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BLUE DEVIL GAMES

1ST APPEARANCE

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



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

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About 1st Appearance

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I guess you could call it Super Fiendishly Clever.

About Blue Devil Games

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Modular Cybernetics

Cybernetics is literally the study of control processes in biological, mechanical, and electronic systems. The term was coined by mathematician Norbert Weiner in 1948 to describe the general field of study. Boring! In her seminal work, "A Cyborg Manifesto," Donna Haraway defines the cyborg as "a hybrid of machine and organism, a creature of social reality as well as a creature of fiction." Whatever.

In comic book parlance, it's the snazzy gadgets implanted into a living creature and made a part of that creature. It's RoboCop, Cable, and of course Cyborg.

What is the allure of the cyborg? Perhaps it is the viability of the technology. The age of the artificial heart is already upon us. Can a super-powered artificial limb be far behind? Perhaps it is the question raised about the very nature of humanity. Films such as *Blade Runner* and *Aliens* have explored this question eloquently, even as they entertain. Perhaps it's just the "X" factor, the "Wow" factor, the "Cool" factor, or whatever other name you want to give it. (Now, might be a good time to take another look at the cover to reinforce this theory.)

Well, if cybernetics has the "X" factor, then modular cybernetics is X².

A "hardwired" cyborg can be accomplished with the standard M&M rules easily enough. Slap the Super-Science origin on the Telescopic Sense power, and you've got a perfectly good targeting lens implant. However, it stands to reason that, if my Black & Decker power drill can accept 27 different attachments, my cyborg should have a little versatility as well. That's the concept behind modular cybernetics. It's the science that permits various cybernetic implants to be changed in and out as needed.

What's the point? Imagine a top-secret governmental assault team comprised of the most advanced cyborgs on the planet. Need them to infiltrate the Russian mafia's headquarters in Siberia? No problem. Swap in implants that let them speak Russian and ward off the cold. Need them to recover an errant nuclear warhead, sitting on the ocean floor? Piece of cake. Outfit them with implants that let them swim at great speed and ignore the immense pressure of deep water. Daughter of a U.S. Ambassador kidnapped by a drug kingpin and held captive in the Andes? Well, you get the idea.

Sound too good to be true? No one superhero team can do all that? Guess again. Ladies and gentlemen, meet the T.O.M.C.A.T.S.



Part 1: The T.O.M.C.A.T.S Project

History: The TOMCATS program was born on June 25, 1982 by private executive order as a boondoggle setup. The project was initially codenamed “Green Mountain” after the Oregon area where it was situated. It was a means of siphoning off contractor payments for non-existent work into private accounts to fund the occasional black ops research project. At any time 30 or 40 programmers, analysts, high-tech hardware designers, and inventors could be found at the small lakeside compound. In practice, it was little more than a plush, getaway retreat for friends of highly-placed senators and their campaign contributors.

Things went along well for the people involved, until Darin Beeks actually managed to invent something useful. Beeks was principally engaged by DARPA (Defense Advanced Research Projects Agency). He was the kind of rogue talent that would show up for design meetings in his bathrobe, talk to his beeper, and generally spend his days puttering on high-flown concepts that were ultimately useless. Fifteen years prior, one of those pie-in-the-sky concepts had produced a laser that was a dozen times more efficient than any other. He had become a wealthy man a dozen times over, and certain men of power wanted to see if he could ever do it again.

In the summer of 1988, he did.

Befitting his idiosyncratic personality, Beeks corresponded openly with a number of other scientists all over the world in total disregard for DOD security. To be fair, only a handful of the security gatekeepers had ever heard the word “internet” (then, “DARPA-net”). Beeks pecked away at his keyboard and blithely shared secrets with dozens of people who, for the most part, thought he was a nice enough boy but a little short of common sense. A few knew how to read between the lines. They knew when he was spouting moonbeams and when he was on the trail of something truly earth-shattering.

One of the people he corresponded with was an Irish-born engineer named Caitlyn Hennessey. Ironically, Caitlyn was holed up in a cabin only about a hundred miles away. They chatted for hours about circuit designs and often traded schematics back and

forth. From these bull sessions, each began to synthesize the other's research material. Caitlyn was puttering with biological interfaces, while Beeks was working on containment technology for high-energy emissions. Hints and vague ideas soon resolved themselves into finished work, into something that could actually be produced. Beeks was able to show his superiors a working prototype of a so-called “human engine.” This device, Beeks asserted, would allow a human being to be interfaced with a machine framework that boosted the subject's energy output in an increasingly large feedback spiral. Beeks's audience immediately grasped the defense applications of such a device, and Caitlyn found herself under arrest for treason and espionage.

Somehow, Beeks was able to convince his superiors that Caitlyn was responsible for sparking him into action and a vital asset to any future development. The project commander pulled strings to bring Caitlyn Hennessey into Project Green Mountain. Beeks and Hennessey were soon promoted, as the project began to produce viable applications of the technology.

By 1994, the old “Green Mountain” was gone, replaced with a very lean and sleek design lab, staffed by Hennessey, Beeks, and some of their chosen students. A great deal of money was poured into the labs, but little practical hardware came out. Concepts and theories were fine but new hands on the tiller in Washington wanted results. A series of political trade-offs actually divorced the lab from US control in 1997, and it technically came under the scientific branch of the United Nations. In 1999, the entire setup was transferred to INTERPOL control, then back to the UN's military division in 2000. For the most part, Beeks and Hennessey worked on as usual, unaware of the goings-on in the outside world. Neither of them understood politics; they were just glad to have the opportunity to test concepts.

Finally, in 2001, Beeks and Hennessey announced they were ready for human trials. The first test subjects for the body-interfacing technology were Cordelia Kattaura and Jake Ellison. Rudimentary cybernetics were nothing new by this time. The US Army had used them in secret for years, as had various other private and governmental concerns. The drawbacks were the extreme



level of sophistication required to maintain them in the field, plus the general unreliability of hardwired technology. Success stories were spotty and almost as many monsters as soldiers had been created.

Beeks's and Hennessey's new interfacing systems changed all that. Kattaura's and Ellison's transformations were a rousing success. They became the prototypes of a new type of cyborg: autonomous, adaptive, and—most importantly—stable. Project Green Mountain was suddenly back on the radar.

Realizing that a foreign power had access to sophisticated cybernetic equipment on its home soil, the US pushed to have the base commander liaised with a permanent US military presence. Again, deals and favors were exchanged, and the US got what it wanted, though not the control it envisioned. A delicate balance of power was established: the UN gets a source of technology it shares with the US; the US gets first bid on certain patents generated by the base; and the team created by the base works for the good of both.

In 2002, Jake Ellison—codenamed Redblade—went missing during a routine reconnaissance mission in the Sudan. He turned up a few months later, interceding in an illicit arms deal. He single-handedly slaughtered the parties involved and made off with the weapons. It became quite clear that Redblade had gone rogue. (Re-Told in “T.O.M.C.A.T.S Re-Boot” Mini-Series #1-3)

Still, the project pressed on. In 2003, Marius Bratiano, injured during a UN peacekeeping mission in Africa, was remanded to the newly-renamed Project: TOMCATS (TacOps Modular Cybernetics Assault Team). Teenager Jae-Eun San was admitted as a special case in late 2003, in order to test the second generation of the Beeks-Hennessey interfaces. These three have proven time and again that they are an effective safeguard for a world growing more dangerous by the day.

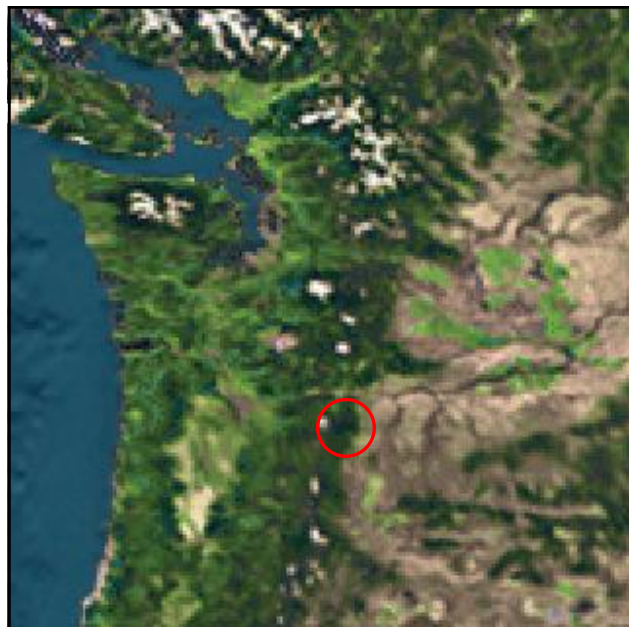
In February of 2004, Darin Beeks disappeared on routine leave to Eugene. He has not been seen since, and no demands for his return have been made. Inquiries made to the most-likely suspects have turned up nothing. His return is a top priority for the TOMCATS, overriding all but the most critical UN missions. (T.O.M.C.A.T.S. #43)

The Mandate: The TOMCATS program is a UN-funded and military-supervised, test-of-concept facility for field deployment of cybernetic superhumans in real-world conditions. The TOMCATS team assists UN military operations and can be “loaned” to member states for use in combating paranormal menaces.

The Base: The base itself is divided into three main areas: Aboveground, Tactical Operations, and Technical Operations. The entire project area sits on 100 acres of forested land, situated about halfway between Salem and Eugene, Oregon. Many base personnel maintain homes or apartments in the Eugene area.

The Aboveground area consists of the original Green Mountain Lodge, a 20-room, two-story facility that boasts: European-style suites, hot tubs, a professional-grade kitchen, two massive decks, a detached garage with separate fueling and vehicle maintenance bays, an Olympic-sized pool, a helipad, and a short runway.

The Tactical Operations area is directly underground from the lodge and can also be reached by concealed driveway that enters from a rocky area three miles from the base. It is a circular level composed of the base maintenance facilities (physical plant, emergency power, and machine shops), operations central, communications, computer support, training rooms, and living quarters for



Geopsys-4 Sat-Photo of TOMCATS Base.
Taken 4/18/04 Classified E.O. 7483321



times when the base is in lockdown.

The Technical Operations area is the true heart of the project. It houses the labs, independent supercomputing facilities, materials manufacturing, medical and surgical bays, and testing facilities.

The TOMCATS base is PL14 and has the following features: Communications, Computer, Concealment, Defense System, Garage, Hangar, Infirmary, Laboratory, Living Space, Pool, Power System, Security System, Staff, Workshop. (See MM, Devices Chapter, Headquarters.)

Note: The PL of the base exceeds that of the most powerful character using it, because it is technically under governmental control.

The CATBird: The TOMCATS principal vehicle is the CATBird, a next-generation harrier jet with a few extra “goodies” thrown in. And undercoating, of course.

CATBird: Air vehicle; Large size; Movement 10 ranks; Hardness 10; Armor Bonus 10; Features: Echolocation Sensor (Telescopic Sense 10 ranks, *Power Stunt*: Ultra-Hearing, *Cost*: 12 pp), Stealth (Invisibility 10 ranks, *Cost*: 20 pp), Weapon (Energy Blast (sonic) 10 ranks, +10S, *Flaw*: Device, *Cost*: 10 pp); *Total Cost*: 72 pp.

Note: The CATBird does not figure into the costs of the individual characters because it is technically under governmental control.

THE TEAM

The current incarnation of the TOMCATS has been in effect for a little under one year. In that time, they have successfully completed dozens of missions. They have also continued to enhance their cybernetic implants.

Knockout

History: Cordelia Kattaura is the daughter of a single mother. She has no idea who her father is, and her mother took that secret to her grave, if indeed she herself ever knew it. She grew up fending for herself in a poor suburb of London and probably would have stayed there if not for a childhood fascination with the military and a run-in with MI-5 agents during her teens.

A trio of agents was assigned to investigate

Knockout



“NO PLAN SURVIVES
CONTACT WITH THE
ENEMY. IF YOU WANT TO
PREVAIL, BE PREPARED
TO ADAPT THE PLAN.”



supervillain recruiting activity among the various London gangs and criminal organizations. They crossed paths with the teenaged Cordelia early in their search, and she was able to lead them to several pockets of unsuspected subversive activity. In reward, British Intelligence laid out the money needed to send her to a better school, saw she went to college, then recruited her upon her graduation. She proved quite an able spy. By her mid-20's, she was at the top of her game.

During an undercover operation against the Taliban, she was captured by minions of the alien supervillain, Crucius. They decided that a mole within the intelligence community would be invaluable to their master. To that end, they began implanting alien machinery deep in Cordelia's body, as a wasp might plant its eggs in a host.

Cordelia was extracted before the alien sym-bots could take over her body, but the cure was almost worse than the disease. Major portions of her body had to be excised, and she was kept in stasis until a means of saving her could be found. UN officials notified the MI-5 heads, who then remanded Cordelia over to Project Green Mountain. Cordelia woke up in the Oregon base to find that she was now mostly machine. Physical rehabilitation and counseling helped her adjust to the change, and now she sees her cyborg parts as just another aspect of her duty to help keep the world safe.

Personality: Cordelia is a highly organized and prepared person. Her living quarters, her workout room, her bookshelf. All are testaments to a structured means of dealing with, what she perceives to be, a chaotic world. She doesn't like untidiness in manner, culture, or demeanor. She's not rigid and does not succumb to obsessive-compulsive patterns. She simply likes things to be arranged "just so." A comprehensive plan with several means of achieving the goal will fascinate her.

She's not overly concerned with material things and prefers a quiet night of discussion to a wild night on the town. She's not involved romantically at the moment, though she has been in the past. Specifically, her relationship with Jake Ellison (Redblade) and his subsequent betrayal has left her emotionally scarred.

Powers and Tactics: Knockout is all business in a battle, paying close attention to field statistics fed to her by her onboard computer systems. She likes to have a plan in place, a backup plan, and an escape route mapped out ahead of time, but she doesn't become paralyzed if her plans go awry. She fully expects that to happen. She's not as inventive or spontaneous as either of her teammates. She prefers the tried-and-true but will listen and adopt other strategies. She doesn't see her new lifestyle as a game, but she's determined to win regardless.

Although she is quite capable sniping at enemy combatants from on high, she much prefers to wade into battle. She alternatively uses her tentacles to snare and disarm opponents and her vibration blasts to level them. Given her background in intelligence, she is particularly skilled at utilizing her implants to great effect on stealth missions.

Appearance: Cordelia is British female of Middle Eastern descent with smooth and regular Indian-subcontinent features and coloring. Her skin is a rich almond color. She wears her black hair in a short and sensible style that can be washed and styled in a minute's time. Among the group, she's the most inhuman-looking; her arms and legs are wholly artificial as is a large portion of her head and shoulders.

When activating her various powers, the exoskeleton on her arms and legs opens to reveal the hardware hidden beneath. In particular, her left arm disassembles into several elongated tentacles of steel (a hardwired implant), while her right opens up to reveal a force projector (or whatever weaponry she might have chosen for that particular mission). In her typical configuration, her calves split open and separate to reveal the jumpjets in her legs. Her left eye usually houses a laser sight.

When engaged in administrative duties, she prefers severe, business-casual clothing. Her current costume consists of a medium blue short-sleeved unitard that either stops at the trunks level or flows down to the hardware on her lower calves; she has a white belt with the T.O.M.C.A.T.S. emblem in gold. She wears short blue boots, cut almost to the length of shoes so as not to interfere with her implanted flight machinery.



Campaign Use: Cordelia is “The Man.” She has extensive knowledge of the modern intel communities and military structures, speaks several languages, and can dish out the firepower when needed. In the TOMCATS team, she’s the voice of reason and the rally cry the others might need when the going gets tough. Outside of the team, her knowledge and international contacts could be useful to any PC superteam.

Knockout: PL 11; Hero Points 6; Init +3 (Dex); Defense 19* (+5 base, +3 Dex, +1 Dodge*); Spd 30 ft., fly 45 ft.*; Atk +5 melee (+1S, Punch), +7 ranged (+9S, Energy Blast or +5L, Turbo Pistol); SV Dmg +3* (Evasion), Fort +2, Ref +3, Will +3; Str 12, Dex 16, Con 14, Int 18, Wis 16, Cha 16.

Skills: Acrobatics +4, Bluff +6, Disguise +6, Forgery +4, Gather Information +9, Hide +6, Knowledge (tactics) +6, Languages (Farsi, French, Hindi), Listen +6, Move Silently +6, Search +9, Spot +15*.

Feats: Connected, Leadership.

Powers: Modular Cybernetics +9 [*Standard Port Configuration:* Head (Mental Protection), Arm (Energy Blast (vibration, stun)), Torso (Regeneration), Leg (Flight), Sensory (Super-Skill (Spot)), Microchip 1 (Analysis (Assessment, Detect (explosives))), Microchip 2 (Defense (Dodge, Evasion))]; *Extra:* Expanded Board Capacity; *Source:* Super-Science; *Cost:* 8 pp; *Total:* 72 pp], Elasticity +3 [*Effect:* Mechanical Tentacles; *Flaws:* Limited (left arm only), Limited (no escape or squeezing benefit)]; *Source:* Super-Science; *Cost:* 2 pp; *Total:* 6 pp].

Equipment: Turbo Pistol [*Effect:* Weapon +5; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 5pp].

Weakness: Disturbing. Like most cyborgs, Knockout’s mechanical additions make others uncomfortable. Some don’t trust her because of deep-seeded prejudice against cyborgs. Some are simply afraid.

*Statistic based on standard port configuration.

Steadfast

History: Marius Bratiano was a career military man in the UN peacekeeping forces until an accident destroyed much of his body. Born in Poland to a military

STEADFAST



“I BREAK YOU NOW.”

commander, Marius had followed in his father’s footsteps. An astonishingly bright youth, he graduated from Warsaw University at nineteen and entered military service. When Poland joined NATO in 1999, he was among the “exchange students” that went to study military theory in the West. By the time he was 23, he was serving as part of Poland’s contribution to the UN’s Current Military Operations Service.

In late 2003, he was part of a group that was deployed to the United Nations Mission in Liberia



(UNMIL). Due to his advanced training, he was part of the group designated to reform Liberia's military complex. Soon after starting his tour of duty he encountered agents of THREAT, a worldwide espionage/assassination organization. THREAT wanted to keep the African states in as much chaos as possible in order to strip resources (specifically diamonds) from the entire continent and fund their subversive activities.

Marius attempted to deal with the agent cell he discovered but he and his team were overwhelmed by unexpected THREAT superhuman forces. He was badly burned over most of his body, so much so that he was not expected to live. He was airlifted via UN suborbital to the TOMCATS base, where Dr. Hennessey saved his life and gave him a new role: superhuman soldier.

Personality: Marius has been called boring and stodgy, but that's hardly a fair assessment. He's simply content to follow a known course that's proven successful in the past. He's more mature than most men his age: he sets aside a portion of his pay for investments; he follows through on plans and is a good "detail man." He pays attention to the little things. He's also the only member of the team to have a steady romantic life. He's been dating one of the resident techs since just after he arrived at the facility.

Powers and Tactics: Steadfast is the team "brick," the heavy-melee fighter that gets in close and takes down the toughest the other side has to offer. His entire muscular and skeletal system is laced with plastic, metal and ceramics to increase his mass, toughness, and strength. Occasionally, he outfits his cybernetic arm with ranged weaponry, but he's much more comfortable with hand-to-hand combat.

Appearance: Marius is a handsome 25-year-old Caucasian male of Eastern European descent; he's about 6' 6", strongly-muscled with a clean and powerful physique. In the past year, with extensive weight training, he has packed even more muscle onto his impressive frame. He wears his brown hair in a medium-length modern cut and has brown eyes.

Marius has a panoramic, matte-black visor over his eyes, which encompasses his ears as well. The "viewslit" is silvered. "25th-century FBI," Jae calls it.

Marius' left arm is an obvious cyber replacement. It's entirely metal and follows the general contour of a human arm, even down to the cable-like cords of "muscle." Tubes run from his wrists to his elbow, burrowing into the metal at either end; various mounts for weapons and exhaust ports can be seen; lettering in some places indicates ports and access panels, with the occasional yellow-and-black "hazard" striping. Both of his legs are similarly composed. His right arm was initially covered with an exoskeleton but is now predominantly flesh, with a bare network of metal and circuitry following the flow of his muscles.

Marius dresses in a black, short-sleeve tunic that flows down to his waist; he has a white belt and a white bar across his chest, broken only by the T.O.M.C.A.T.S emblem in white; his legs are left bare and he wears black leather boots. In his civilian ID, he wears trenchcoats and concealing clothing to mask his cybernetic appearance.

Campaign Use: Steadfast is the "first-in" guy, the guy most likely to survive initial contact with opposing forces. Marius follows orders most of the time. He knows something about tactics and strategy but rarely initiates plans; he carries them out. He will improvise if needed, but he normally balances the ordered Knockout and the undisciplined Electrild. In that vein, he is most likely to be "loaned out" for solo work to other groups.

Steadfast: PL 10; Hero Points 5; Init +0; Defense 18 (+8 base); Spd 30 ft., leaping 50 ft.*; Atk +13 melee (+25L**, Strike, Super-Strength), +8 ranged; SV Dmg +4, Fort +6*, Ref +0, Will +2; Str 20, Dex 10, Con 18, Int 14, Wis 14, Cha 10.

Skills: Demolitions +7, Disable Device +5, Intimidate +17*, Language (Polish), Pilot +10, Survival +4.

Feats: Chokehold, Extreme Critical (Strike), Indomitable Will, Power Attack, Rapid Takedown, Takedown Attack.

Power: Armor +5 [*Source:* Super-Science; *Cost:* 1 pp; *Total:* 5 pp], Modular Cybernetics +10 [*Standard Port Configuration:* Arm (Strike, lethal), Torso (Super-Strength, *Extra:* Shockwave), Leg (Leaping), Microchip (Fortitude (Endurance, Great Fortitude, *Flaw:* Uses); *Flaw:* Missing Port (Head), Missing Port (Sensory); *Source:* Super-Science; *Cost:* 5 pp; *Total:* 50 pp].



Equipment: Tech-Specs [*Effects:* Darkvision, Cost: 1pp; See Invisibility, Cost: 1pp; Sensory Protection +4, Flaw: Device, Cost: 4pp; Super-Senses +4, Flaw: Device, Flaw: Limited (sight only), Cost: 4pp; *Source:* Super-Science; *Total:* 10pp].

Weaknesses: Disturbing. Like most cyborgs, Steadfast's mechanical additions make others uncomfortable. Some don't trust him because of deep-seeded prejudice against cyborgs. Some are simply afraid.

Vulnerable (magnetism). Due to the extensive use of ferrous alloys in Steadfast's hardware, he is more susceptible to magnetic attacks and effects than even a typical cyborg.

*Statistic based on standard port configuration.

Electrilad

History: Jae-Eun San is the son of a naturalized Korean businessman and an American writer. His early life was remarkable only in that he traveled a great deal with his father and learned a smattering of different languages. By the time he was in middle school, his father had a job that did not require him to travel so much, and the family settled in a quiet town on the Pacific Coast.

Jae was very bright for his age, and his local school wasn't up to challenging him. He became bored and that quickly led to a reputation as a troublemaker. Although it was mostly unearned, he was behind some very memorable pranks. As he grew older, though, he fell in with rougher and meaner kids. His rep as an outsider pushed him to the fringes of the school's social circles, and soon he found himself hanging around with gang members. Jae realized they were trouble, but he also wanted friends—even if they were temporary ones.

Ultimately, that was his undoing. The petty crimes rapidly escalated. His "friends" became affiliated with a Crips spin-off, called The 67th Kings. They were employed as scouts, lookouts, mules, and worse. Finally, Jae realized the element he had allied with, and he decided he had to walk away. He found out the hard way that it's not that simple. Five of the Kings kidnapped him and tortured him for days before finally dumping his body in a place where he was sure to be

electrilad



**"ONE ORDER OF FRIED
BAD GUY, COMING UP!"**

found—an example to others. Jae barely lived through the ordeal, but he was paralyzed from the neck down by the severe trauma he'd endured.

The specifics of his injuries were put into the hospital database in the hopes of finding sufficient donors for nerve crafting therapy. The information found its way to Caitlyn Hennessey as she was ready to start field-testing her second-generation cybernetic replacements. Jae was perfect for her research needs, and the replacements would allow him to walk again. Arrangements were made. Jae's parents were contacted by a "private clinic" that



offered to accept Jae in a human trial of their experimental procedures. All agreed it was the best chance. Jae arrived in Oregon full of hope, and soon saw those hopes realized in ways he'd never imagined.

The procedure required weeks of preparation. During that time, Jae ferreted out much of the facility's real nature. The main operation replacing Jae's spine took two days of human and robotic labor. It was a success and paved the way for the secondary and tertiary operations that rebuilt the boy's motor controls and nervous system. Unfortunately, there was an unforeseen side-effect once Jae was disconnected from the main power system: He spontaneously generated electrical power far in excess of what was required for his nervous system to pass signals and to power the internal equipment. Unable to reduce the effect without condemning the boy to life as a paraplegic, the project staff eventually concluded that they could either have a new member for the TOMCATS team or an uncontrolled, super-powered security risk. It wasn't much of a choice. (Electrilad's origin is retold in T.O.M.C.A.T.S #12.)

Personality: Jae has a quirky and ironic sense of humor. He's a lot more intelligent than he lets on. Someone just looking at the surface will see a lazy, pop-culture-obsessed kid, who would rather be watching "World's Most Extreme Car Crashes" than saving the world. Someone who took the time to note the pattern of the things he's interested in would discover that Jae looks for a connection to others and the world around him. He can talk to almost anyone, anywhere, about anything. He loves being around others, on the local party circuit or just discussing the latest book he's read over a cup of coffee.

As Electrilad, he's somewhat brasher, more willing to take chances, and seemingly much more in command of himself. He has the standard load of teenage uncertainty, but he has none of that I'm-going-to-live-forever attitude. He already knows how it feels to die.

Powers and Tactics: Jae's powers are mostly electrical in nature. His spine and nervous system act as a power antenna, harvesting ambient energy from his environment and storing it within dense organic batteries spotted throughout his body. From those

batteries, he can discharge powerful jolts of electricity or project that power in beams from his arms and hands. Implants within the long bones act as magnetic lenses to focus and direct that power. He can fly by manipulating magnetic fields around him.

In combat, Jae will stand back and blast long-range targets or double-team an opponent whose giving the others any problems. He also uses his flight and speed for long-range quick recon.

Appearance: Jae is an Asian male in his late teens. He has medium-length black hair, dark eyes, sporting a sleek swimmer's build with well-defined muscles. He usually has a wry smile on his face, hinting at some joke others have missed. He's teen-idol handsome. From time to time, he sports a bare patch of stubble on his chin and lip—since that's about all he can manage now.

Jae dresses in trendy, American-teen fashions, when he's not on the job. Left ear with a silver ring in it, maybe some sunglasses pushed up atop his head. All of his cyber enhancements are deep within his body so he's often the "face" for the group, dealing with people that are uncomfortable around the others (especially those who have seen Cordelia's powers in action).

Jae's present uniform consists of a one-piece long-sleeved bodysuit with no belt or break in the lines of his body. He wears no boots, but he does wear close-fit gauntlets. The suit is dark blue; the gloves are white. Across his chest is a bar of brilliant blue broken only by the white T.O.M.C.A.T.S. emblem over his left breast. He wears a dark blue domino mask. Oftentimes he has a white electrical discharge surrounding his body.

Campaign Use: Electrilad is the young go-getter, the kid most likely to be the high-guard in any fight. He can also serve as a love interest for any PC, or the most down-to-earth member of the TOMCATS team.

Electrilad: PL 9; Hero Points 5; Init +2; Defense 16 (+4 base, +2 Dex); Spd 30 ft., fly 40 ft.; Atk +5 melee (+1S, Punch), +6 ranged (+8L, Energy Blast); SV Dmg +1, Fort +1, Ref +7*, Will +1; Str 12, Dex 14, Con 12, Int 14, Wis 12, Cha 18.

Skills: Computers +5, Drive +6, Hide +2, Languages (German, Spanish), Sense Motive +5, Taunt +5.



Feats: Attractive, Immunity (electricity), Penetrating Attack (Energy Control), Super Hero.

Powers: Energy Control (electricity) +8 [*Extras:* Energy Field, Flight, Force Field, *Source:* Super-Science; *Cost:* 5 pp; *Total:* 40 pp], Modular Cybernetics +5 [*Standard Port Configuration:* Head (Protection), Torso (Amazing Save (Reflex)) Microchip (Targeting (Far Shot, Precise Shot)); *Extra:* Camouflaged, *Flaws:* Missing Port (Arm), Missing Port (Leg), Missing Port (Sensory); *Source:* Super-Science; *Cost:* 4 pp; *Total:* 20 pp].

*Statistic based on standard port configuration.

Supporting Cast

Dr. Caitlyn Hennessey

History: Caitlyn was born in a suburb of Dublin to a mechanic and his wife, a teacher. She was the youngest of five siblings. All of the children showed signs of being very intelligent and inventive, even at early ages. Her older sister, Amanda, patented a new process for film development that made the family quite wealthy; her brother wrote songs that sold regularly to world-renowned recording artists; and the rest of her siblings did almost as well.

Caitlyn became interested in mechanics and later physics through working with her father. She was rebuilding car engines by the time she was in grammar school. Before high school, she was getting offers from major universities to come study there. During her high-school years, she entertained a brief career as a superheroine—"Magda, Mistress of Magnetism"—based on her invention of a magnetic repulsion-field generator. The basis for that invention would later show up in her early cybernetic designs.

"Magda" was sidelined for two years after a near-death encounter with the supervillain, Pyre. Caitlyn became very withdrawn for a time as a result of her trauma and retreated into a world of computer games and online fantasies. Only her brother Ian's loving intervention pulled her back from the brink, when she had become trapped inside a cyberspace reality. She became more cynical and abrupt. She rebuffed overtures by several well-known superheroes to serve as a lead technician. She would have nothing to do with

their kind.

Eventually, she turned down other roads of scientific inquiry; she earned her medical license before turning 21 and was certified as a neurosurgeon a year later. Just after she turned 25, she immigrated to America to pursue her various study interests. She took residence in the Oregon wilds to avoid corporate headhunters wanting to enlist her services. For more than 10 years, she lived in almost complete isolation and declared to her family that she wanted nothing more to do with the world, that it could just go "hang all" for all she cared.

She changed her mind years later, when she struck up a long-distance relationship with a young and eccentric genius named Darin Beeks. Beeks drew her out of her shell with his wild ideas and his apparent ability to realize them. They traded information back and forth for



"YE WOULDN'T BE PLAYIN' WITH ANY O' ME TOYS, IF YE HAD ANY SENSE IN YE."



years before she found out he worked for the US government. By that time, agents were already watching her. When Beeks demonstrated technology they'd worked on and casually mentioned her involvement, she was brought in for "questioning." Given a choice between life in prison and a chance to develop new technologies with the latest in hardware and software... Well, it didn't take her 171 I.Q. to come up with an answer. She came out of her self-imposed isolation and now finds herself much more involved with the real world than she has been in years.

Personality: Caitlyn is brusque while she's dealing with a problem or researching a new idea. She's been known to ignore people in the same room with her until she bumps into them. She's not being rude; she just gets so absorbed in what she's doing that she forgets the social niceties from time to time. A true challenge will see her forgetting to eat or sleep for days on end.

In more relaxed settings, she unwinds a bit and has been known to spin tales about her childhood in Ireland or about her many, many relatives. (They all seem to have a major eccentric streak, especially her dozen aunts; compared to them, going to work in a secret base and being surrounded by robot monkeys is positively normal.) Even in private, she's quite comfortable being blunt and forthright even to her superiors.

Caitlyn lived alone for many years until she was recruited into what became the TOMCATS project. She's still adjusting to life outside her home and lab, even though she stays glued to a terminal ten hours or more a day.

Powers and Tactics: Caitlyn has some slight cybernetic enhancements in the form of her onboard computer and additional memory. The only visible sign she has of her augmentation are two small copper dots mostly hidden by her left ear; these are flat antennae that let her communicate with the base mainframe and other communications gear. She also has a minor mutation that grants her increased intelligence and the ability to synthesize ideas and concepts.

Appearance: A short and slightly stocky woman in her early 40's, Caitlyn's of Irish descent with short red hair,

green eyes, and pale skin. She usually wears a sullen expression along with her blue overalls, black tool-belt, and occasionally a white lab coat. Normally, she has a CAT cap on. Her accent has softened by years of living in the States, but she has a wonderful singing voice, if you can catch her.

Campaign Use: Caitlyn is the source of most of the TOMCATS technology. She is the go-to woman for all their mechanical and software needs. She has extensive contacts in the medical, cybernetic, computer and materials/construction fields, any of which she could call on for favors or to introduce to a hero in need.

Caitlyn Hennessey: PL 7; Hero Points 4; Init: +2 (Dex); Defense 16 (+4 base, +2 Dex); Spd: 30'; Atk +3 Melee (+1S Punch) +5 Ranged; SV: Dmg +1, Fort +1, Ref +2, Will +4; Str 11, Dex 14, Con 12, Int 20, Wis 18, Cha 15.

Skills: Computers +15, Craft (cybernetics) +15, Gather Info +5, Medicine +12, Pilot +4, Science (cybernetics) +17, Search +12.

Feats: Cybernetic Technician, Minions (Grease Monkeys), Photographic Memory, Rapid Healing.

Powers: Super-Intelligence +5 [*Source:* Mutation; *Cost:* 2pp, *Total:* 10pp], Datalink +5 [*Source:* Super-Science, *Cost:* 2pp, *Total:* 10pp].

The Grease Monkeys: These coyly named robotic servants were created by Dr. Hennessey to assist her in her work. Twenty of them range freely through the underground areas of the base, performing repairs, fetching materials, doing mundane tasks, and generally making things a lot easier on the lab staff. They do most of the heavy lifting and set-up tasks. Five of them have been upgraded to lab support, can run the simpler experiments, and observe and note results. They are self-powered but all are under control of the central supercomputer and Caitlyn herself. She has multiple fail-safes in place to make sure the robots stay under her control. They have a certain level of simulated intelligence but nothing approaching "true" A.I.

Grease Monkey – Construct (PL 5)

Ability Scores

Str: 12, Dex: 20, Con: -, Int: -, Wis: 12, Cha: 1



Hardness: 10

Attack Bonus: +2 Melee, +6 Ranged

Defense: 19

Saving Throws: Damage: +10, Fortitude: -, Reflex: +5, Will: +1

Skills: Acrobatics +9, Balance +9, Climb +5

Feats: Extra Limb

Powers: Clinging +5, Elasticity +4, Leaping +5, Running +2, Swinging +2

Description: An open-framework, four-limbed, tailed robot. The Grease Monkeys are silvery metallic with vaguely simian features and attitudes. Caitlyn copied their movements from motion-capture data on chimps, gorillas, and smaller primates.

Note: The PL of the Grease Monkeys exceeds the normal limit for her loyalty score. This results from special control and communication equipment built into the Technical Operations area of the base.

Captain John Lancaster

History: Capt. Lancaster is a career military man, born into a military family and raised on tales of bravery and service all his life. He never wanted to be anything else. As a young man, he served in the Air Force as a fighter pilot, but he was forced out when an injury slightly damaged his eyesight. (He wears contacts to correct his vision.) He went through a time of severe depression but managed to come through it and move on with his career. His ability to cut through red-tape and hurdle bureaucratic barriers impressed his commanders even as it drove them to distraction with his disregard for rules. If it weren't for his completely impeccable integrity, he would have been court-martialed years ago.

Several well-publicized events made Lancaster too high-profile to have him quietly shuffled off to a minor base or swept under the rug. Most notably, his testimony destroyed the career of a prominent senator, who had a hand in diverting American military technology to private concerns and foreign governments. Although he did the right thing, the manner in which he did it rubbed some the wrong way. The Pentagon had to do something with him. When the political firestorm over "Green Mountain" settled down, Lancaster assumed permanent command over the base



**"DAMMIT! JUST DO IT!
HELL, IT'S EASIER TO
JUST APOLOGIZE THAN TO
ASK PERMISSION."**

site and served as the U.S. Liaison to the project.

Personality: Capt. Lancaster is a man who knows how to get things done, regardless of the rules or regulations. He concentrates on the goal and uses whatever means—within the strictures of his own moral code—to achieve that goal. He's completely committed to seeing his team succeed on the world stage. He's very proud of his country, and it doesn't take much to make him agree to something if it can be tied into "America's honor." He is an utterly, sometimes brutally, fair man with high standards of integrity; he has no qualms about destroying his own career if it means righting a wrong or undoing an injustice. In many ways he is the moral center of the entire operation. He dislikes and distrusts Milliford, finds himself attracted to Dr. Hennessey, and he feels nothing but pride for the superhumans assigned to the team.



Powers and Tactics: Capt. Lancaster has no superpowers but he has a head for figuring out what needs to be done and many ways to approach his goals. He has a frighteningly complete knowledge of how the American military really works and he leverages that knowledge to gain advantages for his team.

Appearance: Lancaster is a short, broad-shouldered fire-plug of a man in his mid-forties with a permanent no-nonsense expression on his face. He sports receding salt-and-pepper hair, a bushy mustache, and some premature age lines carved into his face.

Campaign Use: Capt. Lancaster knows where the bodies are buried and can force an accommodation in almost any situation involving the US. He is likely to become embroiled in any events that might impact national security.

Capt. Lancaster: PL 4; Hero Points 2; Init +0; Defense 12 (+2 base); Spd 30'; Atk +3 melee (+1S Punch), +2 ranged (+5L Heavy Pistol); SV Dmg +1, Fort +1, Ref +0, Will +1; Str 12, Dex 10, Con 12, Int 14, Wis 12, Cha 14

Skills: Bluff +4, Computers +3, Diplomacy +7, Gather Information +4, Intimidate +6, Knowledge (tactics) +5, Pilot +5, Profession (military officer) +8.

Feat: Leadership.

Equipment: Heavy Pistol [Cost: 5pp].

Martin Milliford

History: Milliford comes from "old money." The youngest son of a wealthy Chicago family, he never expected to have to work a day in his life. Upon his high school graduation, he received a rude awakening: unless he went to college and made something of himself, he would be cut out of his father's will entirely. He did go—indeed, he thrived—but he never forgave his parents for their "betrayal." It drove a wedge between them that has never healed. Milliford went to George Washington University and has not set foot in Chicago since the day he graduated from high school.

Milliford graduated and went on to a management position with a division of Boeing, before transferring to

a high-level position at the Rand Corporation, managing governmental contracts. From there, it was a short step to a cushy position in the Pentagon and a nice Georgetown townhouse. He stayed there for a good ten years before becoming unwittingly embroiled in a hostage crisis precipitated by North Korean supervillain, Gamagol. He was able to successfully negotiate a hostage release, plus feed the villain false information that led to his capture. Milliford's ability to keep a cool head on his shoulders was noticed by the right people, and he was picked to be the project manager for TOMCATS shortly thereafter.

Personality: Milliford is ambitious. He feels stifled by the rules and regulations he's mastered, but he also knows that he can use these rules to his advantage. He has a core of greed in him that he keeps hidden; he certainly



"I'LL BE NEEDING THE WENUS FIGURES BEFORE I CAN GIVE MY APPROVAL."



enjoys the finer things in life. Everyone knows this, but few suspect the lengths he'll go to maintain that lifestyle.

Powers and Tactics: Milliford has no powers. If he is able to use his particular skill-set to contribute without any threat to his person, he'll do what he can. Otherwise, he will seek the nearest shelter like any sane person.

Appearance: Milliford is an unremarkable-looking man with a face that could make him 25 or 45, depending on the light. He has brown hair and pale blue eyes, with medium-light skin and a clean-shaven face. He generally dresses in simple but fashionable business clothes.

Campaign Use: Milliford is the potential weak link of the team. His ambition and greed could easily make him susceptible to bribery or outright treachery. In normal campaign play, he's the one to set up contacts, arrange for supplies, make schedules, etc. In short, he is the man behind the scenes that makes sure all the picky details are taken care of. He's the guy that's "just sort of there" until some obscure point of rules or operations suddenly pushes him to the forefront.

Martin Milliford: PL 3; Hero Points 2; Init +0; Defense +12 (+2 base); Spd 35'; Atk +1 melee (OS punch). +1 ranged; SV Dmg +1, Fort +1, Ref +0, Will +1; Str 10, Dex 11, Con 12, Int 14, Wis 12, Cha 14.

Skills: Bluff +6, Diplomacy +6, Forgery +6, Gather Info +6, Listen +4.

Feats: Bureaucrat, Connected.

Power: Running +1 [*Source: Training; Cost: 2 pp; Total: 2pp*]



Part 2: The Toolbox

New Power

MODULAR CYBERNETICS

Cost: 7

Action: Varies

Range: Varies

Duration: Varies

Saving Throw: Varies

You are a cyborg, a being fitted with ports that accept technological devices to augment or replace your biological systems. A standard cyborg has a maximum of five ports for implants and one standard port for a microchip. You may select one available port for each rank you have up to the maximum. You must have at least two implant ports in order to have a microchip port.

The implants and microchips available for each port are listed on the classified schematic on the following page and in greater detail below. Each implant duplicates the effects of the listed power at the cyborg's power rank, including the power's action, range, duration, and saving throw. Each microchip duplicates the effects of the listed feats. You must meet the pre-requisites for any feat replicated by the microchip in order to gain the benefit of the feat.

Each implant and microchip port is interchangeable. Provided appropriate facilities and tools are available (usually your base of operations), one implant or microchip can be freely changed for another implant or microchip of the same port. This procedure takes one hour, and must be performed by someone, other than you, with the Cybernetic Technician feat.

Because of the nature of the power, you must take the Disturbing weakness, if you have at least one rank in Modular Cybernetics (unless you take the Camouflage extra, see below). Modular Cybernetics is always Alien or Super-Science in origin. The Modular Cybernetics power cannot have the Device flaw. Other powers may be added to implant lists on approval from the Gamemaster. (See "Under the Hood" for more considerations in modifying this power.)

The implants and microchips available for each port are listed below along with a suggested pseudo-scientific name. Some implants and microchips have special rules in parentheses.

Head Port

Absorption / Energy Conversion Unit

Force Field / Full-Body Energy Coverature

Immunity / _____ Dampener (Select one immunity at the time of implant.)

Mental Protection / Neuron Shield Generator

Invisibility / Light-Refracting Sheath

Protection / Energy Dispersal Matrix

Arm Port

Energy Blast / Energy Refracting Emitter

Energy Control / Ambient Energy Distributor

Snare / Visco-Filament Projector

Strike / Kinetic Focuser

Stun / Neural Disruptor

Weapon / Cyber-_____

Torso Port

Amazing Save / _____ Avoidance System (Select one save at the time of implant.)

Boost / Augmentation Ampoule (Select one ability score or power at the time of implant.)

Elasticity / Pseudoflesh Expanders

Immovability / Magneto-Anchoring Drive

Regeneration / Nano-Medic Biosystem

Super-Ability / _____ Enhancer (Select one of Super-Constitution, Super-Dexterity, or Super-Strength at the time of implant.)

Leg Port

Clinging / Adhesive Extrusion Array

Flight / Jump-Jets

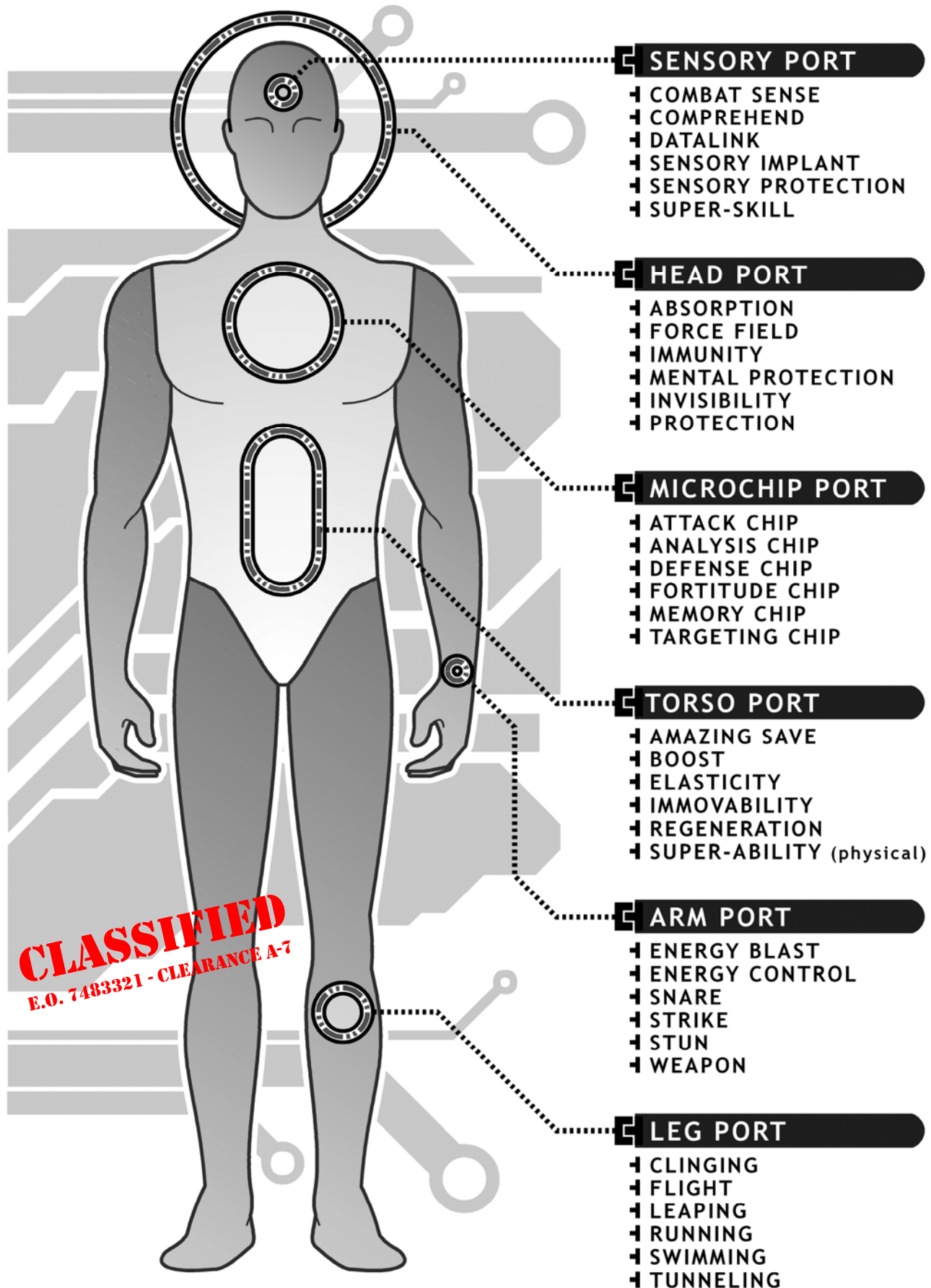
Leaping / Leg Cyber-Thrusters

Running / TENS Emission Unit

Swimming / Aqua-Jets

Tunnelling / Terra-Dispersal System





Sensory Port

Combat Sense / Short-Range Radar Warning

Comprehend / Universal Translator

Datalink / Integrated Computer Interface

Sensory Implant / Sensory Enhancement Device (Select one of Microscopic Vision, Super-Senses, or Telescopic Sense at the time of implant.)

Sensory Protection / Perception Shielding Array

Super-Skill / _____ Enhancement Protocol (Select one skill at the time of implant.)

Microchip Port

Attack Chip: Improved Critical (Select one attack form at the time of implant.), Power Attack

Analysis Chip: Assessment, Detect (Select one material at the time of implant.)

Defense Chip: Dodge, Evasion

Fortitude Chip: Endurance, Great Fortitude

Memory Chip: Photographic Memory, Skill Focus (Select one skill at the time of implant.)

Targeting Chip: Far Shot, Precise Shot

POWER STUNT

- **Self-Reliant:** You are able to make changes “in the field.” You can change your implants or microchips yourself (if able), and you need not have the necessary tools and facilities to do so. It still takes one hour to make any changes. You still must take the Cybernetic Technician feat, if you want to make the changes yourself.

EXTRAS

- **Camouflaged:** Your implants are designed to be inconspicuous when not in use. You need not take the *Disturbing* weakness.
- **Expanded Board Capacity:** You have an additional microchip port. You can have one microchip active for each available port. This extra can be taken a number of times equal to your rank in Modular Cybernetics greater than 5. Each time it is selected, you gain an additional port.

FLAWS

- **Complex Interchange:** Your implants and microchips take longer to change. Instead of one hour, the change takes 24 hours.

Under the Hood: The Modular Cybernetics Power

Modular Cybernetics is a complex power, along the lines of the Sorcery power with which it is quite similar. The more complex a power is, the more susceptible it is to min-maxing. Accordingly, GMs should take care in making sure the power is not abused by the players.

Modular Cybernetics was designed to be comparable with Sorcery, while still retaining its scientific flavor. The two powers have the same cost and general parameters. Modular Cybernetics has fewer power slots than Sorcery, but it enjoys some additional functionality from the microchip port. Modular Cybernetics' versatility is limited by time and resources; Sorcery's versatility is limited by the need for extra effort.

The appeal of Modular Cybernetics is the fact that it's modular. Players should be encouraged to establish their own, character-appropriate implant and chip lists. When modifying the implant list, substitute powers on a one-for-one basis; each port should have no more than six options. Generally, implants should not duplicate mental powers, e.g., ESP, Mind Control, etc. Additionally, each implant port represents a particular class of powers. When substituting powers, put a new power in the port of the appropriate type. The port types are as follows: Head (protective powers), Arm (attack-related powers), Torso (physical enhancement powers), Leg (movement-related powers), Sensory (communication and detection powers). For example, if you wanted to add the Space Flight power to your implant list, it should be placed in the Leg port.

Additional feat-pairs can be added to the microchip list. When doing so, pair feats that are thematically similar. For example, a microchip with the Aerial Combat and Move-By Attack feats would be a good substitute for a flying character; Rapid Strike and Stunning Attack would make a good martial arts chip. Use judgment in avoiding feats that don't fit with the power thematically. For example, it is difficult to justify a microchip that provides the benefits of the Connected feat. Other inappropriate feats are: Fame, Headquarters, Hero's Luck, Infamy, Leadership, Minions, Sidekick, Extra Limb, and Identity Change. In general, try to conceptualize how the microchip is actually accomplishing the effect.



- **Hardwired Implants:** Your implant ports are static. Select one implant for each port. Those implants can never be changed. Your microchip port is interchangeable as normal. You cannot take the Hardwired Implants flaw and the Missing Port flaw.
- **Missing Port:** You are missing one of the standard ports. You cannot use any implant associated with that port. Apply one flaw for each missing port. You cannot take the Hardwired Implants flaw and the Missing Port flaw.

New Feats

BUREAUCRAT

You are skilled in cutting through red tape.

Prerequisites: Cha 13+.

Benefit: You get a +4 bonus on all Charisma-based skill checks when dealing with a politician or governmental employee.

CYBERNETIC TECHNICIAN

You can repair and modify cybernetic equipment.

Prerequisites: Int 13+, trained in Science (cybernetics).

Benefit: You get a +2 bonus on all Science (cybernetics) checks. You are able to change modular cybernetics ports. (See the Modular Cybernetics power for more information.)

EXTREME CRITICAL

You become extremely lethal with an attack.

Prerequisites: Base attack bonus +8 or higher.

Benefit: Choose an attack form. When succeeding at a critical hit with that attack, the attacks damage bonus is increased by 10.

Normal: A normal critical hit increases the attack damage bonus by 5.

Special: You can take this feat multiple times. Each time it applies to a different attack.

SUPER HERO [Super-Feat]

When you do something heroic, it's *very* heroic.

Benefit: You get double the benefit each time you use a hero (or villain) point for certain applications. If you use a hero point to re-roll a die roll, you get to make two additional rolls and use the best of the three

results. If you use a hero point to improve your Defense, it increases by 10. If you use a hero point to eliminate stun hits, you decrease your current number of hits by 10. Other applications of hero points can be similarly augmented at the GM's discretion.

New Uses for Old Skills

DISGUISE (CHA)

You are able to camouflage your disturbing appearance.

Check: If you succeed at your Disguise check, you are able to reduce the effect of your Disturbing weakness. You suffer a -5 penalty to your Disguise check, when using the skill in this way. If successful, your penalty on Bluff and Diplomacy check is reduced to -2. There is still something "not quite right" about you, but most people just can't put their finger on exactly what it is.

Retry: No. A failed check for this purpose means that the full measure of your disturbing nature has been discovered.

KNOWLEDGE (tactics) (INT)

You have been trained in martial strategy and can give yourself and your allies an edge in combat with sufficient observation.

Check: You can determine the best plan of attack against a particular opponent or group of like opponents (such as a cell of terrorists or a squad of soldiers). If you are able to spend three consecutive rounds of uninterrupted and careful observation of the opponent, you may make a skill check. The DC of the check is equal to 10 + the PL of the opponent (or the highest PL among the opponents, if applying the skill to a group). If successful, you gain a +1 bonus to all attack rolls against the opponent for that encounter only. If you are able to communicate with your allies prior to the attack, they also receive the bonus.

Retry: No. You do not know you have succeeded or failed at your check until you actually engage in combat. By then, it's too late. You may make another attempt against the same opponent at a later time provided additional time for observation is available. You receive no bonus on subsequent check, since proper tactics involves many factors beyond the nature of the opponent itself, e.g., terrain, weather, etc.



New Weaknesses

MENTALLY UNSTABLE

The character has suffered some trauma that has left him susceptible to psychotic breaks, catatonia, or some similar debilitating condition. Choose a triggering event: taking damage from a gun, losing a Taunt check, seeing a young girl, or choose one of your own. The triggering event should neither be very common nor very rare. When exposed to the triggering event, the character must make a Will save (DC 20) or succumb to his mental defect.

A psychotic break leaves the character with no grasp on reality. He forgets whatever mission he was engaged in, is just as likely to attack a friend as a foe, or might even engage in suicidal activity. A catatonic condition leaves the hero *helpless* (see M&M Combat chapter, Condition Summary). You may choose some other mental defect. It should be quite debilitating and not merely inconvenient.

QUIRK (Zealot)

The character is blindly dedicated to a religious cause. The character will take any action to further the aims of or protect the interests of the particular focus of his zealotry. For example, a zealot might throw himself on a live grenade to protect some religious artifact or kill one of his own allies, who has transgressed against the teachings of the religion.

If the act required is blatantly suicidal, the character may make a Will save (DC 20) to avoid taking the act. However, even if successful, the resulting guilt so afflicts the character that he suffers a –2 penalty on all rolls for one week or until he is able to appropriately absolve himself within the teaching of his religion.



Part 3: T.O.M.C.A.T.S Adventures

Adventure Seeds

Following, are a handful of adventure seeds utilizing the material found in this book. Each scenario can be played with the PCs taking the role of the TOMCATS. Alternatively, they can be easily modified to have the PCs' regular characters interacting with the TOMCATS for intelligence gathering, as temporary allies, or some other purpose.

These are not fully fleshed scenarios. That work is left for the GM.

Paging Dr. Beeks: The PCs have stumbled onto the fate of Dr. Beeks: One of his cybernetic implants became self-aware and implanted itself into his body, using it as a cocoon until it could gather enough raw materials to create a form for itself. Trailing a series of strange robberies to the source, the heroes discover the terrible thing about to be born.

Beeks, temporarily free from the thing, is able to give them the location of the thing's mainframe "lair" and to direct them to contact the TOMCATS team for added firepower. Only by the combined force of the PCs and the TOMCATS will they be able to overcome the sophisticated automatic defense system.

("The Good Doctor" story arc was first presented in T.O.M.C.A.T.S #78-81.)

We Will Disavow Any Knowledge...: The PCs have been asked by the UN to oversee a potential threat to world peace: a small African nation has been "peacefully transitioned" to a new government by a man they suspect is a supervillain in disguise. Because of their experience in such matters, the UN requests that the TOMCATS team accompany the PCs.

The Third Law: A man who can control machines has captured the TOMCATS team and has put them to work for evil purposes. The PCs must free the innocent heroes, help clear their names, and track down the cyber-villain in his lair hidden amidst the subculture of the hacker underground movement.

("Remote Control" first ran in T.O.M.C.A.T.S #94.)

Redblade Returns: The original TOMCAT returns to Green Mountain—and it's no social call. With a familiarity of the headquarters and its defense systems, he and his assault team are able to take control of the premises. The PCs are asked to intervene when communications with the project are suddenly cut off. Redblade has taken over the base to undertake some modifications to his cybernetic array, and he is holding staff hostage until they're performed.

Ultimately, he escapes with some vital piece of technology and runs off to his own secret compound for further research.

(Redblade's attack on the TOMCATS base was recounted in T.O.M.C.A.T.S King-Size #2.)

Redblade: PL 14; Villain Points 7; Init +10 (Dex*); Defense 28* (+8 base, +10 Dex*); Spd 85 ft.*; Atk +20* melee (+11L, Cyber-Blade), +20* ranged; SV Dmg +3, Fort +3, Ref +10*, Will +1; Str 20, Dex 20, Con 16, Int 18, Wis 12, Cha 14.

Skills: Acrobatics +15*, Demolitions +9, Disable Device +9, Drive +15*, Escape Artist +14*, Gather Information +6, Hide +15*, Listen +4, Move Silently +15*, Open Lock +15*, Search +9, Spot +6, Survival +4.

Feats: Attack Finesse, Headquarters, Extreme Critical (Cyber-Blade), Minions.

Powers: Modular Cybernetics +11 [*Standard Port Configuration:* Head (Protection), Arm (Weapon (Cyber-Blade, lethal)), Torso (Super-Dexterity), Leg (Running), Sensory (Datalink), Microchip 1 (Attack (Improved Critical (Cyber-Blade), Power Attack)), Microchip 2 (Fortitude (Endurance, Great Fortitude))]; *Extra:* Expanded Board Capacity; *Flaw:* Hardwired Implants; *Source:* Super-Science; *Cost:* 7 pp; *Total:* 77 pp].

Weakness: Disturbing. Like most cyborgs, Redblade's mechanical additions make others uncomfortable. In particular, Redblade's Cyber-Blade is quite menacing. Mentally Unstable. Due to trauma experienced in the field, Redblade has suffered a psychotic break. He's capable of snapping any time he takes damage from a female.

*Statistic based on standard port configuration.



Terror at Tiger Lake

This mini-adventure allows the PCs to re-enact the exciting events of T.O.M.C.A.T.S #1. A real collector's item, the inaugural issue featured the first appearances of Knockout, Steadfast, Electrild, Batil, and Wudu. The LHB would grow to become one of the 'CATs most vaunted recurring nemeses.

Adventure Overview: In their first exciting issue, the TOMCATS tangled with a group of terrorists that had taken control of the nuclear power plant located at Tiger Lake, Montana. The terrorists were a rogue cell of Al Qaeda, calling themselves "The Left Hand of Batil." One of the hostages was able to trip the silent alarm, notifying the appropriate authorities. The heroes must defeat the terrorists and retake control of the plant before their leader, Batil, unleashes a nuclear catastrophe.

Getting the Heroes Involved: The PCs can take the role of the TOMCATS or use their own characters. In the former case, they are contacted by government authorities and tasked with eliminating the threat. Alternatively, the PCs, using their own characters, can be directed to work hand-in-hand with the TOMCATS on a mission with joint oversight by their respective handlers.

Scene 1: Intelligence

The heroes must first undertake intelligence gathering to give them the best chance of success. General Gather Information checks or other methods of mundane intelligence (e.g., communication with contacts, internet research, etc.) can reveal the following facts depending on the degree of success:

- The Left Hand of Batil (LHB) is a splinter cell of Al Qaeda.
- Batil is Arabic for "void."
- The LHB was shunned by Al Qaeda because they are bent on total world destruction instead of focusing on targets palatable to the terrorist organization.
- The leader of the LHB is Batil.

- The LHB have access to advanced technology.
- The LHB have access to laser weapons.
- Batil's right-hand-man is Wudu (Arabic for "ablution").
- Wudu has super-powers.
- Wudu has Drain.
- Batil has super-powers.
- Batil has Energy Control (radiation).

In addition to the foregoing, the heroes might engage in actual reconnaissance of the power plant and vicinity. If successful, the GM should consider giving them a copy of the recon photo below.

No matter what information gathering methods the heroes choose, the information obtained reveals that action must be taken within twelve hours or risk a nuclear catastrophe. Of course, if the heroes have Modular Cybernetics, they will need time to customize their implants based upon the intelligence obtained.

Scene 2: Infiltration

The heroes must infiltrate the site. The most strategic entry point by land or air is at the northern edge of the plant, indicated as Area 1 on the recon photo. There is a small contingent of terrorists stationed at this area. Five of them are gathered at the main entrance gate. Three are positioned 60 feet away atop a ten-foot-high guard tower.

If the heroes are unable to subdue the entire

Blackbird Recon-Photo of Tiger Creek Plant.
Taken 6/7/04 Classified E.O. 7483321



contingent within one round of the terrorists becoming aware of them, one or more of the terrorists will notify Batil via radio of the heroes' presence. If the heroes are able to retrieve any of the radio equipment (integrated into the terrorists' helmets) intact, they will be able to monitor further radio communications between the terrorists, which may provide them with a strategic advantage down the road.

Note: This encounter can occur at any location where the heroes attempt to infiltrate the site.

LHB Footsoldiers (8): PL 3; Init +1 (Dex); Defense 13 (+2 base, +1 Dex); Spd 30 ft; Atk +3 melee (+1S, punch), +3 ranged or -3/-3/-3 ranged (+5L laser pistol); SV Dmg +3, Fort +1, Ref +1, Will +2; Str 13, Dex 12, Con 12, Int 10, Wis 11, Cha 10.

Skills: Listen +2, Profession (soldier) +4, Search +3, Spot +3.

Feats: Iron Will, Point Blank Shot, Power Attack, Toughness.

Equipment: Laser pistol [+5L damage bonus; *Extra:* Autofire; *Flaw:* Device; *Total:* 10 pp]; Body Armor [*Effect:* Armor +3; *Cost:* 1 pp; *Total:* 3 pp].

Scene 3: Rescue

After infiltrating the plant grounds, the heroes will likely move to the cafeteria (Area 2 on the recon photo), where the hostages are being held—particularly, if they overhear one of the terrorists in Area 1 direct the others to start killing hostages due to the heroes' presence.

There are three primary entry points to the cafeteria: the main doors, the exterior windows, and the A/C duct and drop ceiling, which can be accessed from the roof. Six terrorists are posted at the main doors; two are keeping watch at the windows; two are posted at the kitchen doors; and two more are patrolling the 48 hostages huddled in the center of the room. Additionally, Batil's right-hand-man, Wudu, stands alone in a far corner, overseeing the others. From time to time, he will astrally project himself and "make rounds" of the perimeter area.

If the perimeter guard was able to warn them, the terrorists located here will be on their guard. The GM may consider giving them a bonus to their Spot, Listen, or initiative checks. Additionally, the two terrorists in

the center will have hostages in their direct control, threatening them with their weapons. If so, the heroes may have to use advanced tactics to limit the potential loss of innocent life.

LHB Footsoldiers (12).

Wudu: PL 12; Villain Points 2; Init +0; Defense 14 (+4 base); Spd 30 ft.; Atk -1 melee (+0S, punch), +0 ranged; SV Dmg +11, Fort -1, Ref +0, Will +5; Str 8, Dex 10, Con 8, Int 16, Wis 20, Cha 14.

Skills: Bluff +10, Concentration +9, Diplomacy +10, Gather Information +7, Innuendo +7, Knowledge (Western culture) +8, Language (English), Sense Motive +13, Taunt +10.

Feats: Assessment, Connected, Headquarters, Trance, Penetrating Vision, Psychic Awareness.

Powers: Astral Projection +2 [*Source:* mystical; *Cost:* 5 pp; *Total:* 10 pp], Drain +11 [*Extras:* All Physical Abilities, Ranged, Slow Recovery; *Source:* Mystical; *Cost:* 5 pp; *Total:* 55 pp], Force Field +12 [*Extra:* Immunity (all); *Source:* Mystical; *Cost:* 2 pp; *Total:* 24 pp].

Scene 4: Meltdown

Once they have secured the hostages (or at some other time, if they take a different strategic tack), the heroes will likely proceed to the nuclear core, located at Area 3 on the recon photo. The area consists of a primary control room and the actual core, with a small lead-lined passage between them.

Four terrorists are stationed at the control panel. They have strict instructions to stall any would-be interlopers by whatever means necessary. If any fight appears to be going poorly, one of the terrorists will set off a suicide bomb to try and stop the heroes.

By the time the heroes arrive (assuming they haven't engaged in any undue delay), they will have five rounds before Batil causes a chain reaction within the reactor core. Once the chain reaction begins, it will lead to a full core meltdown within five minutes thereafter. A meltdown may be avoided by stabilizing the power management system with a successful Computers check or an appropriate Knowledge or Science check (DC 25). Alternatively, some superhuman method of containing the chain reaction or explosion may save the day.

A meltdown is the equivalent of a full-scale nuclear



explosion, resulting in the deaths of the heroes unless they have some means of protecting themselves from the effect. Since it involves an explosion and not merely radiation leakage, Immunity (radiation) alone will not suffice.

Advanced LHB Footsoldiers (4): PL 5; Init +2 (Dex); Defense 17 (+5 base, +2 Dex); Spd 30 ft.; Atk +6 melee (+1S, punch), +7 ranged or +1/+1/+1 ranged (+13S/L, Python iRifle) or +7 ranged (+3L, light pistol); SV Dmg +1, Fort +1, Ref +2, Will +3; Str 12, Dex 14, Con 12, Int 12, Wis 13, Cha 14.

Skills: Bluff +5, Climb +2, Diplomacy +6, Gather information +5, Intimidate +5, Listen +3, Spot +5.

Feats: Assessment, Iron Will, Leadership, Point Blank Shot, Power Attack.

Equipment: Python iRifle.

Batil: PL 17; Villain Points 4; Init +0; Defense 10 (+10 base); Spd 30 ft.; Atk +11 melee (+1S, punch), +10 ranged (+13L, Energy Blast); SV Dmg +5, Fort +5, Ref +0, Will +4; Str 12, Dex 10, Con 20, Int 20, Wis 18, Cha 18.

Skills: Bluff +8, Diplomacy +11, Intimidate +11, Languages (English, French), Taunt +9.

Feats: Headquarters, Infamy, Leadership, Minions, Immunity (radiation).

Powers: Disintegration +10 [*Source:* Mutation; *Cost:* 2 pp; *Total:* 20 pp], Energy Control (radiation) +13 [*Extras:* Area, Energy Field; *Source:* Mutation; *Cost:* 4 pp; *Total:* 52 pp], Mental Protection +10 [*Source:* Mutation; *Cost:* 2 pp; *Total:* 20 pp], Reincarnate +10 [*Extra:* Never Say Die; *Source:* Mutation; *Cost:* 5 pp; *Total:* 50 pp].

Weakness: Quirk (zealot). Batil will do whatever he can to ensure the success and preservation of his militant religious movement.

Scene 5: Escape

Batil will attempt to escape if he has either (1) already begun the chain reaction or (2) believes he won't be able to complete his goal without risking his own life. Although he is more than willing to martyr himself for his cause, he also knows that he can bring about much greater destruction if he stays alive. In advance of this mission, he secretly stashed a switchblade (a one-man, jet-powered flight pack, movement ranks 15) near the lake (Area 4 on the recon photo).

If he is able to get to the switchblade, he tries to escape to get back to his private headquarters—to plan his revenge on the heroes.

Conclusion

As in most cases, if the heroes succeed at quelling the threat, they will receive a few pats on the back from those in their organization. However, their success will go largely unnoticed by the public at large, explained away as a minor computer glitch. If the heroes fail, they'll have to live with the regret that comes with permitting a nuclear catastrophe to be unleashed.

In any case, unless the heroes were able to defeat and detain Batil, they have made a new and dangerous enemy. Batil will continue with his efforts to bring about death and destruction. Now, however, he will make sure that each mission includes the heroes or their loved ones in some fashion.

Note: Yildiray Cinar's spectacular cover illustration on the following page is available as a poster at our CafePress store located at: www.cafeshops.com/bluedevilgames





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