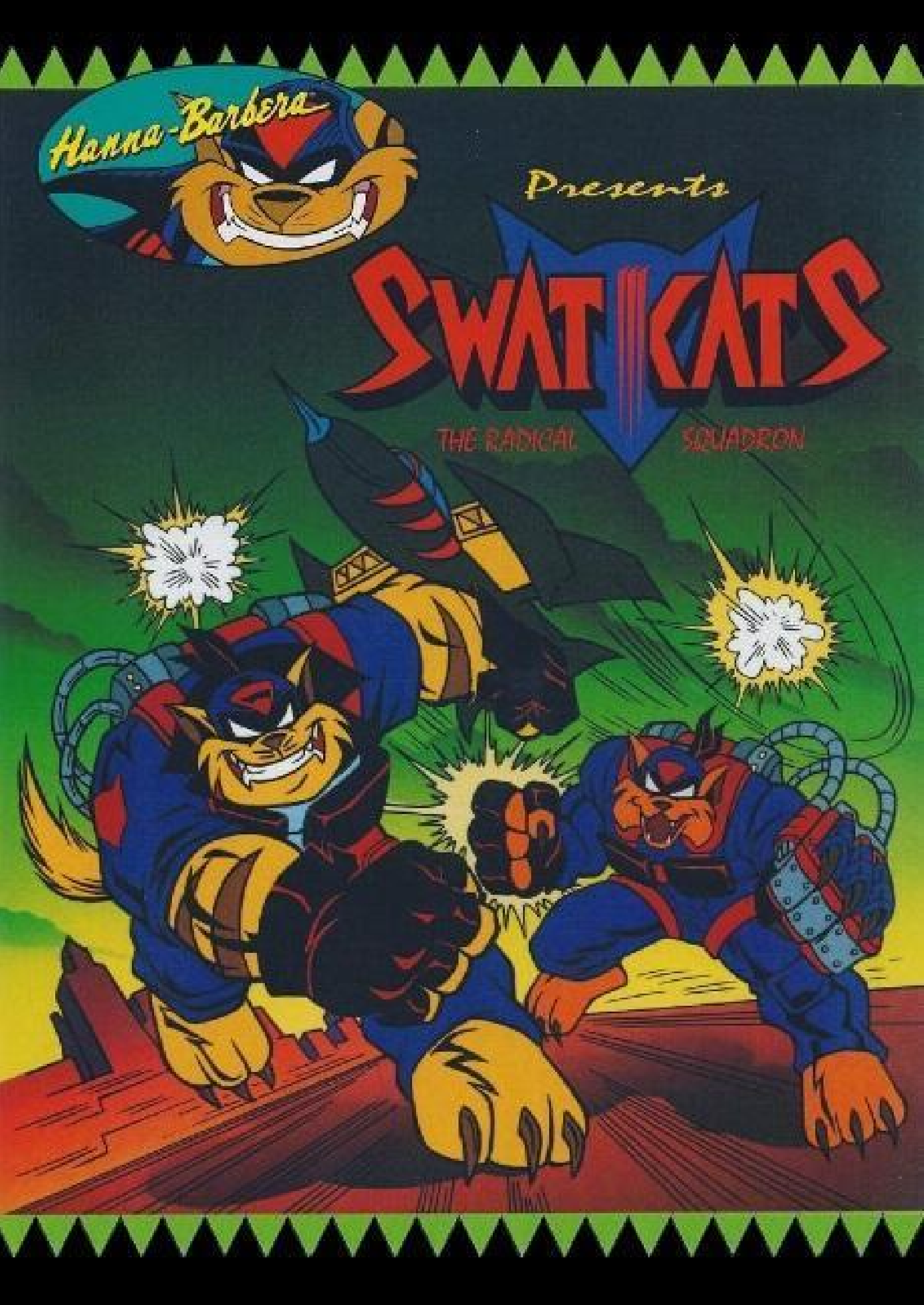

Hanna-Barbera
Presents
SWAT KATS
THE RADICAL SQUADRON

SWAT Kats

[The Radical Squadron]

v1.6

Created by Negative-Tangerine

The city of Megakat, an idyllic location to live if you don't mind the massive monsters, insane villains, trigger happy and heavily armed Enforcers, and high flying vigilanties.

Take **1000 Choice Points** to fund your adventures.

Age and Gender

You roll your age using a 20 + 1d8, and stay your previous gender. It is 50 CP each to choose freely.

Race

Ooh, this kitty has claws, while there are many variations and looks to the inhabitant of Megakat City the basics still remain of an anthropomorphic cat, and as such you will be entering this world as one.
+ Drop-Ins have the option to enter their base or previous jump's body form and forgo a new Alt-form.
+ Your chosen **Power Source** can also modify your race, though still catlike unless you're a **Drop-In**.
An example is if you chose Magic then you can be a lich or demonic entity if it can be justified with your chosen origin and can be worked into its background like an accident, time travel, or magical curse.
As long as you can fit it in with your background and it's mostly cosmetic then it's fine. So a robot like the Metallikats for technology, a demon like Volcanus for magic, or a mutant like Dr. Viper for Biological.

Starting Location

Roll a 1d6 to determine where you start, otherwise pay 50 CP to choose your Starting Location.
Your chosen Background can provide a thematic starting location to take instead of your rolled result.

(1) Megakat City Alley

This dingy alley off of the drag of Megakat City is where you will be regaining awareness and hopefully you won't be waking up in a dumpster or on a pile of trash bags.

(2) City Hall

This is where the city and its day by day operations are run, not by the cowardly Mayor Manx but by the overworked but far more capable and Purrfectly pretty Deputy-Mayor Calico "Callie" Briggs.

(3) Salvage Yard

The day job and secret base of the duo known as the Swat Kats, working here as Salvage Yard workers and repairmen in their civilian disguise, when duty or Callie calls they enter their underground base below this Salvage Yard and switch to their alter egos Razor and T-Bone.

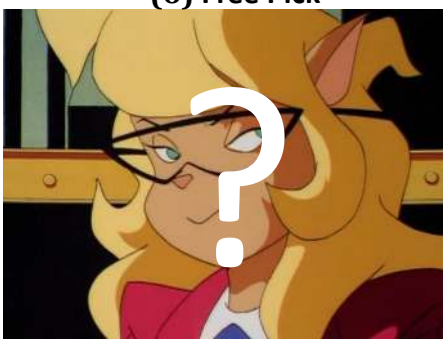
(4) Enforcer Headquarters

The headquarters Megakat's Enforcers, a paramilitary police force that attempts to keep city safe for the average citizen but who tends to get overshadowed by the Swat Kats antics.

(5) Kingdom of Megakat

This is the ancient past a full 800 years before the Swat Kats will take to the sky, a time of magic and kingdoms, a time of the evil Pastmaster and enchanting Queen Callista.

(6) Free Pick



You can choose where you start from the available options.

Background

*Any origin can be taken as a Drop-In at no cost and forgo a history, documentation, and memories. As a Drop-In you have the option to start in a **Megakat City Alley**.*

Politician

You believe that change can be most effective from the hall of real powers and have spent your time getting into city hall to make sweeping and impactful changes.

With this origin you have the option to start at **City Hall** and be an acquaintance of **Callie Brigg** the Deputy Mayor, you have a history working with her to prop up the pathetic mayor Manx and helping her do his job to lighten her load.

Vigilante

You are a person who has become disillusioned with the failure of the Enforcers and city hall, so you have decided to take things into your own hand.

With this you have the option to start at the **Salvage Yard** as an acquaintance of the **Swat Kats**, if not a full member of the duo's team.

Enforcer

You believe in the rule of law, and while your superiors and fellow officers might not be the most competent a lot of the time, they do stand for the law.

With this origin you have the option to start at the **Enforcer Headquarters** as an Enforcer under **Lt. Feral**, not even I would force you to work directly under Commander Feral.

Villain

You enjoy the power that working in the shadows and breaking the rules of society over your knee provides, the freedom from the worries and expectations of society.

With this origin you have the option to start in the **Kingdom of Megakat [Ancient Past]** with an existing rivalry with the Pastmaster, and a neutral stance with Queen **Callista**.

Power Source

Choose one field that you derive your power from and what you have focused your time and effort to learn.

Technology

Mastery of technology allows for the easy development and adaptation of various types of technology with hardware and software being easily created, from vehicles and guns, to robots and power armor.

Biology

The art of manipulating the very building blocks of life to create wondrous creations or monstrous abominations, with this you will be on your way to creating new life forms or enhancing what exists.

Magic

The ancient and ignored but not quite forgotten art of bending reality to your will, with master of this you can do anything from animating the dead and manipulating the very forces of nature itself.

Martial

When everything is stripped away and you are bereft of technology, magic, or enhancements the last thing you can trust in is your own muscle and grit with and focus on your very body, might and skill.

Perks

*All **Origins** and **Power Sources** get their 100 CP perks for free with the rest discounted to half price.*

General [Undiscounted]

Are you ready to Rock! Free]

You gain a personal soundtrack filled with any and all variations of ROCK!, you can have it come from the surrounding for yourself or out of any radios and communication systems for others to hear.

Origin Perks

Politician

Smile for the Camera [100 CP | Discounted for Politician]

You have the ability to present the best face and present a professional appearance no matter what you are wearing or how disheveled you may look, able to deal with the press, media, and citizens and make yourself likable with little effort.

Stress is for the Weak [200 CP | Discounted for Politician]

You have no issue dealing with the pressures of any situation you find yourself in and keep yourself calm and collected. You will not buckle under threat or harm, deadline, or angry mobs of citizens.

Paperwork, the real Villain [400 CP | Discounted for Politician]

You are skilled at dealing with paperwork, you could do it in your sleep, able to organize info, collate data, fill out piles of forms without error or issue. You are also skilled at running an organization and working around your co-worker, subordinates, or bosses incompetence, inadequacies, and failures.

Straight to the Top [600 CP | Discounted for Politician]

You are skilled in working your way up the ladder in any cooperation or group you are part of, and excel in taking over the top spot.
With effort and skill you can perform what amounts to a hostile takeover from your group's leader and turn the organization into your own.

This works through any means necessary, and as long as you are not caught doing anything illegal or knocking off the previous leader, if it is a lawful group then the lower ranks will not be inclined to rebel or take issue.

This also comes with skill in exposing or presenting your higher ups as rank incompetents that are unfit for their position, one that you just happen to be skilled in.

Vigilante

Vigilante? What Vigilante? [100 CP | Discounted for Vigilante]

You are an expert in the art of disguise able to fool those around you with little trouble with the minimum of effort and clothes alteration or change. You can keep your separate identities separated with such skill that you could be seen changing your outfit and still manage to convince the viewer that you were cosplaying or something equally ridiculous.

You will never trip up or out yourself accidentally by word, deed, or forgetting to fully change out of your costume between identities.
Be aware though that there is a limit and repeated discoveries or concrete evidence like a video that you can't dispute will not be stopped by this skill.

Brotherhood [200 CP | Discounted for Vigilante]

Brotherhood, sisterhood, comradery, you exude a feeling of trust and are skilled at working with others, and using your skills and abilities in concert.
This also has the effect of increasing your bonds and the trust between you and those you work closely with.

Soul of a Scavenger [400 CP | Discounted for Vigilante]

You are skilled not only repairing technology with less than adequate parts and supplies, able to get better performance out of any and all tech you work with.
Why not use a volcano's natural gas to fuel your fighter jet, what could go wrong.

But you are practically falling over high quality salvage. For example these jet engines barely have any damage beyond some surface denting and scuffs, it's even from a high-end prototype too.

This increases the yield and value of any and all loot, enemy drops, and salvage of all forms. You are practically falling over the veritable flood of decent quality common items and rare or better finds are doubled with better yields when you are performing a focused search of an area.

3D Movement [600 CP | Discounted for Vigilante]

You are a natural at all forms of 3D movement, able to perform tricks and track objects like with the ease that anyone else can perform a simple walk across a flat floored room, whether it is piloting a fighter jet as barrier breaking speeds, or flipping across a space while tracking multiple objects and shifting direction at the drop of a hat.

You are also immune to all forms of vertigo, nausea, and movement related affliction, and can perform any skill or feat while moving in 3d that you can while standing perfectly still with the same degree of capability and skill.

Enforcer

Stubborn [100 CP | Discounted for Enforcer]

Some say you are stubborn and unable to bend and flex with the times and situations, you say that you are right and that they should bend to your point of view.

You gain a massive boost to your willpower and a minor boost in your ability to convince others to go with your point of view.

Aura of Command [200 CP | Discounted for Enforcer]

You project an aura of command and authority, able to get lesser individuals to run and a snap of your fingers, and are skilled at imposing your will upon weaker willed individuals or those that are used to following commands without them thinking too much about what you are asking.

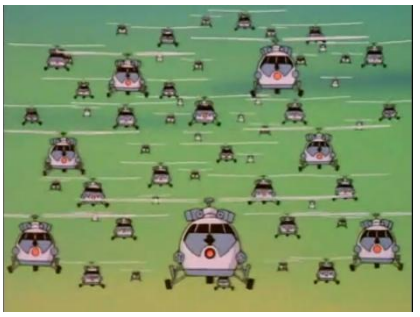
Nepotism [400 CP | Discounted for Enforcer]

Well you may have gotten on the force through your skills but you're definitely keeping your position through good old nepotism, after all you would have been fired for your repeated episodes of flagrant disregard of the rules and commands of your ranking officers otherwise.

You have a tendency to get away with a lot more than you should with your direct commanding officers looking the other way, not noticing what you are doing, or having your excuses except for why you were borrowing equipment, leaving base, or ignoring commands. This is not flat-out a license to run around and ignore all commands and orders but it will allow you a lot of leeway with your superiors in any organization you are in.

Call in the Troops [600 CP | Discounted for Enforcer]

You have the ability to unilaterally call on support in the form of troops and technology with impunity as long as you don't keep failing and losing what you have requisitioned. This works for any and all organizations you find yourself within regardless of your rank and position.



The higher up you are in the chain of command the more you can get away with without having anyone call you out on your use of the group's resources, no matter how much you fail.

Villain

Laughter [100 CP | Discounted for Villain]

While it can be the pinnacle of intimidation, able to cow you minions, and strike fear into your enemies, a good laugh can also inspire others and bolster their will.

You can now cackle, shriek, and laugh in either an imposing or intimidating way, able to infuse your emotion into your laughter to help convey what you are feeling to those who hear it.

Recruitment Drive [200 CP | Discounted for Villain]

Attracting mooks, grunts, and lackeys is a snap for you, you can easily find people from all walks of life that are willing to work under you for any enterprise you wish to embark on of any legality

If you want to bring fear to the inhabitants of Megakat City then you can find dissatisfied grunts that will work for low pay and high danger, want to form a cult of personality or political group then you can find those who will happily fall under your banner and sway.

Whatever you want to do you can find a few people willing to work under you.

Twisted [400 CP | Discounted for Villain]

You are skilled in manipulating and twisting situation to your profit, able to find uses for anything that you get your hands on to bring in profit or personal power beyond their normal uses whether in term of a technology, scientific abominations, strange mutagens, or simply that weird creature your goons found in that meteor impact site.

This improves your ability to think outside the box in the use, application, and marketing of items, technologies, or creatures you get your hands on to your advantage.

Theme and Style [600 CP | Discounted for Villain]

You can choose a theme and symbol that you focus on when it comes to amassing power, once you have decided on them you will find that your symbol and legend will grow larger and travel farther than ever before as you amass power and victories.

You now also have the ability to adapt and cosmetically alter your own skills, abilities, power, and items to match your chosen theme and form.

Have fun shooting those lasers out of your claws like the magical cat that you are.

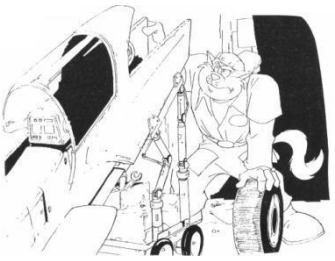
As a bonus, before you enter a jump and are gaining your new alt-form you can apply cosmetic modifiers based on your power if desire, this can include things like sharpened canines if you have vampiric abilities, or paler skin if necromantic powers, maybe you add physical enhancements or additions to go with your physical perks.

The sky's the limit and up to you and your benefactor, though try to make it at least somewhat fit with your insertion world like in a magic setting maybe your form was cursed or magically altered to explain the oddities, or in a superhero setting you were either exposed to an experimental serum in the womb or had a radiation accident just before you awoke your memories.

Power Source Perks

Technology

Scientific Mastery [100 CP | Discounted for Technology]



There is one category where you are skilled above all else, where you rank among the masters, choose one technologically inclined scientific pursuit to be your main focus, like rocketry, robotics, or AI creation.

Miniaturization and Modularization [200 CP | Discounted for Technology]

You have the skills to incorporate extreme miniaturization and modularization into any technology you work with, have fun shoving a dozen miniaturized but powerful rockets into a single glove.

Cartoon Omni-Competence [400 CP | Discounted for Technology]

You are now not only a master of your discipline but have a shallower but workable knowledge base and skill sets in a broad swath of scientific skills from mechanical creation, to programming, to biological manipulation. Go forth and create your bio-mechanical monstrosities like a proper scientist.

Biology

Viral Superiority [100 CP | Discounted for Biology]

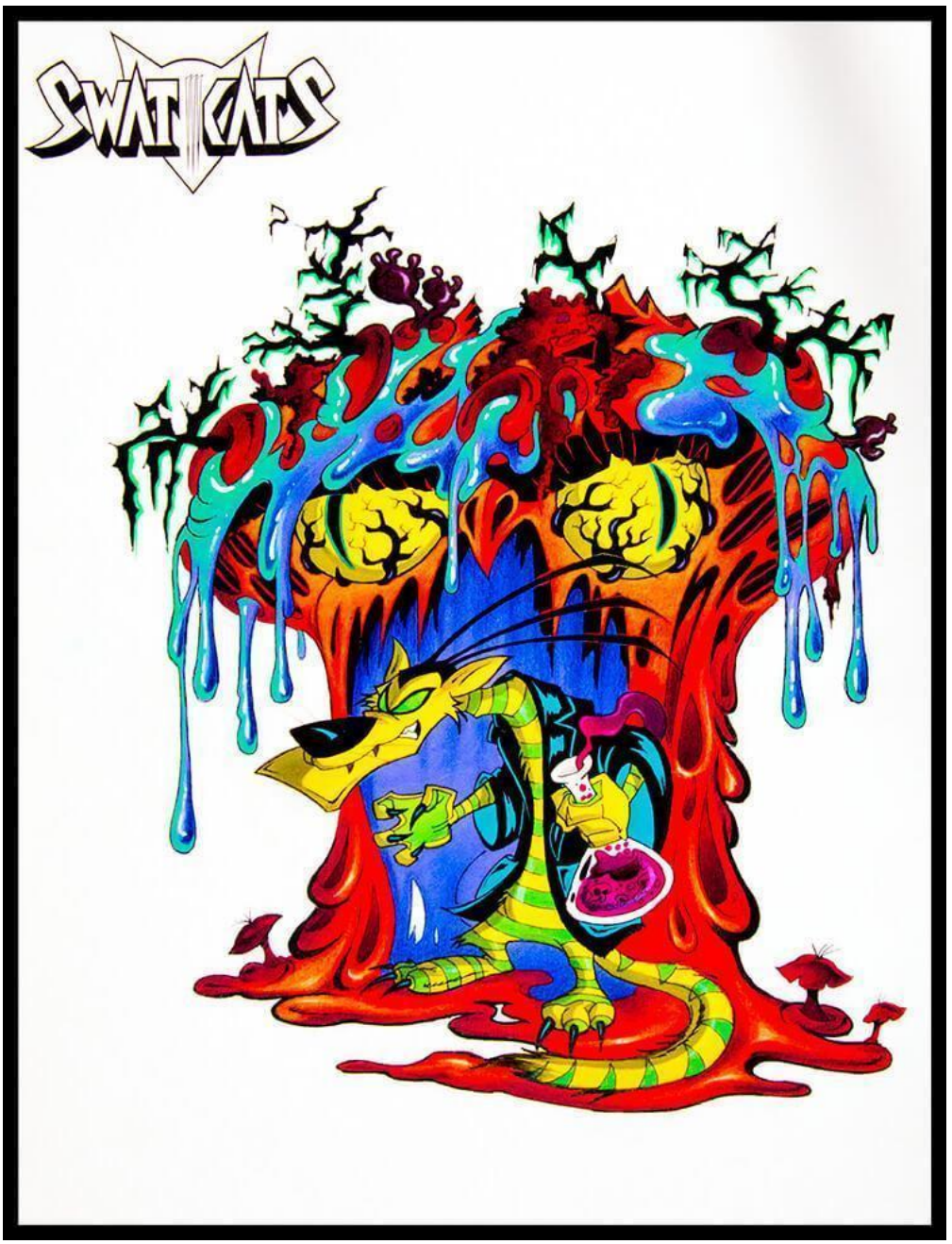
You can read and write in viral the way that most can in their native language, you can splice, alter, and decode genetics, viruses, and other biological data with ease.

Splicing for Days [200 CP | Discounted for Biology]

You have a knack for altering and combining disparate biologies and creatures into viable and healthy new creations, this boosts the ease at which you can do this and ensures that what you create will be a viable species able to live, grow, and breed when that is the desired outcome, unless you want explosively inclined aquatic pigeons, then you can make that too with little issues.

Beautiful Accidents [400 CP | Discounted for Biology]

When you are performing mad science experiments you tend to get lucky and have what could be a potential disaster for another scientist into an amazing success, astonishing discovery, or new and unexpected creation.



Magic

Magic Power [100 CP | Discounted for Magic]

You gain basic and minor abilities in magic, able to summon spirits, perform elemental magic, create defensive barriers, and other feats of powers that have been lost since ancient days. While you do gain basic skills in this you will need to learn and experiment to expand your capabilities and powers.

Enchanting [200 CP | Discounted for Magic]

You have skill in imbuing an item with magic, of saturating it in esoteric energies and forming the desired effect and outcome with your intent and desires. This will generally work as desired with the power and effect scaling with the amount of energy imbued.

Occasionally you will get effects that differ than what you were working for, whether because of a slip of concentration, a stray thought, or a interruption, these can range from wildly different, to a complete inversion of the desired effect, the item used will never be destroyed and will always have some effect from the energy used.

Specialization [400 CP | Discounted for Magic]

Pick a form and style of magic and you gain a minimum boost in that specialization with your spells hitting twice as hard and ranging twice as far, you will also have the time it takes for you to learn and develop new skills and spells related to your chosen field.

The broader the category the lesser the increase, and the more focused the specialization the more benefit your gain. With something like space or time you would gain the basic doubling in effect, but with a focused specialization like electricity or ice you would see up to a possible quadrupling in benefits.

Martial

Built like a Beast [100 CP | Discounted for Martial]

You are built like an absolute beast, a king of the jungle, you are at the absolute peaks for your species and have the muscles and as to show for it, this bumps your physical and mental parameters to the peak for your species and provides you with the acrobatic skills and balance of a cat in its prime.

Combat Prowess [200 CP | Discounted for Martial]

You have the basic skills of a brawler combined with a trained no nonsense attack skill of a properly trained enforcer of the peace, skilled in takedowns and incapacitations. You also gain an increased capability in learning mew combat forms and moving and incorporating them into your arsenal.

Titans Strength [400 CP | Discounted for Martial]

You have an unbelievable strength in that frame of yours, your base strength is doubled and with a moment of concentration you can further boost this for a short 30 second burst to double your strength again at the cost of a few minutes of weakness and fatigue.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

*All **Origins** and **Power Sources** get their 100 CP items for free with the rest discounted to half price.*

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

=<0>= You gain a **500 CP** stipend to spend on items, vehicles, and Glovatrixes. **=<0>=**

General [Undiscounted]

Catnip [50 CP]

Woo drugs. You have a small grow-op in a single room the size of a two car garage on one of your properties that is fully automated for the growing of Catnip of the highest quality.

Mini Explosives [50 CP]

These mini explosives pack a punch and enough of them placed correctly can take down a massive airship.

Electrical Grenades [50 CP]

You get a set of five electrical grenades and the plans to create more.

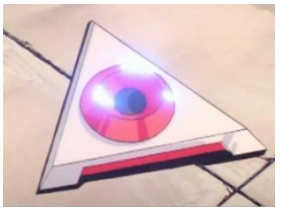
Mini Buzz Saw Bazooka [50 CP]

This ankle holstered pistol fires out several miniature circular spinning buzz-saw blades in a variety of angles to form a circular target where they will proceed to rotate, cut and then explode. They are capable of cutting perfectly circular holes through various surfaces and targets with ease including thick stone walls.

Mini-Bazooka Launcher [50 CP]

This experimental weapon developed by the SWAT Kats is a miniaturized bazooka that shoots the scaled down missiles that the Glovatix utilizes. It extends out from a slightly more compact form raising its targeting sight in the process.

Callie's Communicator [50 CP]
This two-way triangular communicator is the same as the one Callie Briggs uses to communicate directly with the SWAT Kats. This communicator is small enough to fit in your hand, and includes a tracking function so that the SWAT Kats can find it.



Milk Supply [100 CP]

The highest quality of chilled Milk and comes in the following options, a 6-pack of regenerating cans, an unlimited wine bottle or decanter with matching crystal goblets, or a never-ending covered pitcher with a six pack of glasses. These glasses, goblets, cans, pitchers, and bottles will be replaced if damaged or destroyed the next day.

Delta Bak Paks [100 CP]

These reinforced backpacks deploy a number of modes from glider wing, jetpack, and parachutes, and weapons, like the Mini Matchstick Missiles that come loaded as standard artillery for the Delta Bak Paks.

Flying Target and Mini-Tank Robot Drones [100 CP]

You have a squad of five easily repairable Flying Target and Mini-Tank Robot Drones for training use, maybe you can find other uses for them and adapt them to other forms.

The Flying Drones are equipped with flamethrowers and the tank drones are able to use the same missiles as the TurboKat.

Agracite Mine [200 CP]

You gain a regenerating Agracite mine that can be attached to any property you own or planted onto a location you control.

Agracite is a rare mineral that is used to make super-strong metal alloy, and outside of your small mine pretty much all of the world known Agracite mines are owned by the Megakat Metallurgical Company and mined from Megakat City's own caverns.

Burial Chest [200 CP]

While this ornate chest has the ability to trap in stasis any entity that is placed within it, there is no protection on its lock from the outside and can be broken by an average man with a shovel.

Dragon Sword [200 CP]

This holy magic sword has the ability to banish magical creatures that are impaled on it and can cut through dragon scale and armor like it is nothing. This is particularly damaging to evil aligned creatures.

Magician's Cane [200 CP]

Similar to the stylish cane used by Madkat, though far less powerful than the one owned by that reality warper.

This cane possesses magical properties making it an excellent focus for magical abilities, it is also capable of both firing small (beach ball sized at largest) temporary non-living conjured objects that hit with the speed and weight of a average professional boxer's punch going at around 30 MPH and hitting for about 1000 PSI, and transforming itself into other mundane handheld items.

The transformations are limited to a single contiguous whole item so while you can turn it into a gun it won't become the bullets as those will separate the bullet from the whole, though you can conjure temporary ammo using its ability as a work around.
It's overall design and material is up to you as long as it is still a cane, similar items are Dark Kat's cane and Commander Feral's Swagger Stick.

Engagement Ring [200 CP]

This unassuming engagement ring adorned with a beautiful cats head and gemstone eyes, when placed upon a being's hand binds them in unbreakable bonds of matrimony to the being who places it on their finger, this also grants them all legal status and protection as a legal spouse to the ring giver in the eyes of any and all kingdoms, lands, and realities without issue not matter the number of existing spouses.

When used by the jumper though it also grants that being full companion granting them a free and automatic importation into a jump along with a free race, origin, background, and 600 CP to spend on the jump, you wouldn't want to be separated from your loving spouse now would you.

The receiver must at least agree to the marriage, though this does not prevent extortion or bribery, as long as they say I do.

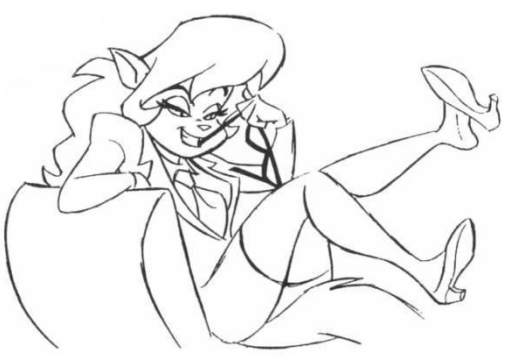
Gemkat 6000 [200 CP]

This amazing device is capable of sensing and separating rare and precious minerals and stones from rock without digging or disturbing the surrounding earth. Just be careful not to break it as you might cause it to explode and dose you with its unique mineral teleporting energies turning you into a mineral creature.

Origin Items

Politician

Origin Outfit: Dignified Cloth [100 CP | Free for Politician]



This snazzy and high end suit will always look good and keeps its creases and lines as if it was freshly dry cleaned.

This outfit regenerates minor damage while deflecting dirt and grime, and comes in any design and color desired as long as it falls in the parameters of a mundane outfit, what it is meant for and provides no extra tangible benefit.

This outfit will help in projecting the competent and trustworthy aura that is needed for any good politician to succeed.

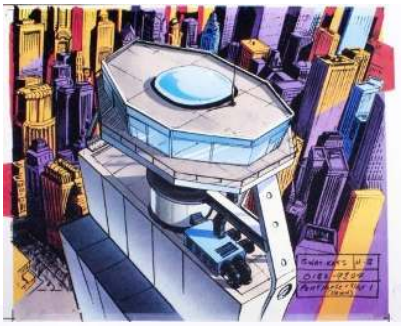
Glasses [200 CP | Discounted for Politician]

These custom eyeglasses provide a three times boost to their wearers comprehension, learning, and reading speed when worn.

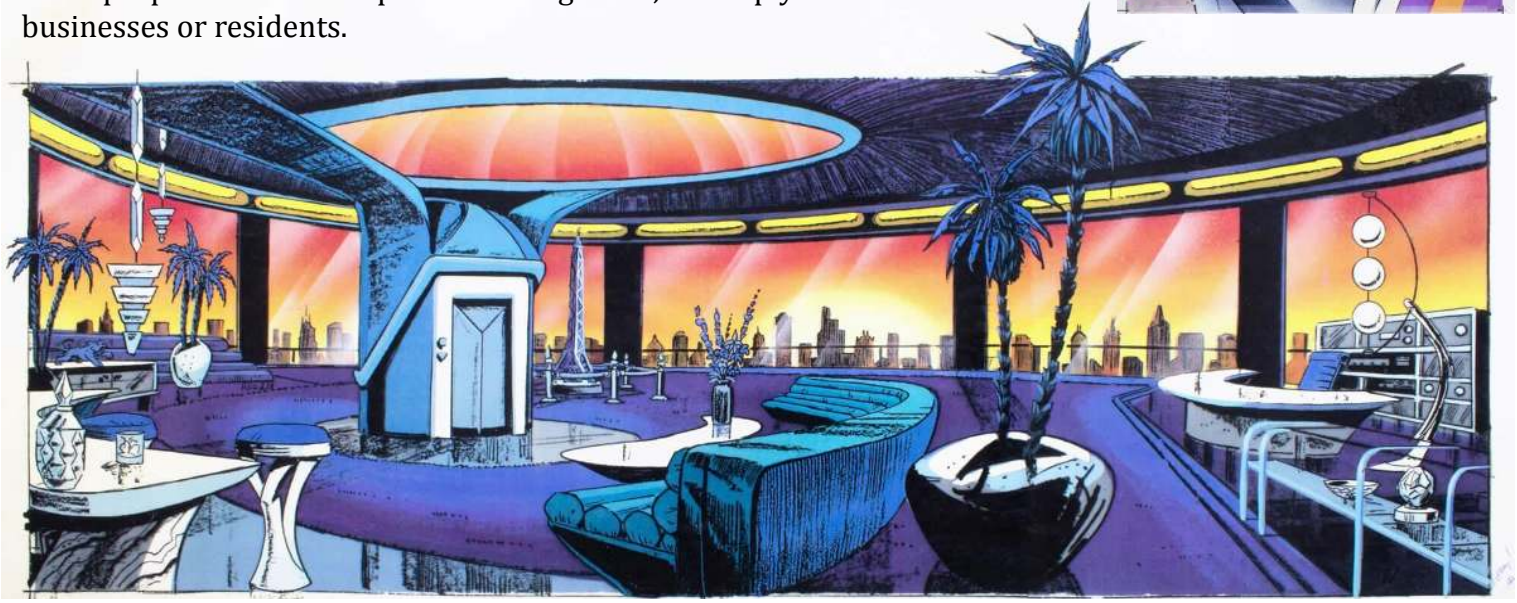
Briefcase [400 CP | Discounted for Politician]

This briefcase can provide all the documents needed to create a valid background and history for a person, and has the ability to present the user with filled out, signed, and completed paperwork or documentation as needed though it won't create a back trail or history in this case and will just be official in and of itself.

Mansion [600 CP | Discounted for Politician]



Thanks to your years of political service and manipulation you have a rather large mansion to your name and fully furnished with multiple rooms, recreational areas, and large grounds surrounding it. This can alternatively be an entire high-class high-rise that you own under your name, with you living out of the top few floors. The rest can be utilized as you wish from importing other properties to be adapted to the high-rise, or simply rented out to other businesses or residents.



Vigilante

Origin Outfit: Modular Material [100 CP | Free for Vigilante]

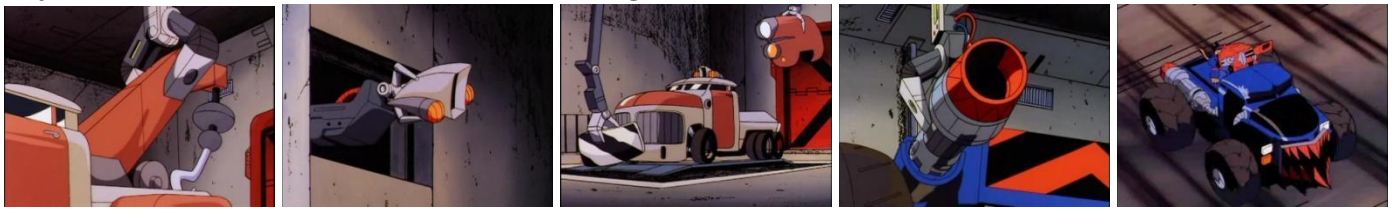
These sturdy duds are a combination of flight suit and light armor, including a mask and an armored helmet with a set of computerized dropdown anti-glare shades and built in communicators and infra-red goggles. The outfit is designed to be fully modular and to connect to and easily incorporate other technology.
This outfit regenerates minor damage while deflecting dirt and grime, and comes in any design and color desired as long as it falls in the parameters of the mundane outfit, providing no extra benefits.

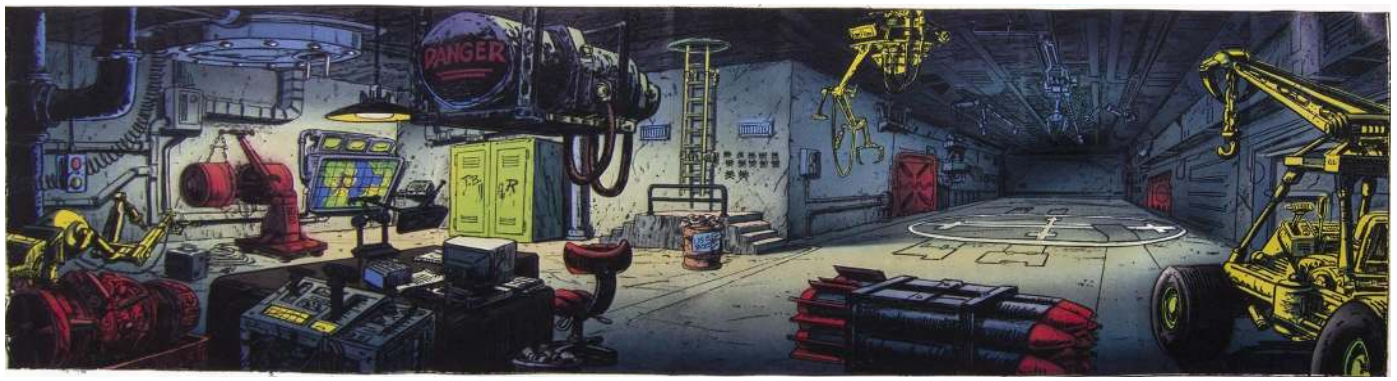
Glovatrixes [200 CP | Discounted for Vigilante]

Designed by Razor, these insulated and hi-tech gloves are the signature anti-personnel weapon and multi-tool of the SWAT Kats. Used for offense, defense, and mobility, utilizing cutting edge miniaturization and adaptation technology they pack an immense amount of tech into a small low-profile gauntlet.
The original version of this device was worn like a fingerless glove, composed of a tri-barrel array over the knuckles and a boxy magazine over the back of the hand that also held a small elevating panel that could dispense other gadgets and projectiles as needed. The rest of the glove consists of a mostly red metal gauntlet covering much of the wrist and forearm as the device base, these can be dual wielded if desired.
Go to the **Build-a-Glovatrixes** section to collect and customize your base model Glovatrixes

Computerized Auto Body Shop and Underground Base [400 | Discounted for Vigilante]

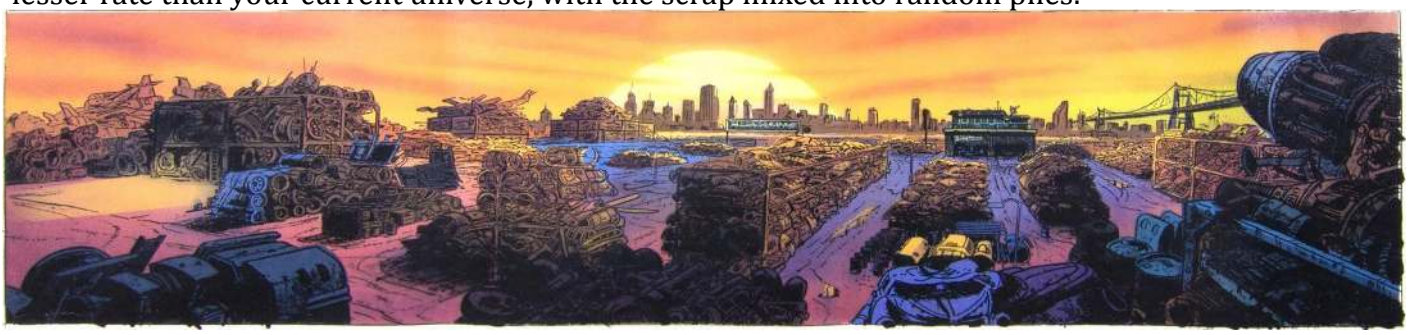
This auto body shop and underground base is fully equipped with a computerized system to repair and modify vehicles, missiles and other tech, including numerous robotic arms hidden within its walls.





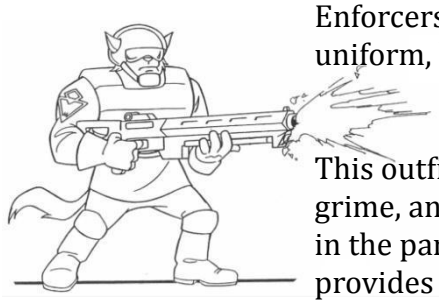
Salvage Yard [600 CP | Discounted for Vigilante]

You gain a large Salvage Yard that in each setting will spawn new technology from mundane civilian tech like TVs, and refrigerators to nearly one of a kind proto-type military hardware. It will still occasionally spawn tech from previous jumps, just at a far lesser rate than your current universe, with the scrap mixed into random piles.



Enforcer

Origin Outfit: Riot Weave [100 CP | Free for Enforcer]



You gain a full set of riot armor in the style of or similar cut as the Enforcers. This includes a full armored set including a helmet, uniform, boots, and gloves.

This outfit regenerates minor damage while deflecting dirt and grime, and comes in any design and color desired as long as it falls in the parameters of a mundane outfit, what it is meant for and provides no extra tangible benefit.

This armor helps the wearer in projecting an aura of authority and seriousness that help to get their points and arguments across to listeners.

Crowd Control Tools [200 CP | Discounted for Enforcer]

You gain a full set of gear needed to save the citizens of Megakat City, this includes a laser pistol and rifle, an unbreakable baton.

Heavy Artillery [400 CP | Discounted for Enforcer]

This Enforcer branded grenade launcher comes loaded with a number six-shot selectable firing options including tear gas rounds, containment foam, and electric nets. This comes with the plans to create more of each type of round.

Armored Headquarters [600 CP | Discounted for Enforcer]

You have a towering home base that is reinforced to withstand direct hits from standard missiles.
This comes with a basic armory containing pistols, rifles, and a few missile launchers.

Villain

Origin Outfit: Imposing Threads [100 CP | Free for Villain]

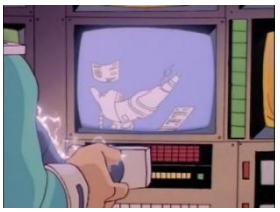
This can be a sturdy lab coat that can survive anything you spill on it and will fit you no matter how much you mutate or grow, an imposing almost militaristic uniform with matching boots, cape and hat that scream leader and will inspire your minion and follower to greater heights of belief in your path, or a sturdy armor that can deflect direct hit from low power laser and glancing shot from stronger armaments.

This outfit regenerates minor damage while deflecting dirt and grime, and comes in any design and color desired as long as it falls in the parameters of a mundane outfit, what it is meant for and provides no extra tangible benefit.
Comes in any design and color desired as long as it falls in the parameters of a mundane outfit, what it is meant for and provides no extra tangible benefit.

The Map [200 CP | Discounted for Villain]

This digital display with hologram technology has the ability to map out an entire city and display all tunnels, building interiors, and natural formations.
This will update for every city or area you are in.

Surge Coat 2.0 [400 CP | Discounted for Villain]



This technological marvel of a coat is an improvement on the original and has eliminated the issues that the original had in electrical surging and frying of electronics.
This coat forms a technopathic connection to its wearer to allow for mental control of its integrated systems and will allow you to convert yourself into electricity and travel along wires and computer systems to pop in and out as desired. You can absorb and utilize nearby electrical power to form offensive blasts and by attaching a length of cable that is integrating into the coat onto a piece of electronics like a computer you can manipulate it and download data or wipe systems.

Hidden Lair [600 CP | Discounted for Villain]

You have a large hidden underground lair that contains a simple and unassuming surface building of your choice from a small business, rental property, or privately owned location like a golf course. You can import other properties to be merged and adapted to fit within your lair and its grounds.

Power Source Items

Technology

Tech Goggles [100 CP | Discounted for Technology]

These high tech goggles are designed to interface with your technology and have a built in mental link to send commands to your devices, as well as provided visual overlays and targeting data for connected weapons systems.

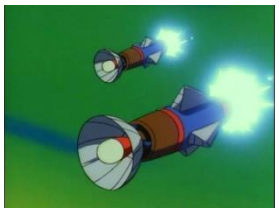
If you already have existing ocular implants these can be imported into them to provide these effects.

Adapting Tool Kit [200 CP | Discounted for Technology]

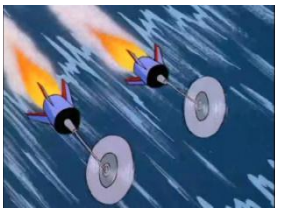
This tool kit is an all in one device contained in a single form of your desire from a large wrench, hammer, or basic box that can be wielded one handed.

This toolkit adapts to its use and can deploy and morph into various tools and electronic testing equipment, from various wrenches, soldering tips, electrical measuring probes, to more. This tool uses the same miniaturization technology that the Glovatrixes make use of to pack in more technology and builds the needed devices on demand from various mixable components.

Modular Missile Design Methodology [400 CP | Discounted for Technology]

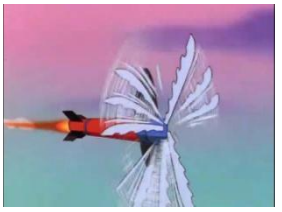


These papers show you how to properly miniaturize and customize a missile system that can be attached to and incorporated into anything you desire from gloves to vehicles, and how to properly scale them in size and power without a loss in effectiveness.



Perfect for learning how to create your own custom payloads.

The real way these plans shine though is providing a guide in how to apply this easy to use methodology on customizing any technology or system you use for other purposes or effects, like missiles that can switch between multiple types of effect or vehicles that operate in multiple environments or have multiple movement modes and forms.



Biology

Maddest of Chemistry Set [100 CP | Discounted for Biology]

You have a fully equipped chemistry set and biological testing station.

Mutagenic Quintuplet [200 CP | Discounted for Biology]

This quintuplet of beakers holds four different mutagenic liquids, these come with notes on their creation.

The first mutagen is unlabeled but will convert a test subject into a massive sentient pile of bacterial slime.

The second mutagen is **Katalyst X-63** which when applied to living creatures will transform them into giant monstrous versions of themselves, whether animal or plant, with a simple frog turning into a massive monster, or a houseplant into a towering.

The third beaker of mutagen is **Katalyst 96** which when applied to living creatures will transform them into larger versions and put them under your mental control.

The fourth and final beaker contains the very **Viper Mutagen 368** compound that transferred Dr. VIper into the form he has now, with the forked tongue, green skin and regenerative healing provided by the reptilian genetics that has altered and been incorporated into his form.

The final beaker is an antigen that, while able to reverse the basic basic monsterfication effects of **Katalyst 96** and **Katalyst X-63**, it is untested on the broader and deeper mutations caused by **Katalyst 99** and the **Viper Mutagen 368**.

Simulation Suite [400 CP | Discounted for Biology]

This dedicated computer system is loaded with cutting edge software and prediction algorithms to aid in the creation and testing of new compounds and serums in the safety of a digital simulation, this will help reduce your failures and accidents exponentially as you can iron out kinks in simulation.

Magic

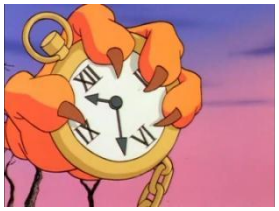
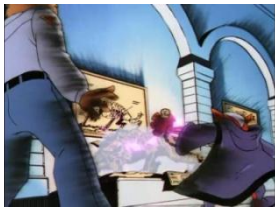
Personal Grimoire [100 CP | Discounted for Magic]

This Grimoire is a comprehensive introduction to magic, assisting in the development of basic spells and automatically recording any magical knowledge and spells learned or experienced by its owner.

This book has a few quality of life features incorporated for its owner, it can be summoned to hand and dismissed again with a thought, it will maintains its outward size regardless of how many pages it has forms in its interior, and it is prefaced with a automatically updating and searchable index of its contents.

Amulet of Power [200 CP | Discounted for Magic]

This amulet is a great general amplifier for magic power and any spells cast through it, if desired you can have it themed more specifically to a type of magic granting it a higher boost in that type of spell work at the drawback of a slightly lesser boost to other forms performed through it. Similar in style to Pastmaster watch that seems to be focused on time related magic's but can be used with other types of spells like remote viewing through its clock face.

This item can be a simple accessory like a pocket watch, an ornamental piece like a ring or a pendant, or a headpiece like a crown, it is up to you what form your "Amulet" takes when you buy it.

Tome of _____ [400 CP | Discounted for Magic]

This tome of power is a spell book on the level of the Time of Time and is focused on whatever specialization you decide upon, you will still need to study it and have actual skill and power to cast the spells but otherwise this tome is a comprehensive collection of and guide to create spells within its specialization.

Martial

Melee Weapon [100 CP | Discounted for Martial]

Choose a single melee weapon, this is now your new favorite melee weapon, this lightweight and indestructible weapon does far more damage than one would think just looking at it as it is designed for maximum damage and pain, this is your go to choice when you want to beat down a villain and instill some learning and remorse into their skull.

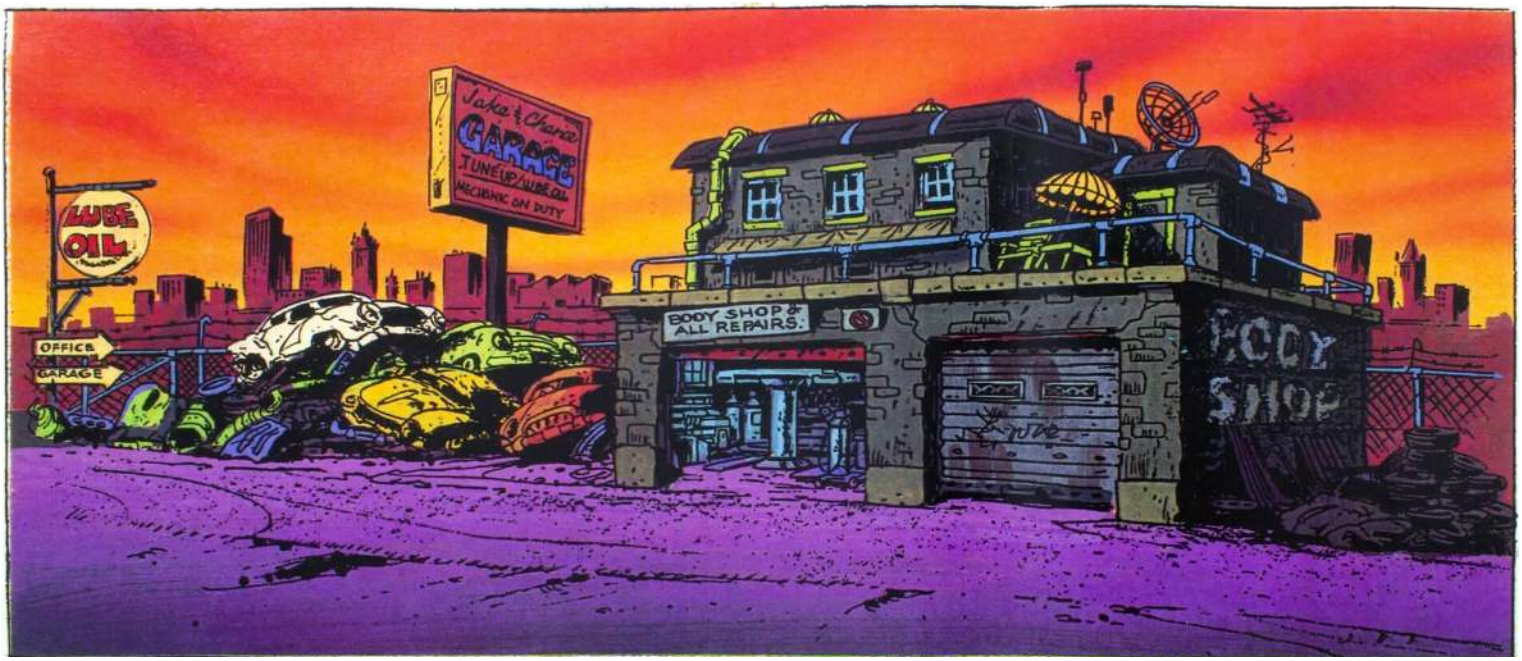
Modular Training System [200 CP | Discounted for Martial]

Much like a lot of the technology seen here and especially utilized by the SWAT Kats, this exercise machine is designed to shift and move for maximum gains and resistance when training and working out and has multiple configurations that allow for maximum effect no matter the exercise or body part being worked on. This provides a doubling to the users gains and while minimizing the stress and targeting the damage inflicted for quick recovery.

Martial Arts for Dummies [400 CP | Discounted for Martial]

This set 10 of VHSs covers the teaching of an entire school of martial arts from beginning to end, which one it teaches is up to you when it is purchased. You will get a new one each jump and be able to select a new option from that world's existing forms, any requirements like chi manipulation will be introduced in the first tape and will help induce the development of the needed energies of physical requirements through pure training exercises. Any learning done through this video course will be guaranteed to be comprehended and learned if dedication is put into the training.

The Garage



Vehicle Upgrades

These upgrades can be purchased for any of the below vehicles to upgrade them.

Mega Alloy Armor Upgrade [50 CP]

This advanced alloy is able to shrug off Buzz-saw Missiles and similar weapons with ease.

Weapon Upgrade to Vehicles [50 CP]

This allows for the addition of either two missile launchers, a large laser, or a laser machine gun to be added.

Force Field Generator [100 CP]

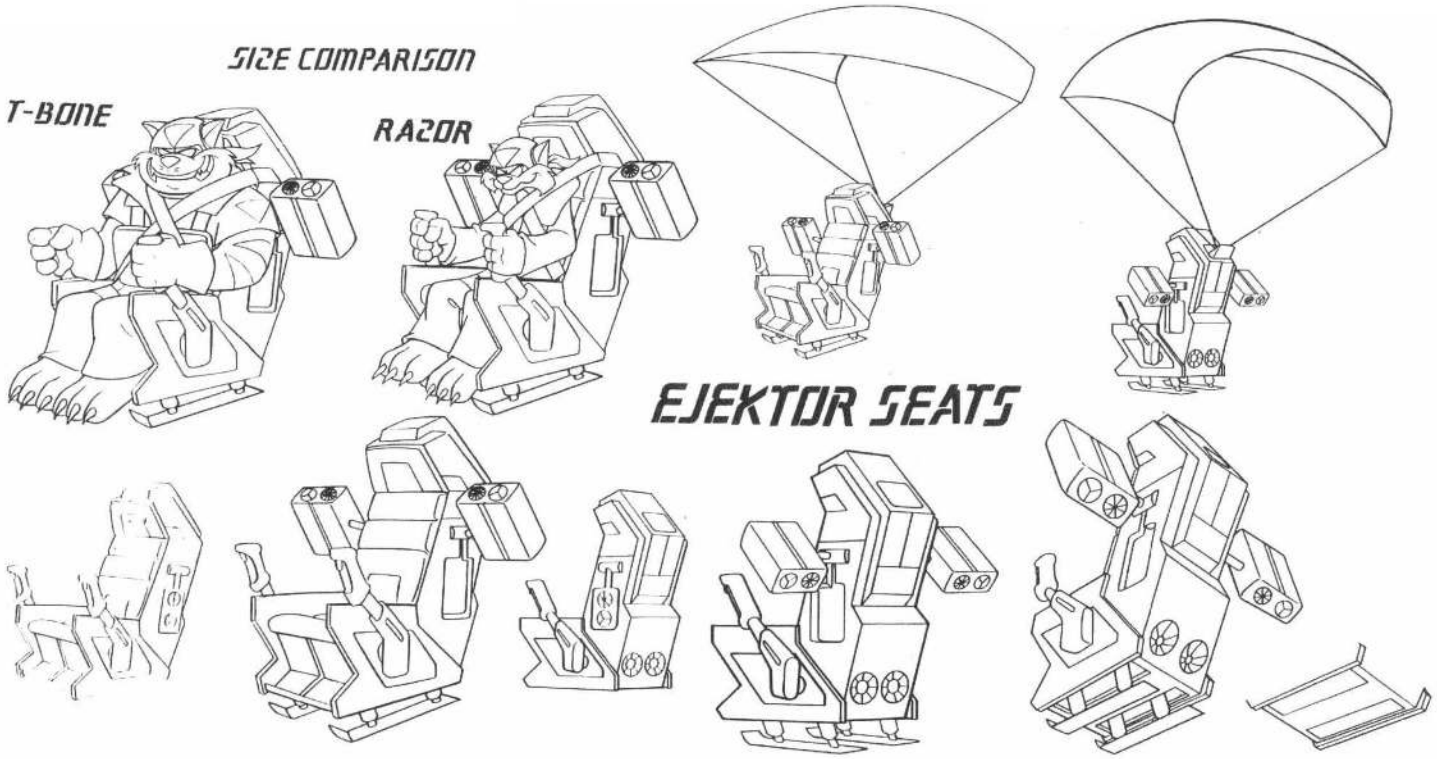
You have a new force field generator installed to help protect you from most conventional weapons and lasers as long as you have enough energy to run it and it is not overwhelmed or hit with a scrambler missile.

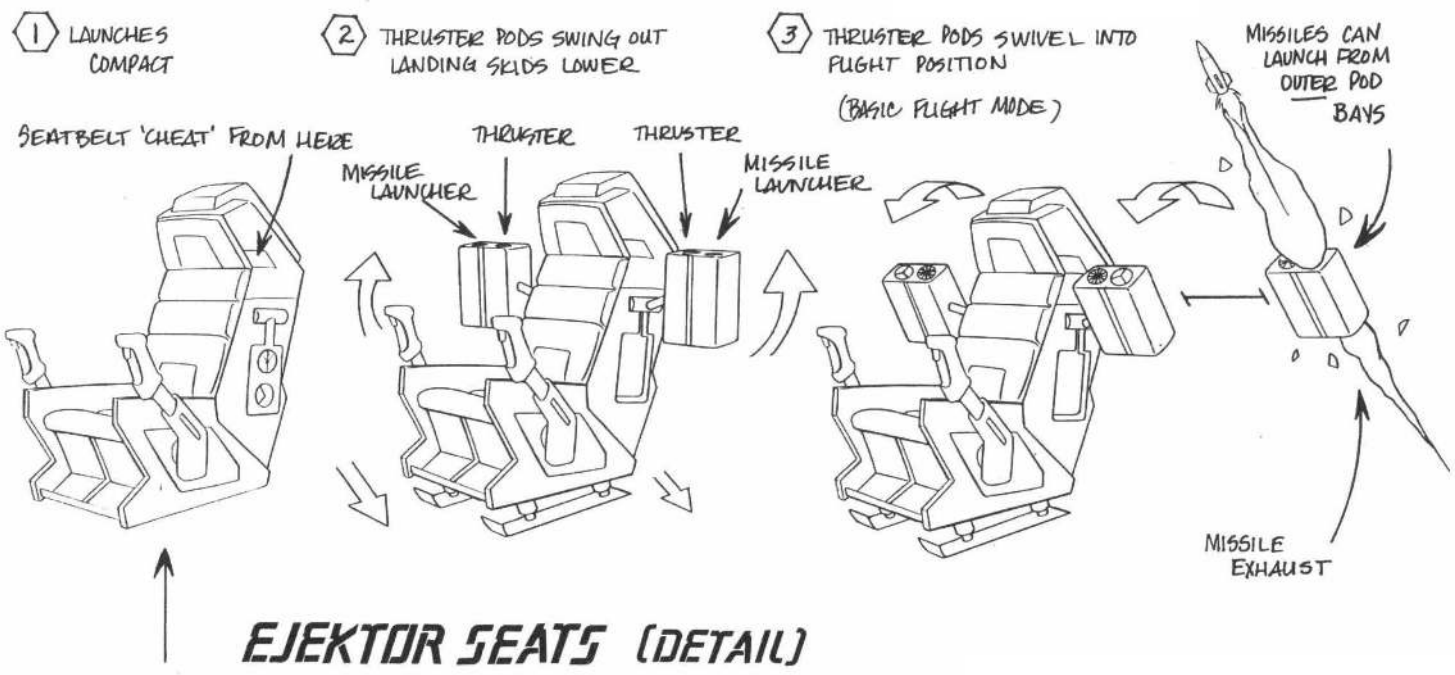
Psionic Connection [100 CP]

You have a technopathic psionic link up installed into your vehicle to help with the activation, control, manipulation, and targeting of its various systems.

Flight Capable and Armed Ejector Seats [50 CP]

These Ejector Seats can propel from the plane and come complete with sprouting helicopter blades and its own gadget arsenal including flight capabilities, weapon systems, and breathing masks.
This will upgrade all of your vehicles' seats into these ejector seats with a way to eject.

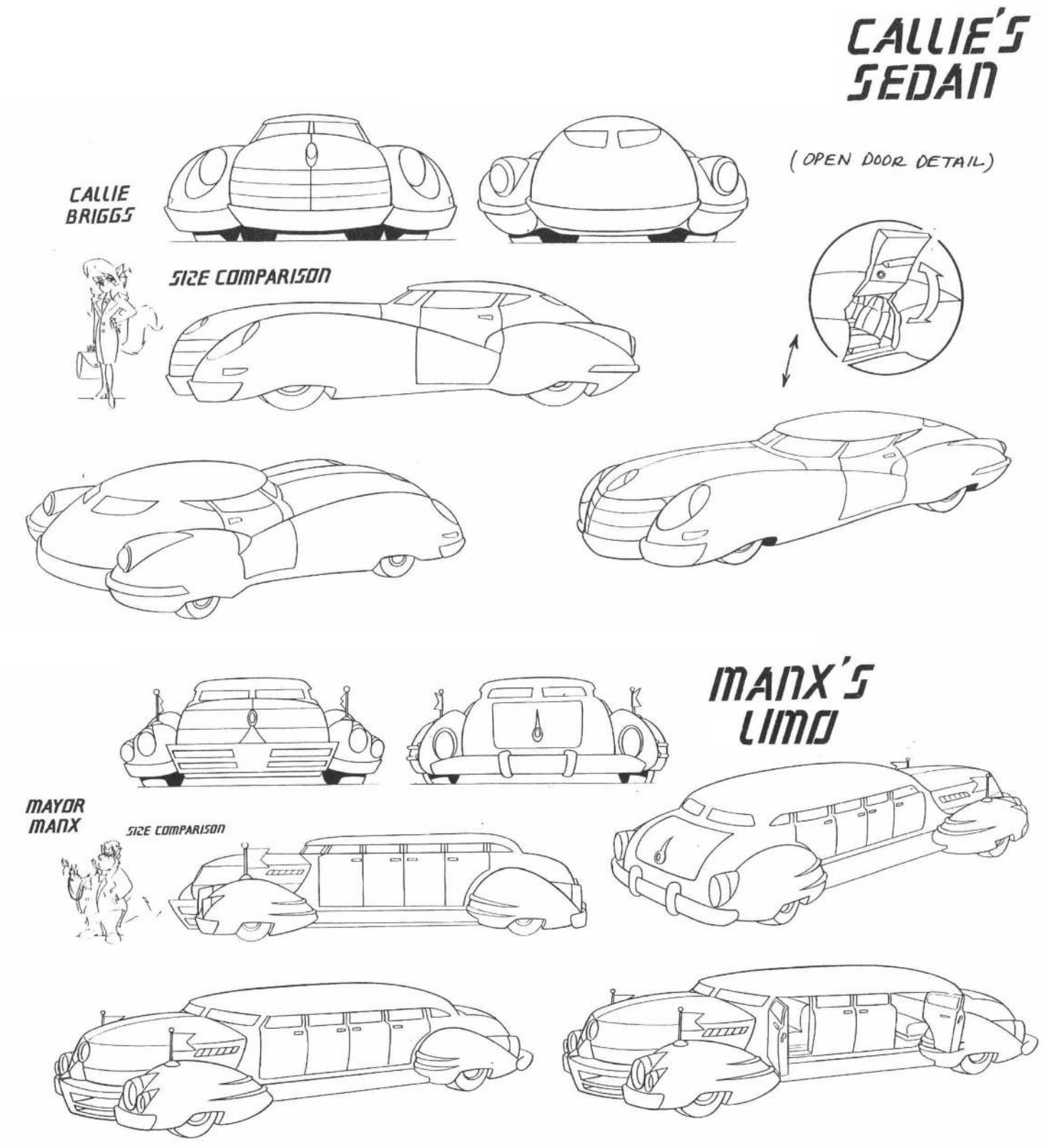




Vehicles

Luxury Hover Car [50 CP]

This fully kitted out and stylish luxury vehicle is top of the line coming with tinted windows, a mini fridge, and enough armor to resist direct basic blaster fire and an unlimited fuel cell.

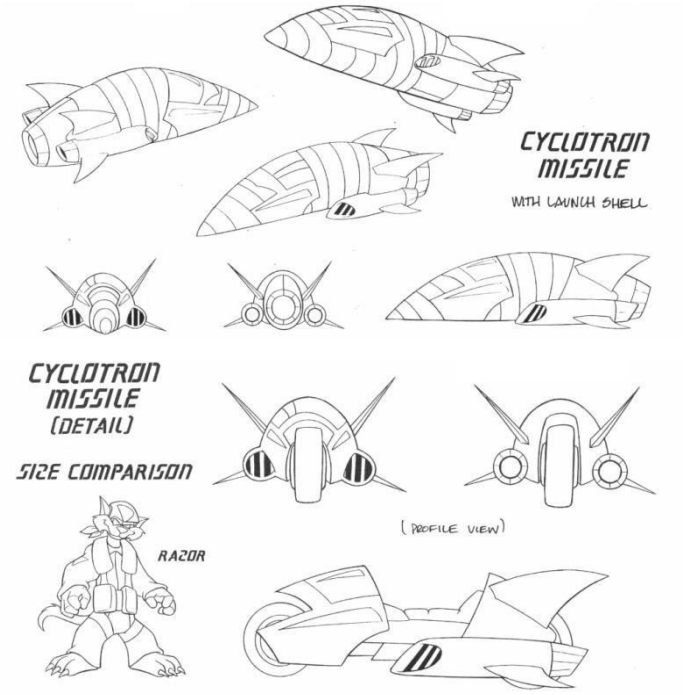


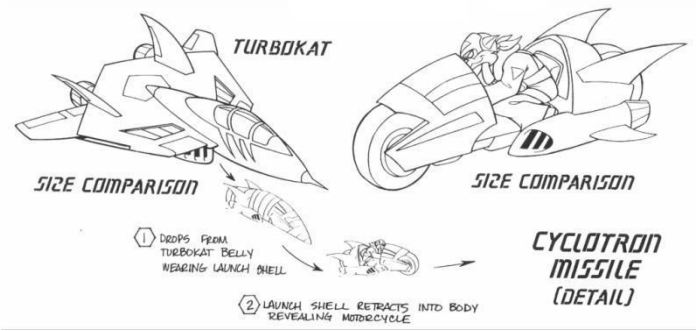
Modular Motorcycle [50 CP]

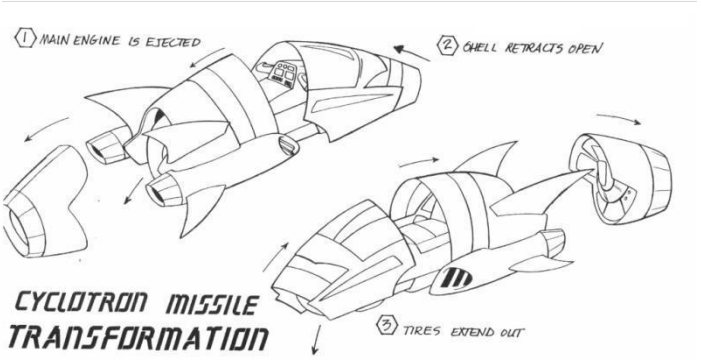
You now have a sweet motorcycle with unlimited fuel, and can be adapted to be used as a cockpit for any fighter or vehicle you own., with the ability to eject out and re-enter at will, pairs well with the ability to remote control the main vehicle or another method of autonomously guiding your larger vehicle.

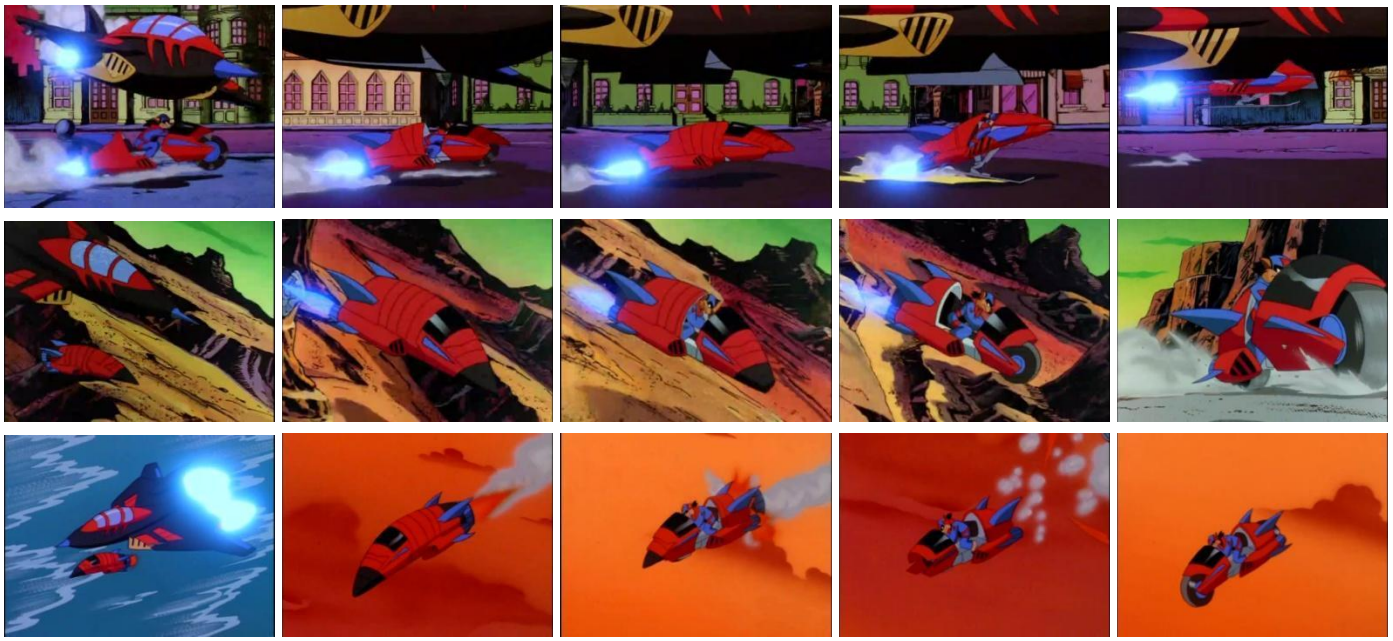
The Cyclotron is a torpedo housed under the jet that shifts into a motorcycle to ride in pursuit of criminals and it has enough raw power to blast down barriers and leap walls when needed. It will also take any and all adaptations and upgrades you make to it easily as it is based on a modular design that incorporates the ubiquitous miniaturization technology.

You can have the rear engine break apart and fold up on yours rather than eject like the SWAT Kat version.





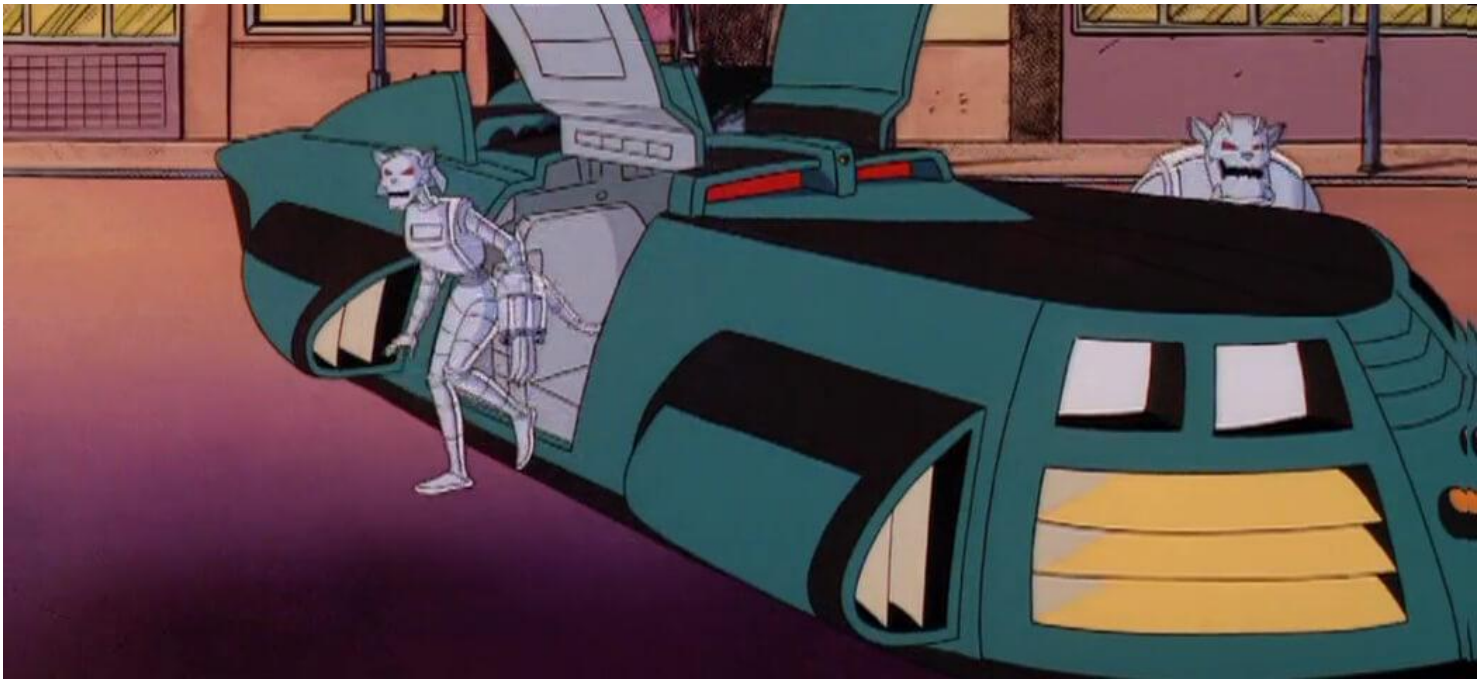




Additional Jet Ski Mode with included Macrowave Blaster Disintegrator Guns

Mac and Molly's Armored Car [100 CP]

This is a copy of Mike and Molly's own heavily armed and armored hover car, it comes with heavy armor plating and built in laser weapons mounted in front.



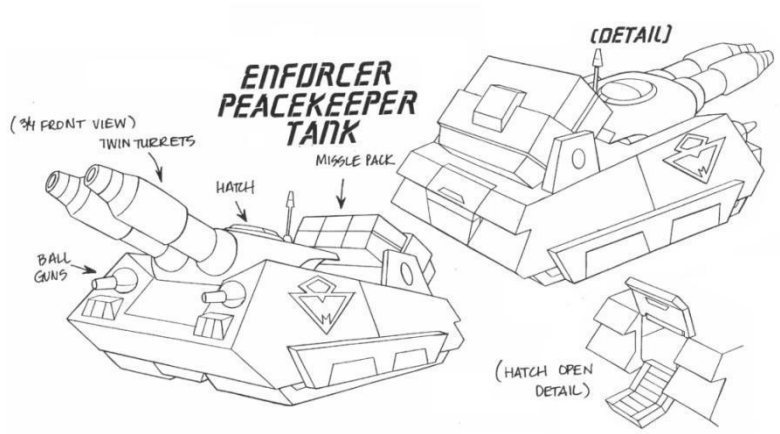
Thunder Truck [100 CP]

This modified and modular Tow Truck has been souped up with armor, jet engines, and a roof mounted turret nest.

Enforcer Tank [200 CP]

This is the primary offensive vehicle for the Enforcers, containing a twin pair of primary laser cannons supported by multiple smaller anti-personnel lasers, and mounted with a 6 shot guided missile rack.

For an additional undiscounted **200 CP** you can upgrade this to a **Behemoth Tank** with its thought activated arsenal and a force field.

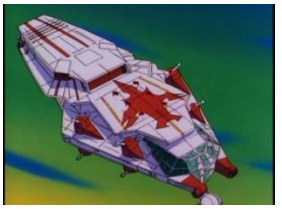


Air Ship [300 CP]

Reign destruction from the skies with this fully stocked and battle ready air ship of your design.

You can merge this with any of the other properties purchased here to provide you with a mobile base of operations. This comes with a single Tractor beam leading to its hanger bay, and a extendable Veritgo Cannon.

The **Mansion** will improve the quality of the amenities for the captains and crew quarters while adding new luxuries like a pool, sauna, and more.



The **Salvage Yard** will add a second hold specifically dedicated to salvage that will provide the same benefits as the salvage yard, employing a suite or robotic drones to go out and collect scrap and salvage wherever you are, with random pieces from other jumps just showing up occasionally in the salvage piles.

The **Armored Headquarter** will increase the hull and armor plating on the airship to shrug off more damage and a force field generator.

The **Hidden Lair** will add increased capability to deflect and mitigate radar sensing and the ability to induce an artificial cloud cover for your ship to hide or travel in.

F-14 Tomcat [100 CP]

A stock and unmodified F-14 Tomcat that takes modifications and improvements easily with no issue in inserting and integrating disparate technologies, also comes with a selectable missile panel and dimensional targeting system that creates wireframe images of anything it scans, just don't get hit by lightning or electricity while it is in use or you might just through realities and universes. Free custom paint job included.

For an additional undiscounted **200 CP** you get your plane upgraded to match the TurboKat, with the below upgrades to the plane right from the start. This comes free with **Flight Capable and Armed Ejector Seats**.

Wet Cement Gun
Non-lethal full auto turret.

Retractable Quad Sub-Orbital Mode
More power.

VTOL module and Space Flight Modules

Cat Scanner Display warm blooded creatures.

Retractable Wings
For those tight insertion flights.

Mega-Laser
High-powered front dorsal laser.

Grappling Hooks & Capture Claw
Grippers/Grabbers

Deployable Quad
Rear center engine turns into a car.

Hidden Launcher
Recessed rear and wing launchers.

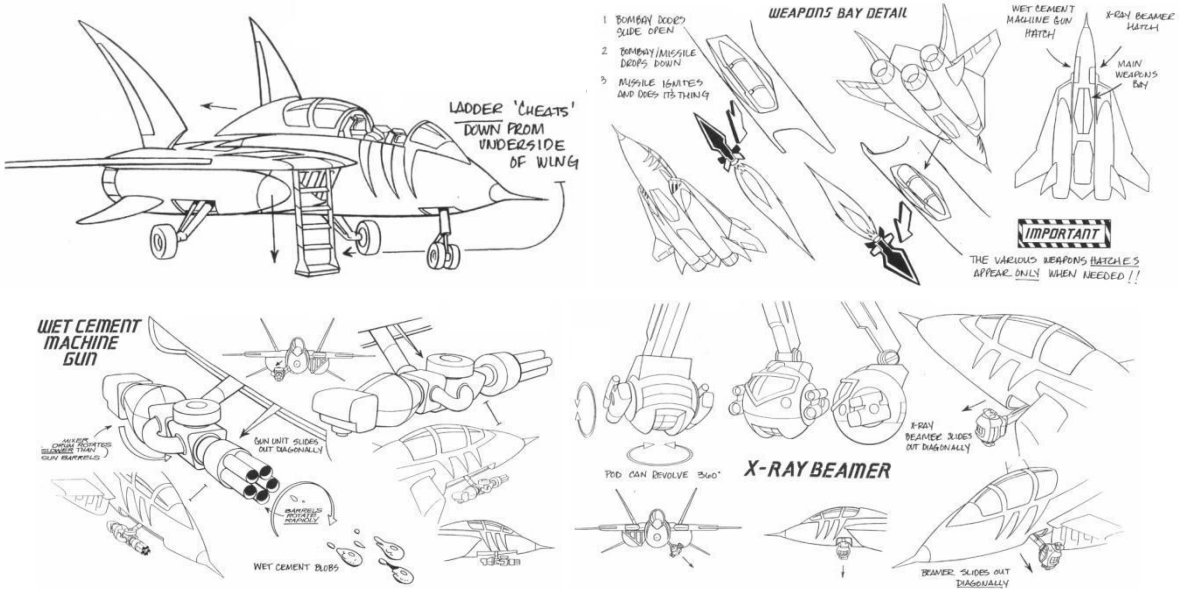
Vibrating Blades
Extendable wing blades

Cockpit Shielding
Shielding for space and underwater.

X-Ray Beams
See through walls to spy on enemies.

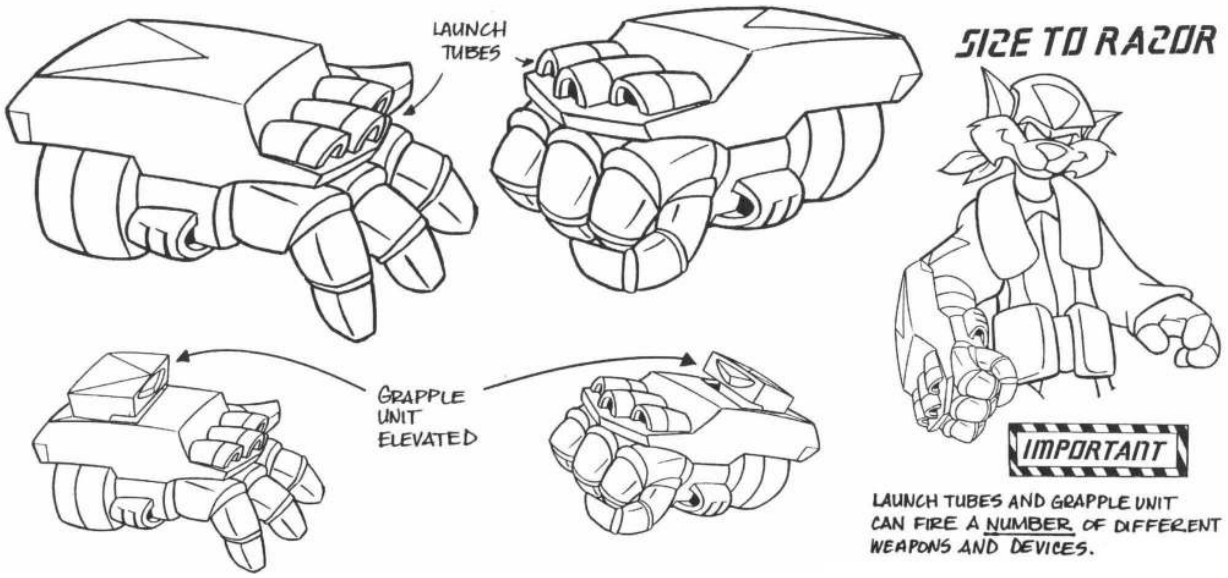
For an additional **50 CP** per purchase you can select a set of five different types of modular missiles from the **Missile Silo** section to have your plane loaded with from the start along with a stockpile of five of each purchased type that regenerate each jump in your warehouse.

+ You also gain the plans for creating all of the missile types.



Build-A-Glovatrixes

You gain a basic glove and you can spend CP to customize your base model GLOVATRIX



There are many upgrades that have been showcased by the SWAT Kats, and here you can customize your basic Glovatrixes with the various add ons and upgrades listed below, you can further upgrade it manually and it will keep all changes made to it but this will allow you to start with more than a plain glove.

The free "Basic Configuration" contains the following components:

Grappling Hook
This launches a grappling hook and line launcher that can grab onto surfaces, detach and tie off.

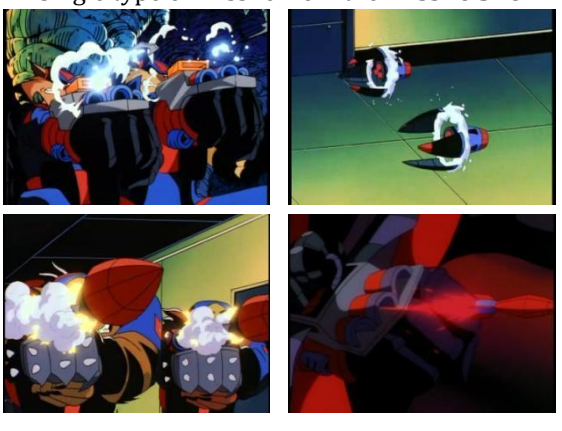
Tracker Radar & Mini-Signal Device
Displays tracker location.

Bow-Zooka
This allows for various missiles to be loaded on-the-fly, not restricted by internal capacity.

Shield
This mode allows you Glovatrixe to open up and unfold a round sectional shield.

Cement Missile
A non-lethal cement shot

Mini Missiles
You get a starting load of five missiles from any single type of missile from the **Missile Silo**.



The Glovatix comes in three styles to choose from and comes with the plans to create all three variants.

Choose one style per Glovatrix purchase.

Classic SWAT Kat Glovatrix

The classic, a no frills lightweight glove that backs a lot of tech into a small package.

Evil SWAT Kat Glovatrix

This is basically the same as the classic style Glovatrix but with the addition of light armoring on the hand and offensive spikes projecting forward, it also seems to have a pair of small launchers on each side of the glove and a different style top magazine.

Super Glovatrix

This prototype Glovatrix created by the vigilante hero Razor and is a far more heavily armored and possible melee focused weapon with its more blocky all metal construction that forgoes the standard fingerless glove and forward spikes.

Each additional upgrade to the Glovatrix costs an additional **50 CP** to add.

Vehicle Control
Remote control compatible vehicles.

Lock Pick Spike
Unlocks mechanical and digital locks.

Set of Five Missiles
Miniatures of any Missile Silo missile.

Boomerang Launcher
Launches high-speed boomerangs.

Suba Engine
Miniature underwater jet engine.

Mini Cat Scanner
Displays any warm blooded creature above the size of a rat.

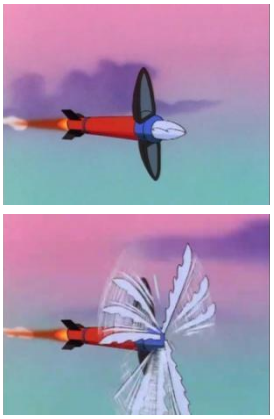
Plasma Arc Torch
Great for cutting through steel.

Buzz-saw
Not only can it be used for cutting but it can also be used as a one-shot ranged attack.

The Missile Silo

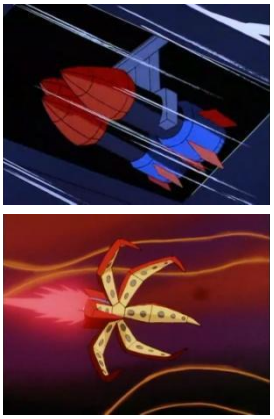
Here is a listing of the various modular missiles used by the SWAT Kats and are available as additions.

Mole
[Spinning Blade]



Mole
[Diamond Tipped]

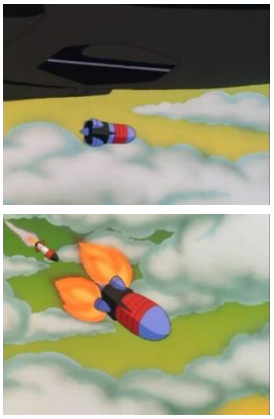
Octopus
[Binding]



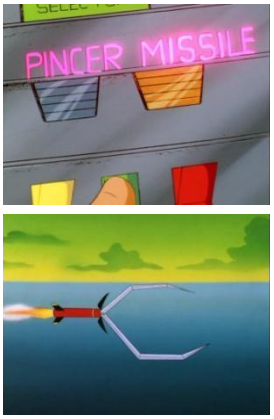
Scrambler
[Barriers and Tech]

Shark
[Grab and Reel]

Decoy
[Heat De-Seeker]

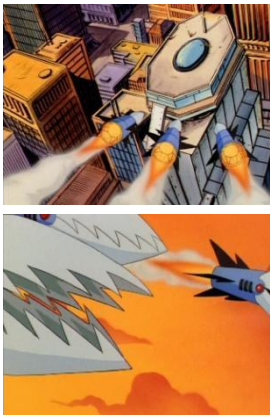


Pincer
[Grab and Move]

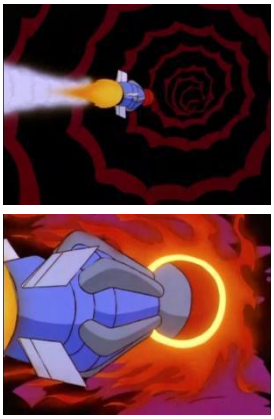


Buzz-saw
[Cutting Power]

Piranha
[Chomp Chomp]



Match Head
[Explosive]



Wrapper
[Rocket Bolo]

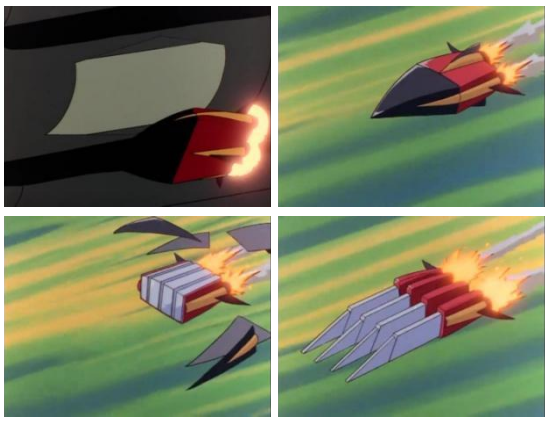
Wire Clipper
[Cutter / Absorber]

Banshee
[Soundwave]

Plain Old
[Boom Boom]

Tarpit
[Oil Jet]

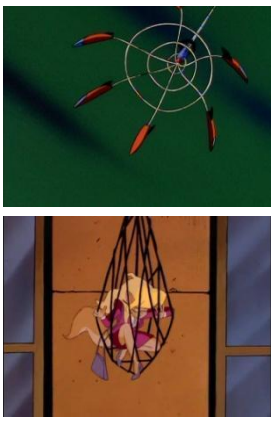
Slicer
[Multi-Blade]



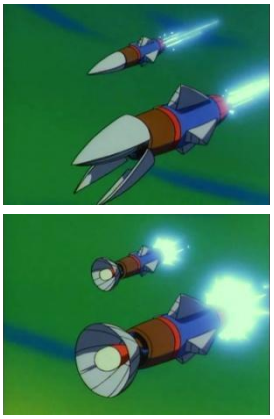
Drop Tops
[Spinning Maces]

Spider
[Tangle Web]

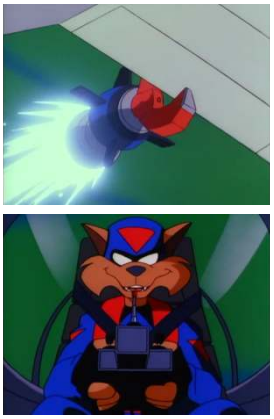
Spider
[Tow Line Net]



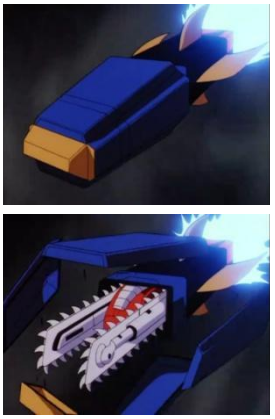
Flash Bulb
[Flash Blind]



Limpet Claw
[Guided Claws]

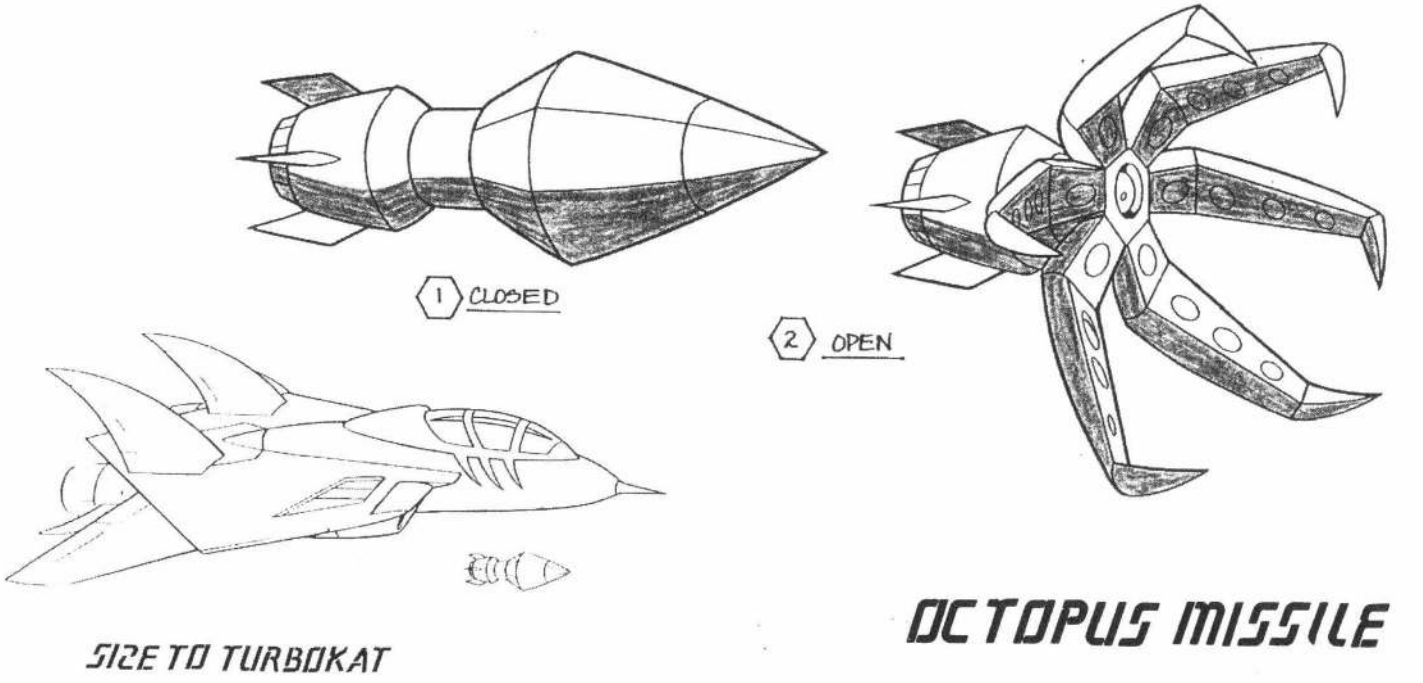


Chainsaw Shredder
[Dual Chainsaws]



Cookie Cutter
[Hole Saw]

Turboblades
[Wing Fired Blades]



Companions

Companions can purchase more companions.

Companion Import [50 CP - 200 CP]

Import a single companion into any origin and race for 50cp each or eight for 200cp.
They gain 600 CP each to spend.

Canon Companion [100 CP]

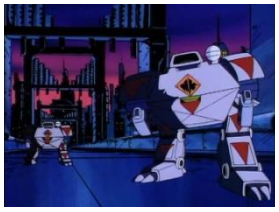
So you want to take any other existing character from this world.
Well then this option is for you.
This guarantees that you have a good first meeting.

Cybertron [50 CP]

Originally created by Professor Heckle for the Swat Kats as an apology for how much his Metalikats have caused them, this little robot assistant is here to help.

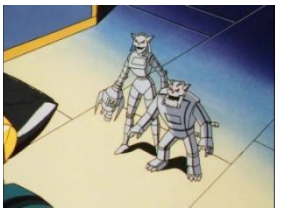
Minions [100 CP]

You gain a squad of five relatively weak minions. Whether robots, magical creatures, or the resurrected undead is up to you, but they must match and work with chosen origin in some way.



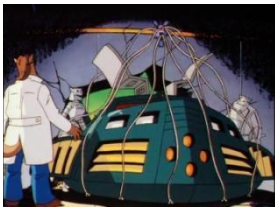
Custom Metalikat [100 CP]

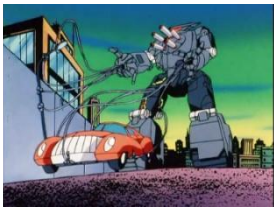
Apparently you commission your very own Metalikat from Professor Heckle, and this one won't betray you or go off the reservation.
You can also import companions, followers, AIs, pets and spirits in this form if desired.



Micro Brain Orb [300 CP]

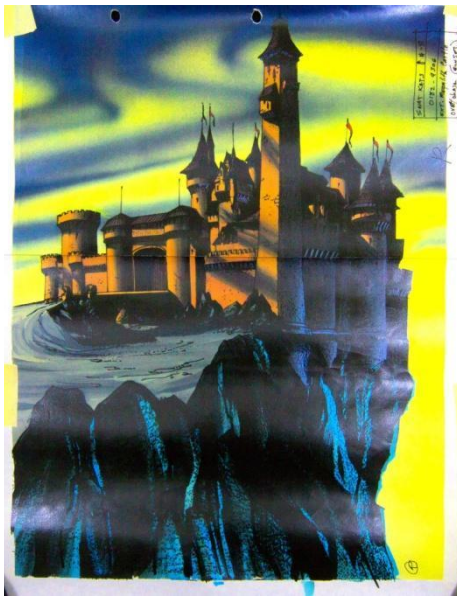
This will not go insane and try to take over the world, and will always acknowledge you as its creator.
Able to make, modify, fix, improve and assimilate machines and any form of technology.





Scenarios

Scenario One [In the Past with Pastmaster]



You start stuck in the past unable to leave until you deal with the evil Pastmaster and obtain his Tope of Time and use it to return to the modern Megakat City if that is what you decide to do, otherwise you can simply stay in your current time and try to make good with Queen Callista.

You will have a hard time of it as when you arrive the Past master will have just captured the fair queen and there are no and will be no SWAT Kats returning to the past to stop him this time.

The Pastmaster will also pull out all the stops in trying to destroy you and marry the Queen. Should you fail to rescue her before he succeeds then you will have to contest his power back by the former queen's entire army as he will control the kingdom.

Here's hoping that you qualify to wield the Dragon Sword, it would probably help in killing his monsters.

Reward

You will gain control of the burgeoning Kingdom of Megakat along with the hand of the Queen, she will become a companion and gain the entire **Politician** and **Magic** perk and item lines to represent her position as a queen and magic user.

Scenario Two [Swat Kats no More]

The Swat Kats were never kicked out of the Enforcers and instead were simply demoted to driving the dump truck to the Salvage Yard, because of this they never became the SWAT Kats, built their hideout, or thier famous TurboKat plane.

Due to this the villains they would normally stop have been a lot more successful in their pursuits.

You must either step up and fill the role as Megakat City's protectors, convince them to quit the enforcers, or a mix of both.

This will not be easy due to two factors. First you will generally not initially have the in with the Deputy Mayor Briggs that the SWAT Kats did, and secondly while they may be unhappy with their position in the Enforcers they are not completely disillusion with their jobs yet and still believe they can do good as an enforcer and be the heroes they always wanted to be.

Have fun saving the City in their stead for either until you can get them onboard, beat all of their enemies, or finish your ten year stint here.

Reward

You will get the fully upgraded Turbokat edition of the **F-14 Tomcat** along with all of its add-ons, a full upgrade **Glovatrixes**, the **Modular Motorcycle**, and a copy of each of the missile types along with their warehouse stock, along with the **Salvage Yard**.

If you have already spent money on any of this then you will get that CP refunded.

Scenario Three [Dark Megakat City]

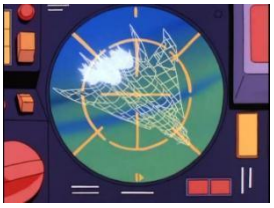
You have been trapped in or started in the dark alternate universe where the SWAT Kats went criminal and started to work alongside Dark Kat and an evil Callie Briggs to take over Megakat City.

If this is taken alongside the **Swat Kats no More** scenario then you will be actively working against the evil and now more competent SWAT Kats, without the initial aid of the evil Callie Briggs.

You need to foil their plans to blow up the enforcers and stop their takeover of the city, and you won't have the good SWAT Kats showing up to help, while the team of Dark Kat, SWAT Kats, and the Deputy Mayor will be much more competent.

Reward

If you succeed then you will gain the knowledge of how to properly alter the **F-14 Tomcat's** Dimensional Scanner to actually allow for controlled dimensional shifting between alternate universes without a lightning strike.



Once you clean up the Evil Megakat City then you are free to shift into the normal universe with the good SWAT Kats.

Though if you took the **Swat Kats no More** scenario then you will need to deal with that scenario in that universe.

Scenario Four [Succubus]

This scenario is based on one of the three unproduced episodes of the Swat Kats.

When an ancient female demon sets her sights on Feral, seeking to drain his lifeforce, it's up to his niece Felina and the SWAT Kats to save the lovestruck Enforcer commander.

A male cat "Geno Furness " was attacked and carried off by a fierce gargoyle-like creature and the next morning the Enforcers are investigating his abandoned car while Ann Gora the reporter is there explaining that like Geno, six other large physically fit male cat to go missing in Megakat City in two months, with the others turning up dead as drained, mummified husks.

Katrina Moorkroft is a mysteriously beautiful and wealthy heiress worth Megabucks who has recently moved to Megakat City two months ago and has been paying to have parks and libraries built, with the latest contribution being the Moorkroft Philharmonic Hall named after her. She tends to wear a live ferret as a fashion accessory and immediately starts vamping on Commander Feral to the displeasure of his niece Lt. Feral who immediately and mutually dislikes the woman, who promptly invites the Commander to the opening of her new hall.
Mayor Manx insists that Deputy Mayor Briggs goes as well and takes a date.

Dr. Abby Sinian has developed a theory about who or what is behind the killings and has invited both Callie and Felina Feral over to discuss it, showing them carving depicting the gargoyles and a succubus explaining that they drain men in their quest for immortality. They are then attacked by the tri-head monster (Actually the Ferret) and have to escape.

Later on when traveling home after the show Katrina Moorkroft transforms as she ages at a rapid rate, turning into a wither old hag, she says she now needs to take the life force of someone who loves her (Commander Feral) to restore her youth for the next 100 years. She has two employees, her driver Otto and butler at Moorkroft Manor Laszlo , who along with the other servants are able to transform into gargoyles and have been performing the kidnappings as a stop-gap until an appropriate victim can be found to be drained during an eclipse. The minion lifes are tied to Katrina and when she dies they will disintegrate to dust.

More info including a Script PDF, Act write-ups, and audio talks about it is on the swatkats.info site.
https://swatkats.info/episodes/succubus/

Reward

If you succeed in saving Commander Feral, you can gain the Succubus or Lt. Felina Feral as a free companion.

Scenario Five [Turmoil 2: The Revenge]

This scenario is based on one of the three unproduced episodes of the Swat Kats.

In the standard Swat Kats universe, Turmoil breaks out of prison to threaten Megakat City with an orbital laser heat beam and to wreak revenge on the person who slighted her last time.

This time, Turmoil will try and use her high-tech Crown of Obedience turn them into her unwilling slave!

If you take this scenario then you will ensure that you are the one she ends up fancying last time and whether she was beaten by you or by the SWAT Kats she will fixate on you upon her breakout.

More info including a Script PDF, Act write-ups, and audio talks about it is on the swatkats.info site.

https://swatkats.info/episodes/turmoil-2-the-revenge/

Reward

If you beat Turmoil this time then you will be able to gain her as a companion for free and a copy of the Airship vehicle.

Scenario Six [The Doctors of Doom]

This scenario is based on one of the three unproduced episodes of the Swat Kats.

In this adventure the villainous Dr. Viper teams up with an alien-possessed Dr. Harley Street in an attempt to use the **Super-Katalyst 566** serum, and turn the Megakat City into a toxic radioactive swamp?

Dr. Viper had the **Super-Katalyst 566** be stolen from a top secret room inside Megakat Biochemical Labs by Dr. Harley Street and a group of escaped convicts Street had turned into Ci-Kat-A like himself. Dr. Street thought the katalyst would be used to help the Ci-Kat-A to conquer the world, but Dr. Viper plans to betray Street and his “brothers” (including the recently-converted Enforcer rookie Gray Taylor) by turning them into a monstrous black beetle and giant white grub worms respectively.

More info including a Script PDF, Act write-ups, and audio talks about it is on the swatkats.info site.

https://swatkats.info/episodes/the-doctors-of-doom/

Reward

If you succeed in defeating Dr. Vipers, then you gain a copy of the mutagenic **Super-Katalyst 566** serum and the **Maddest of Chemistry Set** and **Mutagenic Trio** items from the **Biology Power Source** for free, or if you already bought them then the CP is refunded.

Toggles

Self-Insert [+0 CP]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 CP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 CP]
Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 CP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Fan Theories are Cannon [+0 CP]
You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?
Maybe the entire setting was nothing more than a stage production?
Maybe the bad guy actually has a tragic back-story and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the SWAT Kats universe you're about to enter.

Drawbacks

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years.

Can't Swim[+100 CP]
You can't swim, you can learn but this will not only make it four times a s hard but you will constantly be interrupted by something that needs your attention.

Mangy Fur [+100 CP]
You can't for the life of you keep your fur and hair looking its best, and whenever you try to fix your look something will happen to mess it up at the worst time.

Enforcers [+200 CP]
Much like the Enforcers you are incapable of getting anything done right.

Catnip Addiction [+200 CP]
Man you really like hitting that Catnip don't you, well you will have a rather bad addiction to Catnip from your first moment awake in this jump, and you will even start with a baggie on you when you awaken or arrive. You can kick this but it will take great effort and time to do this.

Framed [+200 CP]
You have been framed for a crime and needed to work hard to prove that you are innocent.

Constant Kaiju [+200 CP]
Every couple of months there will be a new attack on the city from a monster or enhanced giant that will need to be fended off.

Cartoon No More [+300 CP]
You lose all protection of this being a campy cartoon universe, now the events and dangers are very much a danger and far more life threatening.

Feral Kat [+400 CP]
You enter this jump as a plain, mundane, quadrupedal cat. You will gain your normal anthro alt-form after the jump is complete along with this quadrupedal cat form as an additional one.

Trapped for 800 Years [+400 CP]
Just like Pastmaster you were locked in a ornate trunk for 800 Years, you will be released the day after Past Master is and will experience all 800 years of your isolation in that cramped chest, I hope you have a way to stave off boredom and madness, or you might not come out of there entirely sane.

Madkat [+400 CP]
The insane reality warper Madkat will at some point in your stay escape and start terrorizing the Megakat City and will take a perverse pleasure in tormenting you, it will be up to you to take him out, if you are in the past he will come back and find you to do this.

Lockdown [+600 CP]
You have no Out Of Context items, powers, or warehouse.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0
- Initial jump completion.

v1.1
- Minor text updates and fixes.

v1.5
- Added a bonus ability to modify new alt forms to reflect some of your perks and powers as cosmetic modifications before you enter a new jump, though it should have some conformity to the world you are entering with an in-universe explanation when possible.
- Fixed starting roll die from a d8 to the proper d6.
- Added a note to races about how your chosen **Power Source** can cosmetically alter your race.
- Fixed the "**Cartoon No More**" drawback to be the proper +300 CP and not the 0 CP it was listed as.
- Fixed some text and layout issues.
- Updated the **Dragon Sword** to be a holy sword and particularly damaging to evil beings.
- Added **Magician's Cane**, **Agracite Mine, Burial Chest**, **Engagement Ring**, and **Gemkat 6000** to general items.
- Updated the **Mutagenic Trio** to be the **Mutagenic Quintuplet**, upping the mutagen sample count to four and adding the anti-mutagen.
- Slimmed down the **Simulation Suite** text.
- Added the drawback **Madkat [+400 CP]** that will have Madkat escape and target you.

v1.6
- Minor spelling change and clarification on Air Ship.
- Added **Weapon Upgrade** to **Vehicles** and a copy of the **Mac and Molly's Armored Car**.
- Dropped the price of **Mega Alloy Armor Upgrade** for **Vehicles** from **100 CP** to **50 CP**.

Notes

Descriptions, info, diagrams, and model sheets resourced from the SWATKATS.INFO site, as well as the Art of SWAT Kats Book contained on it. https://swatkats.info/swat-kats-entries/