

# Power Point by Dave Mattingly

## Gaming at Home

The superhero reality show is nearing its finale. Since last issue, our heroes have testing their deductive abilities, and stopped real supervillains in the midst of a real crime.

They recently participated in a gratuitous crossover and team-up event which split the team in half and paired each half with new members, resulting in the obligatory hero on hero combat.

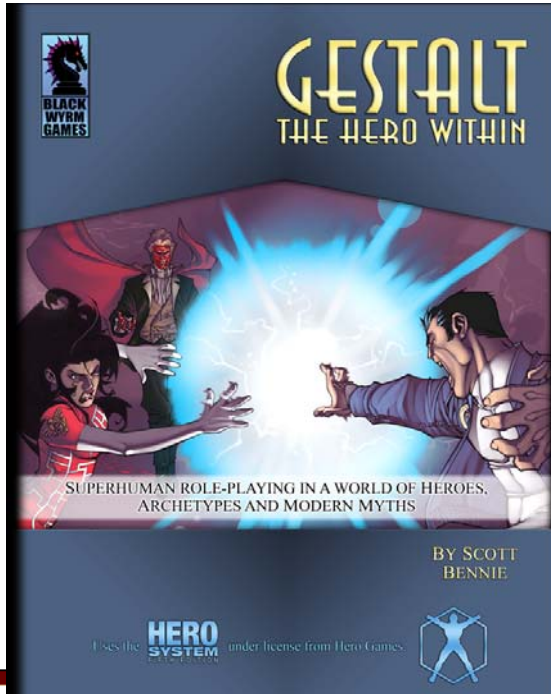
## BlackWyrM Games

*The Algernon Files* is now available in color! It costs more than the black and white book, but it is most excellent.

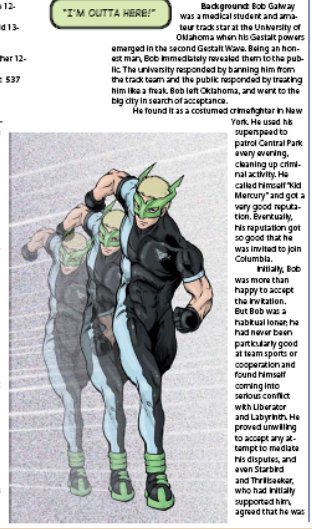
*Gestalt: The Hero Within*, Scott Bennie's 400-page magnum opus, should be out this summer. We're in the home stretch now.

## Micro

This issue, I present Micro, the tiny superspy. I realized it had been a while since I'd written up a shrinking character, and wanted to make one with some class and style.



KID MERCURY Scenario Needs		MID MERCURY		MID MERCURY		MID MERCURY		MID MERCURY		MID MERCURY					
<p><b>The Big Race</b> Speedster and racecar go together like arthritis and waiting. If you want to race, this is the way.</p> <p><b>Byproduct</b> After a series of ugly incidents, the Mercury is expelled from the Columbia. He goes on a one-man campaign through the home city. Stop and find a way to get some help for him.</p> <p><b>No Compromises</b> A PC speedster comes down with a neurological condition that is super-speed. The only person who has experience with treating such conditions is Dr. Bob Galway, unfortunately he has a major quarrel with the team and has run away to seek to silence the Mercury before they PCs condition becomes serious.</p>		<p><b>ACTOR (Name):</b> Robert Anderson Galway <b>OCCUPATION:</b> Superhero Doctor <b>LEGAL STATUS:</b> American citizen with a DUI conviction <b>GESTALT TYPE:</b> Bonded (1994 wave) <b>CLASS:</b> Discover Cure for Cancer <b>POWER LEVEL:</b> Respected <b>HEIGHT:</b> 5'11" (180 cm) <b>WEIGHT:</b> 170 lbs (77 kg) <b>HAIR COLOR:</b> Blond <b>EYE COLOR:</b> Blue <b>ETHNICITY:</b> Norman, OK <b>CURRENT RESIDENCE:</b> Washington DC <b>GROUP AFFILIATION:</b> Columbia <b>KNOWN RELATIVES:</b> Will Galway (older brother), Dan Galway (father), Laura Milks Galway (mother), Robert Milks (grandfather), Larry Hughes Milks (grandmother)</p>		<p><b>14</b> 40 STR 30 17- LRF (working 366 (4) 33 DEX 60 16- OCV: 11, DCV: 11 15 ROF 10 10- 18 INT 8 13- PER Roll 13- 11 EDC 2 11- ECV: 4 15 PRE 5 12- PRE Attack: 348 16 COM 3 12-</p>		<p><b>15</b> 40 STR 30 17- LRF (working 366 (4) 33 DEX 60 16- OCV: 11, DCV: 11 15 ROF 10 10- 18 INT 8 13- PER Roll 13- 11 EDC 2 11- ECV: 4 15 PRE 5 12- PRE Attack: 348 16 COM 3 12-</p>		<p><b>16</b> 40 STR 30 17- LRF (working 366 (4) 33 DEX 60 16- OCV: 11, DCV: 11 15 ROF 10 10- 18 INT 8 13- PER Roll 13- 11 EDC 2 11- ECV: 4 15 PRE 5 12- PRE Attack: 348 16 COM 3 12-</p>		<p><b>17</b> 40 STR 30 17- LRF (working 366 (4) 33 DEX 60 16- OCV: 11, DCV: 11 15 ROF 10 10- 18 INT 8 13- PER Roll 13- 11 EDC 2 11- ECV: 4 15 PRE 5 12- PRE Attack: 348 16 COM 3 12-</p>		<p><b>18</b> 40 STR 30 17- LRF (working 366 (4) 33 DEX 60 16- OCV: 11, DCV: 11 15 ROF 10 10- 18 INT 8 13- PER Roll 13- 11 EDC 2 11- ECV: 4 15 PRE 5 12- PRE Attack: 348 16 COM 3 12-</p>			
<p><b>Cost Powers</b> END 2 00 ApplePunch: AutoHeal (5 shots; +1/2), Reduce Endurance (1/2 END; +1/2) for up to 40 Active Points of STR 60 Speed Triks: MultiPower, 60-point reserve 50 1) Run Around/Leaping Obstacle (back, jump, multistep) from Area Change Environment 16' radius, 4-Flashing, Personal Immunity (1/4), Reduced Endurance (END; +1/2) 50 Active Points; Extra Time (Full Pass, Only to Activate Constant or Persistent Power, 1/4) 2) Elemental Object (with Status) Use At Super Speed: Major Transform 466 (60 Active Points); Conditional Power Requires Appropriate Skill (1/2) 3) Roar: Than The Eye Can Follow; Invisibility to Sight Group; No Flings,</p>		<p><b>19</b> 40 STR 30 17- LRF (working 366 (4) 33 DEX 60 16- OCV: 11, DCV: 11 15 ROF 10 10- 18 INT 8 13- PER Roll 13- 11 EDC 2 11- ECV: 4 15 PRE 5 12- PRE Attack: 348 16 COM 3 12-</p>		<p><b>20</b> 40 STR 30 17- LRF (working 366 (4) 33 DEX 60 16- OCV: 11, DCV: 11 15 ROF 10 10- 18 INT 8 13- PER Roll 13- 11 EDC 2 11- ECV: 4 15 PRE 5 12- PRE Attack: 348 16 COM 3 12-</p>		<p><b>21</b> 40 STR 30 17- LRF (working 366 (4) 33 DEX 60 16- OCV: 11, DCV: 11 15 ROF 10 10- 18 INT 8 13- PER Roll 13- 11 EDC 2 11- ECV: 4 15 PRE 5 12- PRE Attack: 348 16 COM 3 12-</p>		<p><b>22</b> 40 STR 30 17- LRF (working 366 (4) 33 DEX 60 16- OCV: 11, DCV: 11 15 ROF 10 10- 18 INT 8 13- PER Roll 13- 11 EDC 2 11- ECV: 4 15 PRE 5 12- PRE Attack: 348 16 COM 3 12-</p>		<p><b>23</b> 40 STR 30 17- LRF (working 366 (4) 33 DEX 60 16- OCV: 11, DCV: 11 15 ROF 10 10- 18 INT 8 13- PER Roll 13- 11 EDC 2 11- ECV: 4 15 PRE 5 12- PRE Attack: 348 16 COM 3 12-</p>		<p><b>24</b> 40 STR 30 17- LRF (working 366 (4) 33 DEX 60 16- OCV: 11, DCV: 11 15 ROF 10 10- 18 INT 8 13- PER Roll 13- 11 EDC 2 11- ECV: 4 15 PRE 5 12- PRE Attack: 348 16 COM 3 12-</p>			
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## Micro (Agent 007cm)

**Background Story:** Tad liked his job as an intelligence agency analyst. He got to work around high technology, work with exciting people, and save England by fighting the commies. All that without getting shot at. Sure, he'd had the basic self-defense and stealth training that all agents must, but he hadn't used those skills much since taking his desk job.

When his analysis showed that the Russians were experimenting in miniaturization, he was assigned to the fledgling Project Micro. He worked with the scientists that built the miniaturized gadgets and the field agents that tested them out, charting and analyzing rates of success.

Biological miniaturization initially had mixed results during animal tests, but as the process improved, the time came for human testing. Cadaver tests were underway when an accidental explosion knocked Tad into a prototype miniaturizer, bathing him in shrinking rays. His physiognomy was altered to the degree that he could alter his size from normal down to just a few inches tall.

After the accident, his superiors changed his designation to "field agent," and began putting him to work testing out the gadgets he'd been working with. Tad surprised himself by enjoying the field work.

When the call came for a new superhero team to assemble, his superiors strongly suggested that he throw his own hat into the ring, so that the United Kingdom would have a representative on board.

**Quote:** "Having a wee bit of trouble, are we?"

**Quote About Him:** "Man, he shows up when you least expect him!"

**Personality:** Tad has spent most of his life rather introverted, but after getting his shrinking powers a couple of years ago and being thrust into heroic action, he's found that he has a taste for it. He enjoys shrinking and sneaking about.

**Appearance:** Tad is a well-dressed Englishman who spends most of his time miniaturized. In the movies, he'd be played by a young Roger Moore.

**Powers:** Tad can shrink to just a few inches tall, yet still retain the strength of a normal man. This allows him to leap tremendous distances. He carries around several miniaturized gadgets on his person that he can use once he's at minimum size.

**Micro (Agent 007cm)**

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [1]
18	DEX	24	13-	OCV: 6/DCV: 6(14)
15	CON	10	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll: 13-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
				Total: 15 PD (9 rPD)
				Total: 15 ED (9 rED)
				Phases: 3, 6, 9, 12
6	PD	3		
6	ED	3		
4	SPD	12		
6	REC	0		
30	END	0		
30	STUN	4		

**Total Characteristics Cost: 85**

**Movement:**

Running:	3"/6"
Leaping:	15"/30"
Swimming:	2"/4"
Teleport:	15"/15"
Gliding:	6"/12"

Cost	Powers	END
20	<i>How'd He Do That? Shrinking Tricks:</i> Multipower, 40-point Reserve; Linked to Shrinking (-1/2), Requires a Shrinking Tricks Skill Roll (-1/2)	0
2u	1) <i>How'd He Avoid That?:</i> Missile Deflection (all attacks); Linked to Shrinking (-1/2) <b>plus</b> Combat Luck (x2); Linked to Shrinking (-1/2), Requires a Skill Roll (-1/2)	0
1u	2) <i>How'd He Escape?:</i> Desolid; Does Not Protect Against Damage (-1), Linked to Shrinking (-1/2), Requires a Skill Roll (-1/2)	4
1u	3) <i>How'd He Get There?:</i> Teleport 15", Safe Blind Teleport (+1/4); Can Only Teleport to Places Character Could Normally Go (-1/2), Linked to Shrinking (-1/2), No Non-Combat Multiple (-1/4), Only When No One is Looking (-1/2), Requires a Roll (-1/2)	4
1u	4) <i>How'd He Get Up There?:</i> Clinging; Costs Endurance (-1/2), Linked to Shrinking (-1/2), Requires a Skill Roll (- 1/2)	1
1u	5) <i>Where'd He Go?:</i> Invisibility to Sight Group, No Fringe; Linked to Shrinking (-1/2), Requires a Roll (-1/2)	3
50	<i>Miniaturization:</i> Shrinking (+8 DCV, -8 PER, +12" KB), Costs Endurance Only to Activate (+1/4)	5
4	<i>Small But Powerful Legs:</i> Running -3" (3" Total); Linked to Shrinking (-1/2) <b>plus</b> Leaping +12" (15" Total); Linked to Shrinking (-1/2)	3
5	<i>Fortune Favors the Bold:</i> Luck 1d6	0

**Equipment**

90	<i>Micro Spy Gadget Pool:</i> Variable Power Pool, 75-point Reserve; Can Only Be Changed at Lab (-1/2), Focus (-1/2), Linked to Shrinking (-1/2)	var.
4	<i>Swank Shades:</i> Sight Group Flash Defense (6 points); OIF (-1/2)	0
9	<i>Classy Suit:</i> Armor (6 PD/6 ED); Activation 14- (-1/2) OIF (-1/2)	0
6	<i>Classy Suit:</i> Instant Change (Any Outfit); OIF (-1/2)	0
4	<i>Classy Suit:</i> Gliding 6"; OIF (-1/2)	0

**Talents**

6	Combat Luck
3	Resistance

**Perks**

5	International Police Powers
10	Contact: Boss 14- (Good Relationship, Very Useful, Contacts, Institutions)

**Skills**

20	+2 Overall Levels			
Martial Arts: Secret Agent Training				
	Maneuver	OCV	DCV	Effect
4	Fast Strike	+2	+0	+2d6
4	Nerve Strike	-1	+1	NND 2d6
3	Throw	+0	+1	+v/5, Throw
1	Acting 8-			
1	Breakfall 8-			
1	Bribery 8-			
3	Bugging 13-			
3	Bureaucratics 13-			
3	Climbing 13-			
3	Combat Driving 13-			
3	Concealment 13-/21-			
3	Criminology 13-			
3	Demolitions 13-			
1	Electronics 8-			
1	Forgery (Documents) 8-			
2	KS: The Espionage World 11-			
1	KS: The Superhuman World 8-			
3	Lockpicking 13-			
1	Navigation (Land) 8-			
3	Paramedics 13-			
3	Security Systems 13-			
3	Shadowing 13-			
3	Shrinking (Power, INT-Based) 13-			
3	Stealth 13-/21-			
3	Streetwise 13-			
1	Survival (Temperate) 8-			
3	Systems Operation 13-			
3	Teamwork 13-			
3	Tracking 8-			
1	WF: Pistols			

**Total Skills & Powers Cost: 315**

**Total Cost: 400**



## THE CLOBBERIN' TIMES ONLINE #14

### 200+ Disadvantages

- 5 Distinctive Features: Tattoo on Left Arm (Easily Concealable)
- 10 Hunted: The "Agency" 8- (Mo Pow, NCI, Watching)
- 10 Hunted: Big Time 8- (As Pow)
- 10 Hunted: Comrade Ivanova 8- (As Pow)
- 10 Hunted: Pied Piper 8- (As Pow)
- 20 Normal Characteristic Maxima
- 20 Psychological Limitation: Code Against Killing (Common, Total)
- 10 Psychological Limitation: Enjoys Shrinking, Beginning to Think of Normal People as Lumbering Giants, Even When He's Normal Size (Common, Moderate)
- 10 Psychological Limitation: Nosy, Likes to Sneak Around (Common, Moderate)
- 5 Psychological Limitation: Resents Reputation, Wants to Prove Himself Useful (Uncommon, Moderate)
- 5 Reputation: Barely Worth the Trouble 8-
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 20 Social Limitation: Subject to Orders (Very Frequently, Major)
- 50 Experience Points

**Total Disadvantages: 400**

### SAMPLE GADGETS

- [12] *Jetpack*: Flight 10", 8x Noncombat Movement; 1 Continuing Charge Lasting 1 Hour (Fuel Charge, -0), Linked to Shrinking (-1/2), OAF (-1) [1h]
- [16] *Laser Watch*: RKA 2d6, +2 Increased STUN Multiplier (+1/2); 8 Charges (-1/2), Linked to Shrinking (-1/2), OAF (-1) **plus** Absolute Time Sense; Linked to Shrinking (-1/2), OAF (-1) [8]
- [2] *Night Goggles*: Nightvision; Linked to Shrinking (-1/2), OAF (-1) 0
- [4] *Radio Tiepin*: Radio Perception/Transmission; OAF (-1), Linked to Shrinking (-1/2) 0
- [19] *Sleep Gas Grenades*: EB 3d6, Area Of Effect (1 Hex, +1/2), Continuous (+1), NND (Self-Contained Breathing or No Need to Sleep, +1); 8 Charges Lasting 1 Turn (-0), Linked to Shrinking (-1/2), OAF (-1), Range Limited by STR (-1/4) [8cc]
- [8] *Smoke Grenades*: Darkness 2" Radius (Sight and Smell/Taste Groups); 4 Charges Lasting 1 Turn (-1/2), Linked to Shrinking (-1/2), Range Limited by STR (-1/4), OAF (-1) [4cc]
- [3] *Toolkit*: +1 with All Noncombat Skills; Linked to Shrinking (-1/2), OAF (-1) 0
- [11] *Way Cool Car*: Running +9", 4x Noncombat Movement, 1 Continuing Charge Lasting 5 Hours (Fuel Charge, +1/4); Linked to Shrinking (-1/2), OAF (-1) [5h]

