



HISTORY

The Radical first appears in May 1969, in People's Park, San Francisco, and saves the Lizard King from the first Hardhat. He's a handsome, charismatic, hippie of about twenty with long blond hair. He then vanishes.

The Radical resurfaces in the summer of 1994 (still looking like a twenty-year-old, although aging normally from that point) when Mark Meadows is being beaten to death by a Card Shark goon in a secret drug lab in China. He plays a major role in preventing the Trump virus from being released over Hong Kong, then embarks on a career as a professional revolutionary seeking to bring about Marxist governments in various Third World countries, including Burma, Indonesia, Colombia, Turkmenistan, and Afghanistan. None go very far. Weathers invariably breaks with his allies when he deems them insufficiently ideologically pure.

He eventually hooks up with Dr. Kitengi Nshombo, then the leader of just another minor faction in the endlessly bloody Congo War. With Nshombo handling the political end of things and Weathers the military they quickly vanquish the Democratic Republic of the Congo, then the Republic of the Congo, Cameroon, and Equatorial Guinea, and are well on the way to ruling all of central Africa as the People's Paradise of Africa. During the Nigerian War, Weathers escapes an assassination attempt at the hands of Noel Matthews in his Bahir form. He's saved only by the powers of the healing ace nicknamed Our Lady of Pain.

The People's Republic of China backs the PPA in its attempt to liberate Nigeria. The Chinese send Sun Hei-lian, a famous television journalist by day and a colonel in the Chinese Ministry of State Security (the Guojia Anquan Bu, or Goanbu for short) the rest of the time, to cover the war. She's about forty but still beautiful, experienced, and hard-nosed about her role, which is to seduce Weathers so she can keep a close eye on him.

A short time after Butcher Dagon is wounded in battle against Committee aces manipulated into supporting the PPA, Our Lady of Pain is summoned to the Nshombos's presidential palace to heal the enemy ace. When she initially balks at healing an enemy, Dagon explains matter-of-factly that he wasn't on the Nigerian side of the war, but was all the time a double agent for the PPA. Realizing the atrocities Dagon had committed as part of the ruse, Dolores refuses to heal him. Dagon threatens the girl and Tom Weathers kills him. When a disillusioned Dolores insists that the truth be released to the world, despite the fact that the two are lovers (and that she saved his own life previously), Weathers simply and brutally kills her too. The British support Nigerians in the conflict. The Order of the Silver Helix kidnaps Thomas Drake from Noel Matthews's home and the Highwayman drops Drake on the battlefield where the PPA is about to clash with the Nigerians, with the head of an advancing PPA tank column at ground zero. Drake panics and the predictable mushroom cloud billows.

Noel Matthews, on the trail of Drake, fights Weathers over the boy. Unsurprisingly, Weathers gets the upper hand, and Matthews changes plans, kidnaping Sprout, Weathers's developmentally retarded daughter, who's followed him from war zone to war zone, and whom Weathers has uncharacteristically left unprotected. Matthews leaves a message that the Committee will be in touch to arrange an exchange. Weathers decides to give them Drake, then kill every last member of the Committee.

The exchange is set for Jackson Square in New Orleans. Weathers pops in with Drake and they exchange hostages. Weathers then whips out his old peace medallion, whirls it around his head, and impales it in Drake's chest. Sekhmet deserts John Fortune and enters Drake, but can't stop the explosion. The Amazing Bubbles enfolds Drake in her arms, and tells him to let it go, managing to absorb the power of Drake's nuclear blast, saving New Orleans and all the Committee aces.

Weathers returns to the PPA, crankier than ever. The wars continue. Nigeria falls, followed by Rwanda, Burundi, Uganda, and the Central African Republic. Then the PPA picks a fight with Sudan, bringing it into conflict with the Caliphate of Arabia. Weathers continues to grow edgier and angrier. Worse, he finds his control slipping away. Sometimes when he's asleep, he and Mark Meadows, whom he contemptuously thinks of as "the old hippie," have angry conversations. It goes even farther than he realizes, though, as sometimes Meadows asserts control over their sleeping body. To avoid Meadows in his dreams, Weathers sleeps less and less-which doesn't help his temper.

In one of the brief periods where Meadows has control, he talks to Hei-lian, who's astonished



when the new personality speaks through the Radical's mouth.

Mark begs her to find a way to free him—or, if not, to destroy them both. He doesn't want anyone else to suffer for the derailment of his dream of peace and love, especially not her. Meadows is falling in love with Hei-lian, although he doesn't tell her that until sometime later.

> Innocently, Sprout adds her own pressure, asking Weathers when her "real daddy" would be coming back, and accusing Weathers of making him go away. Weathers flees, seeking solace in the random destruction of Sudanese military units.

WEATHERS

Meanwhile, Meadows is working behind the scenes in Weathers's subconscious, talking to his "friends" with impacts that are soon apparent. During a river battle in Sudan, Weathers tries to change into his were-dolphin form, and finds that power has deserted him. Then a new voice speaks in his head: Cetus Dauphin (Aquarius) telling Weathers that his madness endangers the world and that Dauphin would no longer be a part of it. Things are falling apart.

Weathers and Nshombo hatch a plan to disrupt the peace conference in Paris regarding the PPA/Caliphate war. When Bugsy clumsily lets slip that Noel Matthews and Bahir are one and the same, Weathers



TOM WEATHERS	POWER LEVEL 12		
STRENGTHSTAMINAAGILITYDEXTERITY10/28/36/25	FIGHTINGINTELLECTAWARENESSPRESENCE8124		
POWERS	OFFENSE		
Ace Body: Enhanced Trait 38 (Agility 4, Strength 8, Stamina 5,	INITIATIVE +6		
Perception 8) • 38 points	Blast +8 Ranged, Damage 12 (fire or light)		
Energy Absorption: Immunity 20 (Fire Attacks, Light Attacks)20 points	Fire Shaping —Ranged, Shapeable Area Damage 6 (fire)		
Energy Projection (24-point array)	Unarmed +8 Close, Damage 10		
Fire Shaping: Ranged Shapeable Area Damage 6 (DC 21; Concentration) • 24 points	DEFENSE		

Flame Blast: Ranged Damage 12 (fire, DC 27) • 1 point

Plasma Blast: Ranged Damage 6 (Linked; DC 21; Ranged), Weaken Toughness 6 (Linked; Affects Objects Only) • 1 point

Sunlight Blast: Ranged Damage 12 (light, DC 27) • 1 point

Flight: Flight 7 (250 MPH) • 14 points

Invisibility: Concealment 4 (All Visual Senses) • 8 points

Mind Shield: Enhanced Trait 6 (Will 6; Limited to Mental Powers) • 6 points

Moonlight Sight: Senses 1 (Low-light Vision) • 1 point

Phase Out: Insubstantial 4 (Incorporeal) • 20 points

Photonic Form: Movement 1 (Space Travel 1) • 2 points

Shapeshift: Morph 3 (humanoid forms, +20 Deception checks to disguise) • 15 points

Speak with Dolphins: Comprehend 2 (Animals; Narrow Type: Dolphins) • 2 points

Tough: Protection 6 (+6 Toughness), Regeneration 16 (1.6 per round) • 22 points

SKILLS

Expertise: Politics 2 (+3), Intimidation 2 (+6), Persuasion 2 (+6), Ranged Combat: Energy Projection 3 (+8)

ADVANTAGES

Languages (French)

goes ballistic. A battle erupts which leaves several Committee members dead and Lohengrin badly wounded. Weathers escapes, barely surviving the epic confrontation.

It doesn't help his mood when Weathers loses the fire powers of Jumpin' Jack Flash while pursuing his vendetta against Matthews. He decides he won't sleep anymore, and believes, in spite of all evidence to the contrary, he's becoming more powerful.

In the meantime, Matthews has been working on a convoluted plot, part of which is designed to make Weathers believe

t +8	Ranged,	Ranged, Damage 12 (fire or light)		
Shaping –	– Ranged,	Ranged, Shapeable Area Damage 6 (fire)		
rmed +8	Close, D	Close, Damage 10		
FENSE				
DODGE	8	Fortitude	10	
-				

PARRY 8 14 **TOUGHNESS** WILL $14/8^{*}$ *Against non-mental powers

COMPLICATIONS

Motivation-Certainty: Mark Meadows's greatest dream is to be able to Do Right, without doubts or uncertainties. Tom Weathers's is to Be Right, and he accepts no doubts, either his own or those of others.

Disability: Weathers's increasing madness makes him an unpredictable ally, fully capable of simply killing someone whom he loses trust in.

Identity: Weathers' greatest weakness is that in reality he's only part of the composite being known as Cap'n Trips. He's controlled the gestalt for over a decade, but Mark Meadows never gives up his campaign against Weathers's mind. Meadows can't control Weathers's body except haltingly when the ace is in deep sleep, but he can hold an internal dialogue with Weathers, acting as an annoying conscience, and with Cap'n Trips's other "friends," one by one convincing them to refuse Weathers the use of their powers.

Relationship: Weathers unconditionally loves his daughter, Sprout-the only emotion he shares with Mark Meadows. He spends great amounts of time and energy keeping her safe and isolated from virtually the entire world.

Weakness: Weathers can't use any drugs more powerful than coffee or chocolate, for fear of giving Meadows a chance to wrest away control of their body.

Abilities 54 + Powers 171 + Advantages 1 + Skills 5 + Defenses 10 = 241

Nshombo's political rectitude is failing. Weathers is lured to the president-for-life's yacht, where he finds a good portion of the national treasury, in the form of a pallet of gold bars, in the yacht's hold. Tom kills Dr. Kitengi Nshombo, along with some of the PPA child-aces who are protecting the yacht.



With President-for-Life Nshombo dead, the People's Paradise of Africa begins to unravel, its foreign allies abandoning it. But Tom Weathers won't let go of his dream or his anger. When the Committee aces make their attack on the wild card virus lab at Bunia, he charges into the fight, only to have Cosmic Traveler desert him. Still, he overcomes Rustbelt, only to be faced with Bubbles, who manages to wound him. Then Monster comes.

The most powerful and malevolent of Meadows' avatars arises from the depths of the Radical's pain. The demonic form grows to a gargantuan height, but not even the lightning he calls down can injure Bubbles. They pound on each other, neither able to strike a disabling blow, only making each other bigger and stronger with each assault.

With the mindless Monster in control of his material form, Weathers finds his mind stuck in Mark Meadows's subconscious realm, where they have a final confrontation. Weathers can't harm Meadows, but the original owner of their body and mind doesn't take advantage of the situation: He just wants to explain their shared history to his creation, giving him one last chance to surrender. Weathers isn't interested in giving up, as he's sure he'll be able to defeat the Committee aces after Monster burns through his rage, but Meadows predicts the aces will finally have been pushed far enough to kill a weakened Weathers.

Meanwhile, in the exterior world, Monster grabs Bubbles and throws her into the ruins of the Red House where she's trapped under the debris. With the only ace who matches Monster in power out of the picture, defeat for the Committee aces is imminent.

Noel Matthews, though, has popped off and grabbed the medal from the glass coffin of Dolores Michel, Our Lady of Pain, and given it to Cameo, who channels the dead ace. Dolores hurls the pain she'd absorbed over her lifetime at the avatar of the man who killed her. It strikes at Weathers even though he and Meadows are still cocooned in Meadows's subconscious, and Weathers feels the agony and dies. Meadows feels the pain as well, but doesn't resist it, and lives. Monster disappears, and in his place is a helpless Mark Meadows. As predicted, the Committee aces debate killing him while he's vulnerable, but in the end they decide not to become as monstrous as Weathers.

Sometime later, Mark, Sun Hei-lian (who has come to love Meadows for the good man he is), and Sprout meet a Takisian starship in the New Mexico desert to emigrate to Takis, where Mark hopes he'll be able to do useful scientific work again.

PERSONALITY

Charismatic, arrogant, and increasingly paranoid, Tom Weathers is an all-around dangerous being. He's not afraid, as he keeps saying, to break a few eggs to cook his desired omelet. He's ruthless and incapable of any positive emotions, except for the unconditional love he has for his developmentally disabled daughter, Sprout.

Weathers talks about altruistically doing things for amorphous concepts like "the revolution" or "the people," but when it comes to actual revolutionary movements and government or real people, none can live up to his artificially high standards, usually with fatal results.

POWERS & ABILITIES

The Radical is the most powerful ace on the planet, as he can call on all the avatars of Cap'n Trips, even those Trips himself lost the ability to summon. Eventually, though, some of the powers slip away from him.

In his 1969 appearance and again during the 1990s, Tom Weathers goes by the name The Radical, and wears a heavy flowing peace medallion on a chain around his neck, using it as a focus for his powers and sometimes directly as a weapon. As the years of misuse go by, the glow eventually fades from the medallion, and Weathers stops wearing it and abandons the Radical name.

Although he knows the language well enough speak it like a native, Weathers speaks French with a deliberate American accent intended to be insulting to the French ear.

ALLIES

While the People's Paradise of Africa is still functional, Weathers has the full resources of the nation at his comment. But even many of these allies distance themselves from him as his madness increases.

ENEMIES

Anyone he perceives to be an enemy of the revolution is an enemy of Weathers. Which is to say eventually everyone. And with prolonged exposure to him, even the most mild-mannered grow to consider him an enemy.



CREDITS & LICENSE

WILD CARDS - SCARE SHEET #20: TOM WEATHERS

Writing and Design: John Jos. Miller and Steve Kenson Development: Jon Leitheusser Original Character Creation: Victor Milán Editing: Spike Y Jones Art Direction: Pauline Benney Graphic Design: Hal Mangold Interior Art: Cyril Van der Haegen Publisher: Chris Pramas Green Ronin Staff: Pauline Benney, Joe Carriker, Steve Kenson, Jon

Green Konin Staff: Pauline Benney, Joe Carriker, Steve Kenson, Jon Leitheusser, Nicole Lindroos, Hal Mangold, Jack Norris, Chris Pramas, Donna Prior, Evan Sass, Marc Schmalz

Wild Cards SCARE Sheet #20: Tom Weathers is ©2013 Green Ronin Publishing, LLC. All rights reserved. References to other copyrighted material in no way constitute a challenge to the respective copyright holders of that material. Mutants & Masterminds, Super-powered by M&M, Green Ronin, and their associated logos are trademarks of Green Ronin Publishing, LLC.

The following is designated as Product Identity, in accordance with Section 1(e) of the Open Game License, Version 1.0a: hero points, power points. All characters and their associated images, descriptions, backgrounds, and related information are declared Product Identity.

The following text is Open Gaming Content: all game system rules and material not previously declared Product Identity.

Green Ronin Publishing 3815 S. Othello St., Suite 100 #304 Seattle, WA 98118 Email: custserv@greenronin.com Web Sites: www.greenronin.com www.mutantsandmasterminds.com



OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

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

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

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

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

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any

Contributor unless You have written permission from the Contributor to do so.

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

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

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

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

- System Reference Document, Copyright 2000, Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.
- Modern System Reference Document, Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stanl, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.
- Mutants & Masterminds, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.
- Advanced Player's Manual, Copyright 2005, Green Ronin Publishing, LLC; Author Skip Williams.
- Silver Age Sentinels d20, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.
- Mutants & Masterminds, Second Edition, Copyright 2005, Green Ronin Publishing, LLC; Author Steve Kenson.
- DC Adventures Hero's Handbook, Copyright 2010, Green Ronin Publishing, LLC; Author Steve Kenson.
- Mutants & Masterminds Hero's Handbook, Copyright 2011, Green Ronin Publishing, LLC; Author Steve Kenson.
- Wild Cards Campaign Setting, Copyright 2008, Green Ronin Publishing; Authors John Jos. Miller and Steve Kenson.
- Wild Cards SCARE Sheet #20: Tom Weathers, Copyright 2013, Green Ronin Publishing; Authors John Jos. Miller and Steve Kenson.

5