

Power Point by Dave Mattingly

Convention Gaming

At the Origins game convention in Columbus, OH (4th of July weekend), I ran three games.

FELT VERSUS PLASTIC: MUPPETS VERSUS TOY STORY

In a knock-down drag-out last-thing standing fight, the Muppets whittled themselves down to half their starting number, then took on the CGI toys in a childhood icon grudge match.

The toys won the showdown, thanks largely to Bo Peep, whose staff would somehow always hit, and do near 20 points of damage on its 4d6.

BUILD N BRAWL: IRON CHEF

Players built complete characters in two hours, right there at the table, and fought for supremacy in kitchen stadium. Character write-ups had to include three special ingredients, revealed at the beginning: Tunneling, a phobia, and soccer. \$50 gift certificates to the Hero Games booth were awarded to last man standing and the best overall character design, and a booby prize went to the most power-gaming munchkin.

Clever bits included:

- the character who shrunk, teleported inside the ear of an NPC, and bought his required Tunneling Power with the Limitation Only Versus Ear Wax (-2);
- the duplicating shapeshifter who kept making more of himself that looked exactly like the host's assistant;
- and the perky soccer mom who MegaScale teleported everyone in the room to the other side of the world;

Characters were judged by a panel of celebrity judges – Darren Watts, Steve Long, and Sean Fannon. The munchkin booby prize (a secret decoder ring) went to Mike Satran, who not only bought all of his Characteristics through an Elemental Control (and throw Costs END to Activate on them to make them “legal” inside the EC), but also had a Continuous Aid to all powers and characteristics.

THE ALGERNON FILES: SOMETHING SINISTER THIS WAY COMES

I'll be running this one again at GenCon, so won't spoil it here.

Convention Gaming

At GenCon in Indianapolis, IN (second weekend of August), I'll be running two games.

CHAMPIONS BYOB: BRING YOUR OWN BRICK

Not necessarily just bricks, but whatever. Use the Standard Superhero (350 point level) guidelines in HERO 5th, and bring two completed characters for the GM to choose between. Expect a mix of roleplaying, deduction, and combat.

THE ALGERNON FILES: SOMETHING SINISTER THIS WAY COMES

You are the Sentinels, one of the most powerful superhero teams in history. Your individual archenemies have banded together to form a new Sinister Circle. But is all as it seems to be?

BlackWyrM Games

HERO System write-ups for *The Algernon Files* is about two thirds done. As of this writing, I've only got one villain team left to go (the Sinister Circle), and then the independent villains. Playtesting has gone pretty well so far.

THE ALGERNON FILES by BlackWyrM Games

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Iron Man with Swim Fins?

This issue, I present Captain Crustacean, an “underwater Iron Man.” He was my (rejected) submission into a play by e-mail Silver Age *Champions* game that needed an aquatic brick. Not interested in being an exiled Atlantean prince, I decided to twist the concept a little bit, and make the powers all come from a battlesuit. A battlesuit that was conceived as a one-man battleship.

Captain Crustacean

| Val | CHA | Cost | Roll | Notes |
|-------|------|------|------|-----------------------|
| 15/60 | STR | 5 | 21- | 100tons; 12d6 HTH [1] |
| 15 | DEX | 15 | 12- | OCV: 5/DCV: 5 |
| 15 | CON | 10 | 12- | |
| 10 | BODY | 0 | 11- | |
| 13 | INT | 3 | 12- | PER Roll: 12- |
| 18 | EGO | 16 | 13- | ECV: 6 |
| 13 | PRE | 3 | 12- | PRE Attack: 2½d6 |
| 10 | COM | 0 | 11- | |
| 5 | PD | 2 | | Total: 20 PD (15 rPD) |
| 5 | ED | 2 | | Total: 20 ED (15 rED) |
| 4 | SPD | 15 | | Phases: 3, 6, 9, 12 |
| 6 | REC | 0 | | |
| 30 | END | 0 | | |
| 30 | STUN | 4 | | |

Total Characteristics Cost: 75

| | | |
|-----------|-----------|----------|
| Movement: | Running: | 6"/12" |
| | Leaping: | 3"/6" |
| | Swimming: | 15"/120" |

| Cost | Powers | END |
|------|--|-----|
| 48 | <i>Battleship Weapons Array:</i> Multipower, 60-point Reserve; OIHID (-¼) | 0 |
| 5u | 1) <i>Cannon:</i> EB 8d6, Armor Piercing (+½); OIHID (-¼) | 6 |
| 5u | 2) <i>Mortar:</i> EB 8d6, Explosion (+½); OIHID (-¼) | 6 |
| 5u | 3) <i>Sprayfire:</i> EB 8d6, Autofire (5 Shots, +½); OIHID (-¼) | 6 |
| 3u | 4) <i>Subsonic Screech:</i> EB 3d6, Area Of Effect (24" Radius, +½), Invisible Power Effects (to Normal Hearing, +¼), No Normal Defense (Not Having Ultrasonic Hearing, +1), Personal Immunity (+¼); No Range (-½), OIHID (-¼) | 6 |
| 2u | 5) <i>Torpedoes:</i> RKA 2d6, Penetrating (+½), Area Of Effect (6" Radius, +1); 6 Charges (-¾), OIHID (-¼), Only Usable on the Surface of Water (-1) | [6] |
| 26 | <i>Battleship Strength:</i> +45 STR; No Figured Characteristics (-½), OIHID (-¼) | 4 |
| 45 | <i>Battleship Plating:</i> Armor (15 PD/15 ED), Hardened (+¼); OIHID (-¼) | 0 |
| 34 | <i>Battleship Padding:</i> Damage Reduction (Physical and Energy) 50%, Resistant; OIHID (-¼), STUN Only (-½) | 0 |
| 8 | <i>Battleship Stabilizers:</i> Knockback Resistance 5"; OIHID (-¼) | 0 |
| 15 | <i>Battleship Security:</i> Life Support (Self-Contained Breathing, Safe in All Environments); OIHID (-¼) | 0 |
| 18 | <i>Battleship Speed:</i> Swimming +13" (15" Total), 8x NCM; OIHID (-¼) | 3 |

| | | |
|----|--|---|
| 12 | <i>Sonar:</i> Active Sonar; OIHID (-¼) | 0 |
| 2 | <i>Sonar:</i> Ultrasonic Hearing; OIHID (-¼) | 0 |
| 24 | <i>Battleship Generator:</i> Endurance Reserve (200 END, 10 REC); OIHID (-¼) | 0 |
| 2 | <i>Onboard Compass:</i> Bump of Direction; OIHID (-¼) | 0 |

Talents

| | |
|---|-------------------------|
| 3 | EM: Underwater Movement |
|---|-------------------------|

Perks

| | |
|---|-----------------------------|
| 5 | International Police Powers |
| 5 | Money |

Skills

| | |
|----|--|
| 12 | +4 with Weapons Array |
| 4 | +2 versus Range Penalties with Weapons Array |
| 2 | AK: Europe 11- |
| 2 | AK: The Mediterranean Sea 11- |
| 2 | Animal Handler (Aquatic) 12- |
| 2 | KS: Geography 11- |
| 2 | KS: History 11- |
| 1 | KS: Maritime Lore 8- |
| 3 | Mechanics 12- |
| 2 | Navigation (Marine) 12- |
| 2 | PS: Lighthouse Operator 11- |
| 2 | PS: Treasure Hunter 11- |
| 2 | Survival (Marine) 12- |
| 3 | TF: SCUBA, Small Motorized Boats, Small Wind-Power Boats |
| 2 | WF: Blades, Harpoon |
| 3 | Linguist |
| 2 | Language: English (Fluent, Greek is Native) |
| 1 | Language: Arabic (Conversational) |
| 1 | Language: Egyptian (Conversational) |
| 2 | Language: French (Fluent) |
| 1 | Language: German (Fluent) |
| 2 | Language: Italian (Fluent) |
| 1 | Language: Russian (Conversational) |
| 2 | Language: Spanish (Fluent) |

Total Skills & Powers: 325

Total Cost: 400



250+ Disadvantages

- 10 DNPC: Wife Gilda 8- (Normal)
- 10 Hunted: Apparatchik 8- (As Pow)
- 10 Hunted: The Lethal Eel 8- (As Pow)
- 10 Hunted: Mystery Hunter Related to the Suit's Origin 8- (As Pow)
- 20 Normal Characteristic Maxima
- 20 Psychological Limitation: Code vs. Killing (Common, Total)
- 15 Psychological Limitation: Sees Himself as the Protector of the Seas (Common, Strong)
- 15 Psychological Limitation: Honorable (Common, Strong)
- 10 Psychological Limitation: Loves to Hunt for Treasure (Uncommon, Strong)
- 10 Psychological Limitation: Wants to Learn of the Battlesuit's Origins and Purpose (Uncommon, Strong)
- 5 Reputation: Protector of the Seas 8-
- 15 Social Limitation: Secret Identity [Philo Seidon, lighthouse operator] (Frequently, Major)

Total Disadvantages: 400

Captain Crustacean

Background/History: Philo Seidon enjoyed his life of leisure as a lighthouse operator. The lighthouse, and much of the surrounding beach, had been in his family line for seven generations. The work was not difficult; with modern technology, the lighthouse practically ran itself. This gave him plenty of time to pursue his passion – searching for sunken treasure.

While on a recent expedition, he spied a metallic glint from the sea bottom. He found what looked like a suit of armor. As he was inspecting it, he didn't notice the large squid approaching, intent on a meal. Panicking as he felt the tentacle wrap around him, Philo grabbed onto the suit with all his strength, and closed his eyes. Feeling himself being engulfed in the squid's deadly embrace, he knew that it was all over. But oddly enough, the constriction around him seemed gentle, not deadly.

Opening his eyes, Philo saw that he was not actually trapped by the squid, but was instead somehow encased in the suit of armor he had been grabbing. It was not metallic as he had first supposed, but apparently organic. The suit had wrapped itself around him to keep him safe. Even now, Philo could see the squid fleeing from the sound waves that the suit was emitting.

Personality/Motivation: Philo is normally pretty calm and laid back when he's not talking about sunken treasure. But now that he's been given this suit, he feels that he's been called to a higher purpose: to protect the seas.

Quote: "...and as long as we'll be in the neighborhood, I've come across an old map that indicates the wreckage of a Spanish galleon laden with doubloons."

Appearance: Philo is a Greek man in his late 30s in good shape. When in the armor, he looks like a cross between an armadillo and a lobster: the armor's outer shell is partly composed of rigid carapace sections, and partly by tough but flexible scales. There is a large yellow semi-translucent bubble-dome on each side of his head, looking like eyes, and a variety of antennae-like protuberances. His oversized forearms act as his cannons. (In terms of comic books, he'd look like a cross between The Beetle and Carnage.)

Powers/Tactics: The armor provides protection, life support, and swimming speed, and an array of military-grade weapons. He can fire a variety of sonic weapons, and even some "sonic torpedoes": orbs of coherent energy which explode into a sound burst upon impact.

