

## Power Point by Dave Mattingly

### Gaming at Home

I'm starting a new Champions campaign at home, spinning off from the old one, the Foundation. The superhero team called the Noble Foundation (after its sponsor Phineas Noble), has been busy in Millennium City, and hasn't been able to focus as much on national activity. So, they're opening up a West Coast branch.

### THE FRANCHISE

Besides being a new superhero team, the Franchise will also be the subject of a new "reality television" series. Superheroes will audition for roles on the team, and undergo a series of tests and competitions. They might be running super-obstacle courses, saving citizens, fighting VIPER (SWAT teams with painted-on Vs), fighting supervillains (other superhero teams in disguises), etc.

Of course, plenty of things will go wrong. Supervillains will try to enter the team disguised as new superheroes, supervillains will attack the cast, supervillains will cause trouble elsewhere while the superheroes are busy with the show, fellow auditioners will sabotage their compatriots, all while contestants are being panned down as the weeks go on.

There will be a modicum of continuity with the old campaign, allowing for the opportunity of guest stars and hated nemeses popping in from time to time.

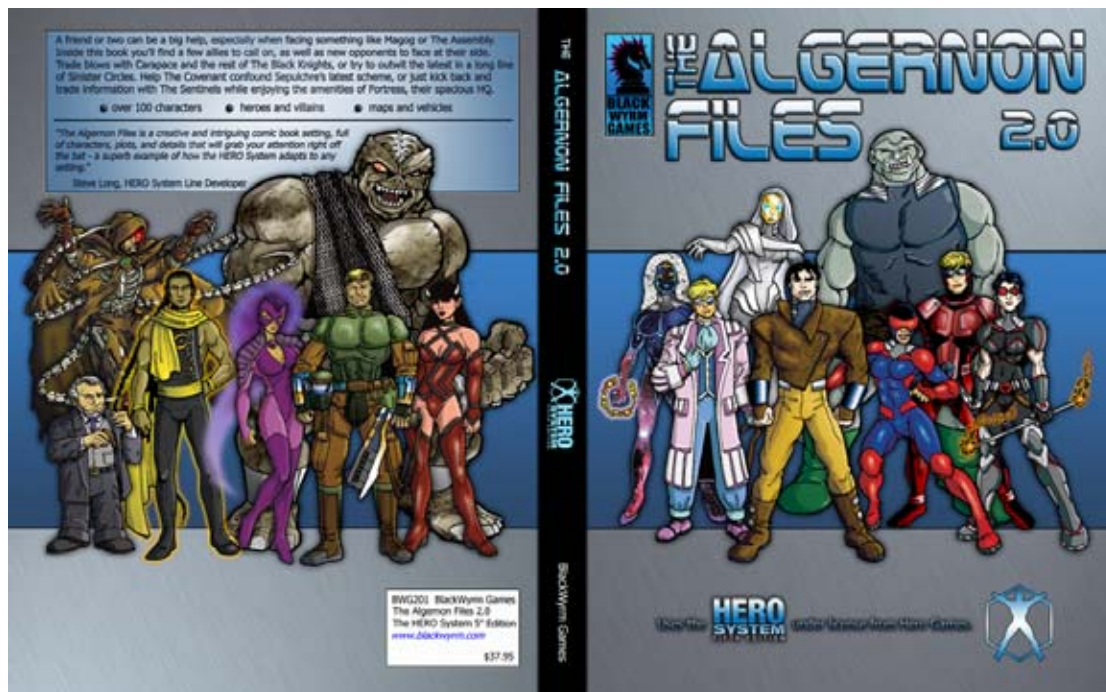
### BlackWyrM Games

*The Algernon Files* is in print! You can now buy a 256-page HERO System book filled with over 100 characters – good, bad, and other. If your local game store doesn't carry it, get in touch with us at [www.blackwyrM.com](http://www.blackwyrM.com).

Scott Bennie's *Gestalt* book is on the way. 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.

### Liberty for All

This issue, I present Lady Liberty. A couple of years back, I realized that I'd never played a growth-based character in an ongoing campaign, despite the popularity of the power, so put together this woman who dresses like a famous statue. I played her in a campaign for several months, until the campaign switched gears, and eventually put her into *The Algernon Files*.



# MISS LIBERTY



## DESCRIPTION

Blair Carter grew up the only daughter of a career Army officer. She learned of her mutant powers as a teenager and was – miraculously – able to keep them hidden. Determined to use her abilities to help people, and spurred on by the sense of duty she learned from her father, she took on the identity of Miss Liberty.

She was already working through the government at the start of her costumed career (secretly changing identities while working her job as an archivist under General Rector and his appropriations committee), when she heard of the new government-sponsored superhero team forming. She talked to the committee, and they agreed that she'd be a perfect choice – a dream combination of training, power, and demographics.

As Miss Liberty, Carter wears a modified Statue of Liberty costume. When she's fully grown, she's over 50 feet tall – with the strength and durability that go with it. Her gear, including tablet, torch, and clothing, all grow with her, somehow subconsciously being included in whatever morphogenic field alters Blair's own size. Her crown spikes make her seem even taller than that. Her maximum height *had* been increasing by about a foot per year, but the constant and stressful usage of her powers since the Arsenal was formed have pushed her abilities again and again, with her top limits constantly being redefined.

In addition to her innate abilities, Liberty can throw the eight spikes from her "crown" for serious damage when propelled by her incredible strength. Her most common opening action is to use her armored tablet to protect bystanders, first, or teammates, second. She'll often dive into the open to draw fire away from her teammates, and attempt to deflect it all. It doesn't always work, but it gives her a chance, anyway.

Carter is Puerto Rican (her father anglicized the family name many years ago), with shoulder-length wavy black hair. She's 5'7" tall (normally), with an athletic build. As a civilian or in costume as Miss Liberty, Carter is direct, often to the point of being brash or pushy. She has a military mindset, and is used to having her orders followed. She was quite close to American Dream. Blaming herself for not being able to protect her friend, Liberty has grown more brusque and closed off, much to the chagrin of the handlers who were used to using her as their centerpiece in PR opportunities.

## QUOTE

"Bring your tired, your poor, your huddled masses... and then pity *anyone* that tries to hurt them."

| RACE    | SEX    | HT     | EYES  |
|---------|--------|--------|-------|
| Human   | Female | 61'1"  | Brown |
| GROUP   | AGE    | WT     | HAIR  |
| Arsenal | 27     | 8 tons | Black |

## PUBLIC KNOWLEDGE

|     |  |
|-----|--|
| +3  | Member of the Arsenal                      |
| +0  | Extremely tall                             |
| -3  | Very strong                                |
| -5  | Hard to hit, what with that tablet and all |
| -8  | Protective of bystanders                   |
| -10 | Bossy, maybe a little bit man-hating       |

## Miss Liberty

| Val   | CHA  | Cost | Roll    | Notes                                  |
|-------|------|------|---------|--|
| 13/63 | STR  | 3    | 12-/21- | Lift 150 tons; 12½d6 HTH [1]           |
| 15    | DEX  | 15   | 12-     | OCV: 5/DCV: 5(0)                       |
| 15/30 | CON  | **30 | 12-/15- |  |
| 10/20 | BODY | 0    | 11-/13- |  |
| 10    | INT  | 0    | 11-     | PER Roll: 15-                          |
| 18    | EGO  | 16   | 13-     | ECV: 3                                 |
| 18/33 | PRE  | *18  | 13-/16- | PRE Attack: 3½d6/6½d6                  |
| 20    | COM  | 5    | 13-     |  |
| 4/12  | PD   | *6   |         | Total: 12 PD (8 rPD)                   |
| 4/12  | ED   | *6   |         | Total: 12 ED (8 rED)                   |
| 5     | SPD  | 25   |         | Phases: 3, 5, 8, 10, 12                |
| 6     | REC  | 0    |         | * Linked to Growth (-½)                |
| 30    | END  | 0    |         | ** Linked (-½) and No Figureds (-½)    |
| 25/50 | STUN | *10  |         | <b>Total Characteristics Cost: 134</b> |

Movement: Running: 6"(24")/12"(48")  
 Leaping: 2½"(12½")/5"(25")  
 Swimming: 2"/4"

| Cost             | Powers  | END |
|------------------|---|-----|
| 75               | <i>Super-Sized</i> : Growth (+50 STR, +10 BODY, +10 STUN, -10" KB, -6 DCV, +6 PER, Mass 100 tons, 10" Tall, +5" Reach – see Ultimate Brick p40), Reduced Endurance (0 END, +½)    | 0   |
| 25               | <i>Super-Strong</i> : Reduced Endurance (0 END, +½) on 50 STR from Growth   | 0   |
| 2                | <i>Super-Strong</i> : HA +½d6 (13d6 with STR), Reduced Endurance (0 END, +½); HA (-½), Linked to Growth (-½)  | 0   |
| 31               | <i>Super-Squeeze</i> : Area Of Effect (One Hex, +½) on 63 STR   | 2   |
| 5                | <i>Super-Sturdy</i> : Damage Resistance (8 PD/8 ED); Linked to Growth (-½)  | 0   |
| 5                | <i>Super-Genes</i> : Power Defense  | 0   |
| 36               | <i>Long Legs</i> : Running +18" (24" Total), Reduced Endurance (0 END, +½); Linked to Growth (-½), Not Usable for Velocity Damage on Small Opponents (-0)                         | 0   |
| 8                | <i>Super-Vision</i> : Telescopic Vision +8 (No Range Penalty up to 64"); Linked to Growth (-½)  | 0   |
| 10               | Luck 2d6  | 0   |
| <b>Equipment</b> |   |     |
| 15               | <i>Torch</i> : Multipower, 45-point Reserve; Linked to Growth (-½), No Range (-½), OAF (-1)   | 0   |
| 1u               | 1) <i>Defeat the Night</i> : Dispel Darkness 6d6 (Sight Group), Cumulative (4x Max, +¾), Reduced Endurance (0 END, +½); Linked to Growth (-½), No Range (-½), OAF (-1)            | 0   |
| 1u               | 2) <i>Provide Daylight</i> : Sight Group Images, +4 PER, 4" Radius (+½), Reduced Endurance (0 END, +½); Linked to Growth (-½), No Range (-½), OAF (-1), Only to Create Light (-1) | 0   |
| 1u               | 3) <i>Shine Brilliant White</i> : Sight Group Flash 6d6, Area Of Effect (12" Cone, +1), Reduced Endurance (0 END, +½); Linked to Growth (-½), No Range (-½), OAF (-1)             | 0   |
| 21               | <i>Crown Spikes</i> : HKA 2d6 (4d6 with STR), Area Of Effect (One Hex, +½), Range Limited by STR (+¼); 8 Recoverable Charges (-0), Linked to Growth (-½), OAF (-1)                | 0   |
| 28               | <i>Tablet</i> : Missile Deflection (All Attacks), Ranged (Range Limited by Reach, +¾), +10 OCV; Linked to Growth (-½), OAF (-1)   | 0   |
| 5                | <i>CommLink</i> : High Range Radio Perception (Radio Group); Affected as Hearing (-¼), OAF (-1)   | 0   |

### Talents

- 3 Ambidexterity
- 8 Defense Maneuver III
- 3 EM: Normal-Sized World
- 6 Lightning Reflexes: +6 to Grow
- 5 Rapid Healing (FH107)
- 3 Resistance
- 7 Sneak Attack (Deadly Blow, FH105)

### Perks

- 15 Contact: The Superhero Community 8- (Extremely Useful, Institutions, Contacts, Organization)
- 39 Contact: US Government & Military 15- (Extremely Useful, Great Relationship, Institutions, Contacts, Organization)
- 3 Federal Police Powers
- 5 Membership: The Arsenal
- 2 Reputation: Symbol of Freedom 11- (Worldwide), +2/+2d6
- 10 Security Clearance

### Skills

- 20 +2 Overall Levels
- 20 +4 with Hand-to-Hand Combat
- 6 +4 versus Range Penalties with Crown Spikes

- 2 AK: America 11-
- 3 Bureaucrats 13-
- 3 Conversation 13-
- 3 Interrogation 13-/16-
- 2 KS: American History 11-
- 2 KS: Current Events 11-
- 2 KS: Law 11-
- 2 KS: Military Protocol 11-
- 2 KS: The Military World 11-
- 2 KS: The Superhuman World 11-
- 2 KS: World Leaders 11-
- 1 Language: Military Code Words (Basic)
- 3 Navigation (Air, Land, Marine) 8-
- 3 Oratory 13-
- 3 Persuasion 13-
- 2 PS: Soldier 11-
- 3 Seduction 13-
- 1 Tactics 8-
- 3 Teamwork 13-
- 5 TF: Combat Aircraft, Helicopters, Large Motorized Boats, Military Wheeled Vehicles, Parachuting
- 5 WF: Small Arms, Thrown Spikes, Vehicle Weapons (Helicopter, Jet Fighter)

**Total Skills & Powers: 463**

**Total Cost: 600**

### 200+ Disadvantages

- 15 Hunted: The Black Knights 8- (Mo Pow)
- 10 Hunted: US Government 8- (Mo Pow, NCI, Watching)
- 10 Physical Limitation: Limited Fine Manipulation when Grown (Frequently, Slightly)
- 15 Psychological Limitation: Patriotic (Common, Strong)
- 10 Psychological Limitation: Protective of Innocents (Common, Moderate)
- 10 Psychological Limitation: Pushy (Common, Moderate)
- 20 Social Limitation: Subject to Orders (Very Frequently, Major)
- 10 Vulnerability to Find Weakness Attacks
- 300 Experience Points

**Total Disadvantages: 600**