

## Power Point by Dave Mattingly

### The Clobberin' Times

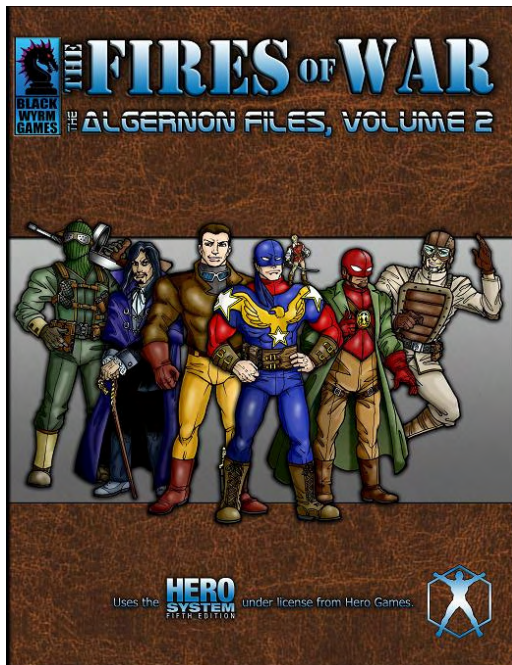
Dang. I missed last issue's deadline by a few hours.

### BlackWyrM Games

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### Piece Keeper

This issue, I present Piece Keeper, a power thief with a twist. This guy plagued my group for a while. Not only did he steal the legs from a villain speedster and the arms off a PC's brick girlfriend, he attempted to steal the torso from Grond, believing that it would give him two extra "arm slots" for future expansion. Due to weird circumstances, his attempt actually revived Grond from the hot-sleep under which he was being studied. No, he didn't really revive Grond... he revived Sydney Potter, the two-bit thug that became Grond, and who was now in control of Grond's body.

He's presented here before his streak of power thefts.

### Gaming at Home

My *Champions* group, the Noble Foundation, tracked down Talisman and Black Paladin, and recovered *The Book Of Life* that could restore their former teammate (and the book's designated protector) Kullervo to life. Unfortunately, no sooner had they brought the book to the mystic council that they found out it might not have been a good idea.

Diva, one of the hero team, used to dimension-hop with a Dr. Who type. She was extremely surprised when several alternate selves "stepped out of" her body, and told her that Kullervo's soul that was wandering the universe was not supposed to be reunited with his body. Kullervo was destined to wander the galaxy and become a Universal Guardian, foretold to save the entire multiverse from destruction in 17 years.

So, in order to ensure their friend's place in the multiversal order, Diva had to travel to a dimension in which Kullervo's book had not yet been retrieved. While there, she had to gather all of the people who had been on the book mission on her world, and bring them all back to Kullervo's secret interdimensional library, where the book would have to be destroyed. This would create a dimensional paradox, preventing the book from being rescued back on her own world the week before, leaving Kullervo in his disembodied state.

In the new universe, she found that most of her teammates were slightly altered. One had turned villain – the patriotic super-soldier Allegiance decided to kick the cyberline habit, since it interfered with his mutant eye beams. He found out (or had been manipulated into believing) that cyberline, besides its advertised ability to make super-soldiers had the hidden "benefit" of making its users more susceptible to governmental control. Feeling betrayed, he changed his name to Treason, and went on to become the new leader of EuroStar.

Another teammate was "dead." Her head had been removed by Piece Keeper. Tracking him down, they found that not only did he have a host of powers, but also intimate knowledge of the team's powers and tactics, which was part of the package deal he got from stealing a teammate's head and memories...

## Piece Keeper

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH [2]
15	DEX	15	12-	OCV: 5/DCV: 5
25	CON	30	14-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll: 12-
13	EGO	6	12-	ECV: 4
18	PRE	8	13-	PRE Attack: 3½d6
8	COM	-1	11-	
5	PD	0		Total: 5 PD (0 rPD)
5	ED	0		Total: 5 ED (0 rED)
5	SPD	25		Phases: 3, 5, 8, 10, 12
10	REC	0		
50	END	0		
50	STUN	4		

### Total Characteristics Cost: 125

<b>Movement:</b>	Running:	6"/12"
	Leaping:	2"/4"
	Swimming:	2"/4"

Cost	Powers	END
50	<i>Limb Transferal</i> : Elemental Control, 100-point Powers	
18	1) <i>Limb Theft</i> : Major Transform 6d6, Reduced Endurance (½ END, +¼); Requires Grab Maneuver (-½), All-or-Nothing (-1), One Limb at a Time (-1)	5
28	2) <i>Limb Accrual</i> : Transfer 1d6 All Limb-Related Powers (+2), Continuous (+1), Penetrating (+½), Reduced Endurance (0 END, +½), Reduced Fade Rate (5 points per Year, +2½), Uncontrolled (+½); Linked to Transform (-0), One Limb at a Time (-1), Requires Grab Maneuver (-½)	0
18	3) <i>Limb Refurbish</i> : Healing 10d6 (Simplified), Regrows Limbs; Self Only (-½), Full Phase (-½), Gestures (throughout, -½), Concentrate (0 DCV, -½)	0
35	4) <i>Loosely Assembled</i> : Damage Reduction 75%, Physical and Energy, Resistant, Activation 14- (-½), Only if Attack Does Body (-½)	0
10	<i>Abnormal Physique</i> : Power Defense	0
9	<i>Abnormal Physique</i> : Life Support (Safe in All Environments)	0
9	<i>Regeneration</i> : 1 BODY per Turn	0

### Perks

- 1 Licensed Physician

### Talents

- 9 Ambidexterity (Full)
- 15 Combat Sense 17-; Costs Endurance to Activate (-¼)
- 4 Double Jointed

### Skills

- 10 +2 with Hand-to-Hand Combat
- 4 +2 with Grab
- 3 Contortionist 12-
- 3 Forensic Medicine 12-
- 1 KS: The Superhuman World 11-
- 3 Paramedics 12-
- 3 Power (Limb Accrual) 12-
- 3 Scientist
- 2 SS: Anatomy 12-
- 2 SS: Biology 12-
- 2 SS: Chemistry 12-
- 2 SS: Genetics 12-
- 2 SS: Medicine 12-
- 3 Stealth 12-
- 1 Streetwise 13-

### Total Powers & Skills Cost: 250

### Total Cost: 375

### 200+ Disadvantages

- 15 Distinctive Features: Mish-mashed Body Parts (Concealable, Major)
- 20 Enraged: when Attached New Limb (Common, Go 8-, Recover 14-, Berserk)
- 15 Hunted: Limbless Victims 14- (Less Pow)
- 10 Physical Limitation: Requires Specialized Medical Attention (Infrequently, Greatly)
- 15 Psychological Limitation: Seeks to Steal Superhuman Limbs (Common, Strong)
- 5 Unluck: 1d6
- 20 Vulnerability: 2x STUN and BODY from Neurochemical Attacks (Uncommon)
- 75 Experience Points

### Total Disadvantage Points: 375