction, Nano Disintegrators, Nano Factories, Nano Surgeons, Nanometallurgy, Nanotechnology

Personal Combat (24)

Battle Armor, Beam Rifles, Caseless Ammo, Combat Drugs, Energy Blades, Grav Packs, Jet Packs, Med Kits, Missile Launchers, Nanite Ammo, Nano Amor, Personal Shields, Plasma Rifles, Power Armor, Power Blades, Powered Exoskeletons, Railguns, Smart Ammo, Stealth Suits, Stim Packs, Vibro Blades, Viral Ammo

Physics (25)

Applied Relativity, Graviton Theory, Hyperspace Metrics, Particle Collider, Particle Duality, Quantum Mechanics, Superstring Theory, Tachyon Physics, Theory of Everything, Transwarp Physics, Unified Field Theory, Unified Tachyon Theory

Planetary Combat (26)

EMP Sats, Microwave Bombardment, Orbital Strikes, Sat Strikes, Targeting Sats

Planetary Construction (27)

Artificial Moon, Battle Star, Designer Planet Construction, Dyson Sphere, Gas Giant Compression, Hyperspatial Engineering, Mega Engineering, Orbital Displacement, Planetoid Construction, Ring World, Rotational Modification, Superscalar Construction, Xeno Engineering, Core Lasers, Defense Sats, Missile Defense System, Orbital Fortress

Planetary Defense (28)

Planetary Defense Grid, Planetary Laser Grid, Proximity Mines, Sentry Towers

Planetary Demolition (29)

Asteroid Bombardment, Atmospheric Combustion, Atmospheric Electrification, Planet Breaker, Planet Buster, Planetary Reformatter, Virus Bomb

Planetary Engineering (30)

Advanced Planetology, Atmosphere Filtration, Climate Engineering, Deep Core Mining, Environmental Engineering, Hive Worlds, Ocean Cleansing, Paradise Worlds, Soil Enrichment, Soil Reclamation, Tectonic Engineering, Terraforming, Weather Control

Planetary Improvements (31)

Aquafarms, Automated Factories, Automated Mining Stations, Bio Factories, Bio Reactors, Bio Recycling Tanks, Cloning Centers, Core Waste Dumps, Energy Nexus, Fungal Farms, Gas Refineries, Geothermal Mantle Power Plants, Habitat Domes, Hypophonic Farms, Planetary Energy Grid, Planetary Fortress, Pollution Processors, Solar Power Plants, Space Elevators, Subterranean Farms, Subterranean Farms, Teleportation Grid, Trade Centers, Warp Gates

Power (32)

Anti-Matter Power, Cold Fusion Power, Dark Matter Power, Fusion Power, Micro Fission Power, Nuclear Power, Singularity Power, Synchronized Singularity Power, Zero Point Power

Projectile Weapons (33)

Advanced Ballistics, Bolt Weapons, Flak Cannons, Gauss Weapons, High Density Munitions, Mass Drivers, Railguns

Psionics (34)

Empaths, Group Mind, Mind Blast, Mind Control, Psi Jump Drive, Psionic Amplifier, Psionic Scanner, Psionic Shield, Telepathy

Robotics (35)

Androids, Attack Drones, Auto Repair, Battle Mech, Construction Mech, Mining Drones, Quantum Machinery, Robot Army, Robot Control Node, Sentient Robots, Sentient Starships, Servo Mechanics, Synths, Work Drones

Rocketry (36)

Anti-Missile Systems, Cruise Missiles, Homing Missiles, Nuclear Missiles, Photon Torpedoes, Plasma Missiles, Quantum Torpedoes, Space Travel

Sensors (37)

Advanced Sensors, Cloaked Mines, Electronic Warfare, Galactic Sensors, Hyperspace Sensors, Motion Detectors, Sensor Probes, Signal Jammers

Shields (38)

Adaptive Shield, Deflectors, Harmonic Shield, Hyper Shield, Kinetic Shield, Reflection Field, Shield Generator, Shield Harmonics

Social Mechanics (39)

Adaptive Ethics, Galactic Encyclopedia, Social Dynamics, Social Unification, True Religion, Xeno Assimilation, Xeno Mysticism

Solar Mechanics (40)

Solar Construction, Solar Destabilization, Solar Manipulation, Solar Mining, Star Reformatting, Supernova Activation

Space Colonization (41)

Colony Ship, Habitation Dome, Space Colony

Space Construction (42)

Asteroid Colony, Asteroid Mining, Automated Mining Rig, Deep Space Habitats, Moon Colony, Orbital Fortress, Orbital Shipyard, Space Colony, Zero Gravity Construction

Space Propulsion (43)

Anti-Matter Drive, Dark Matter Propulsion, FTL Engine, Fusion Drive, Hyper Drive, Inertia Drive, Ion Drive, Jump Drive, Nuclear Drive, Star Drive, Warp Drive

Space Station Design (44)

Battle Station, Fleet Repair Dock, Space Fortress, Space Station, Star Base, Super Battlestation

Spatial Mechanics (45)

Galactic Teleporter, Hyperspace Beacons, Hyperspace Interdictor, Hyperspace Net, Jump Gates, Pocket Universe, Stargates, Unique Matter, Wormhole Construction, Wormhole Network

Starship Design (46)

Battleship, Bio Ship, Carrier, Cruiser, Destroyer, Dreadnaught, Fleet Carrier, Frigate, Interdictor Cruiser, Scout, Starfighter, Titan, Troop Transport

Stealth (47)

Chameleon Circuit, Cloaking Device, Stealth System

Temporal Mechanics (48)

Stasis Field Generator, Temporal Manipulation, Temporal Negation, Temporal Physics, Time Loop Generator, Time Machines

Troop Augmentations (49)

Decentralized Nervous System, Engram Training, Enhanced Senses, Heightened Senses, Redundant Organs, Regeneration, Reinforced Bones, Super Soldier Program

Vehicle Design (50)

Drop Pods, Drop Ships, Grav Carriers, Grav Tanks, Gunships, Hover Carriers, Hover Tanks, Jetbikes, Land Speeders, Mega Tanks, Siege Tanks, War Striders, War Walkers

Time Travel Adventure Hooks (D50)

These are adventure ideas for a time traveler that travels to the past, present, and future and everywhere in the entire universe.

Alternate History (1)

If a person changes the past, he may return to his own time to find that his world has a vastly different society and culture.

Ancestral Salvation (2)

You travel to the Stone Age and discover that aliens are manipulating or trying to kill early humans.

Beginning of the Universe (3)

You go to the beginning of time to see how the universe began.

Biblical Proof (4)

You travel back in time to see the events of the Bible in person to see if they are true.

Butterfly Effect (5)

Even the smallest change made in the past can result in enormous changes in the future.

Causal Loop (6)

A causal loop is when a future event causes an event in the past. A classic example is someone is sent into the past and he becomes the father of the person that sent him.

Change Your Past (7)

You travel back in time to prevent your past self from making some of the worst mistakes of your life.

Devolution (8)

You must stop aliens from going back in time where they are trying to prevent life from ever forming on the Earth.

End of the Universe (9)

You go to the end of time to see how the universe ends. At this time, all the stars have burnt out rendering the universe completely dark.

End of the World (10)

You travel to the future to see the end of the world. This allows you to go back to the past to prevent this negative future from happening.

Extinction (11)

You go back to the past to acquire mating pairs of an extinct species to attempt to bring their species back into existence.

Fixer (12)

You are sent back in time to help people set things right in their past lives and help them fulfill the most desired dreams.

Future in Danger (13)

You receive a cryptive or incomplete message from your future self so you must figure out what it means before it is too late.

Future Knowledge (14)

You go back to the past to give your past self the future results of every sporting event and the future values of every major stock allowing your past self to become unimaginably wealthy.

Future Past (15)

Your child comes from the past to tell you how to save the future.

Future War (16)

An army from the future invades the past to conqueror the world.

Hide from the Authorities (17)

You travel to the future or the past to avoid the authorities of the present.

History Buff (18)

You travel back in time to see all the major historical events to record what really happened.

Ideal World (19)

A machine calculates the perfect scenario that a time traveler can achieve for her timeline by properly manipulating the past and present. To achieve her ideal timeline may take an endless number of trial and error attempts.

Killer Comet (20)

You travel to the end of the Cretaceous Period to discover that aliens are attempting to avert the killer comet that will cause the extinction of the dinosaurs and the rise of the mammals.

Mind Travel (21)

A machine or psychic power sends a person's memories back through time allowing her to change the future.

Parallel Universes (22)

When a person goes back in time, it creates an alternate universe that represents the new changed future but the original future timeline still exists and continues on its original path.

Past Punishment (23)

You go back to the past to punish criminals that were not punished during their lives.

Psion Travel (24)

You gain the ability to travel through time using only the power of your mind.

Replacement Paradox (25)

A person goes back in time to give himself a second chance at happiness but he must kill his past self in order to get this second chance.

Retry (26)

You travel back in time whenever you die allowing you to correct the past to prevent your death and solve the problems occurring all around you.

Roman Myth (27)

You chase a time criminal back into the past where he is trying to make himself a god to the ancient Romans.

Save Humanity (28)

You travel to the Stone Age and discover that homo sapiens are losing the war of survival to the Neanderthals.

Save your Child (29)

You travel back in time to prevent your child from dying.

Save your Wife (30)

You travel back in time to prevent your wife from dying.

Stop the Apocalypse (31)

You go back in time to stop a global nuclear war.

Stop the Meltdown (32)

You go back in time to stop the meltdown of a nuclear reactor.

Stop the Pandemic (33)

You go back to the past to prevent a pandemic from destroying the human race.

Stop the War (34)

You travel back to the early 1930s to prevent World War II from starting.

Stopwatch (35)

A device allows a person to stop time in a local area.

Temporal Abortion (36)

You travel back in time to stop your birth from being prevented.

Temporal Assassins (37)

You must stop a group of time traveling assassins.

Time Hunter (38)

You escape through time and space from a machine that has locked onto your genetic signature and it will follow you through time and space until it kills or captures you.

Time Instability (39)

You randomly move back and forth through the time stream.

Time Key (40)

When this device is activated, it stops time throughout the universe except for anyone touching it.

Time Loop (41)

You must escape from a time loop where you experience the same day over and over again.

Time Momentum (42)

Changes made in the past result in the exact same future because of the momentum of time especially when you try to change a major event or kill an important historical person.

Time Plane (43)

When a plane arrives at its destination it is years or decades late but everyone aboard has only aged a few hours.

Time Police (44)

You investigate time incursions and stop people from changing the past.

Time Portal (45)

A time portal opens that teleports a person to another time.

Time Slip (46)

You can go back in time for a few minutes but only once a day.

Time Sprint (47)

A person can travel forwards through time but he can never go back so he can only see the future but he must always keep running from his past.

Time Thieves (48)

You must stop a band of thieves that are traveling back through time to steal all the great treasures of the world.

Time Vortices (49)

Dimensional portals form in different times but in the exact same location throughout time and space connecting these times together. A person can enter one portal and end up in any of these different times.

Treasure Hunters (50)

You travel back in time to collect the greatest treasures of the past before they are lost forever.

Time Travel Motivations (D20)

These are ideas for why a person may attempt to travel back in time. All forms of time travel greatly endanger the entire space time continuum and will be noticed by powerful forces throughout the universe.

Altering the Future (1)

A time traveler may go back through time to change an important event that occurred in history. This change in the past can drastically change the timeline and create a future where the traveler no longer exists.

Assassination (2)

A time traveler goes back into the past to kill an important historical figure to change the past, present, and future.

Deity (3)

A time traveler goes back into the past to use his current level of technology to present himself as a god and dominate a primitive society.

Erasing (4)

A time traveler goes back in time to prevent a person from being born or ever existing. A traveler can even prevent an entire species from ever coming into existence.

Escape (5)

A time traveler wants to go back in time or into the future to avoid the government, corporation, or private organization attempting to capture her.

Experimentation (6)

A time traveler is performing experiments to see if time travel technology is even possible.

Extinction (7)

A time traveler goes back through time to bring back a mating pair of a now extinct animal.

History (8)

A time traveler goes back in the past to see what really happened during a specific historic event.

Infection (9)

A time traveler is going back through time to prevent the spread of a world ending pandemic from ever being contracted in the first place. The traveler must find patient zero and prevent the spread of the disease in any way possible.

Life Improvement (10)

A time traveler goes back into the past to tell her past self about future events to give herself an incredible advantage and change her destiny.

Power (11)

A time traveler goes back in time to take over an entire primitive civilization using modern technology.

Preparation (12)

A time traveler must go back in time to warn the past of a terrible future so they can prepare for it to limit the destruction and misery.

Prevention (13)

A time traveler goes back in time to stop a crime from occurring.

Profit (14)

A time traveler goes into the future to discover the future of the financial markets.

Protect (15)

A time traveler must go back through time to prevent another time traveler from killing an important person before they can grow to maturity or perform an important task.

Savior (16)

A time traveler goes back into the past to stop a country or worldwide disaster like a world war or nuclear war.

Sightseeing (17)

A time traveler can go back in time to see the greatest moments in the history of the world.

Tech Thief (18)

A time traveler goes into the future to bring advanced technology back to his own time or even farther back into the past.

Theft (19)

A time traveler goes back to a known time to determine the location of an ancient artifact to steal it and bring it back to the future.

Time Manipulation (20)

A time traveler wants to go back through time in order to manipulate the future by altering some vital event in the time stream.

Time Traveler Archetype (D50)

These are the traits and abilities of a time traveler that travels the universe because of curiosity and the desire to protect the time stream from those that would change or destroy it.

Advanced Mathematics (1)

A traveler is a master mathematician that can figure out the most complex mathematical problems in seconds without the use of electronics.

Age Difference (2)

When a traveler is reborn from a regeneration, her age might vary greatly but she does not age anymore after being reborn. This drastic change can cause major adjustment issues for a traveler's companion that were with her before the regeneration.

Anomaly Sense (3)

A traveler can determine if the fabric of the space time continuum is being altered and can slowly detect where and how the fabric is being altered.

Call Machine (4)

A traveler has a device that will call his time machine to him in an instant from anywhere in time and space.

Computer Genius (5)

A traveler is a computer genius that can hack through any security protocol and take over any computer system or robot in seconds. He can completely reprogram a computer system or cause it to permanently crash.

Convincing Voice (6)

A traveler has a way of speaking that makes people instinctively trust and believe in him. This is both a charismatic trait but it is also a psionic ability of mental control that works on beings of lesser intelligence like humans.

Detect Weakness (7)

A traveler can instantly tell the weakest link of any organization or the weakest point of any person or vehicle.

Dimensional Sense (8)

A traveler can detect the presence of hidden portals to different dimensions.

Electrical Genius (9)

A traveler can repair or create any electronic device from scraps.

Fearless (10)

A traveler is totally immune to fear and acts with total abandon making her a formidable opponent.

Friendly (11)

Anyone a traveler meets instantly trusts her and wants to be her friend even though he has never met her or anyone even similar to her.

Gender Switch (12)

A traveler is randomly assigned a gender every time that he regenerates or he or she might maintain her original throughout all his or her regenerations.

Hibernation (13)

A traveler can enter a state of suspended animation to exist in severe environments permanently or heal massive amounts of physical damage in a short period of time. A traveler can even achieve hibernation to protect himself from the cold and vacuum of space for a limited time.

Hidden Sense (14)

A traveler can detect any hidden object, path, or door with his natural senses.

Indestructible Field Generator (15)

A traveler carries an indestructible shield that protects him from almost any form of physical damage.

Inquisitive (16)

A traveler will face any danger for the chance to discover something new or to view or interact in a once in a millennium event.

Insight (17)

A traveler can use his millenniums of experience to figure out the best solution to any problem.

Intimidating (18)

A traveler can use intimidation and coercion to force people or an entire civilization to bend to his will.

Longevity (19)

A traveler's current form would live almost forever if she were not injured or was inflicted with a disease or poisoned.

Mechanical Genius (20)

A traveler can repair or create any mechanical device from scraps.

Mind Reading (21)

A traveler can read the mind of another person simply by touching him.

Molecular Taster (22)

A traveler can taste the molecular structure of anything that he tastes.

Motivational Speaker (23)

A traveler can make groups or an entire civilization believe in her when she gives a speech to them about her beliefs and detailed plans on how to win.

Pacifist (24)

A traveler will not hurt or kill another person even if his theology and actions could cause the destruction of the universe.

Past Memories (25)

A traveler has memories that travel back through time and space so he can become confused with feelings of deja vu during times of emotional stress.

Personality Change (26)

A traveler becomes a completely different person every time that she regenerates but her core beliefs and sense of right and wrong never change.

Persuasion (27)

A traveler can persuade almost anyone to do what he wants even if following him can get the other person hurt or killed.

Poison Resistance (28)

A traveler's immune system can neutralize almost any poison or toxin in his system.

Poker Face (29)

It is impossible for another person to tell what a traveler is going to do.

Racial Memories (30)

A traveler is born with vast amounts of racial memories and knowledge that would be impossible to learn in a lifetime. This ability allowed his race to dominate the universe and create temporal mechanics before any other alien race.

Radiation Resistance (31)

A traveler is completely immune to radiation and intense heat.

Redundant Organs (32)

A traveler has copies of many vital organs allowing him to survive most physical attacks.

Regeneration (33)

When a traveler is killed his body regenerates to create a new traveler with the same memories but with a different appearance and personality.

Regeneration Limitation (34)

Each traveler race has a set number of regenerations that they can perform before actual death occurs. Many of their people have performed dangerous and time altering techniques to increase this number of regenerations.

Resist Control (35)

A traveler cannot be mind controlled using any form of technology or psionic ability.

Safe Haven (36)

A traveler can create a pocket dimension where he can hide in times of danger.

Sandman (37)

A traveler does not need to sleep or rest.

Sixth Sense (38)

A traveler can detect the presence of alternate dimensional beings and ethereal creatures that cannot be detect using the natural senses or any electronic sensors.

Slow Metabolism (39)

A traveler has an extremely slow metabolism allowing her to live off very little nutrition or even air.

Sonic Tool (40)

A traveler uses a sonic multi-tool to perform repairs and alter the function of any machine or electronic device from almost any distance.

Supreme Negotiator (41)

A traveler can contrive a scheme to solve almost any problem and get complete strangers to agree upon its implementation because of its pure logic and the undeniable chance of its success.

Survival Instinct (42)

A traveler knows how to survive in any type of alien environment.

Temperature Resistant (43)

A traveler has high resistance to the effects of extreme hot and cold temperatures.

Temporal Copies (44)

A traveler can travel with multiple copies of herself from different moments of time and space.

Temporal Mechanics (45)

A traveler is a master of time and space and how to create and repair the machinery used to perform temporal jumps.

Time Machine (46)

A traveler has a sentient time machine that contains an indestructible pocket universe inside that might be infinitely larger on the inside than on the outside.

Time Sense (47)

A traveler can naturally tell what time he is currently in and the speed that the time continuum is moving.

Tissue Regeneration (48)

A traveler can heal from almost any wound by resting unless the damage is too extreme.

Vast Knowledge (49)

A traveler knows almost everything after thousands of years of study and exploration.

Weapon Master (50)

A traveler is a dead shot and master swordsman allowing him to handle any melee or ranged weapon to defeat anyone without hurting them.

Transforming Robots (D30)

Transforming robots can change from a humanoid shape to another form in order to disguise their appearance or to gain special abilities. These are the possible forms that these transforming robots can take.

Animal (1)

A robot transforms into animal form giving it special abilities in different environments depending on the type of animal. Animal robots include lions, tigers, hawks, elephants, rhinos, monkeys, eagles, bats, wolves, crocodiles, gorillas, jaguars, and bulls.

Artillery (2)

A robot can become a stationary cannon or artillery piece. It also includes robot railguns and laser, plasma, or fusion cannons.

Bike (3)

A robot can transform into a motorcycle to blend into its environment. Bike robots include choppers, race bikes, dirt bikes, police bikes, ATVs, and ATCs.

Boat (4)

A robot can transform into a boat allowing it to operate on the surface of the water. Boat robots include speedboats, cruise liners, oil tankers, battleships, and hovercrafts.

Car (5)

A robot can transform into a car to blend into its environment. Car robots include sedans, jeeps, station wagons, ambulances, and dune buggies.

Carrier (6)

A robot can transform into a massive aircraft carrier allowing it to carry smaller aircraft or spacecraft.

Construction (7)

A robot can transform into a specific type of construction or demolition vehicle allowing it to perform a specific function that depends on its design. Construction robots include rollers, bulldozers, excavators, mixer trucks, cranes, dump trucks, front loader, and backhoes.

Dinosaur (8)

A robot can transform into dinosaur form giving it different abilities depending on the type of dinosaur that include tyrannosaurus rex, triceratops, apatosaurus, stegosaurus, and pteranodons.

Drill (9)

A robot can transform into a drill tank or mole excavator.

Farm (10)

A robot transforms into a farm vehicle. Farm robots include tractors, plows, and combine harvesters.

Fortress (11)

A robot can transform into a base. Base robots include cities, flying fortresses, mobile command centers, mobile cities, and space launch facilities.

Helicopter (12)

A robot can transform into a helicopter in order to fly and hover above its environment.

Hover Car (13)

A robot can turn into an advanced hover car or truck.

Insect (14)

A robot can transform into insect form giving it different abilities depending on the type of insect. Insect robots include beetles, wasps, prey mantises, grasshoppers, scorpions, and spiders.

Jet (15)

A robot can change into a jet plane. Jet robots include fighter jets, stealth fighters, aerospace planes, and supersonic aircraft.

Multiple (16)

A robot can change into two or three different forms. These forms can include a humanoid robot form, vehicle forms, and a hybrid form.

Mythical (17)

A robot can change into a mythical creature that include dragons, sphinxes, hydras, gargoyles, and griffins.

Objects (18)

A robot can shrink down and change into an everyday object that include briefcases, lighters, boomboxes, cassette players, cassettes, phones, and microscopes.

Plane (19)

A robot can change into a propeller plane that include prop planes and cargo planes.

Power Armor (20)

A robot can shrink down and transform into a suit of power armor in order to protect a specific individual.

Race Car (21)

A robot can change into a powerful race car.

Roller (22)

A robot can change into a single giant rolling wheel.

Sea (23)

A robot can transform into a sea creature like a fish, a whale, a dolphin, a shark, or a jellyfish.

Semi-Truck (24)

A robot can transform into the cab of a semi-trailer truck. Trailers include flatbed, cargo, artillery, or car carrier. The trailer can turn into a mobile base, a siege weapon, or a weapon or a suit of armor for the cab robot.

Space (25)

A robot can transform into a spacecraft that can travel through an atmosphere or space. Space robots include rockets, UFOs, and space shuttles.

Submarine (26)

A robot can transform into a submersible or attack submarine to operate underwater.

Tank (27)

A robot can transform into a tank giving it the stability it needs to fire its main battle cannon. Tank robots include main battle tanks and mobile artillery.

Train (28)

A robot can transform into a train to pull extremely heavy loads.

Truck (29)

A robot can transform into a truck that include fire trucks, SUVs, pickup trucks, armored trucks, and camper trucks.

Weapon (30)

A robot can shrink down and transform into a weapon that can be used by another robot or a person. Weapons include hand pistols, rifles, axes, swords, warhammers, spears, and battle shields.

Treasure Hunter Adventure Hooks (D200)

These are adventure idea for archeologists, tomb robbers, myth seekers, or treasure hunters that are exploring the world looking for ancient treasures and artifacts.

Aegis (1)

This ancient shield makes anyone holding it completely immune to any form of attack.

Alien Spacecraft (2)

You are on a journey to find an ancient alien spacecraft buried in the jungle that is depicted in an ancient stone tablet.

Alligator River (3)

A river is infested with man eating alligators.

Ancient Book (4)

You must decipher an ancient book or diary to find a lost treasure or hidden location. It contains clues about its location and how to solve the puzzles and riddles to obtain an item or enter a secret location.

Ancient Cliff City (5)

You must make your way through the ancient ruins of a lost city built in the cliffs of a mountain.

Ancient Elevator (6)

An elevator rises using a water wheel or a stone weight. You might have to climb up to the broken elevator and repair it to lower it down to the rest of your expedition.

Ancient Organization (7)

Ancient religious sects exist that have built powerful military organizations looking for ancient treasures that will allow them to rule the world.

Ankh of Levitation (8)

This ancient artifact is believed to manipulate gravity which allowed the ancient Egyptians to construct the pyramids.

Apple of Eden (9)

This device contains all the knowledge of an ancient alien race.

Aquatic Predators (10)

Deadly electric eels, orcas, and sharks are dangerous predators in the ocean.

Ark of the Covenant (11)

This holy golden ark will destroy anyone that attempts to touch it or open it.

Armor of Achilles (12)

This armor is believed to be completely indestructible.

Artifact Pieces (13)

Many artifacts have been broken into pieces and scattered around the world. Each piece might have power but putting them together into a complete artifact makes an extremely powerful magical item.

Artifact Trap (14)

Some artifacts don't perform the miracles that they are known for but instead kills anyone that touches it or opens a portal to an evil dimension.

Assassination Attempt (15)

An assassin attempts to kill you and your team to stop your expedition from finding a lost treasure.

Atlantis (16)

You are on a journey to find the lost city of Atlantis.

Balancing Platform (17)

You must balance on a platform that is balancing on a thin column as you jump from one of these platforms to another.

Basket of Plenty (18)

This basket will magically fill to the top with any piece of food placed in it. It can also be used to replicate anything placed in it including gold.

Betrayal (19)

Someone in your group works for a foreign country or a powerful treasure hunter so he is only working for you to learn about the lost treasure that you are hunting for.

Black Market Auction (20)

Many treasures of the world are on auction for the world's richest collectors and criminal leaders from around the world.

Blizzard (21)

You must survive a blizzard.

Boat Chase (22)

You and your team must escape in a speedboat from pursuing boats and jet skis.

Book of Secrets (23)

You are on a journey to find the President's Book of Secrets that contains every secret that the United States has ever uncovered about the world that are too dangerous for anyone but the President of the United States and the highest-ranking officials of America to see.

Book of Solomon (24)

This magical grimoire gives a person control over time and space.

Book of the Dead (25)

When the words of this book are read out loud, they cause the dead to be resurrected. Anyone resurrected in this way is now the undead existing in-between life and death.

Book of Thoth (26)

This ancient book allows a person to read the minds of other people and animals.

Boulders (27)

You must avoid boulders that are rolling down a mountain towards you.

Brass Snake (28)

Anyone that looks at this metal snake on a cross is instantly healed of any illness.

Burning Building (29)

You must escape from a burning building.

Cannon Shot (30)

You can use an ancient cannon to blast open a door or to blow a hole in the floor.

Car Chase (31)

You must escape in a car, a jeep, or a truck from pursuing cars and bikes.

Catacombs (32)

You must search through an underground acropolis catacomb in search of ancient treasure.

Changeling Helm (33)

This magical helmet allows a person to change shape to anything that he can imagine.

Cibola (34)

This is the ancient tomb known as the Seven Cities of Gold found in South America that is a hidden treasure of golden artifacts.

Cintamani Stone (35)

This magical gem grants wishes to anyone found worthy.

Cipher (36)

A coded message can only be deciphered with the use of another message as a cipher.

City of Brass (37)

A lost city of unmeasurable wealth is hidden in an Arabian desert.

City of Gold (38)

You are on a journey to find the fabled City of Gold or El Dorado.

Clockwork Environment (39)

You enter a room filled with massive gears which you must change their directions in order to pass through or open a hidden passage.

Closing Door (40)

A stone door or iron gate closes and your team must pass underneath before it closes.

Collapsing Floor (41)

When anything is moved from a trigger, the entire floor of a room starts collapsing.

Crown of Control (42)

This golden crown allows a person to control entire countries using its mind controlling powers.

Crusader Site (43)

These sites are where ancient crusaders were searching for lost religious artifacts.

Crystal Skulls (44)

These ancient crystal statues are of Mayan or Aztec origins that allow a person to see visions of the future or grants them great psychic powers. A set of them acts as a key and power source to activate an ancient Mesoamerican artifact or machine.

Cursed Crypt (45)

The mummified remain infect anyone near it with a deadly disease when its sarcophagus is opened.

Cursed Treasure (46)

A treasure causes people to turn into undead zombies or demon possessed creatures.

Cutting Edge (47)

This ancient artifact can smoothly cut through anything producing a perfectly smooth edge. It was used to create the stone roads of Machu Picchu.

Dagger Key (48)

A dagger is used as a key to activate a door or machine.

Dangling Wreck (49)

You are on a dangling train or plane that is hanging from the edge of a mountain.

Dark Power (50)

Many artifacts hold a dark power to corrupt a person's mind along with their well known mythical power.

Deadly Predators (51)

Fight deadly bears, wolves, lions, tigers, cheetahs, pumas, or ocelots in the wilds.

Deathless Ones (52)

These immortal warriors are destined to protect an ancient treasure forever.

Deceptive Guide (53)

A local guide deceives your expedition and leads you to your death. You have to save your team from evil murderers that have you surrounded.

Decoding Device (54)

A decoding device is activated by a special ring, key, or gem or a coded sequence. Once activated, it can be used to decode anything written using its code.

Destroy Artifact (55)

You must destroy an artifact to unleash its power to save the world.

Destroyed Ruins (56)

An evil organization or group of treasure hunters destroys ruins around the world to prevent other treasure hunters from getting clues to a great treasure.

Dimensional Portal (57)

When a treasure is placed into an ancient device, a portal to another dimension or distant planet is opened.

Driver Ants (58)

These giant ants move together in a swarm and will kill anything in their path.

Earth's Precession (59)

An ancient map was made at a time when the tilt of the Earth was different so the clues lead to a different location.

Eternal Shroud (60)

This ancient religious artifact can resurrect anyone covered by it.

Excalibur (61)

The legendary sword Excalibur creates a psychic signal that makes other people follow and worship the person that wields it. This sword allowed King Arthur to conquer ancient England.

Exploration Journal (62)

An ancient journal contains all the secrets about a previous expedition that almost discovered the same artifact that you are looking for.

Eye of Odin (63)

This artifact allows a person to see glimpses of the future.

Flood (64)

You must swim through a flooded city in search of high ground.

Flying Carpet (65)

This magic carpet can fly through the air and it has its own personality.

Fountain of Dreams (66)

Drinking the water from this fountain will cause a person to hallucinate and see visions.

Fountain of Youth (67)

Drinking the water from this fountain is believed to make a person young again and immortal.

Frozen Mountain (68)

You must climb a snow covered mountain to get to its peak.

Full Moon (69)

The powerful electromagnetic field created by a full moon powers an ancient artifact or puzzle allowing it to be used or solved only during this time.

Gandiva (70)

This magical bow can destroy entire armies or cities with a single arrow.

Garden of Eden (71)

You are on a journey to find the ancient site of the garden of Eden.

Gaudian Monsters (72)

A tomb is filled with immortal guardian monsters.

Glacier (73)

An ancient treasure is hidden under a massive glacier.

Glyphs (74)

Many tombs are painted or engraved with text that reveals the history and possible location of a hidden treasure.

Going Down (75)

Your plane is going to crash and there are not enough parachutes for everyone.

Golden Apple (76)

Anyone that eats one of these golden apples becomes immortal.

Golden Fleece (77)

This ancient artifact can heal any injury or disease by touching the injured or dying person with the golden fleece.

Golden Script (78)

This script only appears during golden time or when the sun is setting.

Grand Grimoire (79)

This book gives a person the ability to cast magic spells.

Great Ark (80)

You are on a journey to find the remains of the great wooden Ark that survived the great flood.

Halo (81)

This glowing crown makes a person immortal.

Hand of Glory (82)

This preserved hand can open any door or freeze anyone in place.

Helm of Darkness (83)

This magical helmet makes a person invisible and completely undetectable.

Hidden Secret (84)

An invisible map or code was hidden on the back of a rare document or painting so you must break into where it is kept and steal it. A special reagent might be necessary to reveal the secret map or code.

Hollow Earth (85)

You discover a passage to a subterranean world filled with ancient creatures and the lost treasures of the ancients.

Holy Grail (86)

This golden goblet is believed to be the cup used during the last supper that bestows eternal life to anyone that drinks out of it.

Holy Water (87)

This ancient water was collected during the crucifixion so it can destroy any demon or undead creature instantly.

Horse Chase (88)

You chase a train or truck containing a stolen treasure on horseback.

Human Sacrifice (89)

Natives sacrifice people to their deities and they are about to sacrifice one of your teammates.

Hurricane (90)

You must survive a powerful hurricane that is flooding an area and crushing everything with its gale force winds.

Ice Wall (91)

You must climb an ice wall to get to the next stage of your journey.

Immortal One (92)

Cultists on an island capture and sacrifice people to bring back their ancient master who must consume souls to be reborn.

Immortality Wine (93)

You are on a journey to find the jars of everlasting wine that are believed to make a person immortal with a single drink.

Intelligent Primates (94)

You have discovered a tribe of intelligent apes that have built their own civilization in the depths of the jungle.

Jeep Winch (95)

A grapple hoist can be wrapped around a tree so a jeep can travel vertically up the side of a mountain.

Judas Chalice (96)

A cup made from the thirty pieces of silver paid to Judas Iscariot can turn a person into a vampire by possessing her with a demon if she drinks from this cursed cup.

Jungle Chase (97)

Natives chase you through a jungle so the only way to escape is to jump off a cliff into a lake or raging river below.

King Solomon's Mine (98)

This is an ancient site in Africa where King Solomon's great hordes of gold were mined from.

Knights Templar (99)

This ancient religious cult has collected religious artifacts from around the world and has hidden them in a vault to protect them from people that would abuse their power.

Land Before Time (100)

You are on a journey to find the land that time forgot.

Light Mirrors (101)

A puzzle is solved by reflecting sunlight from mirror to mirror.

Locals (102)

You need to help save natives from murder and slavery at the hands of an evil military organization.

Lost Books (103)

You are on a journey to find the lost gnostic books of the Bible.

Lost Civilization (104)

You are on a journey to find the lost civilization of Antarctica.

Lost Expedition (105)

Your team is on the hunt to find a lost expedition of explorers that never returned by following their trail and the clues that they have left behind.

Luminescence (106)

You burn a special resin to cause luminescent images to appear on specially scribed walls and maps.

Lunar Eclipse (107)

An ancient device only functions when a full lunar eclipse occurs right above its site. When the Sun and Moon line up, their combined gravitational forces activate the device once every five thousand years.

Magic Flute (108)

The piper's magic flute allows a person to control people with its melody.

Magic Lamp (109)

This lamp is believed to contain a wish granting genie.

Map Fragments (110)

You find pieces of an ancient map and must work together with another team that also has map pieces to find the missing treasure. Once put together, you realize that you don't have all the pieces so you must figure out the contents of the final pieces using your current pieces as clues.

Map Room (111)

This room contains a miniature copy of a local city and it contains the location of the treasure if you can figure out its secrets.

Mask of Medusa (112)

The mask of Medusa causes anyone that looks at it to turn into stone.

Massive Dig Sites (113)

A powerful organization starts artifact digs throughout an entire region looking for clues about a local myth.

Mayan Apocalypse (114)

An ancient cult is trying to bring about the end of the world and start the beginning of the new age.

Mayan Gold (115)

You are on a journey to find the lost gold of the Mayans.

Meteor Strike (116)

You are on an expedition to find a massive meteor that has landed in Antarctica that may have brought something alien to the Earth.

Military Outpost (117)

You must break into a military outpost to retrieve a stolen artifact or a kidnapped companion.

Mine Shaft (118)

You ride a mine cart to outrun pursuers in other mine carts.

Monkey Staff (119)

This pole can shrink or grow to any length.

Motorcycle Chase (120)

You must escape on a motorcycle or a bike with a side car from enemy cars and motorcycles.

Museum Theft (121)

You and your team must break into a high security museum to steal a rare artifact.

Native Help (122)

You receive help from the local native people that will help you prevent an ancient evil from being released.

Nazi Gold (123)

You are on a journey to find the hidden gold hordes of the Nazis.

Nazi Zombies (124)

Ancient Nazi vaults throughout the world are still guarded by zombies created by Nazi occultists.

Necronomicon (125)

This ancient book opens a gateway to Hell.

Nephilim Bones (126)

You are on a journey to find the bones of an ancient giant.

Palm Fan (127)

This magical fan can produce whirlwinds or gale force winds.

Pandora's Box (128)

This box causes a deadly plague to spread throughout an entire country where it has been opened.

Paramilitary Organizations (129)

Many treasure hunter organizations exist that hunt for hidden treasures and sell them to the highest bidder. These criminal organizations will do anything to acquire these priceless treasures.

Parent's Legacy (130)

You want to finish your parent's desire to find the greatest ancient treasure in the world.

Peter's Net (131)

This net causes fish to gather inside it until it is completely full and it is completely indestructible.

Pharaoh's Treasure (132)

You are on a journey to find the treasure of the great Pharaoh.

Philosopher's Stone (133)

This gem changes rocks into gold.

Piranha River (134)

A river is infested with man eating piranha.

Pirate King's Treasure (135)

You are on a journey to find the buried treasure of a famous pirate captain like Blackbeard the Pirate.

Plane Crash (136)

Your expedition plane crashes in the jungle or on the side of a mountain.

Pole Swing (137)

You must swing from pole to pole that extends from a wall.

Pole Walker (138)

Long poles come from the ground and you must step from one pole to another to get to the other side. A person will fall into a spiked or bottomless pit if she falls from one of these poles.

Pool of Life (139)

A glowing pool of water has the power to heal any wound or cure any disease by drinking its water.

Protective Cult (140)

An ancient cult is dedicated to preventing a specific relic from ever being discovered. These people will kill anyone that gets too close to finding their sacred treasure.

PTSD (141)

Many treasure hunters experience extreme panic acts when they remember the near death experience of fighting the forces of evil to save the world.

Puzzle Machine (142)

These ancient machines force a person to move switches and properly align parts of its machinery in order to unlock a door or open a hidden passage.

Quicksand (143)

You have fallen into quicksand so you need a friend to throw you a rope or reach out to you with a stick. You can also use a grappling hook or a whip to catch a nearby tree branch or rock to pull yourself out.

Ragnarök (144)

An ancient cult is trying to awaken sleeping giants to bring about the end of the world.

Reagent Dye (145)

A special substance must be sprayed onto a map to reveal its secrets.

Relic (146)

This ancient device changes anyone that touches it into a monster that will kill anyone that goes near the relic.

Riddle Glyphs (147)

The icons on walls or statues can reveal secrets to finding a treasure.

Ring of Gyges (148)

This ring makes a person invisible when it is worn.

Rod of Darkness (149)

This ancient artifact turns the sky dark as long as it is held.

Roll Code (150)

An object must be coated in ink or blood and rolled over paper to reveal its message.

Rolling Ball (151)

A massive rolling stone ball is released that rolls towards anyone that removed something from its trigger. The ball will crush anyone in its path and block the only way out at the end of its path.

Rope Bridge (152)

You fight enemies on a rope bridge or must stop enemies from crossing this bridge.

Sandstorm (153)

You must survive a sandstorm on the open desert.

Scepter of Midas (154)

This ancient artifact can turn anything that it touches into gold. It is believed to be the power behind King Midas.

Scorpion (155)

Watch out for the sting of a poisonous scorpion.

Sea Pirates (156)

Modern sea pirates will attack any ship that enters their territory with assault rifles and possibly a heavy caliber machine gun.

Sea Plane (157)

A sea plane allows explorers to go to any island and land next to a boat in trouble in the open ocean.

Seal of Solomon (158)

This ring can imprison or control a demon.

Secret Entrance (159)

This secret entrance is an extremely dangerous short cut into an ancient city or tomb.

Secret Society (160)

This powerful organization controls society from the shadows and looks for the ancient treasures of myth to dominate the world. Secret societies include the Illuminati, the Templars, and the Freemasons.

Seven League Boots (161)

These boots allow a person to teleport anywhere on the Earth.

Shimbala (162)

You are on a journey to find Shimbala, which is also known as Shangri-La. It is believed to be the physical gateway to Nirvana.

Shipwreck (163)

You and your team are shipwrecked on an island by a terrible storm.

Slave Labor (164)

An evil organization or cult uses slave labor to work an excavation site.

Snakes (165)

Watch out for deadly snakes that can have a poisonous bite, poisonous spit, or the ability to constrict around you.

Spear of Destiny (166)

This spear was used during the crucifixion and it gives its wielder the power to rule the world.

Staff of Blossoming (167)

This staff causes any plant that it touches to instantly grow and bloom.

Staff of Moses (168)

This piece of ancient technology has produced many empire spanning miracles using illusions and mind control. The staff is believed to have been responsible for the stories behind the great plagues of Egypt and the parting of the Red Sea.

Staff of Water (169)

When this staff is used to strike a rock, pure freshwater magically pours out of it.

Statue Break (170)

You can push a gigantic statue over to smash open an ancient wall to escape from a sealed chamber.

Statue Lock (171)

Move a set of statues into their correct positions to open a hidden passage. They must also be rotated into the right direction to open a door or passage.

Statue View (172)

A statue points to the next destination of an adventure. You have to look through a statue's eyes or something it is holding to see the next destination.

Subterranean World (173)

You are on a journey to find the subterranean world.

Templar's Treasure (174)

You are on a journey to find the Knight Templar's lost treasure filled with ancient religious artifacts.

The Warehouse (175)

All the great treasures of the world are stored and protected in this building by an ancient society of scholars.

Thor's Hammer (176)

This hammer can produce bolts of lightning and it can only be lifted by someone that is truly worthy.

Tight Space (177)

You must push your body through an extremely tight space to get into a tunnel, a cave, or an underwater cave.

Tile Lock (178)

Move the tiles on a floor or a wall to fit a specific sequence to open a hidden door or a secret passage.

Timed Appearance (179)

You must place an object at a specific time so its shadow will show the location of a hidden door or clue.

Tomb Destruction (180)

Once a relic has been moved, its tomb will start to crumble and fall apart.

Tomb Traps (181)

Tombs are filled with ancient physical traps that must be avoided or disarmed to survive.

Torch Lock (182)

Torches or braziers must be lit in the proper order or just the correct ones must be lit to open a passageway or extend a bridge.

Tornado (183)

You must survive a deadly tornado that is tearing apart your current location.

Treasure Markers (184)

These stones usually have clues designed to help members of the same group find a treasure with information that only their group members would understand.

Treasure Threat (185)

You threaten to destroy an artifact to threaten an opponent but, in the end, you cannot force yourself to destroy it.

Tree of Knowledge (186)

This ancient device contains all the lost technology of the ancient ones.

Tree of Life (187)

You are on a journey to find the Tree of Life that produces fruit that will make a person immortal as long as he continues to eat them.

Trials (188)

Ancient machines are designed to judge a person's intelligence, knowledge, strength, and dexterity through a series of traps, levers, riddles, and puzzles.

Trident of Poseidon (189)

This magical device gives its wielder the power to control water and all types of sea creatures.

Tropical Diseases (190)

You and your teammates have contracted a tropical disease like malaria or cholera and need immediate medical attention.

Turning Bridges (191)

You must activate a series of switches to cause long rotary bridges to turn to connect different regions in the local area.

Underwater Tunnels (192)

You must swim through a series of water filled tunnels to get to your next destination or to escape from a flooding cave.

Vault Symbol (193)

When you find a specific symbol inscribed in a wall, you have found the hidden vault.

Vine Swinging (194)

To cross underneath a cliff overhang, you must swing from hanging vines, wood swings, hanging prison cages, and sacrificial posts.

Wall Columns (195)

Wall columns can be made to extend or retract into a wall by pulling a sequence of levers. These columns can be used to scale or jump from to gain access to a new area.

Waterfall (196)

You jump from a waterfall to survive your pursuers.

World Treasure (197)

A massive treasure has been amassed during the war that could buy the entire world and it has been hidden so that only a select few people can ever wield the immense power that this fortune can provide.

Wreath of Immortality (198)

This golden wreath of leaves makes a person immortal.

Wrecked Pirate Ship (199)

You must find a wrecked pirate ship at the bottom of the ocean that contains the treasure horde of a famous pirate captain.

Zombie Virus (200)

An evil organization has released a virus that changes its victims into zombies.

Treasure Hunter Archetype (D50)

Treasure hunters are explorers, archeologists, tomb raiders, and spelunkers that attempt to gather the lost treasure of the ancient world for profit and historical posterity.

Acute Senses (1)

A person's advanced senses allow him to detect the presence of any opponent no matter how well hidden or disguised they are.

Advanced Looting (2)

The ability to search an area for greater loot.

Ancient Cultures (3)

Knowledge of ancient societies and their history and culture.

Ancient Languages (4)

The ability to speak and read an ancient language allowing a person to decipher ancient books and wall text.

Animal Instincts (5)

The ability to survive and fight in any natural environment.

Archeology (6)

The knowledge of ancient civilizations and how to discover and preserve their lost relics.

Arrow Climber (7)

The ability to use arrows to climb trees and wood buildings.

Arrow Retrieval (8)

The ability to recover arrows from the bodies of the fallen or animals without damaging them.

Astrology (9)

Knowledge of the position of the Moon, stars, and planets that allow a person to solve various astrologically based puzzles.

Avoid Traps (10)

The ability to detect, avoid, and disarm physical traps. A person can detect the clues that a trap is near or someone has tampered with a specific area.

Axe Climber (11)

The ability to scale trees, wood buildings, and ice walls using hand axes.

Axe Expert (12)

The ability to use a climbing axe to stun or kill an opponent. A person can also accurately throw a hand axe.

Bow Expert (13)

The ability to kill an opponent with a bow and arrow at long range or with only an arrow in melee combat.

Brawl (14)

The ability to fight using only your bare hands and feet.

Cartography (15)

The ability to read ancient maps and make maps of a person's journeys.

Chain Takedown (16)

The ability to kill multiple nearby opponents in quick succession without them being able to respond.

Climb (17)

The ability to scale buildings, cliffs, ice walls, and mountains using specialized climbing gear.

Cryptography (18)

The ability to break codes and decipher secret or hidden messages.

Dirty Tricks (19)

The ability to use sand, dirt, and rocks to distract or blind an opponent.

Dodge Counter (20)

The ability to perform an unblockable attack after you dodge an opponent's attack.

Dumb Luck (21)

The natural ability to avoid danger and to be in the right place at the right time.

Earth Skin (22)

The ability to cover your body and face with mud and leaves to disappear into a mud and vegetation covered environment.

Eye for Detail (23)

The ability to detect hidden doors, traps, clues, and switches.

Fast Healer (24)

The ability to quickly heal from minor wounds.

Fearless (25)

A person is completely fearless so he remains absolutely calm under the most deadly and dangerous situations.

Finger Scaling (26)

The ability to jump and catch on the edges of any surface and move around ledges by hanging on only by your fingertips.

Free Solo (27)

The ability to scale buildings, rock surfaces, and mountains using only your bare hands and feet.

Geologist (28)

The ability to determine what metals and minerals are present in a rock formation.

Improvised Transport (29)

The ability to create canoes, rafts, and snow shoes using materials from nature.

Improvised Weapons (30)

The ability to create weapons including clubs, knives, and bows and arrows using materials from nature.

Iron Grip (31)

The ability to hold onto any surface include shear rock and ice.

Lightfoot (32)

The ability to avoid traps and mines.

Myths (33)

A vast knowledge of world myths allows a person to decipher riddles with ancient context.

Naturalist (34)

The knowledge of the traits and the practical and medicinal uses of different plants and animals.

Parkour (35)

The ability to scale or balance when running over any surface.

Perfect Balance (36)

The ability to always maintain your balance on any surface no matter how narrow or slippery.

Phobia Inducing (37)

A person produces an aura of fear causing all his opponents to fear him.

Pin Cushion (38)

The ability to avoid damage from arrows.

Poison Harvesting (39)

The ability to harvest arrow, dart, sword, and knife poisons from poisonous plants, frogs, spiders, and beetles.

Puzzle Solving (40)

The ability to solve puzzles and decipher riddles needed to delve deeper into an ancient tomb.

Rapid Crafting (41)

The ability to craft throwing weapons and arrows during combat.

Second Wind (42)

The ability to quickly recover after sprinting and fast swimming.

Speed Swimmer (43)

The ability to swim in severe tides and currents and the ability to hold your breath for long periods of time underwater.

Stealth (44)

The ability to move and attack without being detected.

Stealth Landing (45)

The ability to jump down or fall from a medium elevation without making a sound.

Survivalist (46)

The ability to gather natural resources and food and the ability to create shelter, tools and weapons, and make food and medicine from these resources.

Track (47)

The ability to follow another person, animal, or vehicle using only the clues that they have left behind.

Traps (48)

The ability to create makeshift traps to slow, injure, and kill invaders and pursuers.

Weapon Crafting (49)

The ability to craft weapons like knives, clubs, spears, and bows and arrows using materials from nature.

Whip Master (50)

The ability to use a whip to knock over objects, grab objects, and catch environmental objects to swing across an abyss.

Utility Belt (D88)

These are the tools and gadgets held in a hero's utility belt or harness.

Antirad (11)

These pills cure radiation sickness.

Antitoxin (12)

These pills negate chemical poisons.

Antivenom (13)

These pills negate the effects of organic venoms.

Bolas (14)

These metal spheres are attached by a wire and they are thrown to tangle a person's leg.

Boomerang (15)

These thrown weapons can be used to subdue an enemy.

Camera (16)

This camera is highly micronized.

Code Breaker (17)

This device can break the code of any electronic lock.

Code Breaker (18)

This device takes a picture of any text and can decipher it.

Communicator (21)

This device can link into any radio or cell phone network.

Cryo Gun (22)

This device fires a freezing cold chemical.

DNA Analysis (23)

This device can analyze the DNA of any biological sample.

EM Disruptor (24)

This device can destroy any electronic device.

Energy Cage (25)

This device produces an energy cage around an opponent.

Energy Pack (26)

This device can produce power for any electronic device.

Explosives (27)

These explosive devices can be set to destroy almost anything.

Fire Extinguisher (28)

This device sprays chemicals to put out fires.

First Aid (31)

This kit is used to perform simple medical procedures.

Flamethrower (32)

This device fires a stream of fire.

Flares (33)

These mini flares produce light or smoke.

Forensic Sensor (34)

This device can be used to scan a room for biological samples.

Freeze Grenade (35)

These grenades will freeze anything near them solid when they activate by releasing an endothermic gas.

Glider (36)

This device folds out into a glider.

Glue Gun (37)

This device fires adhesive fibers at a target.

Grapple Gun (38)

This device fires a grapple hook and reels up its user.

Grenade (41)

These explosive devices can be attached with magnetic or adhesive contacts.

Hand Welder (42)

This torch can be used to cut through metal or weld metal together.

Heat Imager (43)

This device allows a person to see the residual heat in an environment.

Heating Element (44)

This device can be used to heat up an area very quickly.

Hibernation Pill (45)

These pills will make a person appear to be dead.

Instant Cement (46)

This chemical instantly seals a door closed or welds two objects permanently together.

Knife (47)

This is a small foldable knife.

Laser Torch (48)

This is a small laser that can be used to cut through almost anything.

Light (51)

This small device produces a powerful light.

Line Launcher (52)

This device fires a rocket line in two directions allowing a person to zip line to a distant lower location.

Liquid Bandages (53)

This applicator sprays a chemical disinfectant and seals even the most severe wound.

Liquid Thermite (54)

This applicator sprays a fluid that can burn through any material.

Listening Device (55)

This device allows a person to listen to a distant conversation.

Lock Breaker (56)

This device can open any mechanical lock.

Mini Computer (57)

This device allows a person to hack into any computer system.

Monocular (58)

This device can be used to see distant objects and determine their exact distance.

Motion Detector (61)

This device tracks the motion of anyone in a person's environment.

Net Gun (62)

This device fires a net over an opponent.

Night Vision Goggles (63)

These goggles allow a person to see in low light and total darkness.

Paralyzing Gas Gun (64)

This device fires a cloud of gas that will paralyze an opponent.

Pneumatic Claw (65)

This device can cut through or hold anything together with its powerful mechanical jaws.

Power Jack (66)

This hydraulic device can be used to open or lift almost anything.

Power Saw (67)

This powered saw can cut through anything if given enough time.

Psi Scrambler (68)

This device prevents a person from being affected by psionics.

Rebreather (71)

This device is held in a person's mouth and allows him to safely breathe in a poisonous atmosphere or underwater.

Restraints (72)

These restraints can be used to bind a person's hands or feet together.

Shock Stick (73)

This device can be used to shock and stun another person.

Signal Scrambler (74)

This device will block any radio communication in a local area.

Sleep Darts (75)

This device fires a dart with a sleep inducing drug.

Sleep Grenades (76)

These grenades release a powerful sleeping gas.

Smoke Grenade (77)

These grenades produce dense or colored smoke.

Sticky Bomb Launcher (78)

This device fires a sticky substance that will eventually explode.

Stun Grenades (81)

These grenades shock anyone near them when they detonate.

Stun Gun (82)

This device fires a beam that will stun anyone hit by it.

Tangle Wire Launcher (83)

This device fires a wire around a person to capture her.

Tear Gas Grenade (84)

These grenades fill a room with an irritating gas.

Tracers (85)

These tracking devices can be attached to anything allowing it to be tracked anywhere in the world.

Video Loop (86)

This device will cause a video camera to see the same image in an undetectable loop.

Web Gun (87)

This device fires an adhesive web to immobilize a person.

X-Ray Goggles (88)

These goggles can be used to see through walls or containers.

Virtual Reality Adventure Hooks (D88)

These are adventure ideas for people connected to a super realistic virtual reality system.

Angel (11)

This program is an angelic simulation that allows the user to be a guardian angel trying to help people in need. An angel might have to fight the demonic forces of evil trying to corrupt and destroy the world.

Assassination (12)

This program is an assassination simulation where the user is a hired hitman sent on a mission to kill an evil mastermind or criminal. This can be a simple assassination or the victim's death must look like an accident.

Astronaut (13)

This program is an astronaut simulation that allows a user to travel to a space station, the Moon, Mars, Mercury, Venus, or the outer planets. A team of astronauts might be going on the maiden voyage to these worlds or going to live on an established space colony.

Battle Cars (14)

This program allows a user to fight in heavily armed and armored cars in a battle arena to the death. A user must build, repair, and modify his car as he moves up the ranks until he gets to fight in the Grand Championship.

Bible (15)

This program allows a user to relive all the moments from the Bible and interact with all the famous biblical characters.

Big Game Hunter (16)

This program is a wild game hunting program that allows a user to hunt any wild animal in any weather condition all over the world. These wild animals include lions, tigers, rhinos, elephants, bears, and wolves.

Cartoon World (17)

This program is a cartoon world where the user can relive a cartoon or anime show as one of the characters. The special physics and rules of the comic book world applies in this virtual world.

Cavemen (18)

This program is a prehistoric simulation where the user can live the life of a prehistoric caveman. The user must hunt wild animals for food, protect his tribe and family from wild animals, other tribes, and the bands of Neanderthals that still exist at this time.

Civil War (21)

This program is a Civil War battle simulation where a user can relive the famous battles of the Civil War as either a soldier or a military leader from the North or the South. A user can participate in all the famous battles of this war or create imaginary what-if battles.

Cooking (22)

This program is a restaurant simulation where the user is the head chef in a world-famous restaurant or a contestant on a televised cooking competition. A user can also live the life of a student going to a world class culinary high school or institute.

Crime (23)

This program is a crime spree simulation where the user plays the role of a criminal attempting to create his own crime syndicate. A user can live the gang life and experience the drug abuse, constant danger, and murder of an actual gang member and criminal.

CSI (24)

This program is a crime scene investigation simulation where the user is a forensic expert that must solve a crime using only the clues available at the scene of the crime and the results of the experimental tests of the evidence. Most of these programs are based on real life crimes.

Dance (25)

This program is a dancing simulation that allows a person to compete in a dance competition and live through all the practicing sessions that lead up to the finals.

Dating (26)

This program is a dating simulation that allows a user to meet someone new and attempt to sweep her off her feet.

Deep Sea (27)

This program is a deep sea diving simulation where the user scuba dives or mini subs into the depths of the sea to explore the unknown depths or perform scientific research.

Dino Hunter (28)

This program is a dinosaur hunting simulation that allows a user to hunt for dinosaurs in their natural habitats.

Diving (31)

This program is a driving simulation that allows a user to drive any car ever made on any road in the world in any driving condition.

End of the World (32)

This program is an end of the world simulation that can include pandemics, nuclear holocausts, gender die offs, infertility viruses, and zombie apocalypses. The user can be a savior in an apocalyptic world or a scientist attempting to create a cure for an epidemic.

ER (33)

This program is an emergency room simulation where the user plays the role of an ER doctor that must save the lives of patients in dire need of emergency care. This simulation can be set to a normal day or during a medical emergency, a pandemic, a natural disaster, or a man-made catastrophe.

Escape Room (34)

This program simulates a deadly escape room filled with lethal traps and complicated puzzles and riddles that a user and his companions must solve in order to survive and eventually escape.

Family (35)

This program allows a user to relive his marriage and family life to make it turn out the way that he has always dreamed about.

Fantasy Adventure (36)

This program is set in a fantasy world where a user plays the role of one of the fantasy classes that include fighters, wizards, clerics, and rogues. The user must gather a party of adventures and assault a deadly castle or dungeon to gather treasure.

Fetish (37)

This program is a fetish simulation that allows a user to live out his wildest dreams with various other partners that can be artificial or another user.

Fighting Tournament (38)

This program is a martial arts tournament simulation where the user plays a martial arts master that fights to prove that she is the best in the world.

Firefighter (41)

This program is a firefighter simulation where the user must fight fires and save victims from burning buildings.

FPS (42)

This program is a futuristic first-person shooter where the user is a mercenary so he and his squad must fight against another team of soldiers to the death. The other soldiers might be computer AIs or other users from around the world.

Giant Robot (43)

This program allows a user to be a pilot of a giant robot that fights in vast space or ground battles with other giant robots. A giant robot can also fight giant monsters that are destroying the major cities of the world.

Gladiator (44)

This program allows a user to be a Roman gladiator that fights to the death for the entertainment of the crowds of the Coliseum or a lesser Roman arena.

Helicopter (45)

This program is a helicopter simulation where a user flies commercial or military helicopter missions. These missions can include search and rescue, medical evac, fire suppression, and military operations.

High School (46)

This program allows a user to relive his life in high school to see if it could have turned out better.

Horror (47)

This program is a horror simulation where the user must survive the night by avoiding or fighting rampaging monsters or murderers.

Jet Fighter (48)

This program is a fighter plane simulation where the user is a fighter pilot on a mission against enemy fighters.

Life (51)

This program allows a user to live the life of a rich and powerful person.

Lost Family (52)

This program allows a user to simulate a life as if a lost family member or loved one did not leave her or die allowing her to deal with her feelings of loss and regret.

Medieval Japan (53)

This program is a medieval Japan simulation where the user plays the role of a merchant, noble, samurai, or ninja.

Medieval Times (54)

This program is set in the medieval times where a user plays the role of a knight in shining armor, a king, a queen, a prince, a princess, or a member of the royal court.

Murder Mystery (55)

This program allows you to solve a modern murder mystery as a detective or police investigator.

Natural Disaster (56)

This program is a natural disaster simulation where a user must survive through a deadly disaster that includes earthquakes, tornadoes, hurricanes, and floods.

Nightmare (57)

This program is a nightmare simulation where a user must live through his greatest fears.

Pirate (58)

This program allows a user to be a pirate captain or one of the pirate crew as they loot merchant ships and live the life of debauchery on the open seas. Pirates must battle royal battleships and destroy coastal defenses to loot the cities that they protect.

Police (61)

This program is a police officer simulation where a user plays a police officer responding to a possible crime.

Post-Apocalypse (62)

This program is a post-apocalyptic simulation where the user is a survivor in a world destroyed by nuclear bombs or a worldwide pandemic. A user must acquire supplies and weapons and join a group of survivors to have any chance of survival in the wastelands.

Race Car (63)

This program is a race car simulation allowing a user to race in any race car and on any professional race track in the world.

Romance (64)

This program allows a user to experience a love affair with a random person, a person that the user knows, or a famous celebrity.

School (65)

This program allows students to attend a virtual school from elementary to college to give a child a great public education without ever leaving his house.

Secret Agent (66)

This program allows a user to be a government secret agent with a license to kill that uses advanced gadgets and seduction to defeat the enemies of his country.

Sleep (67)

This program is a sleeping simulation that allows a user to get a good night's sleep when in the real world, she might find it difficult or impossible to fall asleep.

Space Fleet (68)

This program allows a user to be a space fleet captain or one of the crew of a spaceship with a mission to boldly explore the vast reaches of unexplored space.

Sports (71)

This program is a sports simulation that allows a user to play the role of a professional athlete in any sport.

Superhero (72)

This program allows a user to play a superhero with superpowers that fights criminals and super villains. A superhero can join other heroes to create a superhero team.

Television Show (73)

This program is a television show simulation that allows a user to play the role of any character from a famous television show or movie. A user can live out an actual episode of the show or live through an original episode.

Time Travel (74)

This program gives a user access to a time machine that allows him to travel back in time and anywhere on the planet to experience every culture in the world that has ever existed.

Training Program (75)

This program is a training simulation that can teach a user any skill, subject, or language in the world.

Vacation (76)

This program is a vacation simulation where a user can visit anywhere in the world, eat at the world's most renowned restaurants, see the world's greatest monuments and landmarks, and stay in the highest-class hotels in the entire world.

Vampire (77)

This program is a vampire simulation where the user becomes a blood sucking undead monster. A vampire will hunt for a victim when his hunger overtakes him or he can attempt to control his bloodlust. A user can play an undead monster or a victim of a terrible disease attempting to live in an undead society filled with political intrigue and shrouded in darkness.

Victorian Mystery (78)

This program is a Victorian era murder mystery where the user is a gentleman private investigator attempting to solve a crime or murder that Scotland Yard cannot solve and the nobility of England want to be forgotten.

Video Games (81)

This program allows a user to become any character in any video game and live through the actual game from the perspective of the game character.

Vietnam War (82)

This program is a Vietnam War simulation where the user is a soldier trying to survive in the jungles of Vietnam.

Viking (83)

This program is a Viking adventure where the user is a mighty Viking warrior or shield maiden.

Werewolf (84)

This program is a werewolf simulation where the user is a person infected with lycanthrope. A werewolf can maintain his human intelligence or he may become a mindless maneater whenever there is a full Moon.

Western (85)

This program is a western gunslinger simulation where a user is a gunslinger for hire, a lawman, or a bandit in the Wild West.

World War II (86)

This program is a World War II simulation where a user is a soldier or a military leader from any country in the war. This allows a user to participate in the most famous battles of this bloody war.

Wrestling (87)

This program is a professional wrestling simulation where a user is a professional wrestler. A user can play the role of a real wrestler or an original player designed wrestler.

Zombie Apocalypse (88)

This program is a zombie apocalypse simulation where a user must try to survive in a deadly world filled with brain eating zombies.

Weapon Accessories (D50)

These accessories can be added to a weapon to improve its versatility and performance.

Aim Bot (1)

This device uses sensors and grav manipulators to control the aim of a weapon.

Ammo Pack (2)

An electronic feeder feeds a super high capacity backpack ammo magazine to a weapon giving it a thousand times its normal ammo capacity.

Auto Mount (3)

This body harness has an automated arm that can be attached to a hand weapon and it is controlled by a powerful battle AI. It automatically targets and fires at enemy combatants.

Barrel Extension (4)

This barrel extension improves the long-range accuracy of a firearm.

Bayonet (5)

A knife is attached to the underbarrel of a rifle.

Beam Focuser (6)

This magnetic modulator for an energy weapon concentrates its beam to increase its range and damage.

Beam Splitter (7)

This energy weapon modification splits its beam into a burst of weaker beams.

Bipod (8)

This folding bipod is attached to the underbarrel of a rifle that can be used to stabilize it for long range attacks or sustained automatic fire.

Chain Bayonet (9)

A chainsword is attached to the underbarrel of a rifle.

Corner Barrel (10)

This barrel attachment allows a firearm to be fired around a corner from safety.

Cyber Trigger (11)

This mod allows a weapon to be fired using mental commands from its user with a wireless cyber interface.

DNA Print Lock (12)

This mod will only allow predesignated people to fire a weapon.

Energy Bayonet (13)

An energy blade is attached to the underbarrel of a rifle.

Extended Clip (14)

This ammo magazine can hold extra rounds compared to a standard clip.

Extra Grip (15)

This extra grip is attached to the underbarrel of a rifle to give the gun more stability.

Eye Targeter (16)

This camera is attached to a weapon and it will place a crosshair wherever the weapon is aiming at to the view of a linked optical device.

Fingerprint Lock (17)

This device will prevent a weapon from being fired until its user's finger is used to biometrically unlock it.

Flash Suppressor (18)

This device is placed on the barrel of a firearm and it reduces the flare produced when a bullet is fired.

Flashlight (19)

A flashlight is attached to the underbarrel or side of a firearm.

Foldable Stock (20)

This stock can be attached to a rifle or pistol and it can be folded to the side or over the top of the weapon.

Forearm Mount (21)

A pistol can be changed into a forearm mounted weapon that can be used hands free.

Glove Mount (22)

A pistol can be designed to be worn as a glove.

Grav Mod (23)

An anti-gravity device is attached to a weapon negating its weight when it is being held or carried.

Grav Stabilizer (24)

A gravity manipulator is attached to a weapon to negate the force produced when the weapon is fired.

Grenade Launcher (25)

A grenade launcher is attached to the underbarrel of a rifle.

Gun Barrier (26)

A torus shaped deflective screen is projected around the barrel of a weapon to protect its user.

Gun Shield (27)

This transparent ballistic shield is attached to the barrel of a rifle to protect its user.

Gun Strap (28)

This strap is attached in two points on a rifle allowing it to be carried on the shoulder and fired with a single hand.

Gyro Mount (29)

This full body harness is attached to a powered mechanical arm where a heavy weapon can be mounted allowing a single person to operate it.

Hair Trigger (30)

This trigger mod allows a weapon to be fired with the slightest touch when activated.

Holographic Sight (31)

This device projects a targeting symbol over the area that the weapon will hit when it is fired.

Inertial Compensator (32)

This device will negate the recoil of a firearm.

Laser Targeter (33)

This device projects a laser dot onto its target.

Light Intensifying Optics (34)

This light gathering optical scope allows a user to aim in near total darkness.

Optical Sight (35)

This optical scope allows a person to aim at distant targets.

Overcharged Capacitor (36)

This energy weapon modification increases the amount of energy released in each shot.

Power Bayonet (37)

A power blade is attached to the underbarrel of a rifle.

Quick Release Clip (38)

This ammo magazine or power cell detaches simply by activating its quick release mechanism.

Recoil Compensating Stock (39)

This pistol or rifle stock uses spring or gel shocks to help absorb the recoil of the weapon.

Recoil Suppressor (40)

This firearm barrel attachment releases ignition gases in opposing directions to reduce a weapon's recoil.

Reflex Sight (41)

This optical targeting site places a red dot over the weapon's target.

Short Barrel (42)

This firearm rifle modification reduces the length of its barrel to increase its concealability but reduces its accuracy. In shotguns, shot spread is greatly increased but its effective range is greatly decreased.

Silencer (43)

This device is attached to a firearm's barrel and it reduces the sound produced by the ignition of its rounds.

Slave Mount (44)

This body harness has one or more automated mechanical arms that can be attached to a hand weapon. It targets what a user is looking at and it will fire its weapons at a user's command.

Specialty Weapon Mount (45)

This underbarrel mounted frame allows almost any hand weapon to be mounted under a rifle's barrel.

Target Indicator (46)

An indicator lights up when a target will be hit by the weapon.

Thermal Optic (47)

This optical scope allows a person to see any heat signatures in his environment.

Tripod (48)

This quick deploy heavy tripod allows a heavy weapon to be mounted on to it so that a single person can operate even the most powerful heavy weapon.

Vertical Grip (49)

This side grip allows a rifle or long rifle to be stabilized using both hands.

Vibro Bayonet (50)

A vibro blade is attached to the underbarrel of a rifle.