

The Morrison Institute

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During the first age of superheroes, Professor Dietrich Reid was often thought of as the friendly face of mad science, frequently consulted by the press about the many strange phenomena of the day to offer a reassuring -- but never coddling or deceptive -- perspective about them. One of the leading researchers of the Office of Scientific Investigation, he turned down requests to work for other government agencies after the Office shut down, claiming to have had enough of the adventuring life. Instead, he settled in at Brown to conduct private research, notably on interdimensional physics, and answer frantic questions from excited young men and women from the newspapers.

That was the public view, at least. Reid never stopped going out into the field to personally investigate and analyze strange phenomena, simply doing it on his own dime. In these investigations -- Reid had scorching words for anyone who dared use the word "adventures" in his presence -- he was often accompanied by [Lucy](#) and [Peter Reid](#), the children of his younger brother. Given the sorts of things that he investigated, the lives of these young people were often put in danger, and so Reid chose to hire a bodyguard for them, one [Donald Morrison](#), late of the Royal Navy. While their focus was always on answering the unanswered, this quartet often found themselves preventing the schemes of criminals along the way. It was an exciting time for all.

Tragically, the group was sundered in the aftermath of the Battle of Vietnam, in which Donald Morrison died after volunteering his services to assist the coalition. His death, and the destruction of the Battle, convinced Reid that however much he personally did to unveil the mysteries of the world, it could never be enough. Together with other reputable scientists, Reid founded what he named the Morrison Institute, in the memory of their friend. The first task of

the newly founded agency was to begin studying the aftermath of the Battle, and, if possible, to start cleaning up the mess that was left.

Unfortunately, the tough times kept coming. Dietrich Reid was himself not long for the world, passing away quite suddenly in 1975, and for a while it seemed that the Institute was soon to follow its founder into the pages of history. In 1977, however, Peter Reid convinced the Board of Management to install him as its new Director, even though he had only narrowly graduated from college that year and had neither business nor scientific expertise. Just *how* he convinced them is a well-kept secret, but the Institute began a new direction under his leadership, no longer studying phenomena but also persons, in hopes of finally answering the countless questions that the superpowers had raised.

Many of these inquiries had to be tabled in the next decade, with much of their efforts instead directed to performing research and development for the anti-**Pythonian** forces. **Dr. John Black Wolf** developed the first mass produced blaster weaponry while working at the Institute, and countless other scientists associated with it accompanied **JSOT** and other military responses to the Python threat, often risking and sometimes losing their lives in efforts to understand and defend against the weird science employed by the enemy. Peter Reid, for whom the struggle was a profoundly personal one, was one of the pilots who flew the *Constitution* to **Mars**.

Nor did the Morrison Institute go into a slump in the aftermath of the Insurgency but continued its quest to probe and uncover the truth that was often quite a bit out there, which has continued right up to the present day. There are Morrison Institute facilities on each continent (though the Antarctic one is a tiny lab in McMurdo Station) and on the Moon, within **Moon Base Alpha**. The group has friendly relations with **the Powerhouse** and numerous other superpower associations, and often works in conjunction with **Argus**.

One of the most active field researchers and spokespersons for the Morrison Institute in recent years has been Farrah Reid, the daughter of Peter Reid. (Those who remember her aunt have often commented that she is a dead ringer for her.) While only twenty-three years old, she has already completed her first doctorate, and looks to be well on her way to supporting the family business. In fact, she wants to do more than just support it, she intends to see the Institute go higher, further and faster. Her father flew to Mars, but stayed on the ship for the duration of the mission; Farrah intends to lead the party that returns to the Martian surface for the first time in thirty years.

While Farrah prefers to use her brain to get herself and her colleagues out of dangerous situations, she knows that she cannot out-think all possible threats, and has become quite skilled at tae kwon do and a crack shot as well. That said, she never carries weapons with her, preferring to improvise them from available materials when needed. (This tendency really annoys her cousin **Virginia**, with whom she has had several recent run-ins.)

Prof. Dietrich Reid -- PL 8



Abilities:

STR 0 | STA 2 | AGL 1 | DEX 1 | FGT 3 | INT 7 | AWE 5 | PRE 4

Powers:

Resistant Garments: Impervious Protection 2, Subtle; Removable (-1 point) - 4 points

Advantages:

Benefit 2 (independently wealthy), Connected, Equipment 5, Evasion, Fearless, Improvised Tools, Inventor, Jack-of-all-trades, Leadership, Multilingual, Ranged Attack 3, Speed of Thought, Startle, Uncanny Dodge, Well-informed.

Equipment:

25 points of equipment as needed for any given investigation.

Skills:

Athletics 6 (+6), Close Combat: Unarmed 2 (+5), Expertise: Science 6 (+13), Expertise: Survival 4 (+11), Insight 4 (+9), Intimidation 4 (+8), Investigation 4 (+11), Perception 5 (+10), Persuasion 6 (+10), Stealth 6 (+7), Technology 5 (+12), Vehicles 6 (+7).

Offense:

Initiative +7

Unarmed +5 (Close Damage 0)

Defense:

Dodge 6, Parry 5, Fortitude 4, Toughness 4/2, Will 10

Totals:

Abilities 46 + Powers 4 + Advantages 22 + Skills 29 + Defenses 15 = 116 points

Offensive PL: 3*

Defensive PL: 5

Resistance PL: 7

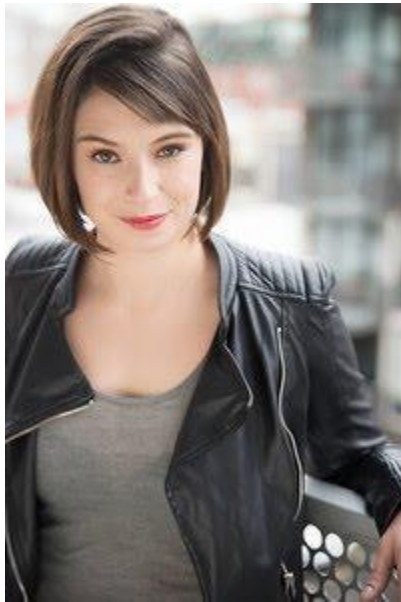
Skill PL: 8

Complications:

Discovery--Motivation. Family (Lucy and Peter.) ***Temper.***

Note: The above represents Professor Reid through his adventuring career. During the early 70s, he was somewhat more sedentary but no less fit, right up until he passed away.

Farrah Reid -- PL 7



Abilities:

STR 0 | STA 2 | AGL 2 | DEX 3 | FGT 4 | INT 5 | AWE 4 | PRE 3

Advantages:

Benefit 3 (millionaire), Connected, Defensive Roll, Eidetic Memory, Equipment 6, Evasion, Hide in Plain Sight, Improved Defense, Improved Initiative, Improved Trip, Improved Tools, Improved Weapon, Inventor, Multilingual, Power Attack, Ranged Attack 4, Well-informed.

Equipment:

Smartphone and 28 points of equipment as needed (usually including a vehicle.)

Skills:

Acrobatics 5 (+7), Close Combat: Unarmed 4 (+8), Deception 6 (+9), Expertise: Business 3 (+8), Expertise: Science 7 (+12), Insight 5 (+9), Investigation 4 (+9), Perception 3 (+7), Persuasion 5 (+8), Stealth 8 (+10), Technology 6 (+11), Treatment 2 (+7), Vehicles 6 (+9).

Offense:

Initiative +6

Unarmed +8 (Close Damage 0)

Defense:

Dodge 6, Parry 8, Fortitude 4, Toughness 4/2, Will 8

Totals:

Abilities 46 + Advantages 28 + Skills 33 + Defenses 16 = 123 points

Offensive PL: 4*

Defensive PL: 6

Resistance PL: 6

Skill PL: 7

Complications:

Discovery/Thrills--Motivation. Family (father.)

Update 2022: Unfortunately, with the resumption of hostilities between Earth and Mars in the aftermath of the **Konan** invasion, it seems likely that all potential missions to the fourth planet are going to be scrubbed for the foreseeable future. This annoys Farrah, but she has salved her frustration by taking an active part in the Institute program to learn as much as possible about **the Technate** and its peoples while its agents are operating more openly. (Add Expertise: Galactic 2 [+7] to her skills and improve Persuasion to 4 [+8] and Technology 7 [+12].)

Secret History of the Morrison Institute: Many of the mysteries of the Morrison Institute are revealed in Peter Reid's profile.

Unofficial Morrison Institute theme music. *May or may not be the theme music I imagine any movie about blue-suited scientist-explorer-superheroes using.*