

## Power Point by Dave Mattingly

### Gaming at Home

The superhero team finally held their press conference, announcing the team lineup, leadership, and other aspects of their new duties. The conference was held outdoors at a nearby park, on a prefab stage.

At the event, the team encountered Madman, from CTO#8. He had been kept in a psychic-proof cell, but since his powers are empathic-based, feelings of anger gradually seeped out into the other prisoners and the guards. During a jailbreak, an angry prisoner released him.

But this time, Madman was prepared. He had already angered half the crowd, and gotten a few of the superheroes (the ones with reputations for tempers) going before he was identified. So the team got to beat up on their own, while a crowd of Normals rushed the stage trying to kill the team's sponsor, Phineas Noble. At the same time, Herculeana, Dark Vengeance, and Glitter were all trying to kill him, too. So although I hadn't planned it that way, it ended up in a boy versus girl fight in front of the cameras.

They eventually saved Phineas and stopped Madman, without seriously injuring any of the crowd. But it goes to show how a powerful mind controller is a doubly nasty threat – every time he controls someone, he not only takes them away from your side, but he adds them to his own.

### BlackWyrn Games

*Gestalt: The Hero Within* is now available for order online, for those without a local game store. We're putting the finishing touches on the M&M version, too, and should have that ready for January.

### Baron Arcane

A while back, a friend was planning to start a new Champions game, and wanted us to generate our characters randomly, using the generator on *Champions* p81-93. Baron Arcane was the supermage character that I rolled up.

He was put together from the packages: Mystic, Sorcerer-Sage, Brains and Will, Mystic Master, Mental Tools, Playboy, Standard Disadvantages, Curse, and Tragic Past.

Being a playboy gave him the option of a vehicle or base, and although the idea of a chicken-legged hut or a souped-up flying carpet sounded neat, I decided that a base made more sense for him. To spice up the base, I made it haunted, and decided to represent that by a *Psychological Limitation* for the Base, which might be the first time those concepts have been combined.



**Baron Arcane**

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
13	BODY	6	12-	
23	INT	13	14-	PER Roll: 14-
23	EGO	26	14-	ECV: 8
23	PRE	13	14-	PRE Attack: 4½d6
10	COM	0	11-	
8	PD	5		Total: 28 PD (20 rPD)
7	ED	3		Total: 27 ED (20 rED)
4	SPD	15		Phases: 3, 6, 9, 12
11	REC	8		
36	END	0		
30	STUN	0		

**Total Characteristics Cost: 125**

**Movement:**

Running:	6"/12"
Flight:	20"/40"
Leaping:	3"/6"
Swimming:	2"/4"

**Cost Mystic Master END**

53	<i>Mystic Powers:</i> Multipower, 80-point reserve, all slots: Gestures (-¼), Incantations (-¼)	—
4u	1) <i>Aethereal Form:</i> Desolidification (affected by Magic), Reduced Endurance (0 END, +½)	0
3u	2) <i>Bright Flames of the Valdar:</i> RKA 2½d6 (versus ED)	4
1u	3) <i>Cloak of the Unseen:</i> Invisibility to Sight Group	2
2u	4) <i>Dampen Magic:</i> Suppress 5d6, One Power at a Time (+¼)	3
5u	5) <i>Disrupt Magic:</i> Dispel Magic 21d6, One at a Time (+¼)	8
2u	6) <i>Farsensing:</i> Clairsentience (Sight And Hearing Groups), 2x Range	3
4u	7) <i>Invoked Shadows:</i> Darkness to Sight Group 6" Radius	6
4u	8) <i>Magical Enhancement:</i> Aid Magic 2d6, All Powers Simultaneously (+2)	0
3u	9) <i>Pathways of the Adepts:</i> Extra-Dimensional Movement (Any Dimension, Any Location), 4x Increased Weight	5
3u	10) <i>Shield of the Aandiri:</i> Force Wall (10 PD/10 ED)	5
5u	11) <i>Siphon Magic:</i> Drain Magic 4d6, One Power at a Time (+¼), Ranged (+½)	7
3u	12) <i>Torments of the Mind:</i> Ego Attack 5d6	5
3u	13) <i>Valdarian Fire:</i> EB 10d6 (versus ED)	5

3u	14) <i>Valdarian Lights:</i> Sight Group Flash 10d6	5
2u	15) <i>Touch of the Spriggan:</i> Growth (+30 STR, +6 BODY, +6 STUN, -6" KB, -4 DCV, +4 PER), Costs END Only To Activate (+¼)	3

**Mental Toolkit**

20	<i>Telekinetic Powers:</i> Elemental Control, 40-point powers	—
20	1) <i>Telekinetic Flight:</i> Flight 20"	4
20	2) <i>Telekinetic Shield:</i> Force Field (20 PD/20 ED)	4
15	<i>Mindsense:</i> Detect Minds 14-, Analyze, Discriminatory	0

**Playboy**

15	<i>Playboy:</i> Money: Filthy Rich	
19	<i>Haunted Mansion:</i> Base (95 points)	
3	Conversation 14-	
3	High Society 14-	
3	Scholar	
1	1) KS: Finances 11-	
2	2) KS: Magic 14-	
2	3) KS: Myths and Legends 14-	
2	4) KS: The Occult World 14-	

**Total Powers & Skills Cost: 225**

**Total Cost: 350**

**200+ Disadvantages**

**Standard Set**

15	Hunted: Lazarus Cain 11- (As Pow)	
20	Psychological Limitation: Code Versus Killing (Common, Total)	
15	Social Limitation: Secret Identity (Frequently, Major)	

**Curse Set**

15	Accidental Change: Possessed by Evil Spirit when Using Spells for Personal Gain 14- (Uncommon)	
15	Berserk: when Possessed (Uncommon, go 8-, recover 14-, Berserk)	
15	Distinctive Features: Possessed (Not Concealable, Extreme Reaction, Unusual Senses)	
5	Unluck: 1d6	

**Tragic Past**

15	Hunted: Ghost of His Father 11- (As Pow)	
15	Psychological Limitation: Hatred of Necromancers (Common, Strong)	
10	Psychological Limitation: Self-Destructive (Uncommon, Strong)	
10	Unluck: 2d6	

**Total Disadvantage Points: 350**

**Haunted Mansion****Val Char Cost Roll Notes**

12 BODY 4 11-  
 8 DEF 18  
 15 SIZE 30 4 floors @ 32"x64"

**Total Characteristics Cost: 58****Cost Powers END**

5 *Blessings of Good Fortune*: 3d6 Luck;  
 Only to Counter Curses (-2) 0  
 5 *Proof Against Scrying*: Mental Defense  
 (10 points); Only Works Against Mind  
 Scan (-1) 0

**Equipment**

2 *Heating/Air Conditioning*: Life  
 Support: Safe in Intense Cold and Heat;  
 OIF Immobile (-1½) 0

**Perks**

5 *Quiet Neighborhood*: Location (Suburbs)  
 5 *Vast*: Grounds (32x Base Size)  
 20 *Staff*: 8 Followers (25 Base + 25 Disads)

**Skills**

5 *Library*: KS: General Reference 14-  
 7 *Classy*: High Society 11-

**Total Powers & Skills Cost: 52****Total Cost: 110****95+ Disadvantages**

5 *Distinctive Features*: Mystical Aura (Not  
 Concealable, Noticed and Recognizable,  
 Unusual Senses)  
 5 *Reputation*: Haunted, 8-  
 5 *Psychological Limitation*: Haunted  
 (Uncommon, Moderate)

**Total Disadvantage Points: 110**