

# Power Point by Dave Mattingly

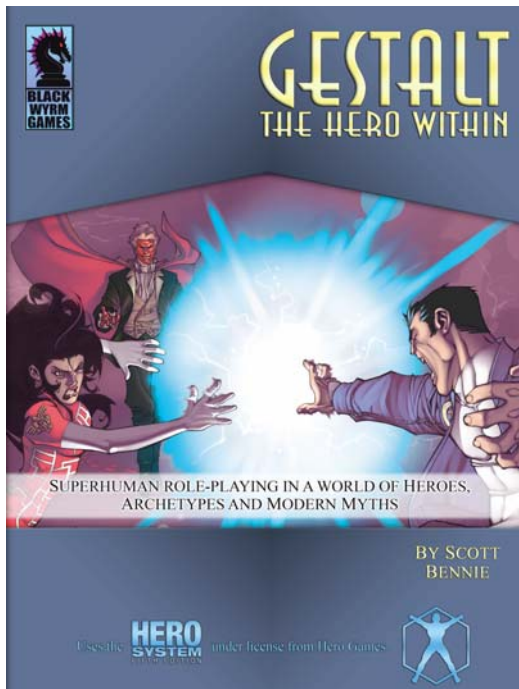
## Gaming at Home

The superhero reality contestants are moving into their new base. They got a high-tech base (that's not completely finished yet\*), professionally designed costumes (some day), a generous salary, vehicles and equipment, a marketing budget, and other perks.

For their first day as a real superhero team, they discussed team formation and management issues such as choosing a team name, a leader, a press spokesman, and other administrative duties. They gave their new Danger Room a tryout, but the room itself hasn't been enchanted yet, and is being used as a storage room for the construction crews. So they got to fight amid empty crates, piles of scrap metal, and other hazards. They fought against their old PCs, the original Noble Foundation, of which this new team is the first franchise. It was fun to see the PCs from two or three years ago mix it up with the new guys, and I had a blast playing up the weird personalities of the old team. Here's a "promotional poster" I made for the event.

## BlackWyrM Games

*Gestalt: The Hero Within*, Scott Bennie's fantastic 400-page book, is available online and at game stores. Get yours now!



## The Franchise



Primetime Raines Wang Dewu Vengeance Herculena Hive Kid Thunder Blur Legonnaire

## vs. The Foundation



Anxiety Wildoore Monsta Shaman Shield Maiden The Bug Diva Allegiance

## The Amazing Dynamic Man

*"Look! Up in the sky! It's the Amazing Dynamic Man!"*

I wanted to make s Superman homage with a slightly different rationale. The Amazing Dynamic (not Super) Man harnesses kinetic energy, and can redirect it in a number of ways. He can absorb kinetic energy, and use it to leap (not quite fly), punch, and blast (but not with heat vision or cold breath).

\* and probably never will be; I figured having construction crews constantly in and out like Murphy Brown's painter, plus having to deal with parts of the base that are in various levels of functioning like the early Deep Space 9 episodes would be funnier.

## The Amazing Dynamic Man

### Val CHA Cost Roll Notes

40 STR	30	17-	Lift 6400 kg; 8d6 HTH [4]
20 DEX	30	13-	OCV: 7/DCV: 7
40 CON	60	17-	
15 BODY	10	12-	
10 INT	0	11-	PER Roll: 11-
18 EGO	16	13-	ECV: 6
20 PRE	10	13-	PRE Attack: 4d6
10 COM	0	11-	
10 PD	2		Total: 10/40 PD (5/35 rPD)
10 ED	2		Total: 10 ED (5 rED)
4 SPD	10		Phases: 3, 6, 9, 12
16 REC	0		
80 END	0		
60 STUN	5		

### Total Characteristics Cost: 175

Movement:	Running:	6"/12"
	Leaping:	20"/160"
	Swimming:	2"/4"
	Gliding:	20"/40"

### Cost Powers END

35	<i>Kinetic Strength:</i> Multipower, 35-point Reserve	0
1u	1) <i>Kinetic Lift:</i> +20 STR; Lifting/Pulling Only (-1/2)	2
3u	2) <i>Kinetic Punch:</i> Double Knockback (+3/4) on 40 STR	3
2u	3) <i>Kinetic Reflection:</i> Missile Reflection (Physical Attacks); Costs Endurance (-1/2)	3
2u	4) <i>Kinetic Blast:</i> EB 7d6; Increased Endurance (2x END, -1/2)	7
30	<i>Kinetic Absorption:</i> Absorb 4d6 Physical Damage into STR and Leaping, Variable Effect (Two Characteristics at Once, +1/2)	0
18	<i>Kinetic Absorption:</i> Armor (24 PD); Only Up to Amount Rolled by Absorbed (-1)	0
8	<i>Kinetic Absorption:</i> Knockback Resistance 8"; Only Up to Amount Rolled by Absorbed (-1)	0
25	<i>Kinetic Motion:</i> Leaping 12" (20" Total), 8x Noncombat Movement, Position Shift	2
13	<i>Kinetic Equilibrium:</i> Gliding 20"; Costs Endurance (-1/2)	2
7	<i>Kinetic Rejuvenation:</i> Regeneration (1 BODY per Hour)	0

### Equipment

3	<i>Costume:</i> Damage Resistance (5 PD/5 ED); OIF (-1/2)	0
4	<i>Mask:</i> Sight Group Flash Defense (6 points); OIF (-1/2)	0
3	<i>Mask:</i> Nightvision; OIF (-1/2)	0

4 *Radio:* Radio Perception; Affected as Hearing (-1/4), OAF (-1) 0

### Perks

- 12 Contact: Other Reporters 11- (Contacts, Institutions, Organization)
- 5 International Police Powers

### Skills

- 3 Bribery 13-
- 1 Bugging 8-
- 3 Bureaucratics 13-
- 2 CK: Boston 11-
- 3 Concealment 11-
- 3 Conversation 13-
- 3 Criminology 11-
- 3 Deduction 11-
- 2 Forgery (Documents) 11-
- 1 High Society 8-
- 2 KS: Superhumans 11-
- 1 Lipreading 8-
- 3 Lockpicking 13-
- 3 Persuasion 13-
- 2 PS: Investigative Reporter 11-
- 3 Security Systems 11-
- 3 Shadowing 11-
- 3 Stealth 13-
- 3 Streetwise 13-
- 2 Survival (Urban) 11-
- 1 Teamwork 8-

### Total Skills & Powers: 225

### Total Cost: 400

### 250+ Disadvantages

- 15 DNPC: Nosy Girlfriend 8- (Normal, Unaware of Secret ID)
- 10 Hunted: Doctor Glass 8- (As Pow)
- 10 Hunted: Dump Truck 8- (As Pow)
- 10 Hunted: Matter Master 8- (As Pow)
- 10 Hunted: Stalnoivolk 8- (As Pow)
- 10 Hunted: The Walrus 8- (As Pow)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 10 Psychological Limitation: Gung-Ho About Combat (Common, Moderate)
- 15 Psychological Limitation: In Love with Girlfriend (Common, Strong)
- 10 Psychological Limitation: Seeks to Expose Corruption (Uncommon, Strong)
- 15 Social Limitation: Secret Identity [Joe Siegel] (Frequently, Major)
- 15 Susceptibility: 1d6 per Phase from Flubber (Uncommon)

### Total Disadvantages: 400



## The Amazing Dynamic Man

**Background/History:** Joe Siegel grew up in the farmlands of Iowa, but always dreamed of the big city. He got his wish after college, when he landed a job as a junior reporter at a major metropolitan newspaper. His surprising ability to infiltrate the underbelly of society, politics, and business, coupled with his heart for justice, quickly propelled his career to the point where he got the choicest stories.

It was while he was investigating allegations of communist spies in American scientific research programs that he gained his kinetic superpowers. The radioactive flubber that gave him his amazing control over kinetic energy now damages him by its very presence.

**Personality/Motivation:** The Amazing Dynamic Man loves his powers, and can't wait to put them to use pounding bad guys into the dirt. From his job as an investigative reporter, he still feels the need to expose corruption and see those responsible hauled away to the authorities.

He loves his girlfriend, but it's a dangerous game that he plays, keeping her in the dark about his true identity, since she's an experienced photojournalist.

**Quote:** "Stop right there, villain! For you face none other than the Amazing Dynamic Man!"

**Powers/Tactics:** He can hurdle skyscrapers! Leap and eighth of a mile, faster than a train! Raise tremendous weights! Nothing less than a speeding locomotive can penetrate his skin!

The Amazing Dynamic Man is a Superman homage, but based on kinetic energy. He can expel kinetic energy to leap tremendous distances, and with difficulty can even balance his kinetic and potential energies to fly.

Kinetic impact energizes him, giving his kinetic muscles more power, letting him punch and leap even harder.

**Campaign Use:** To make him more powerful, give him some levels with hand-to-hand combat, increase his base Leaping, and raise his STR. To make him less powerful, drop his multipower except for the Double Knockback slot, and his Gliding.

**Appearance:** The Amazing Dynamic Man is a tall, square-jawed, broad-shouldered, fine specimen of a man. In his costume, he wears: a blue face mask, gloves, boots, and cape, and a red body suit with yellow trim.

