



## History

The man that would become known as Deuteronomy began life shortly after the Second World War. He was mutated by unscrupulous scientists: his own genetic makeup merged with that of a cat.

The science that would, eventually, create the Moreau was new and successes happened seldom. Deuteronomy was a success – and he was catered to. He devoured the same knowledge that created him... and soon he was working along side the scientists who had created him.

Government officials wanted to close the lab... that or have complete control over the creations. Several of the hybrids elected to enter government service, but Deuteronomy had more of a free spirit. He refused to be controlled by the government, and fled in the night with the assistance of the scientists.

After several years of work, he began to create his own Moreau family. His first "child," the Rum Tum Tugger, was headstrong and independent. The second "child," Munkustrap, was more disciplined. Tugger's independence was balanced by Munkustrap's level-headedness, but Deuteronomy's science was continually evolving. While his two oldest "sons" bickered about the meaning of responsibility and loyalty, he continued creating Jellicles.

The twins, Mungojerrie and Rumpelteazer, were engineered to be the perfect thieves and infiltrators. Deuteronomy's incredible skill at selecting the traits he saw as most valuable to his Jellicles made Mungojerrie and Rumpelteazer incredibly agile, stealthy, and athletic. The one thing Deuteronomy had not counted on with the twins was the joy they took in their skills. The duo, amazing in their abilities, took more enjoyment in their work than any other people the Jellicles had ever seen.

The youngest of the Jellicles, however, was flawed. Mistoffelees was charming and slick, but there was something more. Without warning, the young Jellicle began to exhibit strange and unsettling abilities. The Rum Tum Tugger, seeing the youth as the first of his younger "siblings" with whom he might identify, became insanely protective of the youth. Mistoffelees' amazing telepathic powers are still developing, but already he has proven to be a very useful member of the team.



## The Team

When Deuteronomy began creating the Jellicles, he did not have any specific purpose in mind – merely a desire for similar beings with whom to associate. But the geneticist in him was far too enraptured with the possibility of a society: a collection of similar creatures who could work together toward whatever common goals they chose.

The Rum Tum Tugger, in spite of his potential, would never be much of a team player. It took the second Jellicle – Munkustrap – for Deuteronomy's society to take shape.

Deuteronomy continues to create more Jellicles. There have been a few with no true talent. They work with Deuteronomy in the lab, and keep the lair orderly when The Jellicles are away.

The team works for the highest bidder – but never accepts a job that would go against their intense, although sometimes somewhat questionable, morality.

### The Rum Tug Tugger:

Prefers to work alone, but will work with the team if he is given no other choice. His takes great pleasure in causing intense confusion among the enemy forces, and, in off-duty times, among the other Jellicles.

### Munkustrap:

The default leader of The Jellicles. Munkustrap is disciplined and dedicated – willing to place himself in danger before allowing the others into any situation he feels he is able to handle.

### Mungojerrie & Rumpelteazer:

The fun-loving and wise-cracking twins make every job an adventure. They love to sneak around, getting into places they shouldn't be, and getting their hands on anything they think might be useful.

### Mistoffelees:

Still learning to control his amazing telepathic powers, the youngest Jellicle always seems to be in the middle of whatever is happening. More than once, the only thing that has brought Mistoffelees home was the ever-watchful eye of the Rum Tum Tugger.

# The Rum Tum Tugger

The oldest of The Jellicles, the Rum Tum Tugger was Old Deuteronomy's original experiment.

Tugger's personality did not lend itself to the soldier's lifestyle, however. Deuteronomy did not see him as a failure, however – simply a unique individual with his own potential.



STR	13	HP	79
DEX	20	DEF	21
CON	16	INIT	+5
INT	14	FORT	+11
WIS	11	REF	+8
CHA	20	WILL	+2

Tough Hero 3 / Charismatic Hero 5 / Daredevil 2  
Base Attack Bonus - +5

Skill	Ranks	Skill	Ranks
Balance	2	Intimidate	7
Bluff	5	Knowledge – Streetwise	4
Climb	1	Knowledge – Tactics	3
Concentration	7	Knowledge – Popular Culture	4
Demolitions	2	Perform – Dance	5
Diplomacy	3	Perform – Sing	5
Disguise	1	Perform – Act	2
Drive	6	Spot	2
Escape Artist	2	Survival	2
Gather Information	4	Tumble	3

Feats: Acrobatic, Athletic, Dodge, Endurance, Lightning Reflexes, Personal Firearms Proficiency, Simple Weapons Proficiency, Trustworthy

Talents/Special Abilities: Remain Conscious, Second Wind, Fast Talk, Dazzle, Taunt, Fearless



# Munkustrap

Through careful manipulation, the second of the Jellicles grew to become the quintessential soldier Old Deuteronomy had envisioned when he began to build his team.

Munkustrap is the default leader of the Jellicles – only because the older Rum Tum Tugger is not terribly interested in ‘teamwork.’

Munkustrap takes his role very seriously: he is the unquestioned leader and protector and carries out Old Deuteronomy’s orders as efficiently as possible.

STR	17	HP	105	
DEX	18	DEF	+18	
CON	18	INIT	+4	Tough Hero 5 / Soldier 2 / Body Guard 3
INT	14	FORT	+8	Base Attack Bonus - +5
WIS	13	REF	+8	
CHA	17	WILL	+2	

Skill	Ranks	Skill	Ranks
Bluff	1	Knowledge – Popular Culture	2
Climb	2	Knowledge – Streetwise	3
Concentration	7	Knowledge – Tactics	3
Demolitions	2	Listen	2
Disguise	1	Move Silently	1
Drive	2	Search	2
Forgery	1	Sense Motive	2
Gather Information	2	Spot	3
Intimidate	6	Survival	2
Jump	1	Tumble	2

Feats: Blind-Fight, Brawl, Improved Brawl, Combat Martial Arts, Defensive Martial Arts, Personal Firearms Proficiency, Advanced Firearms Proficiency, Simple Weapons Proficiency

Talents/Special Abilities: Second Wind, Damage Reduction 1/--, Robust, Weapon Focus (Colt M1911), Weapon Specialization (Colt M1911), Harm’s Way, Combat Sense +1

# Mungojerrie and Rumpelteazer



By the time Old Deuteronomy was ready to create the twins, he had refined the process to the point that he could isolate certain traits and enhance them. Mungojerrie and Rumpelteazer were created to be the perfect infiltrators – in and out without a trace.

Old Deuteronomy never would have guessed that they would find such pleasure in their calling. The twins are, without a doubt, the stealthiest, slipperiest, and most athletic of the Jellicles.

Mungojerrie				Rumpelteazer			
STR	12	HP	55	STR	12	HP	46
DEX	20	DEF	+23	DEX	20	DEF	+23
CON	13	INIT	+5	CON	13	INIT	+5
INT	16	FORT	+5	INT	16	FORT	+5
WIS	13	REF	+10	WIS	13	REF	+10
CHA	18	WILL	+3	CHA	18	WILL	+3

Fast Hero 4 / Daredevil 1/ Infiltrator 3  
Base Attack Bonus - +4

Feats: Acrobatic, Athletic, Combat Reflexes, Endurance, Personal Firearms Proficiency, Simple Weapons Proficiency, Stealthy

Feats: Acrobatic, Alertness, Athletic, Combat Reflexes, Endurance, Personal Firearms Proficiency, Simple Weapons Proficiency

Talents/Special Abilities: Evasion, Uncanny Dodge 1, Fearless, Sweep, Improvised Implements

Skill	Ranks	Skill	Ranks
Balance	6 / 7	Investigate	3 / 0
Climb	2 / 3	Jump	2 / 0
Concentration	6 / 6	Knowledge – Popular Culture	0 / 6
Demolitions	2 / 2	Knowledge – Streetwise	6 / 0
Disable Device	3 / 4	Listen	3 / 3
Disguise	2 / 0	Move Silently	9 / 10
Drive	6 / 6	Search	4 / 5
Escape Artist	3 / 3	Sleight of Hand	8 / 9
Hide	6 / 8	Spot	2 / 3
Intimidate	1 / 0	Tumble	8 / 10

# Mistoffelees

The youngest Jellicle, Mistoffelees has raised quite a few questions in the minds of the others. At a very early stage in his development, Mistoffelees began to exhibit some rather extraordinary abilities.

Deuteronomy is still trying to isolate the particular combination that spawned his youngest "child's" telepathic abilities, but he has been unsuccessful up to this point.

The Rum Tum Tugger is extremely protective of the young Jellicle – watching over him closely whenever possible.



STR	14	HP	24
DEX	17	DEF	+15
CON	12	INIT	+3
INT	13	FORT	+4
WIS	12	REF	+6
CHA	19	WILL	+5

Charismatic Hero 3 / Telepath 3  
Base Attack Bonus - +2

Skill	Ranks	Skill	Ranks
Autohypnosis	4	Gather Information	7
Balance	1	Intimidate	2
Bluff	7	Knowledge – Philosophy	3
Concentration	5	Perform – Dance	4
Diplomacy	6	Psicraft	4
Disguise	2	Sense Motive	2
Gamble	2	Tumble	1

Feats: Confident, Deceptive, Focused, Personal Firearms Proficiency, Simple Weapons Proficiency, Wild Talent (Finger of Fire)

Talents/Special Abilities: Charm, Favor, Trigger Power (Distract)

Psionic Powers:

Power Points: 11/day

0-Level: Daze, Distract, Far Hand

1-Level: Object Reading, Lesser Body Adjustment, Control Object