

T.O.M.C.A.T.S
WEB ENHANCEMENT ALPHA

The Left Hand of Batil

1st Appearance: *T.O.M.C.A.T.S* introduced one of the 'Cats most fearsome nemeses, the rogue Al Qaeda cell called "The Left Hand of Batil." Although it is still characterized in this manner, the LHB has a broad network of operatives that span the globe. Some who study such things even surmise that it reaches beyond Al Qaeda's own limits.

Any discussion of LHB must begin with its founder, after which it is named. Batil was born Geoffrey Godwin and was raised in England by his English father and Iranian mother. He was first approached by terrorist recruiters while in secondary school, and in testament to their persuasive abilities they were able to instill a distaste for Western excesses and plant the seed for admission into Al Qaeda.

The proverbial straw was a black-tie ball Geoffrey attended that was hosted by his father's energy corporation. The opulence—no, decadence—of that evening left a bitter taste in Geoffrey's mouth. He contacted the recruiters that evening and was officially indoctrinated into the terrorist organization. Geoffrey abandoned his Christian name and adopted the moniker "Batil." Initially, this name, meaning "void," served to represent what he intended to visit upon the decadent West; it would soon come to take on an altogether different meaning.

Batil's initial field of operations was Southeast Asia. He dutifully followed the orders of his superiors and was personally responsible for several low-level attacks. He carried these out with meticulous detail and a

penchant for spectacular displays of violence and mayhem. All that changed when he met a young Filipino woman named Graciela. The two fell in love, and Batil spent more and more time with her and less and less time attending to his "duties." However, Batil was too valuable an asset for Al Qaeda just to give up on him; they gave him latitude to pursue his romantic life, only occasionally calling him in on necessary operations. Even these, with his love for Graciela guiding his heart, became distasteful to Batil.

Unbeknownst to Batil, however, Graciela was in fact a CIA operative, working a deep cover mission to infiltrate Al Qaeda. In a seemingly innocuous fashion, her name and identity were leaked by the White House to the press. Critics claimed this breach in security was an effort to bolster the president's lagging poll numbers. In the end, it did not matter.

Al Qaeda moved swiftly to "plug the leak," dispatching one of their most accomplished hit-men to eliminate the two. One night, in their seaside bungalow, Batil and Graciela were making love when an explosion tore through the room, engulfing them in an epic conflagration. Graciela was killed instantly. Amazingly, Batil was not. The trauma catalyzed his latent mutant powers.

Alone and with only vengeance on his mind, Batil recruited his own minions to carry on his private war. The United States, power-mad multinational corporations, and even Al Qaeda itself were all fair game. In an effort to inculcate a protective hatred of Batil, Al Qaeda immediately named him an "affront to Allah," a common view of mutants among that group.

Batil seized the opportunity to specifically target super-powered beings for recruitment into his organization.

In short order, the Left Hand of Batil grew to become an aggressive, independent terrorist cell. They frequently fund their operations with theft of military secrets and simple robbery of corporate coffers.

In the words of their leader, they will stop: "When only the Void remains."

Additional Adventure Seed:

The Rising Cost of Gasoline

As our homeland security efforts change, so do the tactics of our enemies. With America's increased focus on protecting airports, seaports, industrial plants, and other areas of importance, the terrorists go guerilla. It begins innocuously enough, with an explosion at a service station in Hartsville, Tennessee. Sketchy eyewitness reports claim that one of the patrons simply erupted in a ball of fire. This theory is discounted when no signs of such activity are found at the scene. Over the course of the next two weeks, fourteen more explosions occur at seemingly random service stations around the country. It is quite obvious that something nefarious is afoot. This is confirmed when a communiqué is received from the Left Hand of Batil, claiming responsibility for the attacks. They threaten to continue their assault unless and until the United States fully divests itself from the world economy.

The nation is thrown into a state of panic. Many service stations simply shut down for fear of attack. Gas shortages are rampant. Even the national economy is adversely impacted as a result of the job loss, disruption to interstate trucking, and the downward pressure on the stock market.

The T.O.M.C.A.T.S (or your own hero team) are called in to end the crisis.

Using undercover informants, international

contacts, and appropriate backchannels, the team is able to identify the headquarters for this LHB operation, an abandoned warehouse on the South Side of Chicago. An immediate and direct assault on the headquarters is attempted. The LHB squad in charge of this operation consists of some 12 LHB footsoldiers and two of their "blessed" minions, Khatib (Arabic for "orator") and Fitnah (Arabic for "strife"). Khatib, a rare female operative, is an expert at mind control; Fitnah's unique ability is to charge living matter with explosive energy. Combining these two powers, the squad has systematically taken control of unwitting citizens and created a series of living, breathing bombs.

Can the heroes stop the Left Hand of Batil before they strike again?

Khatib: PL 10; Villain Points 5; Init +1 (Dex); Defense 16 (+5 base, +1 Dex); Spd 30 ft.; Atk +2 melee (+0S, Punch), +3 ranged (+10S, Energy Blast (sonic)); SV Dmg +4, Fort +0, Ref +5, Will +4; Str 10, Dex 12, Con 10, Int 16, Wis 18, Cha 20.

Skills: Diplomacy +10, Gather Information +10, Innuendo +10, Language (English), Perform (oratory) +14, Sense Motive +9.

Feats: Assessment, Attractive, Inspire, Psychic Awareness.

Power: Amazing Save (damage) +4 [*Source:* Training; *Extra:* Additional Save (Reflex); *Cost:* 2 pp; *Total:* 8 pp], Armor +10 [Blessed Shawl; *Source:* Mystical; *Extra:* Regeneration +10; *Cost:* 2 pp; *Total:* 20 pp], Energy Blast (sonic) +10 [*Source:* Mystical; *Cost:* 2 pp; *Total:* 20 pp], Mind Control +10 [*Source:* Mystical; *Power Stunts:* Mental Link, Power Bonus +2; *Cost:* 2 pp; *Total:* 22 pp].

Description: One of the few women who is an active member of the cell, Khatib is a stunningly beautiful, though modest, woman. She stands nearly 6'2" tall and has a slender, dancer's figure. Her jet black hair and

intoxicating onyx eyes are frequently kept hidden by her mystical shawl. In addition to this treasured item, she generally wears drab, beige-colored, loose-fitting robes.

Fitnah: PL 12; Villain Points 6; Init +3 (Dex); Defense 19 (+6 base, +3 Dex); Spd 30 ft.; Atk +8 melee (+10L, Scimitar) or +6/+6 (+10L, Dual Scimitars), +9 ranged; SV Dmg +3, Fort +3, Ref +3, Will +6; Str 14, Dex 16, Con 12, Int 12, Wis 18, Cha 16.

Skills: Demolitions +9, Drive +8, Intimidate +11, Language (French), Listen +12, Spot +12, Survival +8.

Feats: Ambidexterity, Great Fortitude, Indomitable Will, Iron Will, Toughness, Two-Weapon Fighting.

Power: Energy Blast (fire) +12 [*Effect:* Delayed Living Bombs; *Source:* Mutation; *Extras:* Area, Delay, Innate, Mental; *Flaws:* Range (touch), Ineffective (non-living tissue); *Cost:* 4 pp; *Total:* 48 pp], Teleportation +5 [*Source:* Mutation; *Cost:* 2 pp; *Total:* 10 pp], Weapon +10 (2x) [Twin Dragon Scimitars; *Source:* Mystical; *Cost:* 1 pp; *Total:* 20 pp].

Weakness: Quirk (zealot). Khatib is dedicated to the cause of the Left Hand of Batil, even unto death.

Description: Fitnah is a tall, lean man with well-defined but not grossly-sized muscles. He keeps his head clean shaven and is extremely tan. He generally wears traditional Arab clothing. His most distinguishing feature is the fact that his left ear has been removed, punishment for some prior offense.

Additional Microchip Feat Pairs

One of the key features of the Modular Cybernetics power is the microchip port. Each microchip allows the character to access two related feats. Following are a list of additional, appropriately-themed microchips.

Aerial: Aerial Combat, Move-By Attack

Animalsense: Scent, Ultra-Hearing
Aquatic: Amphibious, Underwater Combat
Clarity: See Invisibility, True Sight

Martial Arts: Rapid Strike, Stunning Attack

Quick-Strike: Improved Initiative, Surprise Strike

Radio-Link: Radio Broadcast, Radio Hearing

Resolve: Indomitable, Iron Will

Survival: Rapid Healing, Toughness

Two-Handed: Ambidexterity, Two-Weapon Fighting

Sorcery-Style Version

The Mutants & Masterminds Annual #1 presents errata for the sorcery power. The new version of the power dictates that the higher-cost sub-powers operate at a reduced rank. Presumably, this rule is to balance the power, and it accomplishes the goal well enough. Such bookkeeping may not be necessary if characters employing the power are not power-gaming. However, applying this same logic to the Modular Cybernetics power is easy enough to accomplish.

Cybernetic port powers operate at a rank equal to double the character's Modular Cybernetics rank divided by the sub-power's base cost. So, an Absorption port would operate at 2/3 the Modular Cybernetics rank, and Elasticity and Super-Ability would operate at 1/2 the Modular Cybernetics rank.

T.O.M.C.A.T.S. Errata

Steadfast Stat Block (p.10) – Change damage bonus on melee attack to +15L

Electrilad Stat Block (p.12) – Change total defense to 15 and base defense to +4. Change skill bonuses Drive to +5, Sense Motive to +4, and Taunt to +4. Change Modular Cybernetics cost to 5pp and Total to 25 pp.

Redblade Stat Block (p.23) – Change Initiative bonus to +16 (+5 Dex, +11 Super-Dex). Change total defense to 34 (+8 base, +5 Dex, +11 Super-Dex). Change melee and ranged attack bonuses to +15. Change Reflex save bonus to +16. Change skill bonuses Acrobatics to +21, Drive to +21, Escape Artist to +20, Hide to +21, Move Silently to +21, Open Lock to +21. Change Attack

Finesse feat to Rapid Strike.

Wudu Stat Block (p.25) – Change Force Field power bonus to +8. Change extra to Immunity (cold, electricity, fire, kinetic, magnetic, radiation, sonic, vibration). Change Force Field cost to 3pp.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You

are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.; d20 System Reference Document ©2000, Wizards of the Coast, Inc.; authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, and Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Mutants & Masterminds RPG, ©2002, Green Ronin Publishing; Author: Steve Kenson.

1st Appearance: T.O.M.C.A.T.S, ©2004, Blue Devil Games; Authors: Lee Hammock and Justin D. Jacobson.

Designation of Product Identity: The following items are hereby designated as Product Identity as defined in Section 1 of the Open Game License: All Blue Devil Games logos and identifying marks and trade dress, including but not limited to T.O.M.C.A.T.S and the 1st Appearance line of sourcebooks. Power Points, Hero Points, and Villain Points are Product Identity of Green Ronin Publishing and are used with permission.

Designation of Open Game Content: All of the 1st Appearance: T.O.M.C.A.T.S Web Enhancement Alpha, not specifically identified as product identity is Open Game Content.

IMPORTANT NOTICE

Mutants & Masterminds, M&M Superlink, Green Ronin and the M&M Superlink logo are Trademarks of Green Ronin Publishing and are used with permission. For more information about the M&M Superlink visit the Superlink web page: <http://www.mutantsandmasterminds.com/MnMSuperlink.php>

Power Points, Hero Points, and Villain Points are Product Identity of Green Ronin Publishing and are used with permission.