

Power Point by Dave Mattingly

Gaming at Home

So far, the superhero reality show “Superhero Challenge” has been pulling its weight in the ratings. Hosted by Adam West, each episode includes a panel of guest judges, who rate the superhuman applicants according to a category of their choosing. We’ve had Lynda Carter, William Katt, and David Hasselhoff give their opinions on team maneuvers, hobbies, costumes, and other subjects.

The team has so far faced off against NPC superheroes, invaded a “super prison” to release a hostage, and defended an interdimensional nexus from the Champions alter-egos the Conquerors (portrayed on the episode by the actual Champions, of course, not their evil universe counterparts).

Between battles, we’ve had interviews with the superhero applicants, seen them practice special teamwork maneuvers, and learned about their skills and hobbies.

BlackWyrM Games

The Algernon Files has been in print for a bit now, and its golden age “prequel” *The Fires of War* has been out for a longer while. Pick them up to get over a hundred characters per book, complete with bases, vehicles, and followers. If your local game store doesn’t carry them, get in touch with us at www.blackwyrM.com.

Scott Bennie’s *Gestalt* book is on the way – at 400 pages! We’re getting quotes from various printers now, to find out who we want to publish this mammoth manuscript. In his unique world setting, Gestalts are Archetypes who represent important symbols such as Heroism, Strength, Speed, Cleverness, The Elements, Kindness, Cruelty, and Ambition. In *Gestalt*, the characters are the symbols. A physically powerful superhero might not just be a strong guy – he could be an embodiment of Strength. While characters in *Gestalt* look and act like superheroes, in many ways they fulfill the role of mythological gods, becoming the champion of concepts and portfolios.

The Craftsman

This issue, I present the Craftsman. Crime needs a fixer, and he’s the maintenance man on duty. A vigilante with a power drill.

Sample write-up from *The Algernon Files*

Part 1: The Sentinel | **Chapter 2: Allies**

TROLL

DESCRIPTION

Arksky, formerly with Salvo, had always heard and glimpsed the legend passed down in his family, that long ago a heroic Salvo knight, one of the Bogalys, had thwarted the great witch Baba Yaga and had been cursed. Supposedly, she had said that should any of his family ever show his courage or heroism again, that they would suffer a horrible fate, and become the monsters that his great ancestor had fought.

Arksky always thought this was just a way to justify the uncouth generations of thieves, pirates, and scoundrels that he knew his family had always been. He might have gone onto a career Russian military man (with all that implied after the collapse of the Soviet Union) if he hadn't selfishly endeavored himself to drag his comrades out of a burning tank in Chechnya.

Collecting, he later woke up to find himself changed – enormous, nearly strong and resilient, and often from a Politburo member's backside. Resigned to his fate as only a Russian could be, Arksky attempted to be a hero in his native land, only to find out there wasn't much room for a hero in a land where corruption was king. Leaving the States and his family (who now considered him an outsider), Arksky moved to America, starting his career over here as a part-time hero, part-time celebrity.

Troll found himself in the right place at the right time when the opportunity came by to join the Sentinels. He's never had cause to regret being that opportunity.

Troll is a partly animal, whose evolved tendencies and enduring personality more than compensate for his looks. When off-duty, he can always be found club hopping or attending premieres of movies or Broadway shows. And he's seldom alone when he goes to these places – he usually has two to three pretty young women on each arm. An inebriated blur and beast, he gets along well with Technomancers (often helping the younger Sentinels in the commission of various pranks), and since he's always where the frontlines with heroes, they have a very good relationship. Despite constant tabloid reporting to the contrary, Troll and Speed Demon have never been an item.

Arksky is larger than human and immensely strong, stronger even than Hercules. Though not built as resilient as the older Sentinels, he more than makes up for this with a healing factor that has many wounds closing and disappearing before the very eyes of the person inflicting them. His senses are animal-like, and he is just as comfortable below the water as he is above it. Most abilities that rely on situations fall against Arksky, since he can literally smell magic.

Troll shares the frontlines with heroes, closing to engage most opponents head-on. He is a combat fighter, though not a terribly honorable one. He loves humbling his opponents as much as beating them, and his vengeful goals are as fierce as his almost insatiable girth.

QUOTE

"Perhaps you are needing your mommy to help you? Not okay-dokie, beating will now continue."

RACE SEX HT EYES
Human Male 8'3" Brown

SKIN HAIR WEI HAIR
Sentinels 143" 1125# Black

PUBLIC KNOWLEDGE

- 3) Comedically challenged Member of Sentinels
- 0) Human, very strong
- 3) Heroic legends
- 3) Bravely animal reputation
- 3) Former member of Crimson Cadre
- 10) Victim of curse

Chapter 2: Allies | **Part 1: The Sentinel**

Troll

Val	Cha	Con	Int	Wis	Notes
85	275	25	20	20	3000 Items: 2365 WTH (8)
10 DEX	0	15	0	0	OCV: 3/OCV: 3
40 CON	40	15	15	15	
14 BODY	8	12	12	12	
10 INT	0	12	12	12	PER Roll: 13
15 SPD	10	12	12	12	ECV: 5
25 PRE	15	14	14	14	PRE Attack: 908
8 COM	8	10	10	10	
20 PD	3	3	3	3	Total: 20 PD (10 P50)
20 ED	1	1	1	1	Total: 20 ED (10 P50)
4 SPD	30	30	30	30	Phases: 3, 6, 9, 12
25 RES	0	0	0	0	
80 END	0	0	0	0	
80 STUN	3	3	3	3	

Total Characteristics Cost: 205

Movement: Running: 107'20"
Leaping: 257'320"
Swimming: 107'20"

Cost Powers **END**

- 48 **Shock Troop:** Multi-power, 60-point Reserve; Reduced by Range (4x)
- 3u 1) **Discipline:** Hit 400 (300 with STR), Area Of Effect (12' Radius, +1), Double Knockback (4x), Indirect (From Ground, +1), Hit Lim (-1/2), Only versus Targets on Ground (1x), Reduced by Range (1x)
- 3u 2) **Thunderclap:** Flash Hearing 800, Area Of Effect (12' Radius, +1), Dom Knowledge (+1), Personal Immunity (+1x), No Range (1x), Reduced by Range (1x)
- 10 **Tough:** Damage Resistance (10 PD) (10 ED)
- 10 **Tough:** Physical and Energy Damage Reduction, 50%
- 24 **Tough Immune System:** Life Support (Can Breathe Underwater, Safe On Cold and Pressure, Immune to Disease)
- 12 **Tough Sensory System:** Flash Defense for Sight and Hearing Groups (8 points)
- 9 **Immune to Illusion:** Herk Defense (30 points Total); For Mental Illusion Only (2)
- 15 **Immune to Illusion:** +15 PER; Only to Penetrate Illusions (2)
- 16 **Heavy:** Knockback Resistance 4"
- 10 **Strong Legs:** Leaping +8", Underwater Swimming (+1x)
- 8 **Strong Legs:** Leaping, 120x Noncombat
- 8 **Long Legs:** Running at (1/2) (1/2)
- 4 **Long Arms:** Shredling +1", Reduced Endurance (0 END, +1x), Flash Only (1x)
- 40 **Tough Immune System:** Regeneration (4 BODY per Turn), Can Heal Limbs
- 6 **Magical Sense:** +2 PER
- 5 **Magical Eyes:** Nightvision
- 3 **Magical Senses:** Ultrasonic Hearing
- 5 **Magical Aids:** Detect Magic [Secret]
- 10 **Magical Aids:** Dimensional Traveling Scent
- 10 **Magical:** PRE +20; Only for PRE Attacks (-1)
- 10 **Luck:** 20%

Equipment

- 0 CommLink, GPS Unit, iPod

Talents

- 3 Aquatic Movement
- 7 Danger Sense (Out of Combat, Sense) to Detect Dangerous Situations (2)
- 10 Fascination (PH05)
- 7 Fearless (PH11)
- 7 Sneak Attack (Deadly Blow, PH05)

Perks

- 12 Contact: The Humanoid Magical Beast World 11 (Very Useful, Organization)
- 18 Contact: The Sentinels Community 11 (Extremely Useful, Institutions, Contacts, Organization)
- 5 **Membership:** Sentinels
- 3 **Reputation:** Sentinels 11 (Worldwide), +2/+206
- 5 **Security Clearance**

Skills

Skill	OCV	DCV	Notes
4 Choke Hold	+0	+0	255 IND, 2 Limits
4 Crush	+0	+0	+406, Follows Grab
4 Fast Strike	+2	+0	+206
3 Grab	-1	-1	2 Limits, +10 STR
4 Stokes	+0	+2	+206
3 Throw	+0	+1	+V/S, Target Fate

- 20 =+2 Overall Levels
- 20 =+ with Hand-to-Hand Combat
- 12 =+ with Bravely Heroic Acts
- 21 **AIC:** Soviet Union 11; AIC: United States 8
- 11 **Bribery 8:** Bureaucracy 8
- 10 **OC:** New York City 11; Climbing 11;
- 3 **Conversation 14:** Gambling (Card Games) 11;
- 32 **Intelligence 14:** US: Russian Culture 11;
- 21 **OC:** Russian Culture 11; US: World Politics 8
- 3 **Language:** English (Fluent, Russian is Native)
- 3 **Language:** Chinese, French, (Fluent)
- 0 **Navigation (Land) 8:** Perception 14;
- 10 **RC:** Black Handker: Showdown 14
- 3 **Tactics 11:** Teamwork 11;
- 3 **Tricking 11:**

Total Skills & Powers: 495

Total Cost: 700

200+ Disadvantages

- 5 **Distinctive Features:** Big and Ugly (Not Conceivable)
- 0 **Distinctive Features:** Mystic Aura (Not Conceivable, Usual Sense)
- 15 **Hurtled:** The Curse 8 (No Row)
- 10 **Hurtled:** Doc Steel 8 (No Row, NCL, Watching)
- 5 **Physical Limitation:** Large (Disadvantage, Slightly)
- 0 **Psychological Limitation:** Egoism (Common, Moderate)
- 10 **Psychological Limitation:** Jealous (Common, Moderate)
- 5 **Reputation:** Ladies Man 8
- 0 **Social Limitation:** Subject to Orders (Very Frequently, Major)
- 0 **Unluck:** 106
- 0 **Experience Points**

Total Disadvantages: 700



The Craftsman

Background/History: Noah Carpenter has a knack for do-it-yourself projects. He always has.

So, when his mother was run over when a drive-by shooting car was fleeing the pursuing rival gang, and the corrupt police had accepted too many bribes from both of the gang in question to investigate, he took matters into his own hands.

Burning with a cold fury, he swore to make the criminals (and that term included the cops) pay for what they'd done.

Personality/Motivation: The Craftsman is a hands-on kind of crimefighter. He believes that the only way to ensure justice is to take the fight to the streets himself, and he doesn't mind fighting dirty enough to see the bad guys fall to their own devices.

He takes pride in his work, and won't do a job unless he can do it right. He does realize, though, that at times, doing the job right means leaving his own work in ruins, like if he needs to set a trap that will collapse on itself (and its victim).

His philosophy of "safety first" has saved him considerable trouble, but it also acts as a signature habit, which sometimes endangers his secret identity.

Quote: "You want to avenge a crime, you gotta do it yourself."

Powers/Tactics: The Craftsman has a variety of home improvement gadgets, including a toolbelt of his most commonly used tools, and a toolbox for everything else.

For GMs that don't like multipowers with too many slots, the points from his toolbelt reserve slots can go into his VPP, by adding the No Skill Roll and No Time Advantages to the Control Cost. This would allow him to pull out whatever he needs at the time.

It can be argued that his duct tape and 40-ft cord toolbelt slots could be written up with a lot more versatility (what gamer couldn't find more than a hundred uses for tape and rope?), and if you need them to be more rigidly defined for your game, they can be pulled out of the toolbox VPP easily enough.

The perfect tool in his toolbelt is there to represent the variety of benefits that can be gained from being properly equipped. Additional leverage or lifting capacity (extra STR), additional accuracy or flexibility (extra DEX), measurement or calculating power (extra INT), etc.

The skill roll on his toolbox represents his preparation and forethought for stocking exactly what he'd need.

His base, The Shed, contains a stockpile of raw materials and additional tools. It is considered to be a laboratory/workbench for his PS: Handyman skill.

His Analyze Construction skill is normally used to find weak spots in enemy bases and foci, as well as to bolster his own projects against such attempts.

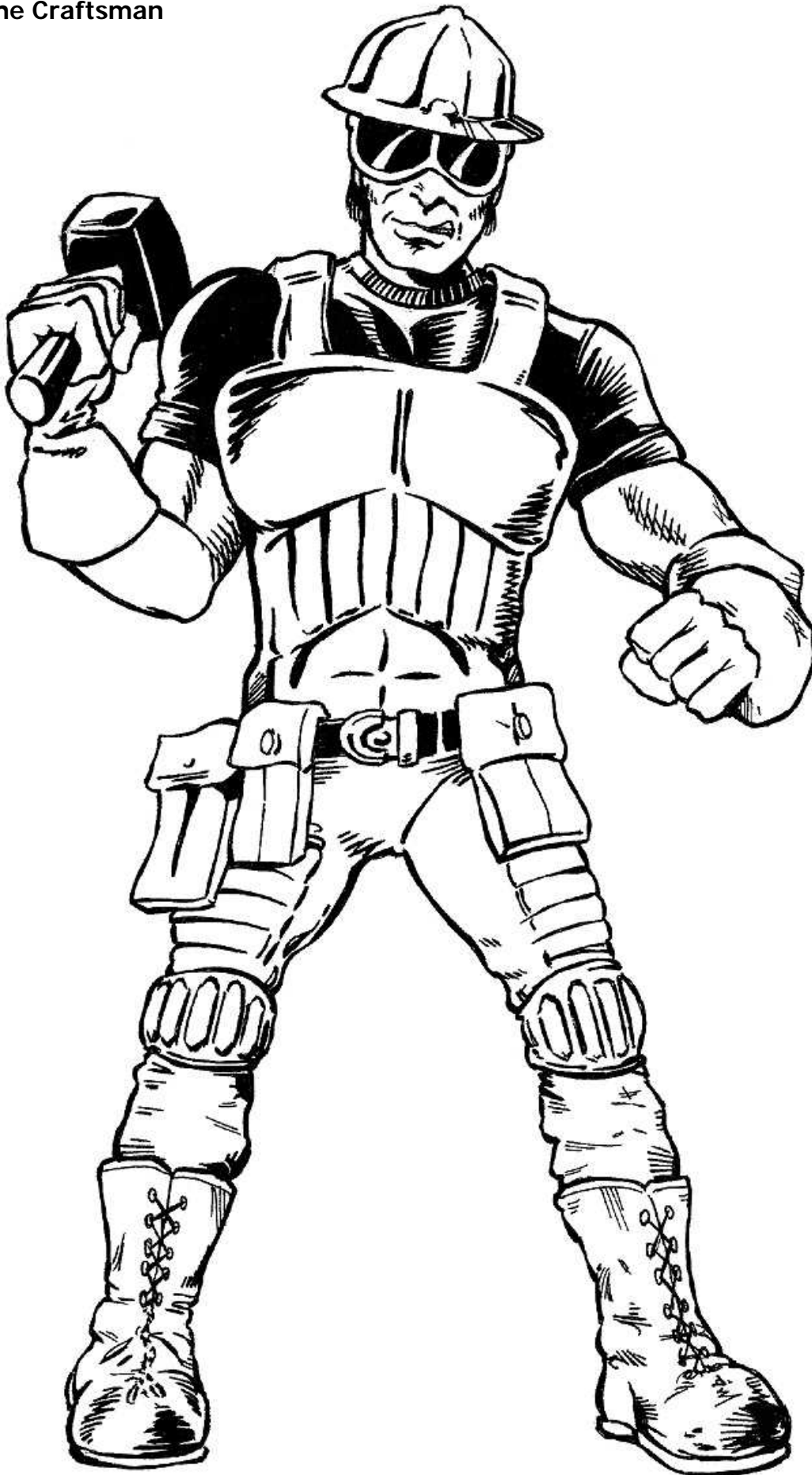
Campaign Use: The Craftsman is intended for a *Dark Champions* game. There, he can act as a fixer/supplier for the PCs, or as a potential foil, by stepping too far over the vigilante line.

To increase his power level, strengthen his armor, raise the points in his toolbelt and toolbox, give him some construction-related vehicles (like maybe a souped-up bulldozer), and add some combat levels. To lower his power level, lose the toolbox and levels, and lower his stats to 13s.

Appearance: Noah is a white man in his late 20s. He's 5'11" and a lean 140 pounds. His hair is brown, his eyes are blue, and his fingernails are perpetually black from working with his hands all day.

As the Craftsman, he wears tinted safety goggles to disguise his appearance, Kevlar coveralls, a hardhat, and work boots and work gloves. He wears a well-stocked toolbelt around his waist, and normally carries a metal toolbox with a variety of specialty tools inside.

The Craftsman



**SAMPLE TOOLS
FROM THE
CRAFTSMAN'S
TOOLBOX**

Saw: HKA 1d6 (2d6 with STR), Continuous (+1); OAF (-1)

Boxcutter: HKA ½d6 (1d6+1 with STR), Armor Piercing (+½), Reduced Endurance (0 END, +½); OAF (-1)

Caulk, Grout, Cement:

Entangle 4 DEF 2 BODY; Can Only Form Barriers or Seal Cracks (-1); OAF (-1), 16 Charges (-0)

Magnet: Telekinesis 5 STR, Reduced Endurance (0 END, +½), Continuous (+1); Only Affects Ferrous Metal (-1), Only to Pull (-1), OAF (-1)

Clamp: Clinging (30 STR), Usable as Attack (+1); Only to Hold Still (-½), OAF (-1)

Tape Measure, Level, Plumb, etc.: Detect Measurement, Distinctive, Variable Special Effect (+¼); OAF (-1)

Ladder: +6 to Climbing Roll; Bulky OAF (-½)

10-ft Extension Cords: Stretching 3", Usable by Other (+¼), Reduced Endurance (0 END, +½), Persistent (+½); Only Usable by Electrical Devices (-1), Requires Outlet (-1), 4 Recoverable

Charges (-1/2), OAF (-1)
Hydraulic Jack: Stretching 1", Usable as Attack (+1), Continuous (+1), Reduced Endurance (0 END, +1/2), Persistent (+1/2); Only for Lifting (-1/2), OAF (-1)
Batteries: Endurance Reserve (200 END, 0 REC), Usable by Other (+1/4); Only to Power Electrical Devices (-1), 8 Charges (-1/2)
Chainsaw: HKA 1d6, Continuous (+1); OAF (-1), Fuel Charge (-0)
Jimmy: Lockpicking Skill +6; OAF (-1)
Stump-B-Gone: RKA 1d6+1, Explosion (+1/2); OAF (-1), 2 Charges (-1/2)

The Craftsman

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll: 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
	5 PD	2		Total: 10 PD (5 rPD)
	5 ED	2		Total: 10 ED (5 rED)
	4 SPD	15		Phases: 3, 6, 9, 12
	6 REC	0		
	40 END	5		
	40 STUN	10		

Total Characteristics Cost: 96

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

Cost	Powers	END
20	<i>Toolbelt:</i> Multipower, 30-point Reserve; OIF (-1/2)	0
1u	<i>Hammer, Wrench, Crowbar:</i> HA +3d6 (6d6 with STR), Reduced Endurance (0 END, +1/2); HA Lim (-1), OAF (-1)	0/1
1u	<i>Nail Gun:</i> RKA 1d6, Autofire (3 Shots, +1/4), 30 Charges (+1/4), Penetrating (+1/2); OAF (-1)	[30]
1u	<i>Drill:</i> HKA 1d6 (2d6 with STR), 2x Penetrating (+1); OAF (-1)	3/4
1u	<i>Welding Torch:</i> RKA 1/2d6, Continuous (+1), 250 Charges (+1); No Range (-1/2), OAF (-1)	[250]
1u	<i>Tacks, Nails, Caltrops:</i> Drain Running 1d6, Area Of Effect (1 Hex, +1/2), Trigger (Stepped On, +1/4); 16 Charges (-0), OAF (-1)	[16]
1u	<i>Sawdust:</i> EB 1d6, No Normal Defense (No Need to Breathe, +1), Area Of Effect (Accurate, +1/2); 4 Charges (-1), OAF (-1) plus Flash 3d6 (Sight and Smell), Area Of Effect (Accurate, +1/2); 4 Charges (-1), OAF (-1)	[4]
1u	<i>Duct Tape:</i> Entangle 2 DEF 4 BODY; Cannot Form Barriers (-1/4), 16 Charges (-0), OAF (-1)	[16]
1u	<i>40-ft Cord:</i> Stretching 6"; 4 Recoverable Charges (-1/2); OAF (-1)	[4]
1u	<i>The Perfect Tool:</i> Succor 3d6 (Any one Physical Characteristic, +1/4), Reduced Endurance (0 END, +1/2), Variable Effect (Any Tool, +1/4); Only to Assist in Handyman Task (-1), OAF (-1)	0
1u	<i>Oil, Grease:</i> Change Environment (slippery), 2" Radius, -3 DEX Rolls; 4 Charges (-1), OAF (-1)	[4]

- 36 *Toolbox:* VPP, 30-point Reserve (Use *Power Skill* to Change); OAF (-1), Only Tools (-1/2) var.
- 8 *Protective Apron, Boots, and Gloves:* Armor (5 PD/5 ED); Activation 15- (-1/2), OIF (-1/2) 0
- 7 *Hardhat:* Armor (10 PD/10 ED); Activation 8- (-2), OAF (-1) 0
- 5 *Safety Goggles:* Flash Defense 10; OAF (-1) 0

Perks

- 10 *The Shed:* Base (50-points)

Skills

- 9 +3 with Tool Combat
- 9 +3 with Handyman Skills
- 3 Analyze Construction 12-
- 3 Electronics 12-
- 3 Lockpicking 12-
- 3 Mechanics 12-
- 1 Streetwise 8-
- 3 Security Systems 12-
- 3 Power Skill (Tools) 12-
- 3 Jack of All Trades
- 16 PS: Alarm System Installation, Builder, Contractor, Electrician, Foreman, Handyman, Inspector, Landscaper, Locksmith, Mechanic, Painter, Pest Control, Plumber, Roofer, Security Inspector, Tree Removal 12-

Total Powers & Skills Cost: 154

Total Cost: 250

125+ Disadvantages

- 10 DNPC: Younger Sister Jessica 8- (Normal)
- 15 Hunted: Bulldozer 8- (More Pow, Kill)
- 15 Hunted: The Demolition Crew 8- (More Pow, Kill)
- 10 Hunted: Police 8- (Less Pow, Capture, NCI)
- 20 Normal Characteristic Maxima
- 10 Psychological Limitation: Gruff (Common, Moderate)
- 15 Psychological Limitation: Pride in Work, Never Do a Half-Assed Job (Common, Strong)
- 10 Psychological Limitation: Safety First (Common, Moderate)
- 10 Psychological Limitation: Vigilante, Works Outside the Law (Uncommon, Strong)
- 5 Reputation: Dangerous Vigilante 8-
- 15 Social Limitation: Secret Identity (Noah Carpenter) (Frequently, Major)

Total Disadvantage Points: 250

