

Power Point by Dave Mattingly

Convention Gaming

At the GenCon game convention in Indianapolis, IN, I ran two games.

CHAMPIONS BYOB: BRING YOUR OWN BRICK

Players each brought me two characters to pick from for this game. Ostensibly, this is so I can pick the less abusive of the two and also provide some sort of balance for the game, so we don't end up with a dozen of the same archetype. The *real* reason, that the players don't know before the game, is that the players are providing me with their opponents for the encounter. That's right, they're supplying their own villains.

This year, the heroes, most of whom had never worked together, received mysterious messages. One had a message scrawled in the shower steam of his bathroom mirror. One had it spelled out floating in his Alphabits. The messages all said to meet at a certain phone booth at a certain time. The heroes arrived, met each other, and answered the ringing phone. Their own voices were on the other end, claiming to be from a few hours in the future, and that they all had to touch the phone booth to be transported to their destiny.

They arrived in the mansion of a child calling himself Doctor Time. He had reversed time in order to call these heroes together before a battle that had just been lost, hoping that they could turn the tide. A gang of supervillains had invaded his mansion to steal the Schrödinger McGuffin, which would grant them the power of time travel. But it could be in one of two safes in the mansion, and no one (even Doctor Time) knew which one – it was always in the second one looked into.

After a prolonged battle, the heroes prevented the villains from opening the second safe, and kept the device secure. Doctor Time, back in his normal "old man" form, had the players speak on the phone to their earlier selves, and sent them back into a frozen time tableau to leave their mysterious messages.

THE ALGERNON FILES: SOMETHING SINISTER THIS WAY COMES

What originally seemed to be the Sinister Circle (a collective of Sentinel archenemies) turned out to be the Black Knights under the illusionary powers of Façade, a former Sentinel herself. The heroes worked together very well, pulling off a number of excellent teamwork maneuvers to capture the villains.

CHAMPIONS CAN OF WHUPASS

I also got to play in my favorite convention game, the Champions Can of Whupass.

This is a knock-down drag-out fight of various pop icons and parody characters, like Popeye the Sailor Moon, Bubba Fett, and Captain Kirk du Soleil. This year, I played Ash, the chainsaw armed smartass who retired from fighting Evil Dead in favor of training Pokemon. "Good, bad, I'm the one with the Pokeball. Pikachu, I choose you!"

BlackWyrn Games

The Algernon Files is ready! You can now buy a 256-page HERO System book filled with characters – good, bad, and other.



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Batman?

This issue, I present Doctor Chiropterus, my homage to Man-Bat. I played Chiropterus in my group's *Champions* game a few years ago, and had a lot of fun. I got to play up his rotten luck and grotesque appearance, and I cracked morbid jokes throughout.

I've gone on to play Dr. C in a short-lived play-by-email game, and even included him (slightly altered) in *The Algernon Files 2.0* for the HERO System. Here he is as I originally played him, when we were overlapping our *Champions* campaign with the Marvel Universe.



Doctor Chiropterus

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	Lift 1½ tons; 6d6 HTH
26	DEX	48	14-	OCV: 9 / DCV: 9
20	CON	20	13-	Stun #: 41
15	BODY	10	13-	
18	INT	8	13-	PER Roll: 13-
18	EGO	16	12-	ECV: 6
18	PRE	8	13-	PRE Attack: 3½d6
8	COM	-1	11-	
14	PD	8		Total: 20 (6 rPD)
14	ED	10		Total: 20 (6 rED)
5	SPD	14		Phases: 3, 5, 8, 10, 12
10	REC	0		
40	END	0		
40	STUN	0		

Total Characteristic Cost: 161

Movement:	Flying:	15"/30"
	Running:	6"/12"
	Swimming:	2"/4"

Cost Powers **END**

Offense

- 20 *Talons:* HKA 2d6 (2x2d6 with STR); Reduced Penetration (-½)
- 48 *Sonic Shrieks:* Multipower (60-point reserve); Incantations (-¼)
- 5u 1) *Directed Beam:* EB 8d6, Armor Piercing (+½)
- 5u 2) *Ultrasonic Pitch:* EB 6d6 NND (defense is Flash Defense versus Hearing; +1)
- 3u 3) *Spread Shriek:* EB 6d6 Area Of Effect (Cone; +1); No Range (-½)

Defense

- 18 *Leathery Hide:* Armor (6 rPD, 6 rED)

Movement

- 32 *Bat Wings:* Flight 15", Reduced Endurance (½ END, +¼); Restrained (-½)
- 8 *Unyielding Grip:* Clinging; Feet Only (-¼)

Senses

- 3 *Sensitive Ears:* Ultrasonic Hearing
- 15 *Echolocation:* Active Sonar

Cost Talents

- 3 Perfect Pitch

Cost Skills

- 3 Analyze Biochemical Samples 13-
- 1 Computer Programming 8-
- 1 Criminology 8-
- 3 Mimicry 13-
- 3 Paramedics 13-
- 3 Power (Flying) 14-
- 3 Scientist
- 1 Anatomy 13-
- 2 Biology 13-
- 2 Chemistry 13-
- 2 Chiroptology 13-
- 2 Genetics 13-
- 1 Medicine 13-
- 1 Pharmacology 11-
- 1 Psychology 11-
- 1 Systems Operation 8-

Total Skills & Powers Cost: 189

Total Character Cost: 350

200+ Disadvantages

- 15 Distinctive Features: Bat-like Humanoid (Not Concealable)
- 10 Hunted by Daily Bugle 11- (Less Pow, Limited Geographical Area, NCI, Slander)
- 3/3 10 Hunted by Doctor Octopus 8- (As Pow)
- 10 Hunted by The Lizard 8- (As Pow)
- 6 10 Hunted by The Police 11- (Less Pow, NCI)
- 5 Physical Limitation: Colorblind (Infrequent, Slight)
- 6 5 Physical Limitation: Unusual Food Requirements (Infrequent, Slight)
- 6 10 Psychological Limitation: Code Against Killing (Common, Moderate)
- 15 Psychological Limitation: Scientific Curiosity (Common, Strong)
- 10 Psychological Limitation: Wants To Clear His Name (Uncommon, Strong)
- 1 20 Psychological Limitation: Warring Instincts (Very Common, Strong)
- 15 Reputation: killer, 11-
- 5 Susceptibility to Hearing Flashes (1d6 damage, Instant)
- 5 Unluck 1d6
- 5 Vulnerability to Hearing Flashes, (Uncommon, 1½x Duration)

Total Disadvantage Points: 350

Doctor Chiropterus

Background/History: Dr. Nicholas Lewis was once a biologist specializing in chiroptology – the study of bats. Pound for pound, bats had the strongest arms and heart in the mammal kingdom. His long-term hope was that by studying bat genes, he could find a way to help humans with heart conditions, having lost his own mother to a heart attack when he was just a boy.

Nearing the completion of his experiment to crossbreed varieties of bats to find a new species of bats whose cardiovascular system was compatible with humans, Nicholas himself fell victim to the hereditary heart condition his mother had left him. Unable to reach a phone for help, he had little choice but to inject himself with an extracted serum of super-bat DNA in an attempt to save his own life. When he woke up, he was appalled to find that not only had he been transformed into a bat-human hybrid, but his lab assistant (who had been out to lunch during Nicholas' life-and-death struggle) lay dead on the floor, torn to pieces.

Desperately hoping that he himself was not to blame, the newly created Doctor Chiropterus (kih-ROP-teh-russ) eventually proved his own innocence, and is using his new gift/curse to help others less fortunate than himself.



He's taken up residence in the bell tower of an abandoned church in the seedy part of town, and has set up a miniature genetics lab from equipment and materials that he's been able to scrounge together over the last several months.

Quote: "Oh, dear God, I'm a monster!"

Personality/Motivation: Doctor Chiropterus is somewhat lacking in the social skills department, and somehow it seems that his good intentions are always misconstrued.

The most unusual aspect of his new personality is that he has the mind of a man, and the instincts of a bat. He constantly battles to retain control over his "dark side," and fears to let any friend become too close, lest they put themselves at risk.

Hiding the hurt inside with a macabre sense of humor, Doctor Chiropterus taunts his foes with wisecracks, attempting to distract them and open themselves up to attack.

He wants to regain his good name, and clear himself of the murder charge brought against him, but the newspaper's slanderous attacks certainly don't help his reputation with the public, or the Police.

His greatest hope is to find some cure for his "condition," and return to human form once again.

Appearance: His body has a leathery feel to it, and is covered in a short dark brown fur. His ears are about six inches wide and over a foot tall, poking up past the top of his head. His eyes are yellowish, pupilless, and lidless. His nose is pugged up high, and two fangs protrude from his mouth. His arms have become large wings, with about a ten-foot wingspan. He no longer has hands, and instead uses his clawed feet to take their place. He normally wears a pair of specially-fitted blue jeans, and sometimes a white lab coat with wingholes cut out.

Powers: Doctor Chiropterus is a humanoid bat, complete with wings and fangs. His sensitive ears enable him to "see" via ultrasonic pulses of sound. At his much-larger-than-normal-bat size, his sonar shrieks can even be used offensively.

