

Emerald Firepower

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Origin & Background: Shiela Laubet was a lab technician and administrative assistant for a criminal cartel. Her physical profile turned out to be ideal for an experiment in human augmentation. After dozens of secret and uncomfortable surgeries, his team had reinforced her entire skeleton by bonding titanium to it and also implanted neural enhancers along her spine. The combination made it possible for her torso to act as the chassis for four titanium alloy tentacles; the attachment points are in her back. These motorized marvels are extremely flexible as they are composed of extensible overlapping plates and pieces. They contain very powerful motors, and each also has a miniature blaster. The entire unit is powered by a micro-fusion reactor with an expected 20-year life on the current fuel cell. While her natural skeleton has been mechanically enhanced, and her muscles enhanced through biological enhancement, the tentacles are stronger than she is, and she needs to use one or more to brace herself if she is going to exert their full reach for anything such as lifting or throwing. The neurological enhancement included micro-computers that translate her mental desires into mechanical motion, so after training, using the tentacles has become as easy as using her natural arms or legs. It is possible for her to remove the tentacles, although she rarely does so, describing it as similar to removing an arm or leg.



During the entire procedure, the cartel quietly manipulated her mind, twisting her into a pliant and amoral thug. Now she is the “blaster” for the cartel's team of supervillains.

Most of her body is still either organic or has a degree of built-in “self-healing.” However, there are limits, and she has pieces that require external repair (and the tentacles, too). She does not have the expertise to repair these components herself, so she feels beholden to the cartel that employs her.

Tactics & M.O.: Emerald Firepower is a mobile weapon platform. There is a well-known phenomena where big guns make people feel invincible, especially the more they are used in the same fight, and she is no different. She starts a fight behind cover and is a good follower (but the conditioning has made her a terrible leader), but as a fight progresses, she is increasingly likely to break cover and simply stand in the middle of everything, moving as necessary to ensure she has a clear shot at her targets. This includes both melee and ranged shots, since the four tentacles give her many options for multiple attacks.

Villains & Vigilantes – Emerald Firepower

Str 16, End 20, Int 14, Agl 12, Cha 15, 180 lbs., level 5

Basic Hits 4; Hit Modifier (1.6) (2.2) (1.1) (1.2) = 4.6464; Hit Points 19; Power 62; Damage Modifier +1; Accuracy +1; Heal Rate 2.0; Carrying Capacity 549 lbs.; Basic HTH 1d8; Move 78" ground; Detect Hidden 10%; Detect Danger 14%

Android Body: Her body has been extensively modified. She is more a cyborg than a true android, but the game mechanics are the same. 99% human appearance, 78% self-repair, +8 END, and her weight is increased.

Bionics Device: Blaster tentacles. The tentacles can telescope to 4" extending her melee reach and also enable her to shoot around corners and other tricks. Her nervous system was modified so she feels the limbs as natural body parts.

Extra attacks are PR = 1 instead of 2. (Extra actions in a turn have normal PR cost.)

Melee attacks with the tentacles do Basic HTH damage.

She can strike with multiple tentacles in melee against one target. This counts as a single attack but does +1 damage per extra tentacle (max +3).

Power Blast Device: Each tentacle mounts a

Power Blast device that does 1d12 damage, PR = 1 per shot, or per use as defense. It requires one action per turn to set up Power Blast defense as she must shoot incoming attacks.

Extra attacks are PR = 1 instead of 2. (Extra actions in a turn have normal PR cost.)

Multiple tentacles can shoot a single target at the same time. Treat this as a single attack that does +1 damage per extra tentacle (max +3).

Natural Weaponry Device: The tentacles make great weapons. +2 "to hit" and +4 damage with unarmed melee.

Invention (tentacle walking): Add +30" to ground move and double climb speed. She can fight normally while climbing.

The tentacles are SR 14 each. Each contains one Natural Weaponry device and one Power Blast device. So, technically, she has 12 separate devices that could be attacked, although knocking out a tentacle also knocks out the two other attached devices.

Designer's Notes: Pretty straight-forward inspired by the artwork.

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