



# DAY of DR NULL

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a Lame Mage Production

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## Contents

<b>Introduction</b> .....	2
Who is Dr Null? .....	2
Picking a Tone (GM Craft) .....	2
Setting the Stage .....	2
Curses, Foiled Again! .....	3
Jail Break .....	3
Seismic Converter .....	3
<b>Fist for a Day</b> .....	4
Who is the Neutron Fist? .....	4
Fist for a Day, Part 1—Mind Swap .....	4
Enter the Heroes .....	4
Picking the Right Hero (GM Craft) .....	5
Action .....	5
Finale—The Threat .....	5
Aftermath .....	6
Fist for a Day, Part 2—Race Against Time .....	6
Hero-Fist’s Abilities .....	6
Enter the Heroes .....	7
Action .....	7
Stacking the Deck (GM Craft) .....	7
All Talk, No Action .....	8
Bystanders .....	8
Finale .....	8
Aftermath .....	8
<b>Attack of the Atomic Supermen</b> .....	9
The Civic Center .....	9
Revelations .....	9
Enter the Heroes .....	10
Villains Present .....	10
Action .....	10
Avoid the Map Trap (GM Craft) .....	10
War for the City .....	10
Send in the troops .....	12
Calling all heroes .....	12
Hold the line! .....	12
Protect the Innocent .....	12
Chasing Dr Null .....	12
Keeping It Moving (GM Craft) .....	13
What about the Neutron Fist? .....	13
Action Shticks .....	13
Falling Debris .....	13
Go Fetch .....	14
Finale—Stopping the Atomic Supermen .....	14
Command & Control .....	14
Melt Down .....	15
If the Heroes Lose .....	15
Aftermath .....	15
<b>Characters</b> .....	16
Neutron Fist .....	16
Origin of the Neutron Fist .....	17
Further Adventures with the Fist .....	17
Atomic Supermen .....	18
Subterranean Bore Carriers .....	19
Cyclotron .....	20
Dr Null .....	21
Origin of Dr Null .....	22
<b>Appendices</b> .....	23
Battle Tracker .....	23
GM’s Fast Reference Sheets .....	24
Player Handout Illustrations .....	26

## Introduction

He’s waited. He’s schemed. And now, finally, his day has come...

In the first part of this adventure, **Fist for a Day**, the nefarious Dr Null tries to transfer his mind into the powerful body of the Neutron Fist, but a hero’s mind is swapped into the Fist’s body instead. The hero in the Fist’s body is the only one who knows about the next phase of Dr Null’s plans—he must make his way across town resisting police and even fellow superheroes who think the powerhouse supervillain is on a rampage through downtown.

In the second part, **Attack of the Atomic Supermen**, Dr Null’s master plan is revealed as he unleashes an army of synthetic super clones in the very heart of the city. It’s a no-holds barred battle royale as police, the National Guard, and just about every superhero wearing a cape fight to defend the city from total destruction.

**Day of Dr Null** can be played as a stand-alone adventure or it can be combined with **Dr Null: Battle on the Bay Bridge** and **Death of Dr Null** to make a complete story arc.

Dr Null: because no situation can’t be made worse with science...

## Who is Dr Null?

In now famous Senate testimony, a respected prosecutor once branded Dr Null “the most dangerous man alive.” In a world that is home to superhumans capable of lifting mountains and melting tanks with beams from their eyes, it’s no small tribute, especially considering that Dr Null himself has no superhuman powers. His danger stems entirely from his scientific genius, a genius that has proven capable of devising inventions far in advance of modern science and schemes that threaten the very world.

Dr Null is also undeniably mad. His is a grand, all-encompassing madness, a madness that harbors deep bitterness towards the world and yearns for his genius to be recognized. See the **Origin of Dr Null** for more information about his background.

If you need to explain why the heroes have not heard of such a major villain before, you can presume that Dr Null has been out of sight for the past few years, optimistically believed dead or safely locked away as described in **Setting the Stage**. Or you can limit Dr Null’s past schemes to other cities or parts of the world, which is why the heroes have not dealt with him directly before.

## Picking a Tone (GM Craft)

Dr Null can be played as a stereotypical mad scientist or a deadly serious enemy of mankind. He can be a crazed pulp villain or a disturbing reflection of man’s finest aspirations gone wrong. Pick the tone that works for your game. The adventure works either way, but deciding what tone you want will help you set a consistent mood while you are running the scenario.

## Setting the Stage

It is important for the heroes to have some context for what is going on. In this scenario you want to make sure the heroes know something about Dr Null and the Neutron Fist and understand that they are major threats when they encounter them. You can do this

# Fist for a Day

*The warehouse shadows can't hide the brilliant green light radiating from the newcomer's hands. "You said you had a way to cure me Null, make it so I could touch things like a normal man."*

*"Oh yes indeed, exactly that." At the flick of a switch a force field springs up, imprisoning the surprised Neutron Fist.*

*"A double-cross? You're not as smart as you think Null if you expect this to hold me for long."*

*"No, I don't believe it will. But I don't need very long."*

*The computer screens light up with spectrographic scans of the Fist's body. "Amazing. Your body has been super-saturated with almost limitless energy. It's wasted on you, but that's an injustice I intend to remedy."*

*"You wish to have a normal body again? Very well, you can have mine. A simple enough matter to transfer my consciousness into your body and vice-versa. With my immeasurable intellect in your omnipotent body, I will crush the world beneath my heel! You should thank me."*

Dr Null has a peerless mind but a woefully powerless body, and while Dr Null normally puts himself on equal footing with his superhero-nemesi by conquering the world from the safety of his latest armored battlewagon or floating Destructo-Sphere, this time he wants to get his hands dirty. Well, not *his* hands.

The good doctor has contacted the fugitive Neutron Fist and promised that he has discovered a method to turn the Fist back into an ordinary man. The Neutron Fist has been lied to before by others who would exploit his powers, but his desperation for a cure is still stronger than his doubts.

Technically Dr Null is not lying. He does have the means to turn the Neutron Fist back into an ordinary person, just not the person he once was. Dr Null's real plan is to use his experimental mind transfer device to put his mind into the Neutron Fist's unstoppable body and vice versa. With the Fist's body he will have the power to lead his army of Atomic Supermen first hand as they conquer the world.

Or so Dr Null intends.

In the default version of this scenario a PC superhero accidentally swaps minds with the Neutron Fist instead of Dr Null. Trapped in a villain's body, the hero must race the clock to cross town and stop Dr Null's plan before it is unleashed on the city, all while resisting police and fellow superheroes who are convinced that the dangerous Neutron Fist is running loose in the heart of the city.

## Who is the Neutron Fist?

The Neutron Fist is an unstoppable powerhouse, a once-ordinary hood named Gabe Hammond now cursed with hands permanently transformed into living energy. His punch can shatter tanks or pulverize granite, but Hammond can never fully stifle the power. Anything or anyone he touches is destroyed, making his power a curse that has ruined any chance he had for a normal life.

If Gabe Hammond had never gained superpowers he probably would have eventually given up the criminal life, gone straight and settled down somewhere. Or been a three-strike loser doing a long haul in the state penitentiary. Crime never paid for him, and he was never that good at it anyway, lacking the knack or real inclination to rise above being a low level hood. Now that everything he touch disintegrates, going back to a normal life just

isn't an option. Hammond knows that now he can never fit in, that society will never accept him no matter what he does.

The Fist is wanted more for the damage he has caused resisting arrest than for any of the crimes he committed intentionally, which are usually small-time heists unless he is teamed up with someone with grander schemes than Hammond can cook up. When you can't even carry your own loot, you have little choice except to trust other criminals.

Most law enforcement agencies list the Neutron Fist as a "maximum threat" criminal. His appearance rates a full mobilization of all local authorities, including military intervention where possible. A smarter tactic would be to back off and give the Fist an exit and wait to confront him in a less populated area, but most agencies do not relish the idea of just letting the Fist stroll around town.

In the end the Neutron Fist is a tragic figure, doomed to a life without so many of the things ordinary people take for granted. Hammond hides his real loneliness beneath a tough exterior. Heroes may be sympathetic to his plight, but there is no simple solution: years of being a fugitive and outcast, not to mention being manipulated and exploited by fellow criminals, have made him bitter and suspicious of any friendly overtures. It is a vicious cycle and for Gabe Hammond there is no escape.

## Fist for a Day, Part 1 – Mind Swap

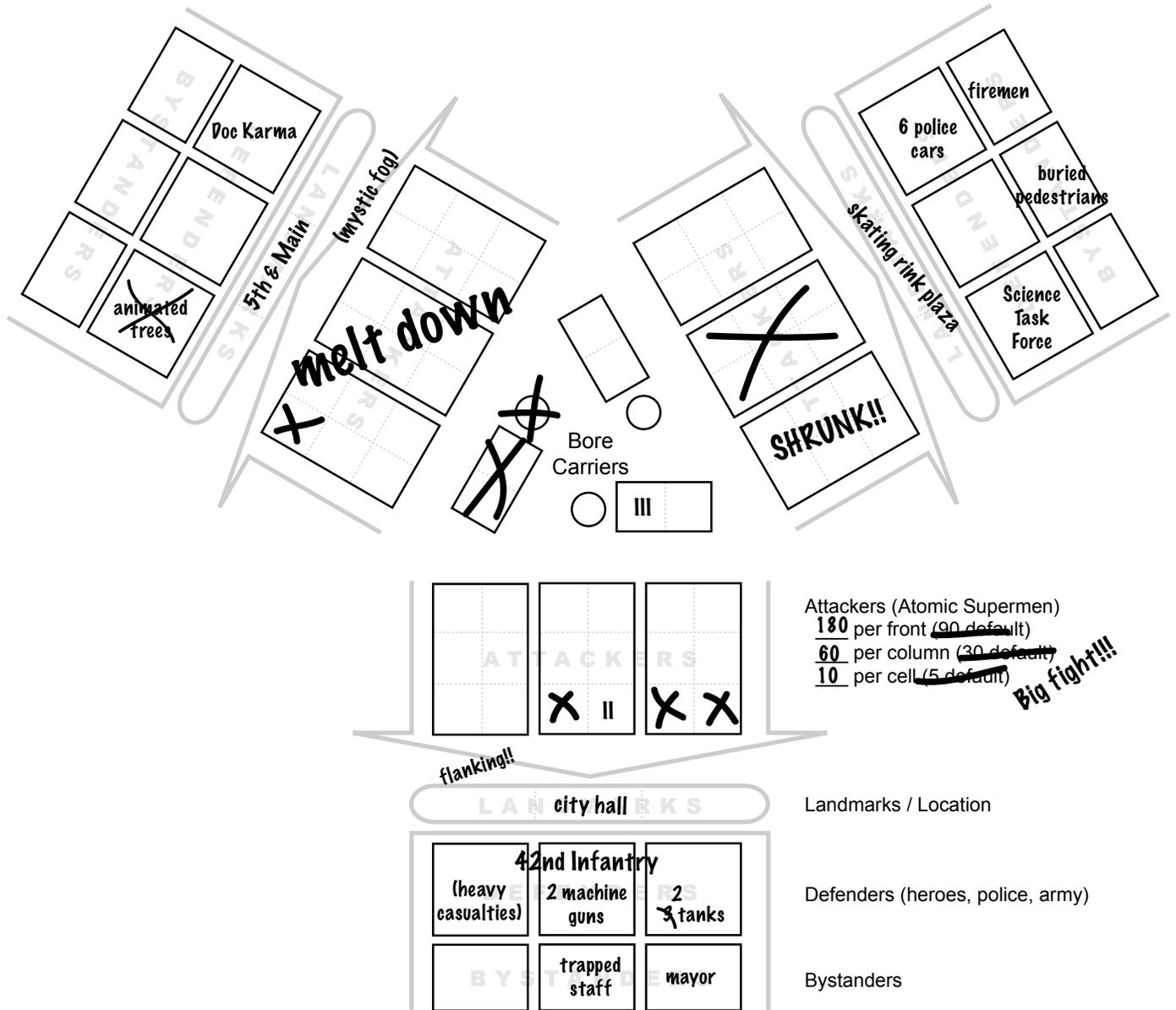
### Enter the Heroes

Only one superhero should discover the warehouse where Dr Null and the Neutron Fist meet and arrive in time to interfere. This sets up the action for the next segment, **Race Against Time**. If necessary you can introduce a separate crisis off-screen to explain why other heroes are busy elsewhere (such as the scenes from **Setting the Stage**, a generic event like a fire or bank robbery, or an even more promising but ultimately fruitless lead on Dr Null if the heroes are already hunting him).

**Following a lead**—The hero could be investigating underworld rumors that hoods breaking into this warehouse the night before looking for an easy score were unexpectedly trounced and driven off by inhumanly strong guards (actually Atomic Supermen without radiation powers). It could be a tall tale, and the trail may be cold, but it could be worth investigating on a slow crime day. If the hero heard the events involving super-

# Battle Tracker-Example

Day of Dr Null, Attack of the Atomic Supermen



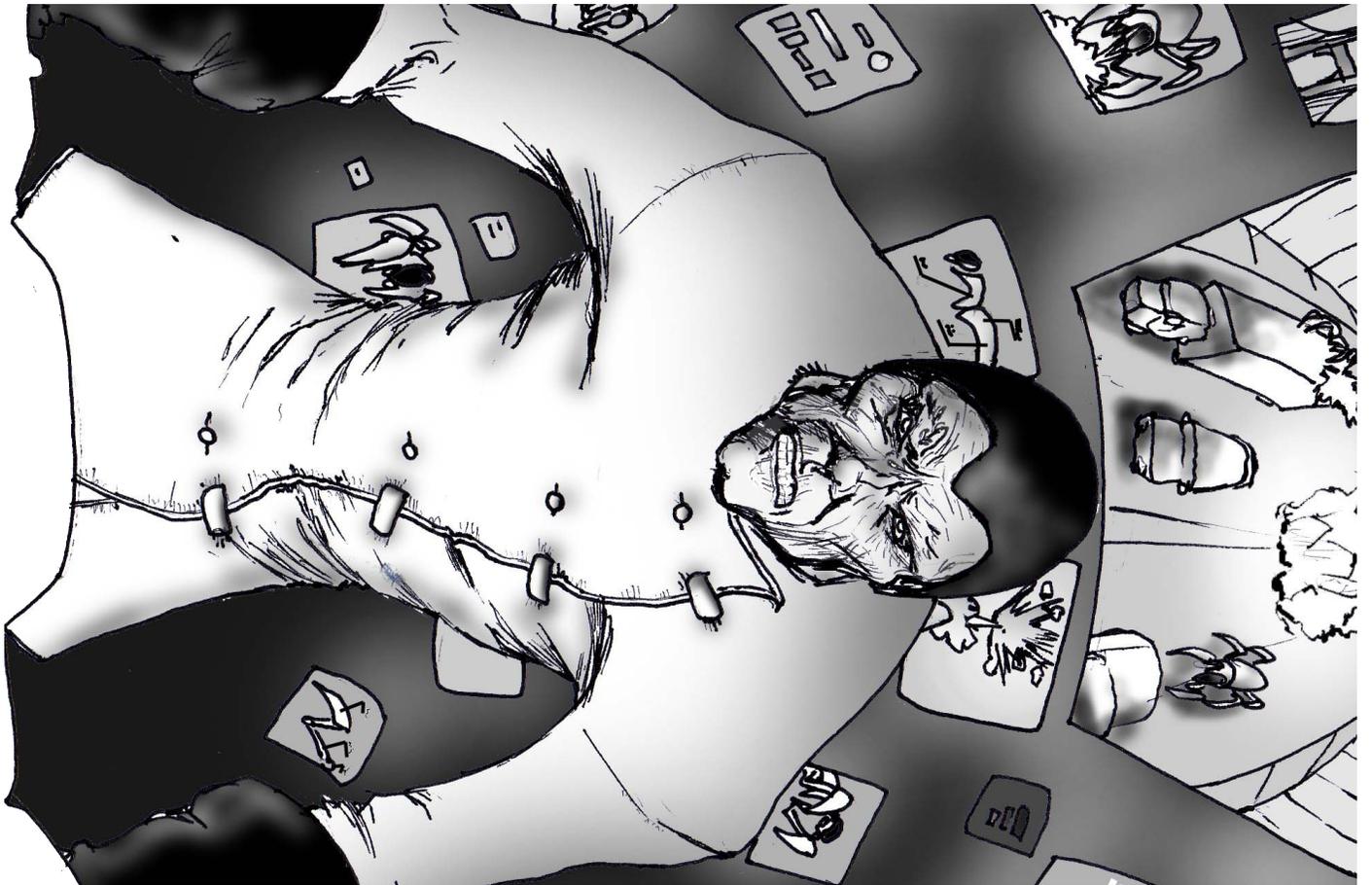
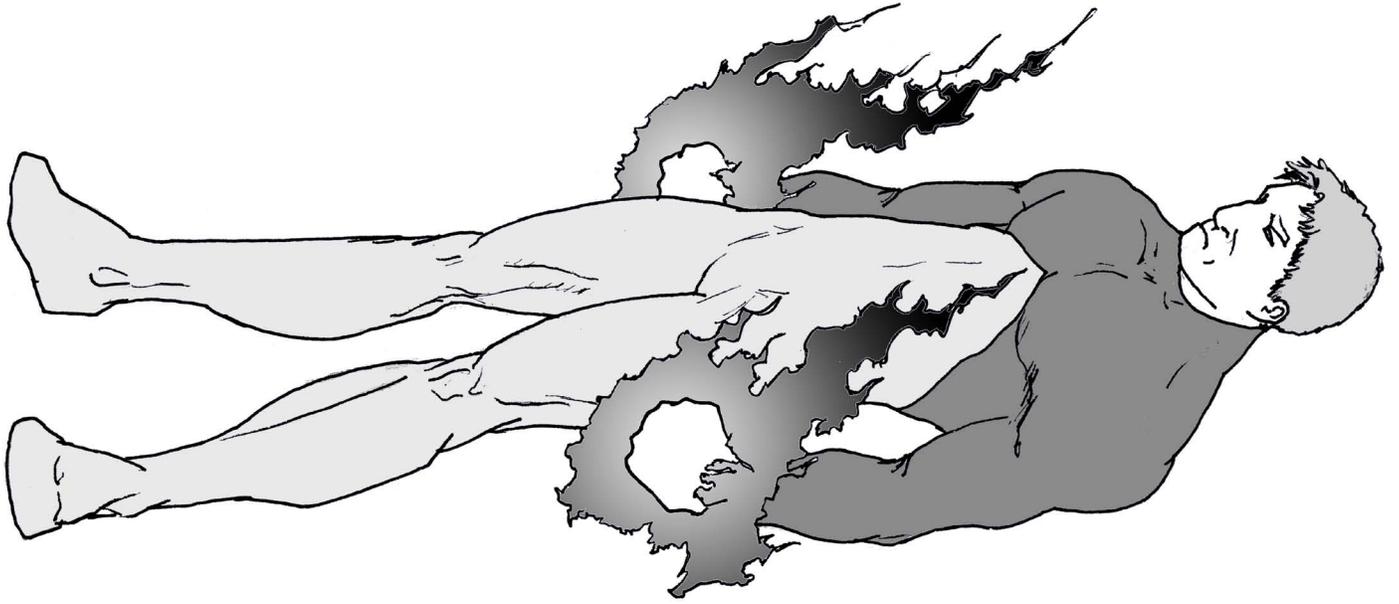
The **Battle Tracker** is an abstract schematic of the **Attack of the Atomic Supermen**. You can jot notes on it to keep track of what is going on all the fronts of the fighting. There is no right or wrong way to use the Battle Tracker—the best approach is whatever makes the most sense to you. A demo Battle Tracker that has been marked up is included as an example, but you might use yours quite differently.

For characters that will move from around a lot like the PC heroes, use chips or other small markers to note where they are. You could write on the Battle Tracker but you will have to keep erasing.

Fill in the blanks under Attackers to show how many Atomic Supermen each unit represents. By default there are 90 Supermen per front, 30 Supermen in each column, and each column is divided into six cells of 5 Supermen each. Except for the three fronts, these divisions do not represent actual formations or units. It's just an easy way to keep track of the attackers.

Circles represent Bore Carriers in the Civic Center. The boxes next to each one are the Atomic Supermen left behind to protect them (same cell size as above). They are close enough to all fight together if one Carrier is threatened.

# Player Handout Illustrations



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