

Power Point by Dave Mattingly

BlackWyrM Games

It took longer than we'd planned, but *The Fires Of War* is finally available in print. Go to www.blackwyrM.com to order a copy. You can get a mix of Golden Age and Pulp characters – good and bad – in full HERO System goodness.

Home Games

In my *Teen Champions* game, every player is encouraged to join a clique (a Perk and a Disadvantage). Since we had several in the drama clique (actors and techies), as a side note in an earlier game, I mentioned that the school plays for the year had been announced. Above ground (where the supers interact with the norms, and the norms don't realize there are supers at the school), the school was putting on *The Music Man* and *Guys & Dolls*. That was met with mediocre enthusiasm. So I threw out that below ground (that only supers attend/know of), they were putting on *The Fellowship of the Ring*. Well, that got everyone's attention!

So, I figured that the next game would involve the play. Several of the players got parts in the play. Solaris, the fiery density brick, actually got cast as the eye of Sauron. ☺

The orcs were holographically generated. As the students were painting the set, working with power tools, and improvising on parts lists for the orc-maker, some Unluck kicked in. something spilled onto the jury-rigged holograph generator, and all the orcs that had already been "built" malfunctioned.

That's all you want to see – holographic orcs wielding power tools. ☺

Anyway, the gang took care of the orcs without too much damage. They just knocked down all the pillars on the Moria set, and set part of the stage on fire after it had been doused in paint thinner. But apart from that, everyone had a lot of fun.



Full of Croc

This issue, I present Doc Croc, a character submission of mine that didn't pass muster for the new silver age campaign in the Global Guardians Universe (www.globalguardians.com). But he was too fun to just throw away, so here he is for y'all to enjoy.

The silver age campaign needed an aquatic brick to fill the Namor/Aquaman role, so I came up with Doc Croc. He's a lizard-man that can control reptiles. He looks like a humanoid crocodile, complete with green scaly skin, a long snout, sharp teeth, and a tail.

Personality-wise, Doc Croc is the "Crocodile Hunter" of his era. Wide-eyed in astonishment at the marvel of nature all around him, he assumes that everyone else is just as interested in lizards as he is.

I also tried something new on his Disads – the "first appearance." This works best for Hunteds and a few other types, but it's a great way to accentuate the genre; just make up a title for the comic book issue in which the Disad first appeared to set the mood for the campaign, and you've given the character a sense of history.

Doc Croc, the Lizard King

Val	CHA	Cost	Roll	Notes
60	STR	50	21-	Lift; 12d6 HTH [6]
14	DEX	12	12-	OCV: 5/DCV: 5
30	CON	40	15-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll: 12-
14	EGO	18	12-	ECV: 5
23	PRE	13	14-	PRE Attack: 4½d6
8	COM	-1	11-	
15	PD	3		Total: 25 PD (10 rPD)
10	ED	4		Total: 20 ED (10 rED)
4	SPD	16		Phases: 3, 6, 9, 12
18	REC	0		
60	END	0		
60	STUN	3		

Total Characteristics Cost: 165

Movement:	Running:	10"/20"
	Leaping:	5"/10"
	Swimming:	20"/40"

Cost	Powers	END
40	<i>Lizard Lord</i> : Multipower, 60-point Reserve; Reptiles Only (-½)	0
2u	1) <i>Lizard Talk</i> : Telepathy 6d6 [Animal Class of Minds], Area Of Effect (6" Radius, +1); Communication Only (-½), Incantations (Throughout, -½), No Range (-½), Reptiles Only (-½), Visible (-¼)	6
3u	2) <i>Lizard Control</i> : Mind Control 6d6 [Animal Class of Minds], Area Of Effect (6" Radius, +1); No Range (-½), Reptiles Only (-½), Visible (-¼)	6
3u	3) <i>Lizard Spies</i> : Clairsentience (Sight, Hearing, and Smell Groups), Retrocognition; Only Through the Senses of Others (-½), Reptiles Only (-½)	6
2u	4) <i>Lizard Call</i> : Summon 100-point Lizard, Loyal (+½), Expanded Class (Any Animal, +½); Arrives Under Own Power (-½), Incantations (-¼), Must Inhabit Locale (-½), Reptiles Only (-½)	6
10	<i>Tail Swipe</i> : HA +3d6 (15d6 with STR); Hand Attack (-½)	1
30	<i>Tough</i> : Armor (10 PD/10 ED)	0
2	<i>Heavy</i> : Knockback Resistance 1"	0
5	<i>Amphibious</i> : Life Support (Breathe Underwater)	0
4	<i>Cold-Blooded</i> : Life Support (Safe in Cold and Heat)	0
1	<i>Oceanic</i> : Life Support (High Pressure)	0
3	<i>Lizard</i> : Life Support (Immune to Lizard-Derived Toxins)	0
8	<i>Fast</i> : Running +4" (10" Total)	2
18	<i>Fast</i> : Swimming +18" (20" Total)	4
3	<i>Gator Ears</i> : Ultrasonic Perception	0

5	<i>Heatsense</i> : Infrared Perception (Touch Group)	0
12	<i>Lizard Sense</i> : Detect Lizard (Smell/Taste Group), Discriminatory, Sense	0
4	<i>Tail</i> : Extra Limb, Inherent (+¼); Limited Manipulation (-½)	0
3	<i>Teal Reach</i> : Stretching 1", Reduced Endurance (0 END, +½), Inherent (+¼); Always Direct (-¼), Limited Body Part (Tail, -¼), No Noncombat (-¼), Only to Cause Damage (-½)	0
5	<i>Regrow Limbs</i> : Healing 1d6 (Regeneration, 1 BODY per Day), Can Heal Limbs, Reduced Endurance (0 END, +½), Persistent (+½); Extra Time (1 Day, -4), Self Only (-½)	0

Talents

3	EM: Aquatic Movement
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Perks

5	International Police Powers
1	Medical License

Skills

6	+3 with Tail Swipe
9	+3 with Animal Skills (Animal Handler, Herpetology, Veterinary Medicine)
2	AK: Australia 11-
2	Animal Handler (Reptiles & Amphibians) 12-
3	Breakfall 12-
1	Forensic Medicine 12-
2	KS: Aborigine Legends 11-
3	KS: Reptiles 12-
1	Language: Aborigine (Basic)
4	Navigation (Land, Marine) 12-
3	Paramedics 12-
2	PS: Veterinarian 11-
3	Stealth 12-
4	Survival (Marine, Tropical) 12-
3	Teamwork 12-
3	Tracking 12-
1	WF: Boomerang (in the Silver Age, everyone from Australia knew how to use the boomerang)
3	Scientist
1	SS: Anatomy 11-
1	SS: Biology 11-
2	SS: Herpetology 12-
1	SS: Marine Biology 11-
1	SS: Medicine 11-
1	SS: Toxicology 11-
1	SS: Veterinary Medicine 11-

Total Skills & Powers: 235

Total Cost: 400



250+ Disadvantages “First Appearance Title”

- 15 Distinctive Features: Crocodile-Man “I Am The Lizard King Part 1” (Not Concealable)
- 15 DNPCs: Aborigines Tribe That Saved His Life 8- “I Am The Lizard King Part 2” (Slightly Less Pow, Useful, 8x DNPCs)
- 10 Hunted: The Lethal Eel 8- “That’s A Moray” (As Pow)
- 10 Hunted: The Ooze-Thing 8- “Ooze There?” (As Pow)
- 10 Hunted: Orangutank 8- “Monkey Business” (As Pow)
- 10 Hunted: The Walrus 8- “Goo Goo Goo Joob” (As Pow)
- 5 Physical Limitation: Hefty 300 kg (Infrequently, Slightly)
- 5 Physical Limitation: Reduced Leap (Infrequently, Slightly)
- 20 Psychological Limitation: Code vs. Killing (Common, Total)
- 10 Psychological Limitation: Constantly Explains Reptile Biology and Behavior to Everyone (Common, Moderate)
- 10 Psychological Limitation: Happy-Go-Lucky Irreverent Punster (Common, Moderate)
- 15 Psychological Limitation: Scientific Curiosity, Especially Animal-Related Science (Common, Strong)
- 15 Social Limitation: Public Identity (L. A. Gaiter) “The Wonder Down Under” (Frequently, Major)

Total Disadvantages: 400**Doc Croc, the Lizard King**

Background/History: Lew Gaiter (lyoo gay-dah) loved the outdoors. Who didn’t, in grand Australia? He was able to combine his outdoorsmanship, rapport with animals, and fascination with lizards into a moderately successful veterinarian business. It was enough, at least to let him work just one day a week in the office, two days making house calls around town, and pay the bills while he spent the rest of the week on walkabouts.

While on one walkabout, studying the thorny devil lizard, he was beset by a nest of inland taipan snakes, whose venom is fifty times more lethal than the copperhead. Dying, he beat away the snakes, and pulled himself away before he faded to black.

When he awoke, he was buried up to his neck. A tribe of aborigines had found him, and treated him according to their traditions. Bleeding and burying him in the cooler ground helped to dissipate the venom in his system. They fed him bugs and water until he came to his senses.

They had danced around his extruding head, praying to their crocodile spirit to give the man strength. Their prayer was answered in an unexpected way.

Lew’s body began to transform...

Personality/Motivation: Lew is easy going, and fun to be around. He’s quick with a joke, a smile, and an encouraging word. He’s fascinated by reptiles, and naturally assumes that everyone else shares his enthusiasm for them.

Quote: “Crikey, Eel! That plan is a load of Croc!” (in the Silver Age, everyone spoke with exclamation points)

Powers/Tactics: Doc Croc is part crocodile, part man. He has tough scaly skin, tremendous strength, and a crocodile-like tail. He can breathe underwater, swim like a maniac, sense and even talk to lizards.

Appearance: Doc Croc is a humanoid crocodile. He has green scaly skin, a long snout with sharp fangs, and a tail. Although his visage can be fearsome, he’s often wearing a smile and joking around with his “mates.”