

Power Point by Dave Mattingly

BlackWyrM Games

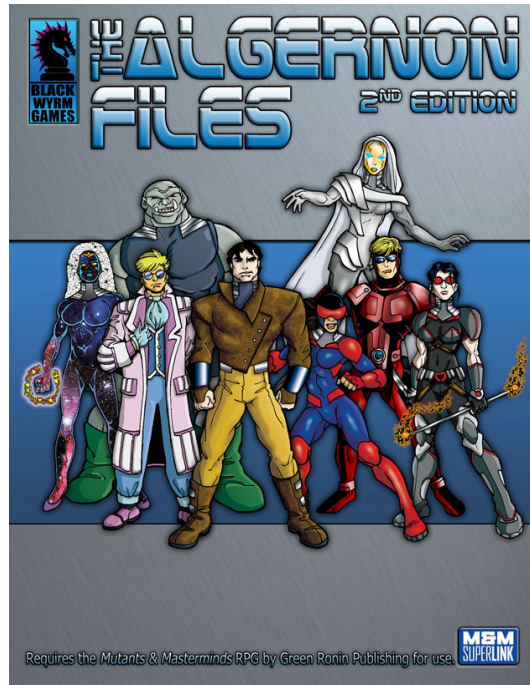
The Algernon Files 2.0 (revised for Mutants & Masterminds 2nd Edition) is available on www.rpgnow.com as a PDF. The HERO System version of the book is planned for release later this summer.

Big Trouble in Little Classroom

In my *Teen Champions* game, they went on a shrinking field trip. After spending a class period at insect size, and exploring some worm tunnels, they came back the next day for their real test. A nigh-indestructible superhero, Captain Everything, was being mind controlled into evil acts. Ordinarily, mental attacks cannot penetrate his nigh-indestructible outer shell, but he was being mind controlled *from the inside!* A shrinking mentalist, along with a team of cohorts, had climbed into Captain Everything's nose undetected during a recent battle, and had made their way to the brain. The super students must enter the Captain's body, find their way to the brain, and defeat the villain team in his brain – all within one hour (and at their tiny size, in unfamiliar territory, it's expected to take them at least half an hour to make it to the brain).

This is all simulated, of course, as part of the classroom experience. An inactivated clone template (sort of a practice dummy with functioning organs) was lying on the lab table, and some upperclassmen were inside the brain, costumed as villains.

The young heroes were able to find their way to the brain, but the battle inside was pretty nasty. Murk, the darkness-controlling goth chick, kept the hero team blinded while Gooper, the mucus-based entangler, kept many of them stuck. Meanwhile Sprick, the speedster brick, and Red Shield, the guy with the “bug zapper” force field, started picking them off. Thanks to some creative tactics, luck, and some fortuitous power combinations, the heroes were finally able to take out Murk, who was causing the most problems, and then mop up the rest.



Mr. Furious

This issue, I present Madman, a villain from my *Champions* campaign. Madman has the power to infuriate people, and once they're mad... they belong to him.

He's only appeared once in the game so far, but he did manage to take on the entire team single-handedly. (Well, okay, he had riled up an angry mob of Normals to help.)

Afterwards, the players were amused at this guy whose only superpower seemed to be the ability to make other people beat the snot out of him. ☺

Madman

Val	CHA	Cost	Roll	Notes
40	STR	30	17-	Lift 6400; 8d6 HTH [4]
14	DEX	12	12-	OCV: 5/DCV: 5
28	CON	36	15-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll: 11-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
15	PD	7		Total: 15 PD (0 rPD)
15	ED	9		Total: 15 ED (0 rED)
4	SPD	16		Phases: 3, 6, 9, 12
15	REC	2		
50	END	-3		
50	STUN	1		

Total Characteristics Cost: 150

Movement:	Running:	6"/12"
	Leaping:	8"/16"
	Swimming:	2"/4"

Cost	Powers	END
12	<i>Fists of Fury:</i> HA +4d6 (8d6 Total), Armor Piercing (+1/2); HA Lim (-1/2), Only Against Enraged/Berserk Opponents (-1)	3
32	<i>Enrage:</i> Mind Control 10d6, Telepathic (+1/4); Emotion Only (-1/2), Set Effect ("Be Enraged. Be Very Enraged.", -1/2)	6
30	<i>Enslave the Enraged:</i> Mind Control 12d6; Only Against Enraged/Berserk Opponents (-1)	5
22	<i>Feast of Ferocity:</i> Absorb 3d6 into EGO, PRE, STUN, and END, Varying Effect (Four Stats, +1), Area Of Effect (3" Radius, +1); Only Absorb Attacks Made in Anger (-1)	0
52	<i>Skin Born of Rage:</i> Armor (15 PD/15 ED); Only Against Attacks Made in Anger (-1) plus Damage Reduction 50%, Physical and Energy, Resistant; Only Against Attacks Made in Anger (-1)	0

Skills

10	+2 with Hand-to-Hand Combat
9	+3 with Mind Controls
3	Analyze Emotional State 11-
3	Interrogation 13-
2	KS: 1001 Insults 11-
2	KS: The Superhuman World 11-
7	Oratory 15-
7	Persuasion 15-
3	Seduction 13-
3	SS: Psychology 11-
3	Streetwise 13-

Total Skills & Powers: 200

Total Cost: 350

200+ Disadvantages

10	Distinctive Feature: Fountain of Rage (Not Concealable, Detectable by Unusual Senses)
20	Hunted: The Champions 8- (Mo Pow, NCI)
10	Hunted: PSI 8- (Mo Pow, NCI, Watching)
20	Hunted: UNTIL 8- (Mo Pow, NCI)
15	Physical Limitation: Achilles Heel – Becomes Completely Tranquil in the Presence of his Mother, Treat as 12d6 Presence Attack Against Him (Infrequently, Fully)
25	Psychological Limitation: Angry but Controlled (Very Common, Strong)
20	Psychological Limitation: Grandstanding Gloryhound (Very Common, Moderate)
15	Susceptible: 3d6 from Peaceful, Calming, or Empathic Control (Uncommon, Instant)
5	Unluck: 1d6
10	Vulnerability: 2x STUN from Attacks Made by His Mother (Uncommon)

Total Disadvantages: 350

Background/History: Andrew McGillicuddy grew up amid an unfortunate home life. His father routinely beat his mother and Andrew himself. His mother Ellen tried to keep the peace and protect the children on the particularly bad days.

Andrew continued taking the beatings at home, and began administering them at school. He struggled with the conflicting emotions of fear, hatred, shame, despair, and love for his father until he turned 14 when one last beating was all he could take.

Andrew's empathic abilities manifested as his father was beating his mother bloody. He could feel his father's anger overcoming his own fear, and he threw himself in front of his mother, protecting her. This only infuriated his father all the more, and he began to pound on Andrew mercilessly, and probably would have killed him that night if his punishment had not strengthened the boy. Andrew gorged himself upon the violence, and thrashed his father around the room, feeling more joy and excitement with each bone break, each blood spatter, each plea for mercy. As he killed his father, Andrew knew that from that day forward, anger and hatred would be his constant companions and his finest weapons.

His mother finally snapped that day, and was committed to an asylum in care of the state.

Personality/Motivation: Madman is mad. That's angry mad – not crazy mad (well, actually, he's crazy mad, too, but that's not where he takes his name from). But his is no longer the kind of anger that controls his thoughts and actions. Instead, he is master over his own fury. His is primarily a cold burning fury, although he can switch to a violent rage or other shades of anger as he wishes.

His mother has a unique impact on Madman, and seeing her (or even a picture of her) will leave him in a mesmerized stupor. Shapeshifting heroes in the know can exploit this weakness by masquerading as her.

Quote: “Feel the rage flowing through your veins. Embrace its inherent power!”

Powers/Tactics: Madman gains the benefits of a berserk rage (increased strength, resilience, willpower, pain resistance), but not its mindless drawbacks. As well, he can “inspire” anger in others. And once an opponent has given in to his own rage, he has also given in to Madman. For Madman is virtually immune to attacks from angry attackers; indeed, he thrives on such “punishment,” drawing more power and vitality from each blow.

Whether a blow is directly at himself or at a nearby target, he feeds on the angry energy,

becoming more vibrant as he absorbs the hatred into his own energy reserves.

In combat, Madman prefers to get his opponents heated up before they even realize he's there. As tempers rise, so do his odds for success. Once he's induced anger in all the opposition he's likely to infuriate, he makes himself known in some grand fashion, ordering his infuriated targets to finish off the rest of their erstwhile teammates for him.

In open combat, Madman normally tries to incite bystanders into a mad riot before or during a battle, giving him more mind-slaves to do his bidding. Against his primary opposition, however, he uses his control over anger to infuriate whichever opponents look like they're about to attack him, for once they are angry, they can no longer harm him.

On top of becoming harmless, angry opponents can become his punching bags or his puppets, as he desires. All the while, he'll taunt his enemies into rash violent actions, ensuring his victory.

Appearance: Madman prefers to make a dramatic entrance, and so will outwardly appear normal, draping a hat and trenchcoat over his costume, so that when the moment is right, he can cast them aside and reveal himself in all his glory.

His costume itself consists of a tight red shirt with “angry eyes” on the chest. His pants and shoes vary in color and style, but are normally classy and professional. He no longer wears his black Mardi Gras-style mask.

Campaign Use: Madman makes a good moral dilemma for heroes. Since he can attack from secret with his invisible anger-inducing attacks, he can bring out a PC's dark side, spurring him into temporarily ignoring his Code Against Killing, and getting him into serious trouble. He can exacerbate existing resentment among teammates, and split forces, making them easy pickings for himself or another villain.

As member of a villain team, Madman would need to feel some semblance of leadership due to his egotistical need for attention and control.

To increase Madman's effectiveness, give his Mind Controls an Area Of Effect Radius, and give him a Transform (which heals back over time) that adds an Enraged Disadvantage to his targets once he's been inside their heads. As well, expand his Absorb so that it also includes STR, DEX, and SPD.

To reduce his power level, remove the Armor versus angered attacks (but leave the Damage Reduction) and the Armor Piercing on his HA, and lower his Mind Controls to 8d6.

