

Trading Spaces

Levels 1 through 4

District: Shorai City

Villain: Mrs. Roboto

Synopsis: : Robotic henchman are ransacking small shops leaving valuables and stealing assortments of mechanical and technological components. But what are these insignificant parts for? And which diabolical villain could make use of them?

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SESSION 1

RP Component

A Problem Arises

Narration

The commissioner of Shorai City's Police department is at a loss for what to do. There have been countless thefts across the city and no one has been able to stop them. Fortunately there has been no public outcry yet, as all the items being taken have been simple mechanical and technical components. Your department is over taxed and under funded. It has spread thin across the vast territory of Shorai City especially considering its population. The mayor appears to be nonplussed by these recent thefts, but the commissioner is very considerate of even the smallest business. Small components add up to a big cost.

Fortunately he has direct access to contact the super Heroes.

Role play

The DM can take on the roll of the commissioner contacting the super heroes and seeking their support. This opens up the opportunity for players to ask questions about the crimes. Those questions help establish a narrative that will allow them to move towards the next phase of the story.

You can choose from 1 to all of the components found in the CEPA section in part 2.

SESSION 1

RP Component

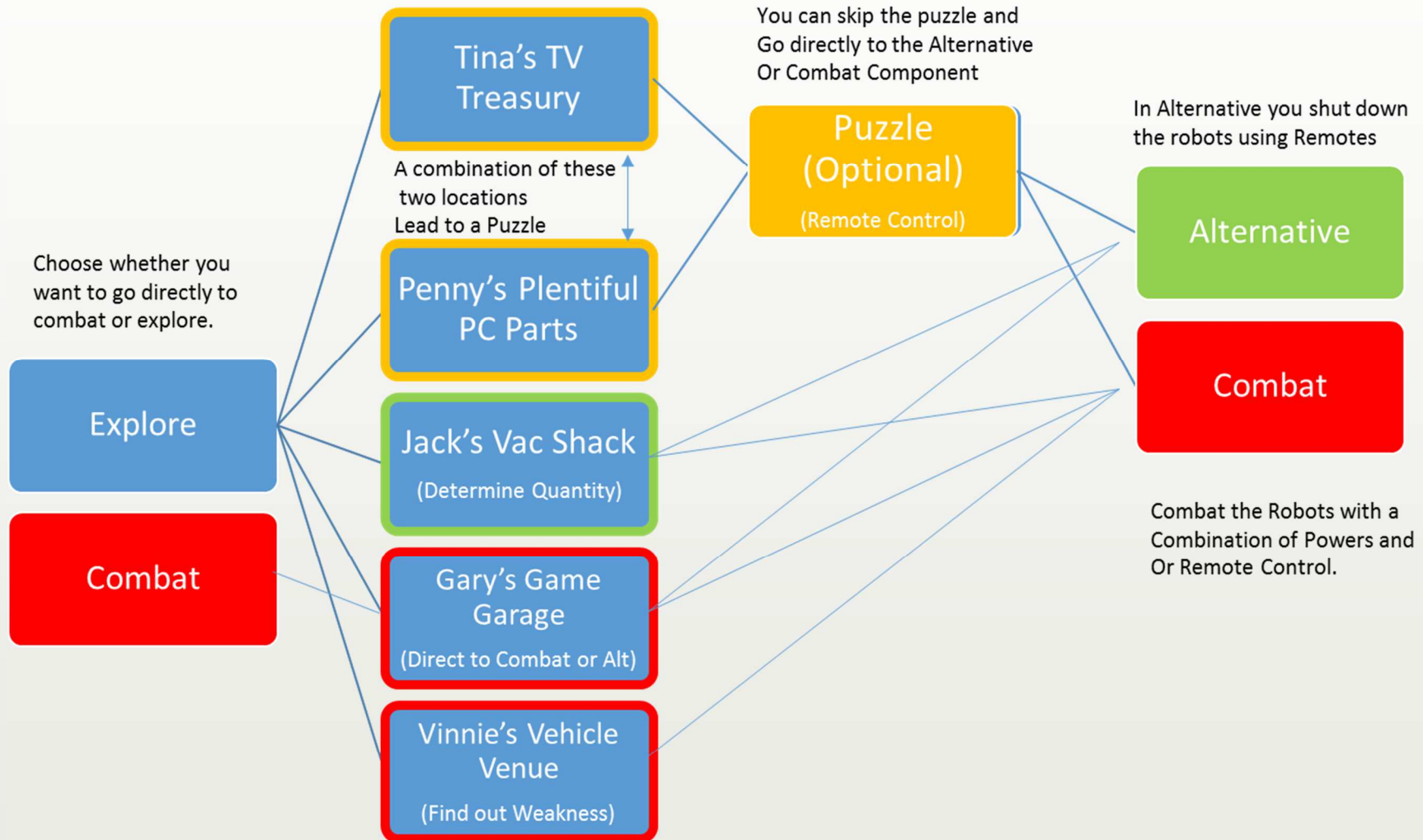
Information points regarding the initial wave of crimes that can be used for answering Hero Questions

- ★ There are 5 stores in the components district of the Shorai City, and 4 of them have been hit already. The component stores are for Toys, Household Appliances, Communication Devices (TVs, Radios, Phones), Automotive, and Computers.
- ★ See table below for lists of components taken from each store.
- ★ The toy store has not been hit yet.
- ★ All thefts have occurred during the day and were committed by small robots.
- ★ The robots spouted Shakespearean verses while stealing objects.

Store	Components
Jacks Vac Shack	Upright Vacuums, Blender Blades
Carls Car Cartel	Alternators, Spark Plugs & Wires
Penny's Plentiful PC Partrs	Microchips, Cables,
Tinas TV Treasury	CRTs, Radio Tubes, Remotes
Garry's Game Garage	None yet

CEPA PATH OPTIONS

Session 1



SESSION 1

CEPA Component

EXPLORATION

Players may decide to explore each of the one or all of the five stores. Depending on what is visited you have the option of providing the following benefits to the player if you so choose.

In this session Exploration is necessary to Unlock the Puzzle components.

Jacks Vac Shack - Witnesses at this location report that there were only 3 robots and that two stayed outside during the robbery. After that every store will confirm that it's only 3 robots.

Penny's Plentiful PC Parts - Witnesses recognize a light pattern on the chests of the robots. Each robot had a different light pattern. Their computer background allows them to suggest that it reminded them of a program.

Tinas TV Treasury - One witness reported that when using a remote in the store one of the robots started behaving sporadically.

Vinnie's Vehicle Venue - Witnesses noticed that the robots arms buckled and fell off when holding heavier equipment suggesting a weakness in its construction.

Garry's Game Garage - Visiting the toy store initiates either the Combat and Alternative Component

SESSION 1

CEPA Component

PUZZLE

Heroes can elect to pause and collect clues prior to engaging in the direct confrontation. You can hold off the confrontation and direct heroes to gather information if you are interested in having them solve the puzzle.

In order to activate the puzzle you must have completed the following items in Exploration

- ★ You must have visited Penny's Plentiful PC Parts, and discovered the patterns of lights on each robot.
- ★ You must have visited Tinas TV Treasury and collected a Remote control with manual. You must also have discovered that the remotes affect the robots.

Using the Manual, and remote, you can program the 3 program buttons to enter the color pattern on each robot. You can then Pause them, Stop them, Rewind them, or Fast Forward them.

If they choose not to use the puzzle they can manually enter the codes during encounters but that will require a standard action per round.

SESSION 1

CEPA Component

COMBAT

Combat initiates once the Heroes arrive at Gary's Game Garage. If they are expecting the henchmen to show up, they can spend time preparing to receive them. Henchman will grab for at least 1 battery.

Combatants: 1 Robo Trouper for 1-2 players, 2 Robo Troupers for 3-4

Remote Control Use: If controlling robots with the remote in combat. Pause will stall a robot attack for 1 round. Stop will stop their movement for 1 round. If the remote is pre-programmed, actions will be a minor action. If not it requires a standard.

Robo Troupers R, B, R, B, R, __, __, B

Robo Troupers are small and spindly, but move quickly. They also quote Shakespearean verses and fast food combo options. Targeting their right arm causes a -1 to their attacks but requires an additional +2 IMP/POW to land.

Imp 3	Armor 10
Pow 0	Health 15
Speed 7	
2xp	

SESSION 1

CEPA Component

ALTERNATIVE

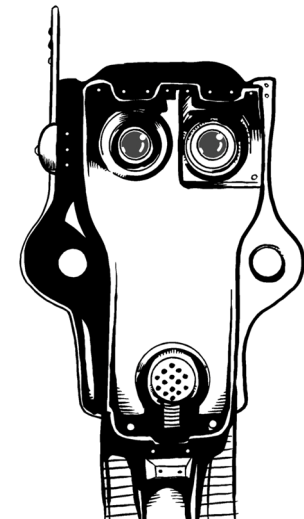
In alternative, you don't engage in the robots directly. Powers can be used to hinder or detain them, but you are primarily using the remote to stop each robot.

Due to there being no physical altercation between the heroes and the robots directly, the amount of time it takes for this first engagement is 8 rounds. If the heroes are able to determine the robot, set the remote and shut it down, they can proceed to the next engagement.

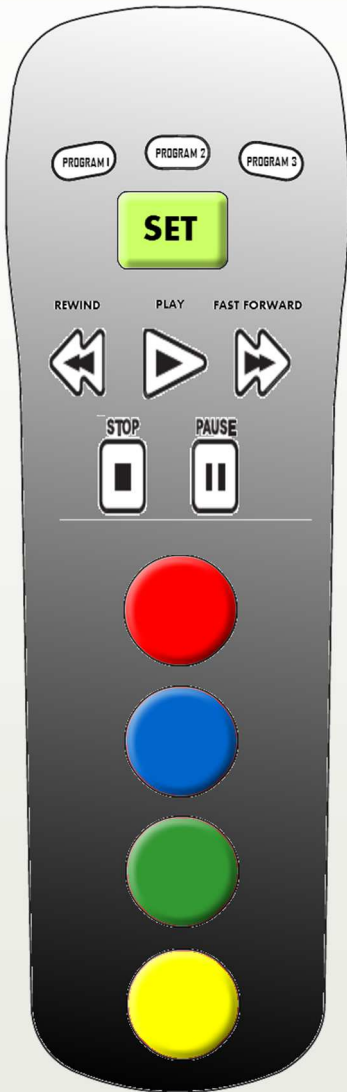
Power use and remote use are controlled by turns much like in combat. Heroes can be instructed that they are not to harm the robot so that information can be gathered from it, but their powers can be used to stop it or slow it down.

If success is not achieved in 8 rounds than the robot flees and proceeds to the next scenario.

Robots: 1 Robo Trouper for 1-2 players, 2 Robo Troupers for 3-4



SESSION 1 APPENDIX



Remote Pattern Puzzle

If your heroes travel to Tina's TV Treasury, they may have determined that the remotes actually affect the robot henchman.

They also will have traveled to Penny's Plentiful Play Shack where they determined that each robot maintained a pattern on their chest, but some lights were obscured. The techs at the store felt the pattern seemed like a unique identifier for each robot. If finding missing patterns is too difficult, you can just provide the full pattern.

Robot Patterns

Robot 1

R, B, R, B, R, __, __, B

Robot 2

G, G, Y, G, G, Y, G, __, __

Robot 3

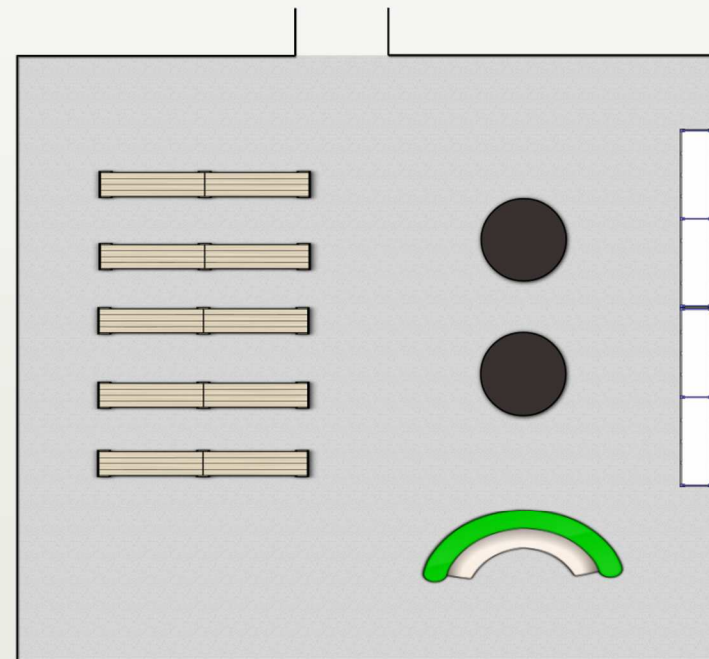
__, __, G, Y, R, B, G, Y

SESSION 1 APPENDIX

Gary's Game Garage Map

Dimensions :	20 space by 20 space	Description: Brightly colored plastic metal and wooden toy parts fill every shelf and table. Shelves along the walls contain rows and rows of various bat-
	Door 2 spaces wide	teries in all shapes and sizes.
	Shelving units 6 x 1	
	Round tables 2 x 2	
	Register 6 x 2	

Notes: Shelves can easily be flown over, else it takes 3 movement to climb. They can also be knocked over (save 13). Moving onto a table or counter requires 2 movement.



 **POWER OUTAGE**

SESSION 1 REWARDS

Experience Gains:

- ★ Earn 1 experience points per visited location that nets a discovery
- ★ Earn 2 experience points for all enemies disabled
- ★ Earn 1 extra point per enemy where teamwork was used
- ★ Earn 5 extra points for preprogramming the remote control

Equipment

- ★ A robot arm falls off. If they take this item it will assist them in gaining entry to Mrs. Roboto's lair in a later session.

FAILURE

If the heroes are forced to return back to base, or if they do not succeed in stopping the robot via alternative play, they are informed that an XRSTW-49 battery was taken from the Toy Store and will be contacted by the authorities if any leads arise about where they might go next.

The XRSTW-49 battery allows Mrs. Roboto's invention to be more powerful (described in the last session.) After regrouping the Heroes are called back to a parking lot where the robots were reported to be waiting in a van.

SESSION 2

RP Component

A Brief Interlude in the Toy Store

Roleplay

As the GM you can provide your heroes a moment to ask questions and search the Toy Store before leaving. They have an opportunity to retrieve the robots arm. If they inspect the hand they'll discover it holds a battery model XRSTW-49.

They can choose to keep the arm. Else for the most part you can describe any damage to the toy store due to whatever tussle may have occurred. When you are satisfied with the Heroes investigation, or if you want to propel the story to the next CEPA component.

Narration

You hear what sounds like a large vehicle starting up loudly from behind the toy store. A horn is tapped repeatedly as if a message is being sent in some kind of code.

If they choose to investigate the noise.

You run outside and dash down the side alley only to find two more robots waiting in an alley. There are two exits out of the rear parking lot and it looks like they don't see you. Now is your chance to stop them before they can get away.

CEPA PATH OPTIONS

Session 2

Combat

Alternative

SESSION 2

CEPA Component

COMBAT

Combat will initiate after either the Van is disabled, or the exits are somehow blocked. The Hero's have 4 rounds to accomplish this before the battle initiates. Robots will not leave the van until one of this is accomplished. Remotes will not assist until robots leave the van due to interference.

Options they have

- ★ They can use powers or an IMP attack to push crates or a dumpster in front of the exits. (Requires a roll of 10 or higher for crates, 12 or higher for the dumpster)
- ★ They can use powers to directly block the portals. (Requires a roll of 14 or higher)
- ★ They can use their powers to directly disable the vehicle (Requires a roll of 13)

Once robots leave the van combat initiates and the remote control functions as in the prior session. Robots are the same Robo Troupers from the prior engagement with different code sets on each.

Combatants: 2 Robo Troupers for 1-2 players, 4 Robo Troupers for 3-4

SESSION 2

CEPA Component

ALTERNATIVE

Alternative Component initiates after either the Van is disabled, or the exits are somehow blocked. The Hero's have 4 rounds to accomplish this before the battle initiates. Robots will not leave the van until one of this is accomplished. Remotes will not assist until robots leave the van due to interference.

Options they have

- ★ They can use powers or an IMP attack to push crates or a dumpster in front of the exits. (Requires a roll of 10 or higher for crates, 12 or higher for the dumpster)
- ★ They can use powers to directly block the portals. (Requires a roll of 14 or higher)
- ★ They can use their powers to directly disable the vehicle (Requires a roll of 13)

Once outside of the van, alternative play can initiate. '

Combatants: 4 Robo Troupers for 1-2 players, 6 Robo Troupers for 3-4 players

SESSION 2

CEPA Component

ALTERNATIVE (Continued)

These robots have codes that repeatedly cycle through codes each round requiring someone targeting a robot, and using a minor action to read the code on it's chest plate before selecting the appropriate program button.

After the robot is stopped, the gm alerts the group to the following

Once the robots are stopped the robots eyes flash and the lights on all their chests flicker. You believe their programs may have reset.

From this point on Robots can only be stopped for up to 4 rounds. Additionally using the remote requires an impact roll against the robots armor to see if it lands.

If a hero gets within 5 spaces of the robots, you can point out that the lights are actually buttons And that it looks like they can be manually pressed

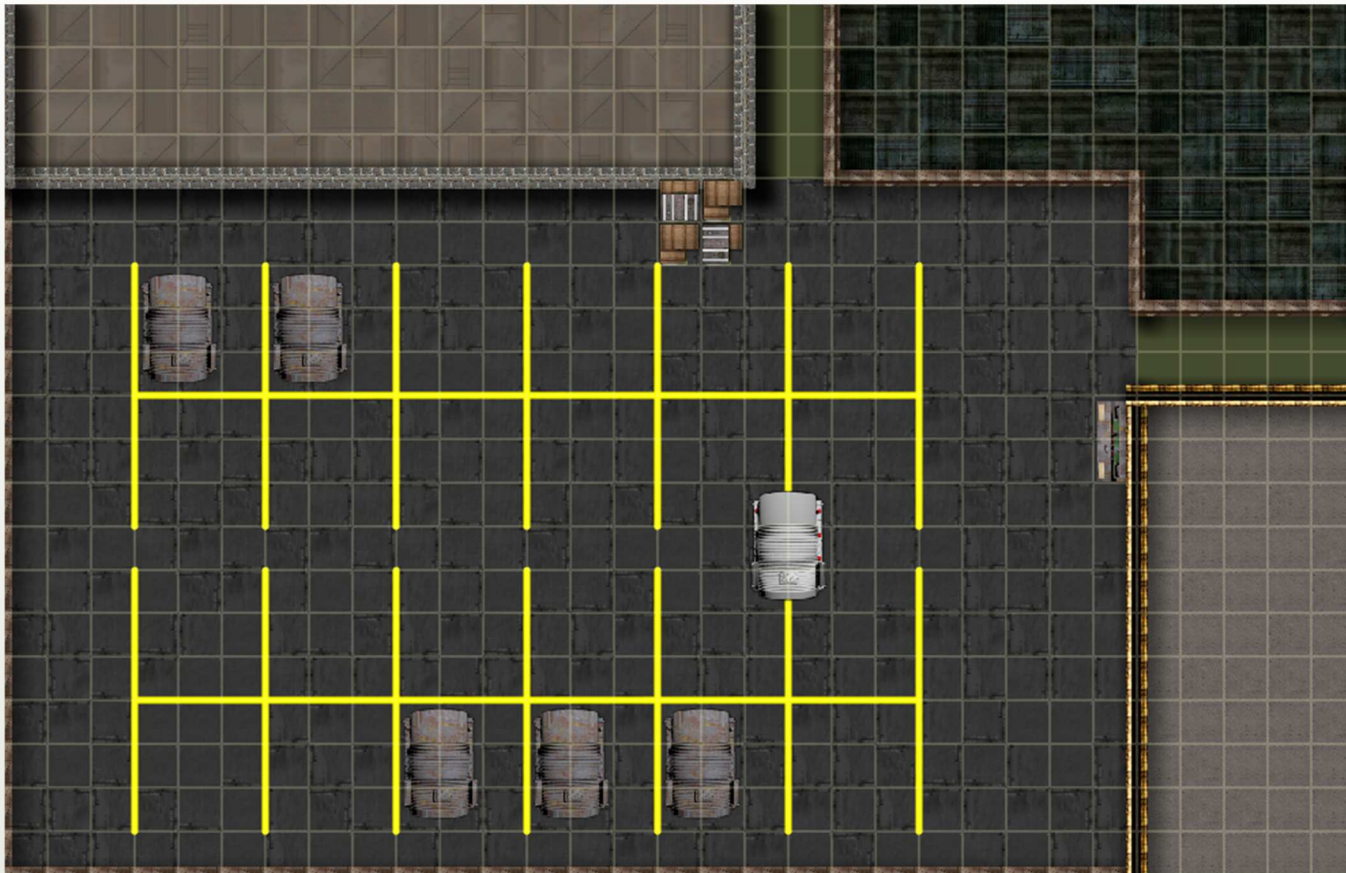
Heroes can also manually press the lights on a robot to disable them. So long as it corresponds to the correct pattern code. Use impact to determine if the code can be pressed by the hero.

Dimensions :	26 space by 16space	Description: Futuristic cars are randomly parked in the rear parking lot. One vehicle idles ready to drive through the alley. It's occupied by robots.
	Alley's 2 spaces wide	
	Vehicles 3 x 2	
	Dumpster 2 x 1	
	Crate Pile 2 x 2	

Notes: Vehicles can easily be flown over, else it takes 3 movement to climb. The crates can be knocked down across alley mouth (requires a roll of 10 or higher). The dumpster can be pushed in front of the alley mouth for (requires a roll of 12 or higher).

SESSION 2 APPENDIX

Gary's Game Garage Rear Parking Lot Map



 **POWER OUTAGE**

SESSION 2 REWARDS

Experience Gains:

- ★ Earn 5 experience points for all enemies disabled
- ★ Earn 1 extra point per enemy where teamwork was used
- ★ Earn 2 points for each alley closed off, 3 if the vehicle is disabled
- ★ Earn 5 points for discovering the GPS signal

Equipment

- ★ If they search the van they'll discover a GPS unit that directs them to a warehouse on the Eastern Side of Shorai City near the docks.

FAILURE

If the heroes are forced to return back to base, or if they do not succeed in stopping the robot via alternative play, the robots escape capture.

After regrouping the Heroes are called by the commissioner and informed that sources point a warehouse where several vans matching the description of the van from the parking lot have been moving to.

SESSION 3

RP Component

Finding the Factory

Narration

The Heroes head back to the police commissioner to talk about what they've uncovered so far.

If the GPS was found...

Bringing out the GPS the commissioner has his technicians scan it's history. 3 Locations come up. They all appear to be warehouses along the Harbor District East of Shorai City

If the GPS wasn't found

The commissioner has had APBs tracking vans similar to the one discovered in the parking lot. After extensive sweeps of the city 3 similar vans were at some point parked in front of 3 different warehouses in the Harbor District East of Shorai City.

The Harbor district labels their warehouses with the alphabet. The 3 warehouses in question are labeled D, M, and R.

Roleplay

Once again assuming the role of the Commissioner, you can encourage the Heros to search out each of these warehouses allowing them to choose the order in which they search.

SESSION 3

RP Component

Leading Questions

Here are a list of questions you can ask the heroes to help engage them further in the Roleplaying aspect.

Do you plan on visiting the warehouses during the day or at night?

What do you plan on bringing with you?

What do you plan on doing if you can't get into the building?

Prime Suspect

You can also take this time to start describing the Prime suspect, Mrs. Roboto, based off her prior MO, and how the string of robberies seems to coincide with her style of thievery. Additionally she was reported to have been seen in this district only a few months weeks ago.

The description to the right can be used to describe Mrs. Roboto's past.

PRIME SUSPECT

Mrs. Roboto

History

After having studied robotics at numerous prestigious institutions around the world, Julie Rasputin aka Mrs. Roboto, believed she had finally come up with a solution to create world peace. She created an army of ambassador robots, programmed to solve conflicts around the world.

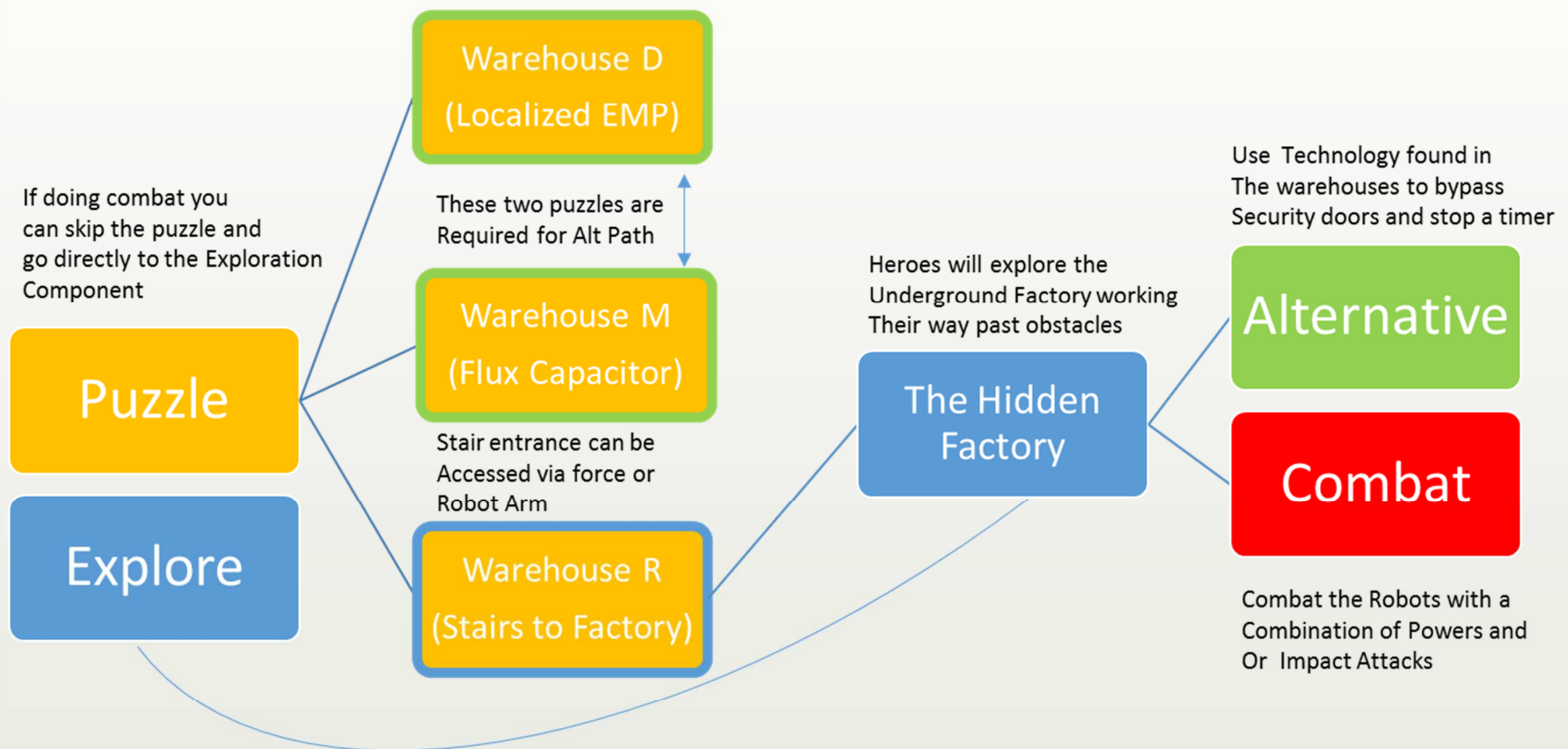
They were to act as non-biased arbitrators in delicate situations calculating the best trajectory towards peace. But Robotto Corp, the company that funded her work saw no profit in her endeavors. Stripping her of her funding, her job, and her precious robots, they reprogrammed them to serve as amusement park attractions, and to replace minimum wage tellers at fast food restaurants.

Infuriated by her termination, and seeking vengeance, Mrs. Roboto snapped, and activated a backdoor program on her robot army. Unable to fully rid Robotto Corps programming she now rules over an army of robot servants hell bent on dominating the world for peace and offering extra large fries with any order. But in order to get there she has her sites on Shorai city, home of Robotto core, and a world leader in robotics technology.



CEPA PATH OPTIONS

Session 3



SESSION 3

CEPA Component

PUZZLE

Heroes can pick warehouses at random. While the warehouses are labeled for this book, you have can select whichever warehouse you want leaving the final warehouse (that leads to the factory) until the very end.

The alternative component requires all 3 mazes, where as the combat component allows you and the hero to choose however many factories they want. You can also choose to skip the puzzle component and move straight to the exploration component.

Each factory is laid out like a maze. All the maze walls are racks of equipment an storage containers. The heroes are provided with maps of the factories that don't include the hidden traps or bonuses. They can choose to take turns, or work together in navigating the mazes.

Starting at the entrance, they must draw a continuous line on the map. If they cross over a hidden trap (indicated by the warning signs) you must pause the heroes and roll a 1D4. Depending on the roll, that is how many points they lose. If they land on a Heal point (indicated by the blue fountain) they have the opportunity to heal for 1D6. Each hero rolls separately.

WAREHOUSE D

Warehouse D contains a Prototype flux capacitor at its end.

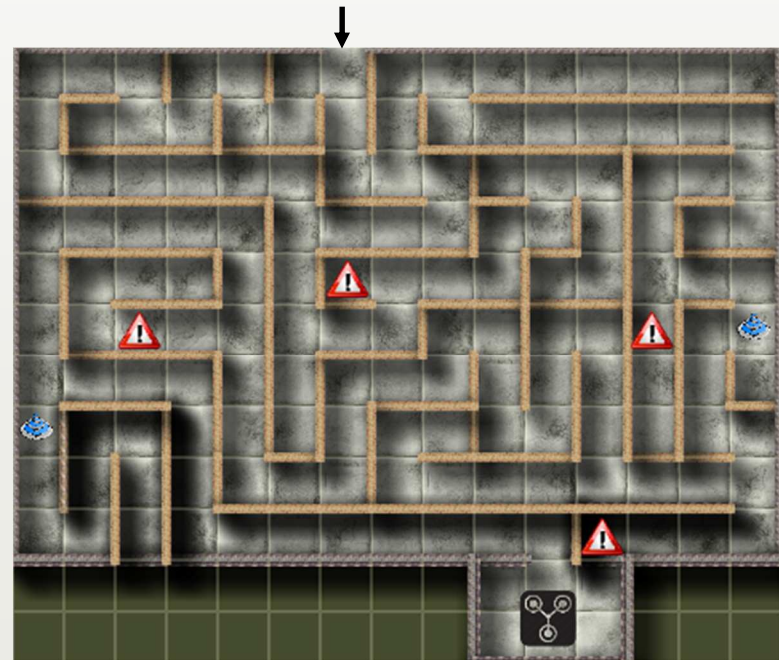
The flux capacitor is a small handheld device that glows a faint blue. If questioned about its function you can describe its function depending on whether you're choosing the combat or alternative component.

Combat

You see that the flux capacitor doesn't look like it's fully functional. You believe in it's current state it will only function to reset an action once as if it never happened.

Alternative

You see that the flux capacitor doesn't look like it's fully functional. You believe in it's current state it only is able to stop any clock or time mechanism it's attached to.



WAREHOUSE M

Warehouse M contains a Personal EMP at its end.

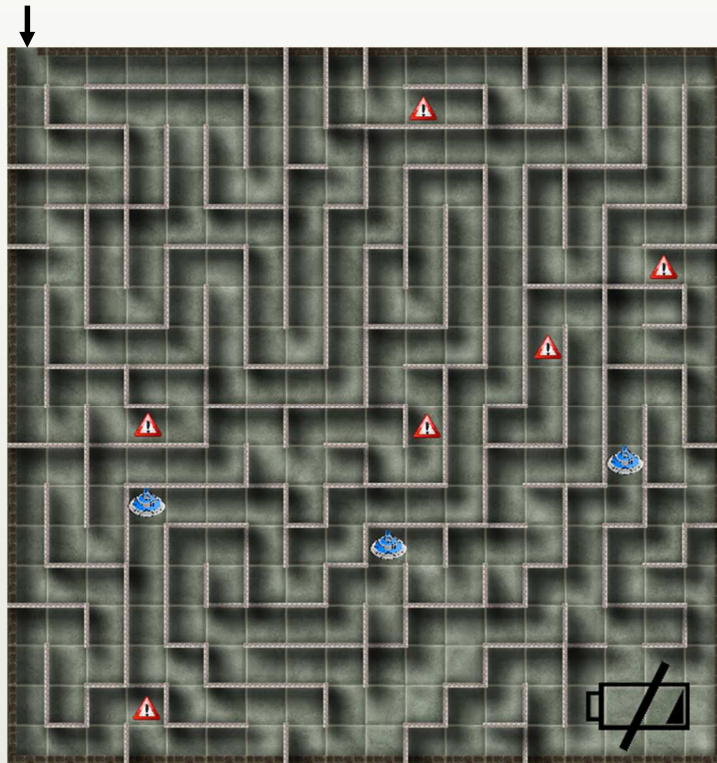
The Personal EMP looks like a small circular canister and glows with a faint red light.

Combat

The small EMP looks like it could create a 3x3 square of electric disruption causing anything within it lose power for a time.

Alternative

The small EMP looks like it could fry any electric component within a short distance.



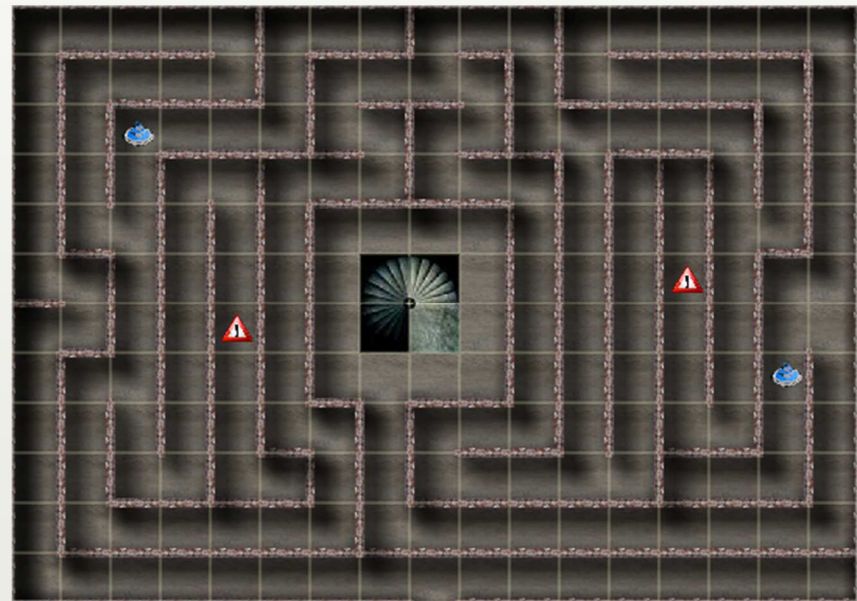
 **POWER OUTAGE**

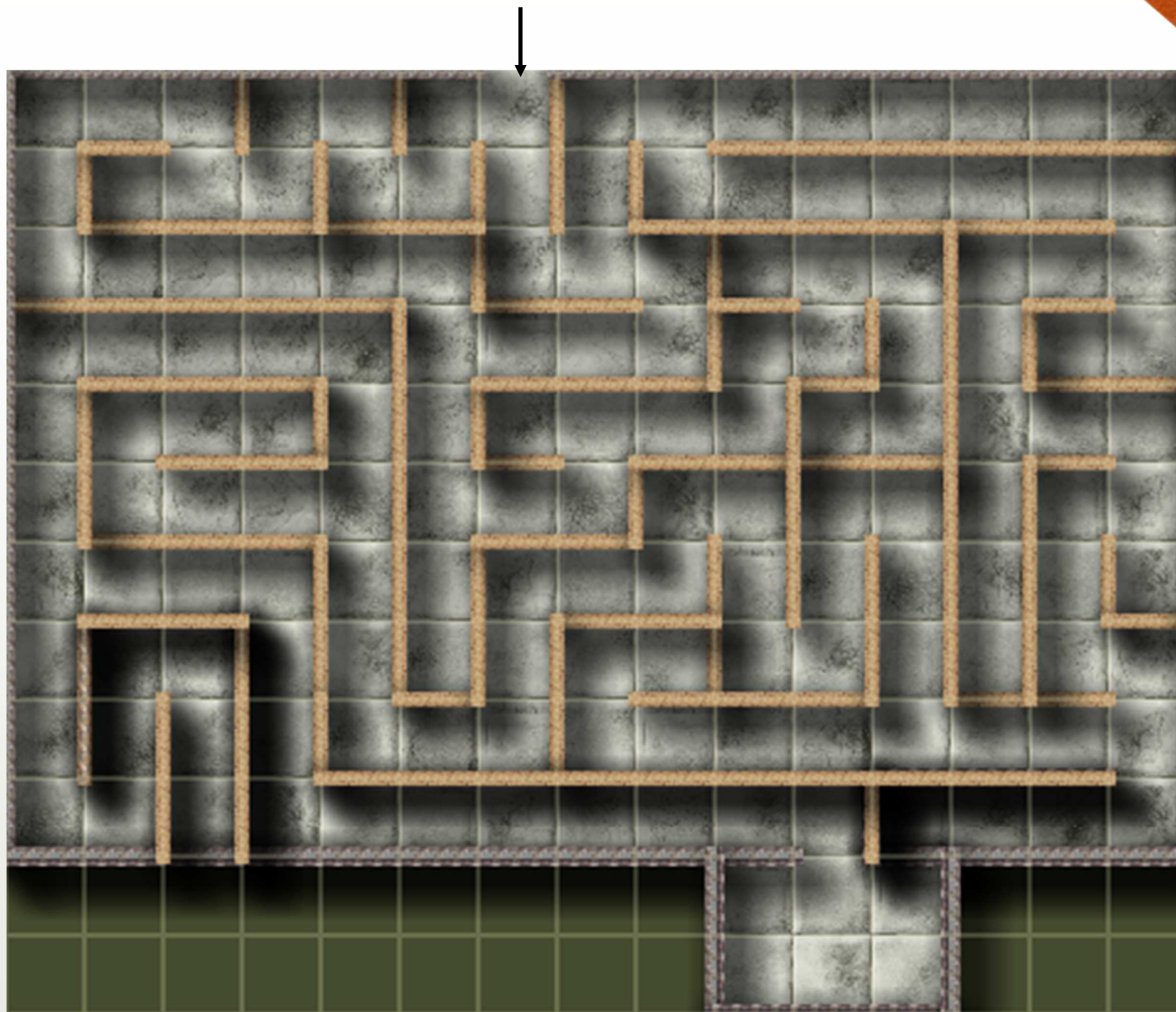
WAREHOUSE R

A dilapidated sign on the door of Warehouse R indicates that the original sign at one point read "Robotto."

Venturing to the center of the maze leads to the entrance to the sub factory. To the right of the door to the factory stairs is a lock that requires the hand of a robot to open it. If the hero's remember to bring the robot arm with them, they can gain entry with an additional +1 point to all attack for the first battle/encounter. If not, they will have to use an IMP attack vs 14.

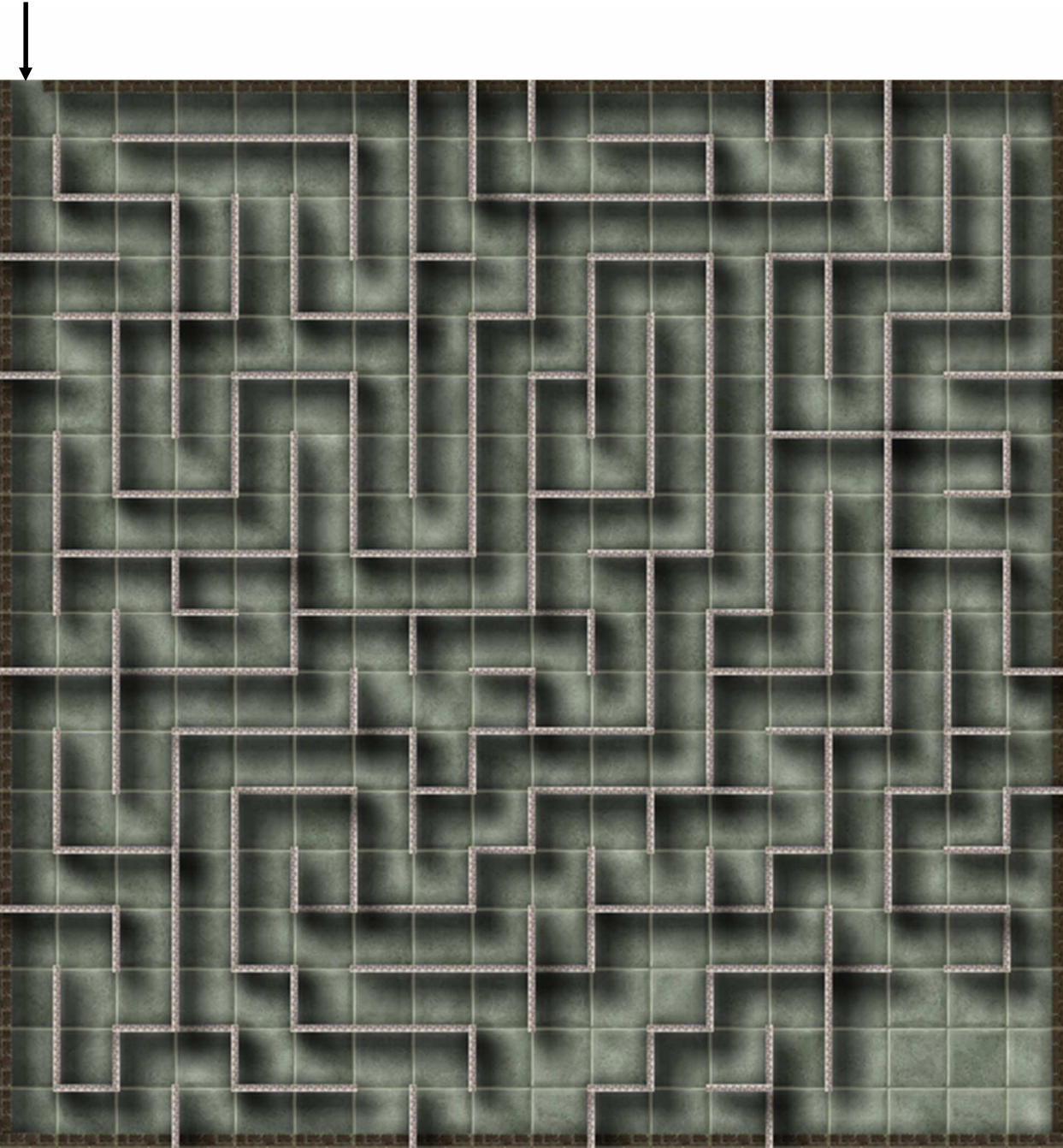
If the GM chose to forego the puzzle components the door would function in the same way only you would encounter it at the very beginning of visiting the factory.





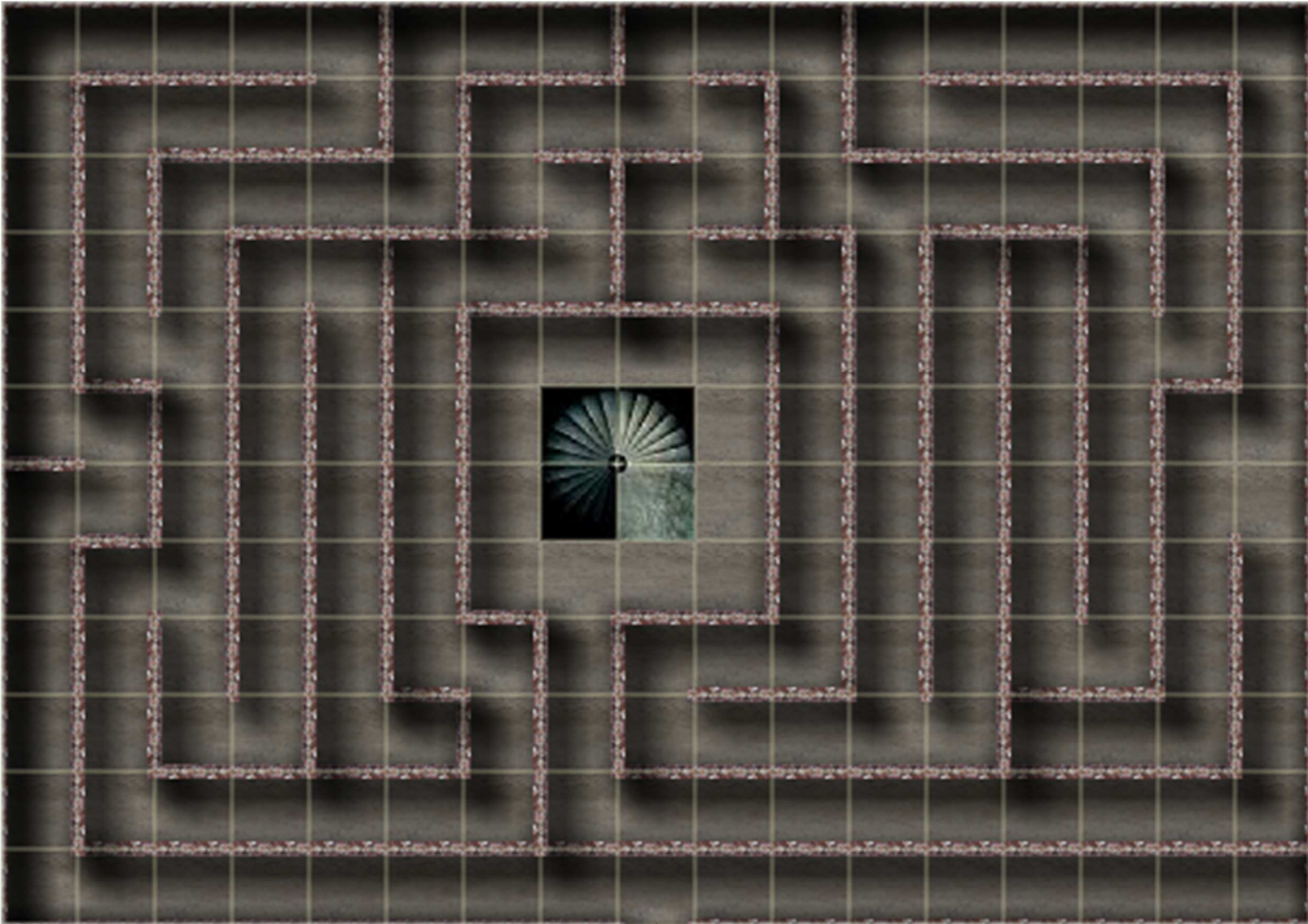
 **POWER OUTAGE**

Printable sheets for Heroes



 **POWER OUTAGE**

Printable sheets for Heroes



↑
⚡ **POWER OUTAGE**

SESSION 3

CEPA Component

EXPLORATION

Prior to their arrival at the Underground factory, Heroes may have taken several paths which affect the manipulation of the explorable area.

All Warehouses Visited

This is necessary for completion of the Alternative path option. Two items should have been retrieved, the Prototype Flux Capacitor and the Personal Electromagnetic Pulse generator (PEMP).

If choosing the Alternative component, these devices will be used to manipulate the environment in order to establish the goals as illustrated in the Alternative Component.

If choosing the the Combat, the Alternative goal can still be achieved with the object use, but that forgoes its availability as a tool in combat, however will garner additional experience points.

If choosing to purely use the Combat path, the tools will provide benefit to assist in combat.

Some Warehouses Visited.

Only available for the Combat component, utilization of the tools can be used to either effect the environment or in battle, but not both.

SESSION 3

CEPA Component

EXPLORATION

No warehouses were visited

GM's can reduce the impact of questions regarding other warehouses by informing Heroes "Nothing was found of note" at 1 or more of the warehouses. When the appropriate warehouse is selected you can guide Heroes via Roleplay to an underground entrance.

Combat advantage of +1 can be added to a group of heroes for the first battle encountered if a robotic arm was brought to disable the door security.

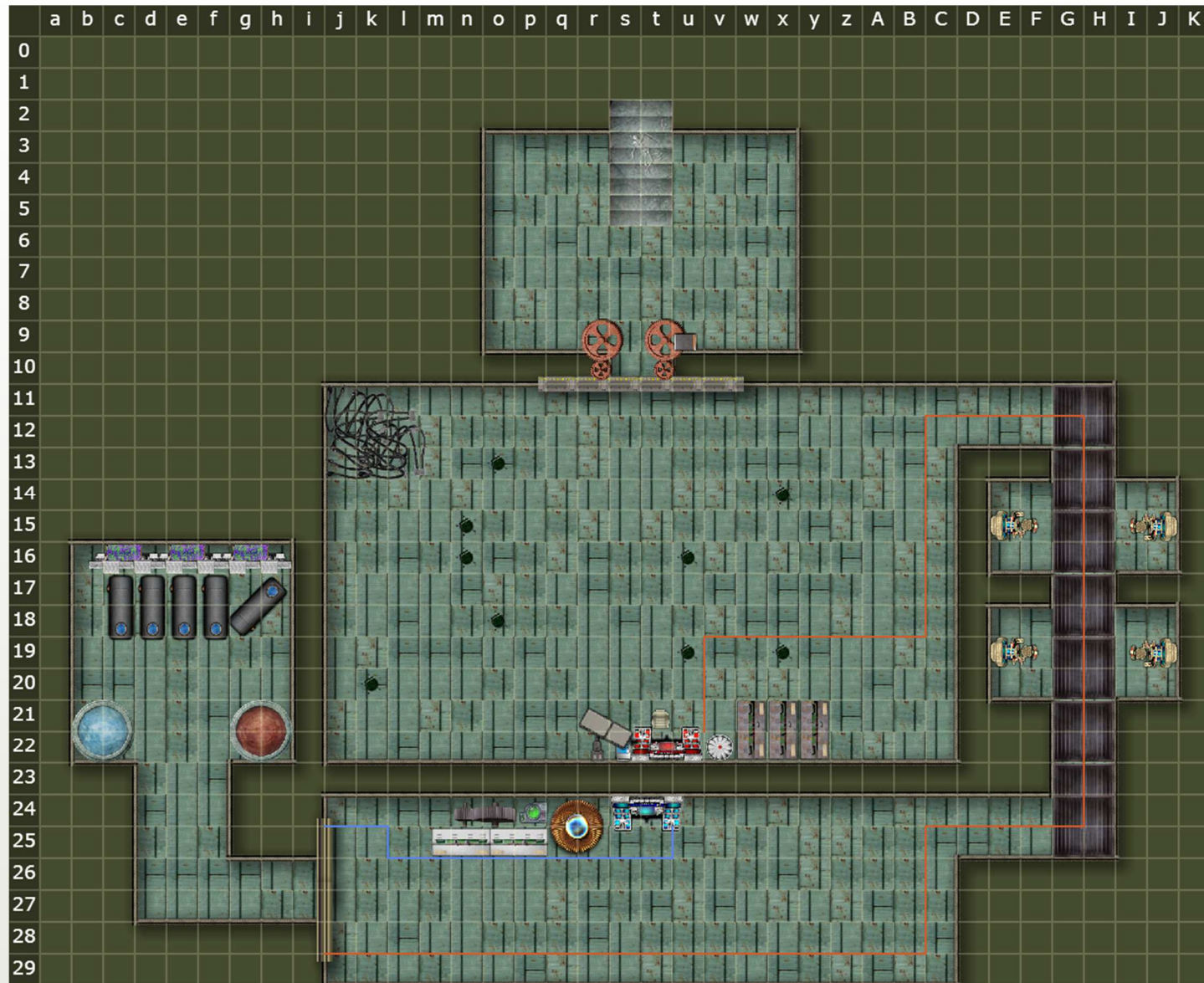
The following map sections will described in greater detail in the following two Alternative and Combat components.

Certain traps and obstacles will be present in both components, but the options to disable those traps will differ based off of the equipment available.

Narration

As you entered the foreboding confines of the underground factory, you look around at your environment. Dimly lit emergency lights reduce visibility to the corner only small areas of the vast space. The factory appears to have been abandoned for years, but the tiny murmur of machinery and the markings in the dust tells you that it is once again recently occupied.

THE UNDERGROUND FACTORY



 **POWER OUTAGE**

SESSION 3

CEPA Component

EXPLORATION

Stair Entrance

Narration

Massive gears frame a 2 large metal door set in a groove. The gear work suggests the lays across the foot of the door suggests that the doors slide apart, like elevator doors. To the left you see an electronic panel with a palm and groove indentation that matches the hands of a robot.

Use Robotic Arm

Using the robotic arm automatically and silently opens the door. It gives you a +1 to attacks during the first battle or puzzle component as you have not set off any alarms.

Effect the Gears

Using IMP to physically turn the gears or POW to use a comparable power requires you meet or beat a roll of 14

Effect the Door

Trying to pry the door open barehanded will not succeed. Searching the room will allow Heroes to discover a metallic rod that can be used

SESSION 3

CEPA Component

EXPLORATION

to Pry the door open. Use of this bar requires you meet or be a roll of 10.

Attacking the Panel

Attacking the panel does not achieve anything, unless the hero specifically has a power that interacts with Electronics. A power that specifically applies required a roll of 8 or better.

The Receiving Room

Narration

At one point it looked like this room stored large equipment, but currently it's a large open space. Everything appears to be in a state of disrepair. Across the room a single terminal flashes with a red light. A large machine blinks rapidly in a multitude of patterns and colors too difficult to keep track of. You hear a wurring noise followed by a regular interval of metal slapping against metal. It's hard to see much else in the room as the lighting is so dim.

SESSION 3

CEPA Component

ALTERNATIVE

In the Receiving Room there is only one exit to the east, however a treadmill is moving at incredible speeds directly towards the entry. Any attempt to walk down the path without disabling it will cause people to be thrown back. Attempts at using powers to avoid the obstacle will also fail. Flight is restricted due to a low ceiling and the danger is too risky.

In order to slow the treadmill, the heroes must complete search the room for clues. If they look at the console they will discover that there is a large pedestal that looks like it has slots that match perfectly to the Personal Electromagnetic Impulse Generator. However it doesn't appear to be connected to the rest of the device.

A wiring panel shows that the wires have been pulled. Further investigation of the room will allow Heroes to discover groups of wires in the corner. Connecting these wires by matching them up to their corresponding sockets will allow the pedestal to connect to the machine. Activating the PEMP generator disables the console, disables the conveyor belt, and the Heroes will hear a large clank of

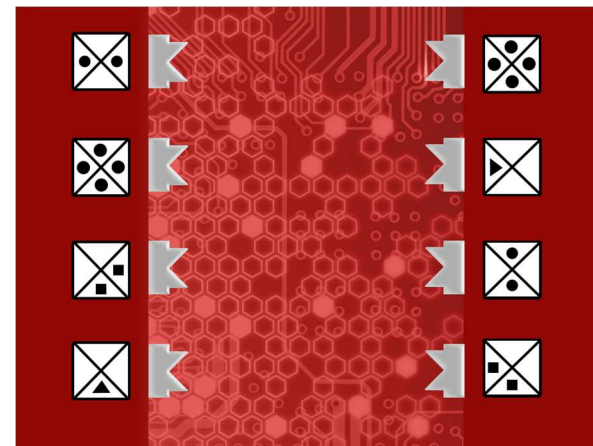
SESSION 3

CEPA Component

ALTERNATIVE (Continued)

metal which will in the future prove to be the first lock on the inner safe door.

Depending on the age of the players, if pattern recognition is too difficult, simply connecting the wires in any order may suffice, or simply using the PEMP generator. Connecting the wires incorrectly more than twice fails the component.



SESSION 3

CEPA Component

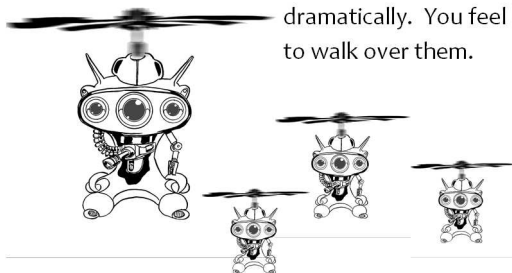
ALTERNATIVE

Yield Point disruptors are hidden throughout the room. Stepping on one causes a roll of 1D4 to the Heroes Yield Points. Use of powers to navigate within the room is acceptable. The Yield Point disruptors are indicated on the map, but are not drawn for the Heroes.

After the EMP is used, it no longer remains functional and stays fused to the Pedestal. The EMP also knocks out any remaining traps within the room. Disabling the conveyor belt marks the end of the Alternative Component for Session 3.

Narration

You see the conveyor belt has slowed it's pace dramatically. You feel like you would be able to walk over them.



SESSION 3

CEPA Component

COMBAT

Upon entering the receiving area and walking 10 spaces into the room, 3 robots are activated.

Combatants: 2 Robo Troupers and 1 Swarmbot. The Robo Troupers have broken lights on their chests, so the remotes aren't functional.

SWARBOTS

Swarmbots are groups of tiny insect robots, that function in cloud minds. They were originally used to mine fake money on the internet and are just about as annoying as those that preach the merits of doing so.

Imp 4	Armor 12
Pow 3	Health 15
Speed 7	
3xp	
Power (1) : Steal a power and disallow it's use until knocked out	

SESSION 3

CEPA Component

COMBAT

Use of the either items collected from Puzzle Levels will function when applied to the environment, but can also be used in combat.

In combat you do not have to connect the console cables if so desired.

Using the Prototype Flux Capacitor on in combat resets 1 action as a free action. It can only be used once.

Using the PEMP Generator allows you to short circuit one robot for up to 5 rounds of battle. It does not move or attack.. After 5 rounds it will reactivate.

The robotic arm weakness still exists. Targeting it will require an additional +2 of either IMP or POW attack, but reduce the robots attack by -1 per round. (Only available through exploration.)

Narration

The buzzing sound increases as a swarm of tiny robot bugs flights out of a darkened patch in the room. Two Robo Troupers activate and approach you as well demanding to know if you would like to try their Spicy Wings.

SESSION 3 REWARDS

Experience Gains:

- ★ Earn 5 experience points for all enemies disabled
- ★ Earn 1 extra point per enemy where teamwork was used
- ★ Earn 3 Points for using the robot arm, or 2 points for using a power
- ★ Earn 5 points for disabling the Red Station
- ★ Earn 3 points for every puzzle maze solved

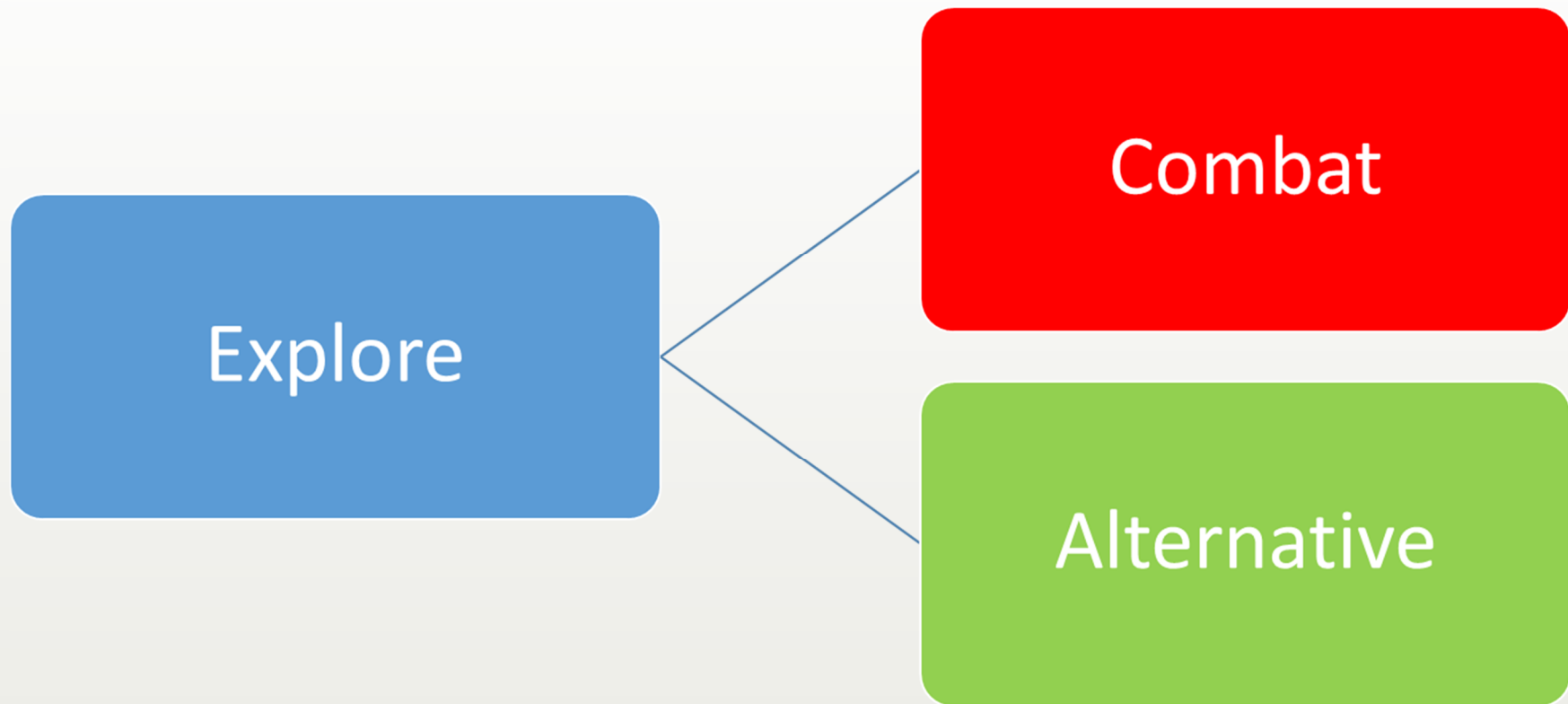
FAILURE

If the heroes are forced to return back to base, or if they do not succeed in stopping the robot via alternative play, the robots escape capture.

After regrouping the Heroes can once again attempt the next phase of the factory, losing out on the potential for earned experience points.

CEPA PATH OPTIONS

Session 4



SESSION 4

CEPA Component

EXPLORATION

The Tunnel

Narration

As you make your way toward the conveyor belt, you see two beams crossing it's path horizontally. The buzzing from the laser beams do not look very comforting. Whatever the source is of the lazer beams, you can't see from your angle. The conveyor belt still moves at a slower pace than before. Currently the conveyor belt is moving toward you making it difficult to navigate. You also notice a switch near the mouth of the tunnel.

If the heroes inquire about or test the switch they will find that it reverses the direction of the conveyor belt. There is an additional switch at the opposite end. You have the option of informing them, or letting them discover this through trial and error, but movement on the conveyor belt is dictated by a specific set of rules.

Conveyor Belt Movement

- ★ Powers based movement over the treadmill is disabled due to its constantly shifting surface, and it's low dangerous ceiling.

SESSION 4

CEPA Component

EXPLORATION

- ★ Movement onto the and while on the conveyor belt demands the full breadth of a characters movement (typically 10 spaces)
- ★ If the conveyor belt is moving backward (toward the receiving room) speed of heros is reduced to 5, and upon stopping, the hero's will automatically shift backwards 1 space on their turn.
- ★ If the conveyor belt is moving forward (toward the next room) speed of heroes is increased to 15, and upon stopping, the hero's will automatically shift forward 1 space on their turn.

Beams

- ★ Passing through beams causes 1d4 to Yield Points
- ★ Beams can be ducked or jumped for a IMP roll vs 12
- ★ Beams can be targeted for Power or IMP attacks when within 2 spaces. Each beam generator only requires 1 point of damage and only 1 of each pair of generators needs to be disabled.

SESSION 4

CEPA Component

COMBAT

The Production Floor

Once past the conveyor belt you come into the Production Floor. On the right you'll find a similar terminal to the one found in the Receiving area, only it has all blue accents.

As you move into the room You see 2 people puzzling over a large safe door at the other end. They're noting the fact that the red light has gone out. The blue light however is still lit.



Heroes can take this opportunity to sneak up on them and gain advantage. If they shout a warning, they can roll an IMP roll vs 10 to see if they intimidate the villains pre battle. They also receive a -1 to initiative roll

Combatants : 2 Unpaid Insaneterns for 1-2 players, 3 for 3 -4 players. After 5 rounds of combat 2 additional Robo Troupers are added to the combat.

In combat you do not have to connect the console cables if so desired.

Using the Prototype Flux Capacitor in combat

SESSION 4

CEPA Component

COMBAT

resets 1 action as a free action. It can only be used once.

Else it functions to open the door at the end of the room by sliding it into the console. No wire connection necessary unless you opt to additionally do Alternative play.

The robotic arm weakness still exists. Targeting it will require an additional +2 of either IMP or POW attack, but reduce the robots attack by -1 per round.

UNPAID INSANETERNS

Driven by a maniacal love of all things scientific and driven mad by a staggering student loan bill, these interns have nothing to lose. The longer they fight for evil, the longer their deferment.

Imp 2 Armor 13
Pow 4 Health 20

Speed 5

4xp

Power (2): Soy Frappuccino - 1d6 + Stuck in place for 2 rounds

Power (1): Milford Men - Disappear for 2 rounds

SESSION 4

CEPA Component

ALTERNATIVE

The Production Floor

Narration

Once past the conveyor belt the production floor has again appears to be mostly evacuated, however a large security door similar to the one you saw when you first entered appears at the opposite end. The door on the left has a darkened red light, while the door to the right has a brightly lit Blue light.

Along the wall to your right a console appears. It looks somewhat similar to the console in the Receiving room except this one is lit up in blue, and there appear to be large gears the extend into the floor.

As with the prior room, the heroes can place the device on the pedestal and retrieve wires from the prior room to reconnect the panel. However the console has been booby trapped by Mrs. Roboto herself.

Narration

As soon as you slide the Prototype Flux Capacitor into the computer, the screen flashes Mrs. Roboto symbol and beeps with an alert. As soon as the device is fitted into the pedestal, the heroes will see the large gear turning and the left most wall will start to inch toward them.

SESSION 4

CEPA Component

ALTERNATIVE (Continued)

The opposite wall moves very slowly. Every 4 rounds it will move 1 space. Heroes can use their movement and their standard to increase movement if they need to get back to the wire pile. They can also hit switches on the conveyor belt to propel them along at faster rates. Stepping onto the conveyor if it is going in the direction you want it to increases movement to 15 and adds 1 movement at the end of their turn. Opposing direction reduces speed to 5 and sets you back 1 space at the end of your round. There are buttons at either end of the conveyor belt that can be pressed as a minor action.

Returning to the Receiving room they will see that an additional blast door has come down blocking off any exit. The only way out of the factory is by opening that door.

Each cable connection requires a standard action. Heroes will have to take turns connecting the cables.

Unbeknownst to the heroes the moving wall will stop once there are two spaces left in the room. It is enough to block the exit and fail the mission, but not enough to actually crush them.

Attempts to stop the gears requires an IMP/POW roll against 18. And will only pause the walls movement for one round.

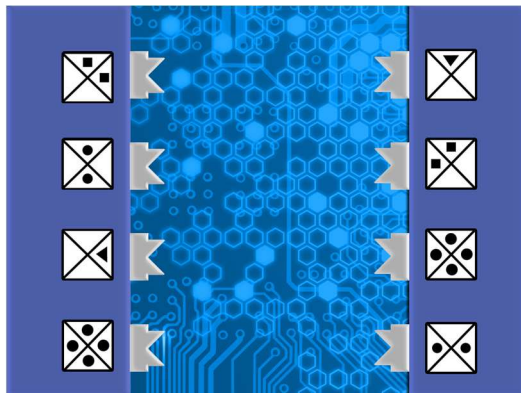
SESSION 4

CEPA Component

ALTERNATIVE (Continued)

Depending on the age of the players, if pattern recognition is too difficult, simply connecting the wires in any order may suffice. With walls moving 1 space per 4 rounds, getting the wrong wire connect takes 1 round off per error causing the wall to move faster. (example 1st error 3 rounds, 2nd error 2 rounds, 3rd error 1 space per round.)

Successfully disabling the console unlocks the door, and stops the wall. With the blue light disables the doors unlock and slide open.



SESSION 4 REWARDS

Experience Gains:

- ★ Earn 8 experience points for all enemies disabled
- ★ Earn 1 extra point per enemy where teamwork was used
- ★ Earn 5 points for disabling the Blue Station Station

FAILURE

If heroes are reduced to zero yield points they must return to base and fail the session earning no additional experience for the session.

Failure to stop the wall before it blocks off the entrance to the last session also results in a failure of the component. The heroes have to wait until the Shorai police station are able to unlock the blast doors from the outside and allow them to return to their base.

Heroes can then return to the factory once recuperated and automatically move to the final area.

SESSION 5

RP Component

The Lab

With the door now open the hero's can move into the final area.

Narration

As they approach the lab they hear a robotic voice alert "Power Failure Imminent: Barrier power 10 percent, Portal power 40 percent, full system shut down will commence." Looking into the lab you see Mrs. Roboto there, rapidly pressing dials, buttons, and screens. One of 5 containers in front of her makes a loud whooshing sound as it opens.

If heroes try entering the lab they are confronted by an invisible force field. It makes a loud Whump noise when contacted. Mrs. Roboto at that point will look up and start communicating with the heroes.

Roleplay

Roleplaying Mrs. Roboto, the GM accuses the Heroes of interrupting her plans before she could successfully complete her "Warp Array." She will have to settle for a single "Warp Displacer" which she removes from the opened container. The Warp Displacer is a device that will show up in the next Story Block.

Mrs. Roboto points to the Blue Warp portal and informs the heroes that the device placed on that portal is a Swarmbot container set to be transported to the First Capital Shorai Bank. Once activated hundreds of Swarmbots will cancel, and consume all financial transactions, leaving Robotto Corps to suffer a huge financial setback. Additionally there are regular accounts that many people might have in that branch, but Mrs.

SESSION 5

RP Component

Roboto considers them an necessary casualty.

Heroes have an opportunity to land IMP rolls on Mrs. Roboto by trying to reason or encourage her to give up their ways. Arguing the potential of damage to people with accounts at the bank, or even the affect it might have on the employees at Robotto Corp. **If they roll and succeed beating a 15, Mrs. Roboto will appear thoughtful for a short time. Keep track of this successful roll for future Adventures as they will have a cumulative affect on the final outcome of resolving Mrs. Roboto.**

Mrs. Roboto, carrying her Warp Displacer will step on the red portal, wave good bye to the Heroes and both she and the Swarmbot Container will be teleported away. At that point the Barrier will disappear with the announcement from the robotic voice saying "Barrier Power Depleted, Portal Power 10 Percent, full system shutdown commencing."

The Choice (or not)

If you are choosing to go a completely Alternative --non-violent route, you can inform the heroes that the red portal disabled and shut with only the blue portal still active. Likewise you can do so if you absolutely want the Heroes to move into battle you can disable the blue portal.

Else you can allow the Heroes to choose whether or not they want to pursue the Swarmbots or the Villain. Weigh out the pros and cons of the Swarmbots vs Letting a Major villain potentially get away. There is an option to allow them to split up, but both the Alternative and Combat components will be impacted by their weakened unity.

CEPA PATH OPTIONS

Session 5

Combat

Alternative



SESSION 5

CEPA Component

COMBAT

Choosing the red portal brings you to a rooftop of Robotto Head Quarters. Combat initiates as soon as the heroes appear. Upon successful completion bringing Mrs. Roboto's Yield Points to zero she jumps off the roof only to be caught by a hover ship piloted by her robots and blasts off.

The roof is a 20 by 20 perfect square, with an H in the center for Helicopter landing. Ther

MRS. ROBOTO

Her fury over being fired by Robotto Corp, and having the potential for her creations abused, she is out to seek revenge at any cost. All she needs now is a way in!

Imp 4	Armor 13
Pow 4	Health 24
Speed 5	
5xp	

Power (4): Zap - Teleport person 11 spaces.

Power (4): Kapow - 1d6 + Teleport self, up to 8 spaces.

Power (2): Fwip - Flip over and mix up hero powers for 5 rounds. The hero can play powers, but each time the cards must be shuffled and hidden.

SESSION 5

CEPA Component

ALTERNATIVE

The Bank

The heroes arrive at the bank only to find everyone in chaos. The heroes must act fast to disable the canister, but they also have to ensure the safety of all the patrons first.

The heroes must first take turns rolling IMPACT vs. 10 to tell everyone to vacate the bank. They have 6 opportunities to land 3 successful commands. Each time the hero has to state what they will say to the customers.

The container is housed in an armored shield plating. They have 6 opportunities to break the 3 barriers by rolling either an IMPACT or POWER vs 12.

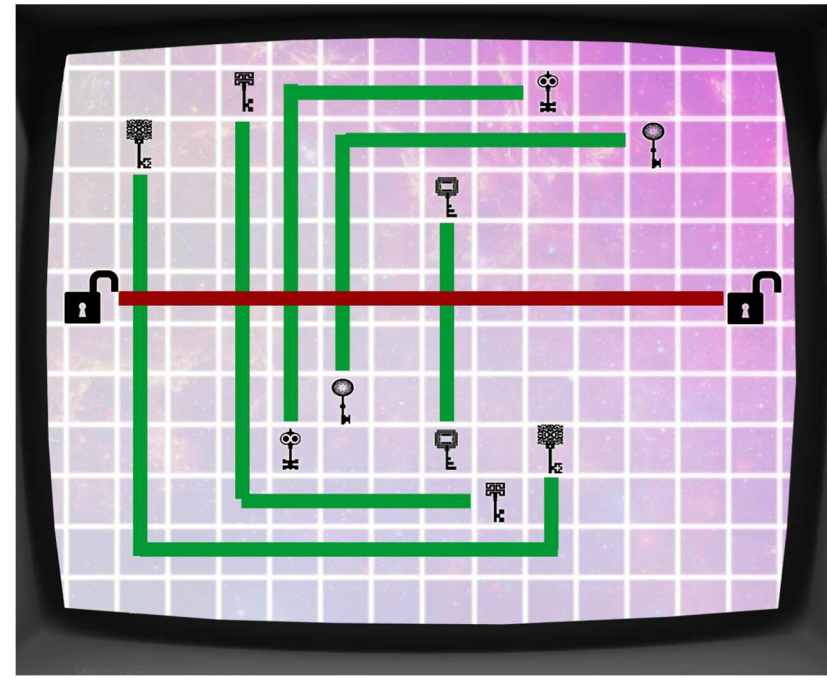
Once removed they will be faced with the terminal. Each hero must take turns working together for each line. They have to link each similar key in a non-diagonal lines without crossing over each other. Once all 5 keys are connected, they connect the Unlock Icons together to disable the container. They have 8 turns to disarm the terminal. Accidentally connecting the wrong keys errors out a turn.

SESSION 5

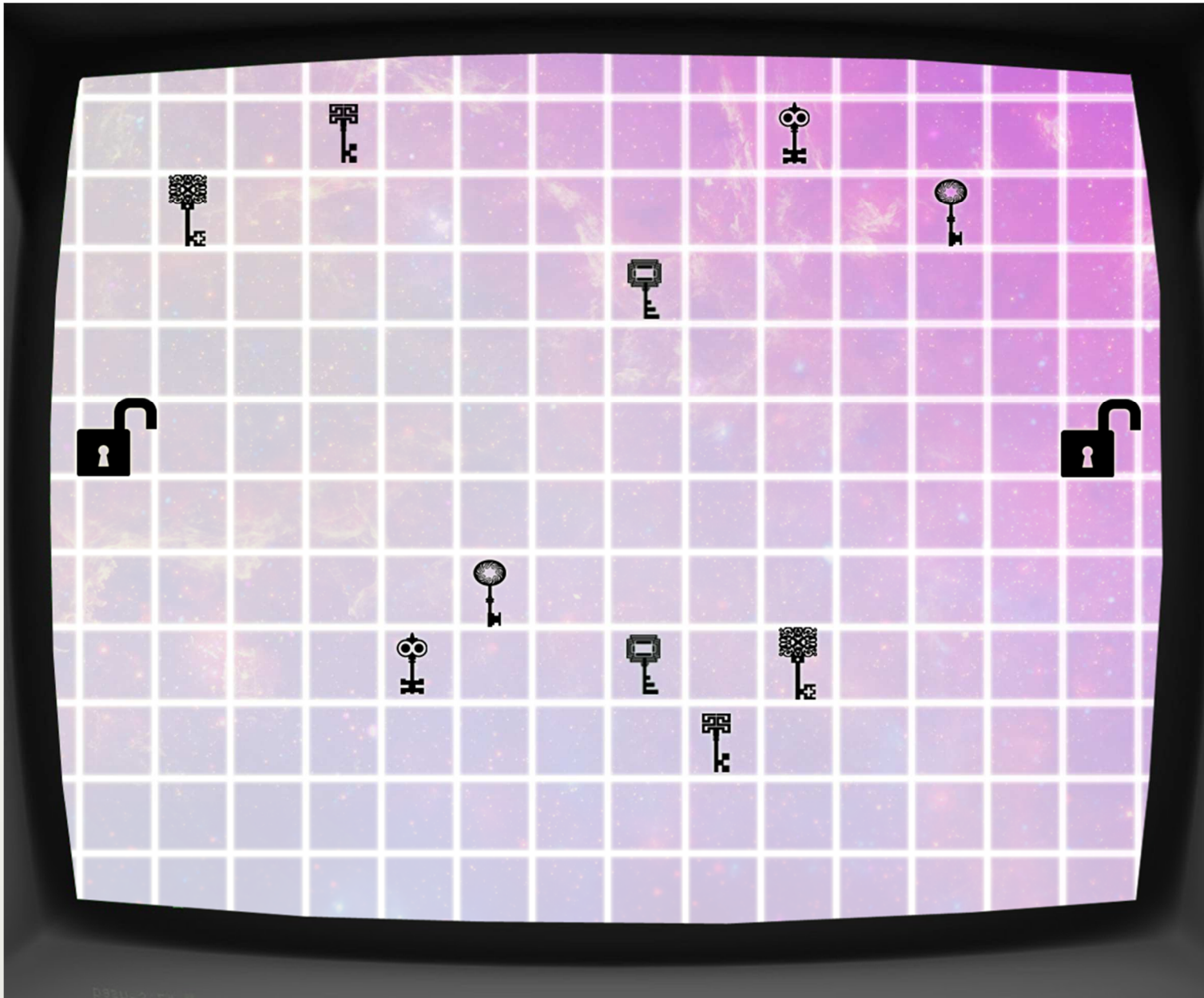
CEPA Component

ALTERNATIVE (Continued)

This Graphic shows the Solved Terminal



Printable sheets for Heroes



 **POWER OUTAGE**

SESSION 5

CEPA Component

ALTERNATIVE (Continued)

Reduced complexity versions of the terminal allows for direct line connections without concern for cross overs.

SESSION 5

RP Component

Combat Narration

You've defeated the Odorous Mrs. Roboto and foiled her most of her plans for vengeance, but unfortunately she got away. But you've made great strides! You've captured her facility, and disrupted all her operations. It will be some time before she can recuperate her strength. In the mean time, the Shorai Police Labs will have a chance to puzzle over all of her inventions to see exactly what she's been up to.

Alternative Narration

You may not have captured Mrs. Roboto, but you've saved the day for many people. Your decision to stop the Swarmbots saved many Shorai citizens from the devastation that would have occurred to their finances. In the mean time, the Shorai Police Labs will have a chance to puzzle over all of her inventions to see exactly what she's been up to.

SESSION 5

Experience Gains:

- ★ Earn 6 points for defeating Mrs. Roboto
- ★ Earn 6 points for disabling the Swarmbot Container
- ★ Earn 1 extra point where teamwork was used
- ★ Earn 1 point for successfully evacuating the bank
- ★ Earn 1 point for disabling the armor plates

FAILURE

If the heroes are forced to return back to base, or if they do not succeed in disabling the terminal, they fail the component. Due to this being the last component they are allowed to either retry the component, or if both options are available to them, jump to the other component.

Failure a 2nd turn at the component means they only earn half experience points. Please encourage heroes that half points are still points earned, that other components were successful, and that overall, the Adventure was won.

Mission Complete

Congratulations! You have successfully completed the first Story Block for Mrs. Roboto! Come back when you reach level 5 to face off against her again!

TRADING SPACES - LEVELS 1-4: STORY BLOCK REWARDS

- ★ For Each Session Successfully completed you have earned 5 additional experience points! For Unsuccessful Sessions you still earn 2 additional points!
- ★ **If you disabled the Swarmbots**, you earned the **Good Samaritan Badge!** With it, any time you are required to convince or communicate with a citizen of Outage, you gain a +1 to your IMPACT Roll.
- ★ **If you defeated Mrs. Roboto**, you get **Force For Justice Badge!** With it, any time you are required to convince or communicate with an enemy, you gain a +1 to your IMPACT roll.