

Power Point by Dave Mattingly

The Clobberin' Times

It was quite nice to be able to read a CT after so many years. Thanks go to everyone who contributed.

BlackWyrn Games

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The Seventh SEAL

This issue, I present a character waiting in the wings of my campaign at home. I try to have a PC or two ready to roll, for any new players that show up.

Then, I've got my "abbreviated" character sheet – a format I use for newbies. Taking away the math of the powers, adding a "to hit" chart, putting boxes to mark off STUN and BODY, and a few other user-friendly format changes make it a bit easier for new players to grasp. Plus, the character concept is pretty straightforward – a military man with weapons and training, who has special senses and powers in regards to supernatural monsters. A good starter character.

Gaming at Home

The Noble Foundation (the PCs) finished up the adventure *Shades Of Black*, which puts them up against Talisman, the Black Paladin, and his long-dead witch girlfriend.

The adventure starts off suggesting a session introducing Talisman as a crafty bitch. This worked very well. She raided the PCs' headquarters. But, the way that their base is set up, anyone can open the "front door," but it

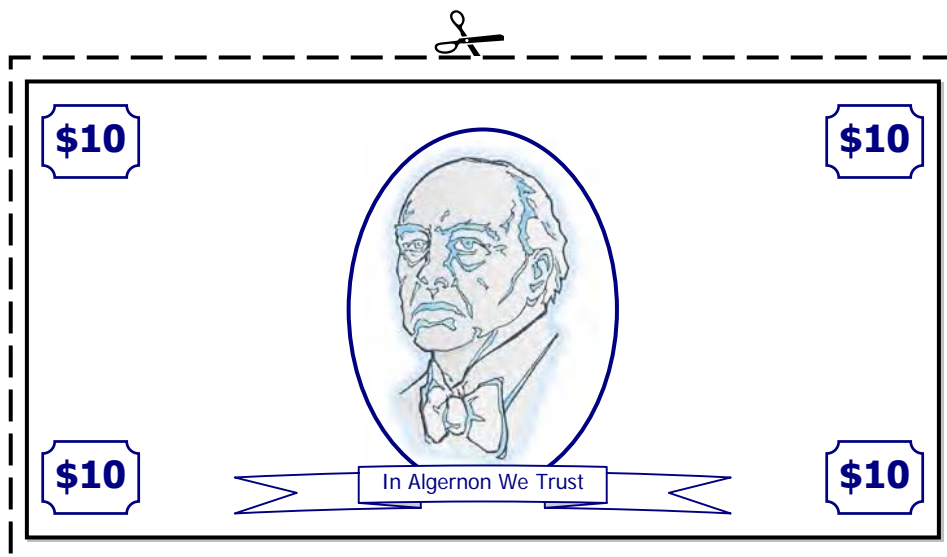
doesn't always lead to the base – only a member of the team can get the door to actually connect to the base. So, Talisman staked out the front door waiting for a PC to leave. She wasn't actually there, though; she sneaked inside while the PCs fought two dozen DEMON agents and a few captains she'd hired.

While the PCs fought the Morbanes, she made her way to the base library, hoping to steal *The Book Of Life*, which the PC mage protected. She got trapped in his magical defenses, however, and was apprehended.

Unknown to the rest of the team, one of the PCs kept Talisman locked in the HQ basement, in an anti-magic room. She was kept there for nearly a month, talking to her captor at mealtimes, and gradually learning more about the PCs. Sort of a Hannibal Lector situation. When the PC finally got Talisman out of there – by "selling" her to the PCs' underworld connections, the whole party was afraid of her.

Months later, while investigating the disappearance of *The Champions*, Talisman shows up and offers to help the PCs, by giving them some magical water that will protect them while they venture to Hell to mount a rescue. She makes no apparent demands on the team at this time, although she does telepathically strongarm the PC that imprisoned her. Ill at ease, the PCs accept her offering and let her go, glad to avoid a fight.

Later on, when Talisman shows up teamed with the Black Paladin, she kidnaps her sister Witchcraft, from *The Champions*, along with the PC mage, and *The Book Of Life* itself. Quite a long McGuffin to start an adventure, but it certainly made it personal, and fun.



The Seventh SEAL

Background/History: Arnold Bryant was on a mission in Greenland, when his unit was wiped out by a... Thing. Using the weapons he had at his disposal, some innovative tactics, and some dirty tricks, Bryant was able to defeat what he later understood was an under-troll single-handedly. After he had buried his knife in the thing's heart, and lay panting for breath, wiping the green sticky "blood" off himself, he was visited by a small glowing faerie.

"Human," said the tiny creature in a high-pitched voice, "Thou hast saved my people from this monster. On behalf of the sidhe, I bestow upon thee our blessed mantle of the champion."

Stunned, Bryant couldn't believe what he was seeing. And feeling. Suddenly, he realized that he was surrounded by hundreds of tiny dancing lights – other faeries. The world he knew had become strange. He realized that items he took for granted had other, hidden significances and nuances. The corpse of the under-troll seemed to be throbbing with a dull blue glow, centered in the chest. He then knew, without knowing why or how he knew, that the under-troll's life force was regenerating, and that if he didn't finish the job that he thought was already done, the troll would rise again. Stronger. Soon.

By the time he'd finished dismembering the creature, and setting its pieces on fire, the fairies were gone.

Since that time, he's been fighting monsters. The trouble is that the monsters know this, and hunt him down in turn.

Personality/Motivation: Bryant is reticent about his new station. Although he thinks it's da bomb to kick ass on a supernatural level, he doesn't like having to deal with the supernatural "friendlies" very much. They tend to be too smug, too cryptic, or too deceptive. Or all three.

When he's not busy dealing with la la land, he's relatively friendly and outgoing, but always with a strong sense of composure and a hint of "bad boy" danger.

Quote: "Okay, fairy, let's hear it. I know that you're going to try to trick me into a deal, but I'm not buying what you're selling. Just tell me who's behind this, and you can fly away with both your wings intact."

Powers/Tactics: Bryant is a highly-trained special forces operative for the US Navy. He's at home on the land or in the water, fighting armed or barehanded, low profile or leaving a swath of rubble behind him. And that was *before* he became the chosen warrior among Mortals.

When he deals with the supernatural, he has several abilities that work to his advantage. He can see and even touch ghosts, demons, and other entities not of this realm. He has a built-in warning signal with regards to supernatural dangers. His combat prowess is enhanced to superhuman levels. Plus, he has a backlog of good karma that bends circumstance to his favor.

Appearance: Bryant is 6'4" and 240 pounds of muscle. He keeps his brown hair short, and his face clean shaven. He's somewhat of a stickler for military regulations about appearance, so tries to keep himself looking proper. He generally wears his uniform, and keeps his gear nearby.

He's exceptionally fit, and carries himself with the swagger of confidence that shows he can kick ass.

Campaign Use: Bryant makes a good contact for characters who need to know how to defeat a particular monster.

To make him more powerful, increase his Overall Levels and Luck, turn his equipment into an Arsenal Gadget Pool, and give him some Find Weakness against the supernatural.

To lower his effectiveness, drop his physical stats to the high teens, drop his CV bonuses against supernatural and his Overall Levels, and take away his C4.

Designer's Notes: I designed the Seventh SEAL as a good character for beginning players. Most people can get a quick handle on a military character, fully trained and equipped for a mission. His supernatural bennies primarily enhance abilities that he already has, making him even more of a badass, so there's not too much to have to remember about special rules. And the special powers that he has serve to make him unique enough to be worth playing.

Plus, it was too cool a pun to pass up.

The Seventh SEAL

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH [2]
20	DEX	30	13-	OCV: 7 / DCV: 7
19	CON	18	13-	Stun #: 40
11	BODY	2	11-	
13	INT	3	12-	PER Roll: 12-
13	EGO	6	12-	ECV: 4
18	PRE	8	13-	PRE Attack: 3½d6
10	COM	0	11-	
8	PD	4		Total: 20 (12 rPD)
8	ED	4		Total: 20 (12 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
30	END	-4		
40	STUN	9		

Total Characteristics Cost: 100

Movement:	Running:	9"/18"
	Leaping:	4"/8"
	Swimming:	3"/6"

Cost Training

- 6 *Athletic*: Running +3" (9" Total)
- 1 *Aquatic*: Swimming +1" (3" Total)

Spiritual Powers

- 12 *Spirit Skill*: +3 OCV and +3 DCV; vs. Supernatural (-1½)
- 4 *Ghost Touch*: STR Affects Desolid and Transdimensional; vs. Supernatural (-1½)
- 12 *Heebie-Jeebies*: Danger Sense 15- (Out of Combat, Danger to Anyone, Sense); vs. Supernatural (-1½)
- 5 *Spirit Sense*: Astral Awareness
- 4 *Courage*: +10 PRE; vs. Supernatural (-1½)

Equipment

- 10 *SEAL Gear*: Elemental Control, 40-point Powers; OAF (-1)
- 10 *H&K MP5 Submachine Gun*: RKA 1d6+1, Autofire (5 Shots, +½), 30 Shots (4 Clips, +½); OAF (-1) [30]
- 12 *Colt .45*: 2d6-1 RKA, +2 OCV, STUN Multiplier (+¼), 7 Shots (4 Clips, -0), OAF (-1) [7]
- 17 *Pound of C4*: EB 12d6, Explosion (+½); OAF (-1), 1 Charge (-2) [1]
- 8 *Grenades*: RKA 2d6, Explosion (+½); 6 Charges (-¾), Thrown (-¼), OAF (-1) [6]
- 8 *Knives*: HKA 1d6 (2d6 with STR), Armor Piercing (+½), Thrown (+¼); 2 Recoverable Charges if Thrown (-½), OAF (-1)
- 12 *Kevlar Weave*: Armor (9 PD/9 ED); OAF (-1), Activation 15- (-¼)
- 5 *Comm Units*: Radio Transmit; OAF (-1)
- 2 *Visor*: Flash Defense (5 points); OAF (-1)
- 2 *Night Goggles*: Night Vision; OAF (-1)
- 2 *Underwater Goggles*: Ultravision; OAF (-1)
- 2 *Rebreather*: Breathe Water; OAF (-1)
- 1 *Swim Fins*: Swimming +2"; OAF (-1)

Talents

- 3 *Aquatic*: EM: No Penalties in Water
- 6 *Combat Luck*
- 3 *Resistance*: +3 vs. Interrogation
- 1 *Resistance*: Mental Defense 5, Requires an EGO Roll 14- (-½)

Perks

- 1 *Ordained Minister*
- 3 *Military Rank*

Skills

- 18 *Martial Arts*: Commando Training

Maneuver	OCV	DCV	Effect
Aikido Throw	+0	+1	4d6 ^V /5; Falls
Boxing Cross	+0	+2	6d6 Strike
Choke Hold	-2	+0	2d6 NND
Judo Disarm	-1	+1	6d6 Disarm

 Use Martial Art with Knives
- 30 *Blessed*: +3 Overall Levels
- 15 *Blessed*: Luck 3d6
- 3 *Analyze Combat Technique* 12-
- 3 *Demolitions* 12-
- 1 *KS: The Bible* 11-
- 1 *KS: Military Protocol* 11-
- 1 *KS: The Military World* 11-
- 1 *KS: The Occult* 11-
- 1 *KS: The Supernatural World* 11-
- 3 *Navigation* 12-
- 3 *Oratory* 13-
- 3 *Paramedic* 12-
- 1 *PS: Soldier* 11-
- 3 *Scholar*
- 3 *Tactics* 12-
- 3 *Teamwork* 13-
- 2 *TF: Speedboats, SCUBA*
- 3 *Weaponsmith (Explosives)* 12-

Total Skills & Powers Cost: 250

Total Character Cost: 350

200+ Disadvantages

- 10 *Distinctive Features*: Blessed (Not Concealable, Unusual Senses)
- 10 *Enraged*: When in Combat with the Supernatural (Common, Go 8-, Rec 14-)
- 25 *Hunted*: Supernatural (As Pow, NCI, 14-)
- 15 *Watched*: US Military (Mo Pow, NCI, 8-)
- 20 *Normal Characteristic Maxima*
- 10 *Psychological Limitation*: Distrusts Supernatural (Uncommon, Strong)
- 20 *Psychological Limitation*: Military Code of Honor (Very Common, Strong)
- 10 *Psychological Limitation*: Overconfident (Common, Moderate)
- 10 *Psychological Limitation*: Patriot (Common, Moderate)
- 10 *Reputation*: "The Chosen One", 11-, Extreme, Limited Group: Supernatural
- 10 *Social Limitation*: Subject to Orders (Occasionally, Major)

Total Disadvantages: 350



The Seventh SEAL

Val Characteristic Roll Notes

20 **Strength** 13- 4d6 Punch
 20 **Dexterity** 13- OCV: 7/DCV: 7
 19 **Constitution** 13- Stun Number: 41
 11 **Body** 11-
 13 **Intelligence** 12- PER Roll: 12-
 13 **Ego** 12- ECV: 4
 18 **Presence** 13- PRE Attack: 3½d6
 10 **Comeliness** 11-

8 **Physical Defense** Total: 20 PD (12 rPD)
 8 **Energy Defense** Total: 20 ED (12 rED)
 4 **Speed** Phases: 3, 6, 9, 12
 8 **Recovery**
 30 **Endurance**
 40 **Stun**

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 Leaping: 4"/8"
 Swimming: 3"/6"

Equipment

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Visor: Flash Defense (5 points)
Night Goggles: Night Vision
Underwater Goggles: Ultravision
Rebreather: Breathe Water
Swim Fins: Swimming +2"

Martial Arts

Aikido Throw: 4d6+v/5 (+1 DCV)
Boxing Cross: 6d6 (+2 DCV)
Choke Hold: 2d6 NND (-2 OCV)
Judo Disarm: 6d6 Disarm (-1 OCV, +1 DCV)
 Use Martial Art with Knives

Perks

Ordained Minister
 Military Rank

Spiritual Powers

Blessed: +3 Overall Levels
Blessed: Luck 3d6
Spirit Skill: +3 OCV and +3 DCV; vs. Supernatural
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Aquatic: EM: No Penalties in Water
Resistance: +3 vs. Interrogation
Resistance: Mental Defense 5, Activation 14-

Skills

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 Demolitions 12-
 KS: The Bible 11-
 KS: Military Protocol 11-
 KS: The Military World 11-
 KS: The Occult 11-
 KS: The Supernatural World 11-
 Navigation 12-
 Oratory 13-
 Paramedic 12-
 PS: Soldier 11-
 Tactics 12-
 Teamwork 13-
 TF: Speedboats, SCUBA
 Weaponsmith (Explosives) 12-

Disadvantages

Distinctive Features: Blessed
 Enraged when in Combat with the Supernatural
 Hunted by Supernatural
 Watched by US Military
 Normal Characteristic Maxima
 Psychological Limitation: Distrusts Supernatural
 Psychological Limitation: Military Code of Honor
 Psychological Limitation: Overconfident
 Psychological Limitation: Patriot
 Reputation: "The Chosen One" 11-
 Social Limitation: Subject to Orders

3d6 Roll	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
DCV	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

STUN																
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BODY									
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Phases	1	2	3	4	5	6	7	8	9	10	11	12
			x			x			x			x

