

THREAT REPORT: CYBERTRIBE

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As requested, I had my analysts recompile current background on everything we know locally about the Cybertribe. I understand your interest in seeing the records after the failed attempt by a hacker to wipe them out; the breach in security is troubling on many levels, Harry. Central INTEL/COINTEL's servers are pretty impressive. If their protocols could be beaten, well, that's very disconcerting. Reviewing these files, I agree with your assessment that it wasn't Digital Demon—the little delinquent always leaves some calling card. I think it's pathological for him. That being said, you should know that I had a visitor yesterday.

His credentials said NSA and he intimated association with their Damocles Directive, which got my immediate attention. He was fishing for interagency cooperation backchannels dealing with the Cybertribe. I would have agreed except he mentioned that he answered to someone I know for a fact died last year, a death that isn't common knowledge even to his own people. So, I had him cool his heels in a waiting room.

He disappeared.

No video of his departure, no witnesses, one moment he was there and the next he wasn't. A sweep of the room netted a teleport signature that flagged a match in our records—an incident in Bangkok, back in 2004. I really don't want to deal with Majestic, Harry. If their paranoid triggermen are operating in my backyard, that's a clear violation of the unwritten rules.

Please advise.

CYBERTRIBE

MEMBERS: Motherboard (leader), Digital Demon, Heavy Metal, Pulse, Rez, and Sister Steel.

BASE OF OPERATIONS: Emerald City

MOTIVATION: Self Preservation

The Cybertribe (or simply “the Tribe” as they often refer to themselves) began as a rescue effort. While researching a variety of neurological problems in an attempt to save her own life, Motherboard came across several young people who were essentially prisoners in their own bodies. The plight of these individuals resonated with her and she liberated them from the facilities in which they were housed, then gave them the means to interact with the world around them. Digital Demon, Pulse, and Rez, similar to Motherboard, have bodies kept safely in medical pods while highly advanced technology lets them roam free outside of those bodies. Both Sister Steel and Heavy Metal were rescued by Motherboard before she discovered the Hard Light Interactive Construct (HLIC) technology the others use and have decided to retain their cybernetic and robotic shells.

In the relatively short time the Tribe has been active, they’ve built a reputation among the tech-criminal community as thieves of the first order, able to get into practically anywhere and steal what they want. They’ve also managed to make allies among other “victims” of corporate and government callousness, and helped fund some social initiatives from behind layers of shell companies.

The Tribe’s problems are about to escalate. Motherboard stole the technological know-how she used to help Pulse, Digital Demon, and Rez from a secret government program. The schematics and other files belonged to a rogue black-ops outfit, an outfit with a strong anti-extraterrestrial stance and the technology to pose a threat. They have figured out the connection between the Tribe’s technology and their own computer breaches and intend to terminate the problem with extreme prejudice.

MOTIVATION AND GOALS

First and foremost, Motherboard and her crew pursue the means to keep themselves safe. That safety requires funding and cutting-edge technology. Secondly, they work to stay together and protect one another. On many levels, the members of the team are like family and are extremely loyal to one another.

Originally, the crew supported Motherboard in her vendetta against Arwin Kessler and KessKorp just to make her happy. Over time, exposure to the man and his schemes has convinced them of the righteousness of their actions and they consider bringing down KessKorp a crusade worthy of their time.

The Tribe views property differently than others—they would never steal from private individuals, from government programs they find worthy, or from corporations they feel contribute to a better world. They have no such qualms about stealing from the corrupt or dangerous, or what they consider ‘institutional parasites,’ whether those targets are criminally-minded corporations or clandestine government operations of a morally-objectionable nature (against whom they view their actions as ‘punishment’).

TACTICS

The Tribe avoids fighting whenever possible. It’s not their focus and they don’t like the risks it entails (when Sister Steel or Heavy Metal are loaned out as “muscle,” it’s always with a very good reason). They prefer the fast insertion... snatch, grab, and gone. When forced to fight, they use Heavy Metal as their walking shield wall, with Sister Steel and Pulse combining lightning-fast strikes to keep their opponents off-balance, and Rez and Digital Demon running interference while co-opting accessible gear and equipment (duplicating opposing leaders to give contra-



MOTHERBOARD



DIGITAL DEMON



HEAVY METAL

dictory commands, making targeting systems lock on the wrong targets, and so on). They do this to expedite the fastest withdrawal from the field they can manage.

HEADQUARTERS AND RESOURCES

The Tribe makes its home in a converted cave system several hundred feet beneath an inconspicuous single family dwelling in a rural area north of Emerald City. There are amenities of a sort to make Sister Steel comfortable and keep Heavy Metal entertained, but the other four members are generally occupied elsewhere while their bodies remain safely ensconced in dedicated life support systems within the facility. A good portion of the facility houses the maintenance and support equipment for the central area, including truly massive data processing assets.

Critical support, repairs, and general upkeep are provided by autonomous robots used as testbeds for some of Motherboard's experiments in synthesized organs and cybernetic learning matrices. The team members have named these vaguely crustacean-looking, hyperactive, and relentlessly perky units BRATS ("Bio-Robotic Autonomous Technoids").

HEADQUARTERS: "HOME SWEET HOME" · 33 POINTS

Size: Huge **Tou:** 16, **Features:** Communications, Computer, Concealed 5 (+30), Defense System, Fire Prevention System, Grounds, Hangar, Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Security System 5 (DC 40), Self-Repairing, Workshop

The house visible on the surface is populated by what appears to be an insular and highly religious family of neoluddites who home-school their children and rarely leave the house. This family is actually a set of sophisticated androids acquired from one of Motherboard's contacts.

The Robo-Luddites and BRATS are both functions of the Personnel and Self-Repairing features of the headquarters.

VEHICLE: "BUTTERFLY" (PROTOTYPE KESSLER MRV-332X IRONWASP ASSAULT RECON VEHICLE) · 45 POINTS

Size: Gargantuan **Str:** 14 **Speed:** 8 **Def:** 4, **Tou:** 14
Features: Alarm, Navigation System, Remote Control, Cloaking Device—Concealment 4 (Auditory, Normal Visual, Radar)

ROLEPLAYING QUANDARIES

The Cybertribe present a departure from many "super-villain" teams in that they are somewhat sympathetic figures, and their targets are usually people the players wouldn't mind seeing hurt anyway. They are supposed to present heroes with some moral questions. Yes, they are thieves. But when the heroic paragon just beat down Heavy Metal, he also ruptured the life support keeping a fourteen year old boy alive, a boy who basically just sacrificed himself so his family could escape, and who now needs medical attention immediately. How do the heroes react to that situation?

Gamemasters should keep these considerations in mind when dealing with the Cybertribe. If you feel the players won't enjoy those elements in a game, you may want to jettison some details before introducing the Tribe and simply treat them as another group thieves with a memorable motif.

Repurposed and disarmed (and renamed by Rez), this is an armored vector-thrust craft modified so Heavy Metal can attach himself to the rear undercarriage of the vehicle. It was based off of designs Kessler stole from a competitor and he had planned on mass-producing for sale to a number of unsavory despots before the Tribe stole the prototype and wiped all the plans from Kessler's files. Already more maneuverable than any helicopter, an EM cloak Motherboard designed makes Butterfly as quiet as her namesake, and very difficult to track.

HOOKS

Thanks...We'll Take It: The heroes develop or acquire nice new toys, either for personal use or for their team, and somehow the Tribe gets information about it. They then move in to take it for their own use. The heroes must track down the thieves and recover the purloined prize.

You're Our Only Hope: Something has gone terribly wrong with the equipment Motherboard uses to keep her and her adopted children alive. The Cybertribe approach one of the heroes, an accomplished inventor who possesses (or has access to) advanced technology that can be used as a substitute for the team's failing systems. They beg for the hero's assistance. What does the hero do and what—or who—caused the malfunction in the first place?



PULSE



REZ



SISTER STEEL

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