

# Power Point by Dave Mattingly

## BlackWyrn Games

*Lux Aeternum* is the new True20 setting that won Green Ronin's setting search, along with three other genres/settings.

*Lux Aeternum* is a cinematic science fiction setting that strives to evoke the romanticized spirit of the 17<sup>th</sup> Century Age of Exploration – a time of sweeping changes, social upheaval, and limitless opportunity. Action, drama, and grand adventure are key elements to any grand tale to be told in this setting. The absence of faster-than-light travel limits the playing field to a handful of star systems and allows this finite area to be fleshed out with a level of detail and complexity not possible in a galaxy-spanning saga. Humans taken from 17<sup>th</sup> Century Earth must mix with jaded 23<sup>rd</sup> Century newcomers and a handful of alien races.

## Home Games

After taking December off, my *Teen Champions* game is finally picking back up. While in the secret underground superhuman-only classrooms, the PCs heard a scream from the super-biology lab.

Scientist: "Help! The dinosaurs are loose again!"

Players, in disbelief: "Again?!?"

The characters made short work of the dinosaurs, and chastised the scientists to keep their animals in their room.

## Allez Klar, Herr Avatar?

This issue, I present Avatar, my ~~rip-off~~ homage of Neo from the Matrix. I put this one together for a friend of mine who had never tabletop RPGed, but had played lots of MMORPGs, and loved the Matrix Online<sup>1</sup>.

So, I wrote up Avatar, the Matrix Online character that escaped into the real world. His polygonal representation into our world has various kick-ass martial art and gunfighter powers, plus he has some "reality altering" powers (treating the game world as a fictional matrix, and his own CGI world as real).

## Short-Sheeted Again

I also present my user-friendly character sheet. I've used this before, for new players, and it seems to go over well.

Besides simplifying some of the material, like removing the point notations and such, I've added some other useful information.

**Stun Number:** By adding PD/ED and CON together, and adding one, this is the amount of damage from an incoming attack that will Stun the character.

**Multipower Checkboxes:** Instead of having a slot notation, I show Multipower slots with checkboxes next to them, indicating that only one can be picked at a time.

**STUN and BODY Counters:** By displaying the character's STUN and BODY stat as a series of checkboxes, it makes it easy to check off incoming damage until the boxes are all checked off, leaving the character unconscious or dying.

**Personalized OCV/DCV Chart:** For beginning players, I don't generally give Skill Levels that need to be assigned from Phase to Phase or Martial Maneuvers that provide bonuses or penalties. So, by pre-calculating the combat formula, a new player can easily roll 3d6 and declare "I hit a DCV 9" without worrying where the math came from.

<sup>1</sup> Which was partly designed by R. Talsorian's Mike Pondsmitth.



**Avatar**

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH [2]
25	DEX	45	14-	OCV: 8/DCV: 8
25	CON	30	14-	
15	BODY	10	13-	
25	INT	15	14-	PER Roll: 14-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
10	PD	5		Total: 20 PD (10 rPD)
10	ED	5		Total: 20 ED (10 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
10	REC	0		
50	END	0		
40	STUN	0		

**Total Characteristics Cost: 175**

Movement:	Running:	9"/18"
	Leaping:	8"/16"
	Swimming:	2"/4"

Cost	Powers	END
40	<i>Gaming Modes:</i> Multipower, 50-point Reserve; Costs END to Activate (-1/4)	-
3u	1) <i>I Know Kung Fu:</i> HA +4d6 (8d6 with STR), Reduced Endurance (0 END, +1/2), Variable +1/2 Advantage (+1); HA Lim (-1/2)	5
4u	2) <i>Bullet-Time:</i> Missile Deflection (Up to Bullets) +5 Deflect <b>plus</b> +5 DCV; Costs END to Activate (-1/4)	5
4u	3) <i>There is No Spoon:</i> Luck 10d6	5
4u	4) <i>Enter the Matrix:</i> EDM (Single Dimension: Cyberspace), Reduced Endurance (0 END, +1/2) to The Matrix <b>plus</b> +3 to Computer Programming, Transdimensional (+1/2)	5
4u	5) <i>Upgrade:</i> Cramming (x4), Continuous (+1), Transdimensional (+1/2)	5
9	<i>Swift:</i> Running +3" (9" Total), Usable as Leaping (+1/2)	2
5	<i>Wall-Walking:</i> Clinging; Feet Only (-1/2), Requires a Half Move (-1/2)	0

**Equipment**

50	<i>Guns, Lots of Guns:</i> RKA 2d6, Reduced Endurance (0 END, +1/2), Variable +1/2 Advantage (+1); OIF (-1/2)	0
5	<i>Leather Trenchcoat:</i> Armor (4 PD/4 ED); OAF (-1), Activation 14- (-1/2)	0
5	<i>Sunglasses:</i> Flash Defense (Sight); OAF (-1)	0

**Talents**  
12 Combat Luck

**Perks**  
3 Anonymity

**Skills**  
3 Acrobatics 14-  
3 Breakfall 14-  
3 Computer Programming 14-  
3 Cryptography 14-  
3 Electronics 14-  
2 K: Computer Hacking 14-  
2 K: The Matrix 14-  
2 K: Video Games 14-  
3 Security Systems 14-  
3 Scholar

**Total Skills & Powers: 175**

**Total Cost: 350**

**200+ Disadvantages**

15	Distinctive Features: Polygonal (Not Concealable)
15	Hunted: Agent Jones 8- (Mo Pow)
10	Hunted: Cybermind 8- (As Pow, NCI, Mild)
10	Hunted: Software Corporation 11- (Less Pow, NCI, Mild)
15	Psychological Limitation: Curiosity (Very Common, Moderate)
15	Psychological Limitation: Has a Hard Time Differentiating Reality and Virtual Reality (Common, Strong)
15	Psychological Limitation: Paranoid (Common, Strong)
10	Psychological Limitation: Self-Sacrificing (Uncommon, Strong)
10	Social Limitation: Famous (Frequently, Minor)
15	Social Limitation: No Legal Identity, Considered Property (Infrequently, Severe)
10	Unluck: 2d6
10	Vulnerability: 1 1/2x STUN from Electrical Attacks (Common)

**Total Disadvantages: 350**

# Avatar

## Val Characteristic Roll Notes

- 25 **Strength** 14- 5d6 Punch
- 25 **Dexterity** 14- OCV: 8/DCV: 8(13)
- 25 **Constitution** 14- Stun Number: 46
- 15 **Body** 12-
- 25 **Intelligence** 14- Perception Roll: 14-
- 20 **Ego** 13- ECV: 7
- 20 **Presence** 13- PRE Attack: 4d6
- 20 **Comeliness** 13-

- 10 **Physical Defense** Total: 20 PD (10 rPD)
- 10 **Energy Defense** Total: 20 ED (10 rED)
- 5 **Speed** Phases: 3, 5, 8, 10, 12
- 10 **Recovery**
- 50 **Endurance**
- 40 **Stun**

- Running: 9"/18"
- Leaping: 8"/16"
- Swimming: 2"/4"

## Gaming Modes

- I Know Kung Fu*: 8d6 Punch, +½ Advantage
- Bullet-Time*: Missile Deflection +5 Deflect & +5 DCV
- There is No Spoon*: Luck 10d6
- Enter the Matrix*: EDM to The Matrix & +3 Computer Programming, Transdimensional
- Upgrade*: Cramming (x4), Continuous, Transdimensional
- Wall-Walking*: Clinging; Requires Half Move

## Equipment

- Guns, Lots of Guns*: RKA 2d6, +½ Advantage
- Leather Trenchcoat*: Armor (4 PD/4 ED)
- Sunglasses*: Flash Defense (Sight)

## Talents

Combat Luck

## Perks

Anonymity

## Skills

- Acrobatics 14-
- Breakfall 14-
- Computer Programming 14-
- Cryptography 14-
- Electronics 14-
- K: Computer Hacking 14-
- K: The Matrix 14-
- K: Video Games 14-
- Security Systems 14-
- Scholar

## Disadvantages

- Polygonal (Not Concealable)
- Hunted: Agent Jones 8- (Mo Pow)
- Hunted: Cybermind 8- (As Pow, NCI, Mild)
- Watched: Software Corporation 11- (Less Pow, NCI, Mild)
- Curiosity (Very Common, Moderate)
- Has a Hard Time Differentiating Reality and Virtual Reality (Common, Strong)
- Paranoid (Common, Strong)
- Self-Sacrificing (Uncommon, Strong)
- Famous (Frequently, Minor)
- No Legal Identity, Considered Property (Infrequently, Severe)
- 2d6 Unluck
- 1½x STUN from Electrical Attacks (Common)

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

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		x

