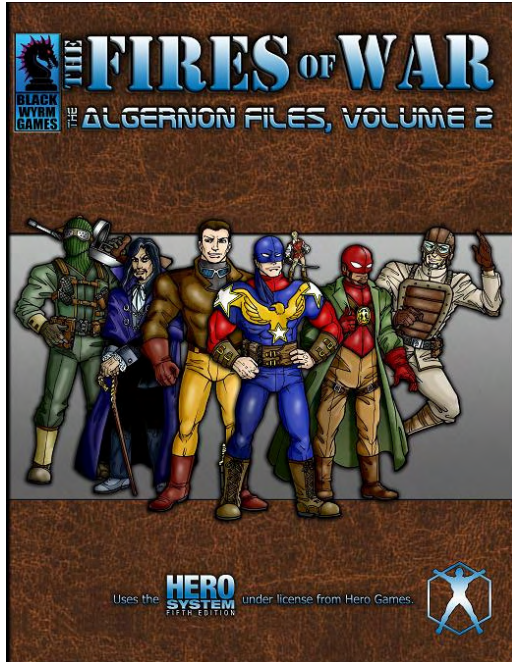


Power Point by Dave Mattingly

BlackWyrM Games

Our newest book, *The Fires Of War*, is available as a PDF at [RPG Now](#). The M&M book is up there right now, and the HERO System version will be available in the next week or so.



Improv

I went to see *Drew Carey's Improv All-Stars*, the tour promoting his new *Green Screen* show, a spin-off of the *Whose Line Is It Anyway?* series. They picked me out of the audience to do a scene with them! I couldn't believe my good luck.

I got to play the Sound Effects game with them for a deer-hunting scene. I sounded the ch-chak and boom of the hunting rifle, the revving chainsaw that cut the carcass, an arrow that hit a bystander, and, inexplicably, an elevator, complete with *The Girl From Ipanema* playing.

Afterwards, I shook everyone's hand, and got a souvenir shirt. It was great getting to be with Jeff Davis, my favorite *Whose Line* irregular.

Home Games

We're taking a break from the Foundation, our regular *Champions* game, and playing *Teen Champions* for a while. The characters are all students at "Hero High," as it is sometimes called by the students. The game is set at Ravenswood Academy, the school presented in the book. About 20% of the student body is secretly superpowered.

The students live on campus, and the superpowered ones have a secret entrance in their closet that takes them to the underground superhero training complex. This is where they have classes on the real history of the world, costume fashion, and super-gym (the "danger room").

Also, the integrated school gives them a chance to practice maintaining a secret identity, since they only have super-class for three periods a day.

The oddest PC is an experiment in uselessness, who inherited his powers from his third-tier superhero parents. His father was bitten by a radioactive squirrel, and could "fly." His mother was an Atlantean mermaid. He inherited both powers, being born as a squirrel-fish boy. He has gills, scales, and furry glider wings from his wrists to his ankles. He can talk to fish and squirrels; he can glide; he can breathe water; and that's about it. Poor guy. All he wants is to be a normal boy. ☺

Thank goodness the school's uniforms provide holographic image inducers so that he can pass for normal. He does, at least, have the most extensive knowledge of superheroes and supervillains, since his mother has been drilling him with superhuman flash cards all his life.

Home Stretch

This issue, in honor of *The Ultimate Metamorph*, I present Stretch Armstrong, my 9-year old son's character from our alternate universe campaign, inspired by classic Plastic Man and the *Incredibles'* ElastiGirl. He was a member of the Foundation Fan Club, whose mutant powers kicked in at puberty. He then joined the team as a junior member.

His costume is red and yellow, and since he only shape shifts to the touch group, he retains those colors, but can alter his actual shape into anything – a ball, a staircase, a tent. I even have some paper miniatures ready for his various shapes and sizes. He also has the Silly Putty ability to temporarily transfer images.

Stretch Armstrong

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH [2]
20	DEX	30	13-	OCV: 7/ DCV: 7
20	CON	20	13-	STUN @ 51
20	BODY	20	13-	
10	INT	0	11-	PER Roll: 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
7	PD	3		Total: 10 (10 rPD)
7	ED	3		Total: 10 (10 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
40	END	0		
40	STUN	0		

Total Characteristics Cost: 106

Movement:	Running:	20"/40"
	Leaping:	18"/144"
	Swimming:	2"/4"

Cost	Powers	END
48	<i>Shapeshift</i> : Shapeshift to Touch Group, Any Shape, Instant Change, Reduced Endurance (0 END, +1/2), Persistent (+1/2); Shape Only – Not Texture (-1/4)	0
40	<i>Long Reach</i> : Multipower, 60-point Powers; Linked to Shapeshift (-1/2)	0
3u	1) <i>Short Stretch</i> : Stretch 8", Reduced Endurance (0 END, +1/2); No Velocity Damage (-1/4)	0
3u	2) <i>Long Stretch</i> : Stretch 8", 32x NCM; No Velocity Damage (-1/4)	6
2u	3) <i>Huge Stretch</i> : TK (20 STR), Fine Manipulation, No Range Modifier (+1/2); Feedback (-1), Must Pass Through Intervening Space (-1/4)	6
2u	4) <i>Tall Stretch</i> : Growth 8" Tall; Height Only (-1)	4
2u	5) <i>Wide Stretch</i> : Force Wall (8 DEF), 8" Wide, Opaque to Sight Group; Feedback (-1), No Range (-1/2)	6
13	<i>Bouncy Body</i> : Elemental Control, 40-point Powers; Linked to Shapeshift (-1/2) –	
15	1) <i>Punchy</i> : HA +4d6 (8d6 with STR), Area Of Effect (8" Radius, Selective, +1 1/2); HA Lim (-1/2)	5
13	2) <i>Bouncy</i> : Running +14" (20" Total), Position Shift, Usable as Leap (+1/4)	5
7	3) <i>Squeezy</i> : Desolid; Cannot Pass Through Solid Objects (-1/2), Does Not Protect Against Damage (-1)	4
48	50% Damage Reduction (Physical and Energy), Resistant; Linked	0
5	Full Damage Resistance; Linked	0
3	Power Defense (5 Points); Linked	0

6	Mental Defense (10 points Total); Linked	0
5	Regeneration (1 BODY per 20 Minutes), Linked	0
13	Leaping 8x NCM, Accurate Leap, Position Shift; Linked	0

Talents

4	Combat Luck; Linked	
6	Ambidexterity; Linked	
1	Eidetic Memory; Only to Transfer Images (-2), Linked, Costs END	1

Perks

5	Member: Foundation	
4	Contact: Foundation Fan Club 11- (Great Relationship)	
2	Reputation: Stretchy Hero 11- (Medium Group), +2/+2d6	

Skills

Martial Arts:	Maneuver	OCV	DCV	Notes
5	Big Hug	+0	-1	2d6 NND
3	Legsweep	+2	+0	8d6 + Trip
4	Whipcrack	+2	+0	10d6
5	Wrap	+0	+0	40 STR, Grab 4 Limbs
3	Wriggle	+0	+0	50 STR
3	Acrobatics	13-		
3	Acting	13-		
3	Breakfall	13-		
3	Climbing	13-		
3	Contortionist	13-		
3	Disguise	13-		
2	KS: The Foundation	11-		
3	Lockpicking	13-		
3	Teamwork	13-		

Total Skills & Powers: 294

Total Cost: 400

200+ Disadvantages

5	Distinctive Feature: Mutant (Not Concealable, Unusual Senses)	
15	Hunted: Lady Solid 8- (As Pow)	
15	Hunted: Plastique 8- (As Pow)	
25	Hunted: VIPER 8- (Mo Pow, NCI)	
20	Normal Characteristics Maxima	
10	Physical Limitation: Cannot Be Treated by Conventional Medicine (Infrequently, Greatly)	
15	Psychological Limitation: Fanboy (Very Common, Moderate)	
15	Psychological Limitation: Code Against Killing (Common, Strong)	
15	Social Limitation: Public ID	
15	Social Limitation: Subject to Orders	

Total Disadvantages: 400

