

Power Point by Dave Mattingly

Gaming at Home

Since last issue, our heroes have saved Los Angeles from an infestation of giant wasps. Not only were they tough opponents, they also triggered many players' (not characters') Psych Lims. The paper cutout miniatures alone were enough to creep out some of the guys.

The wasps were grabbing citizens from town and flying off to an abandoned quarry. The quarry had several cracks on the cliff face which opened into natural caverns, and had been converted into a home for the insects.

Crawling into short tunnels in the dark, surrounded by giant stinging insects was quite traumatic. And the heroes couldn't "nuke the site from orbit" (blanket the nest with area attacks), since there were many kidnapped people inside. Eventually, the heroes made their way to the "larva room," where the innocents had been paralyzed and were being eaten alive by maggots the size of footballs.

The wasp queen was killed, along with her soldier bodyguards, and those people that could be saved were healed.

Immediately after that (well, okay, the next game session), still at the quarry, a group of DEMON agents teleported in to try to kidnap Dark Vengeance, the hero team's mysterious ninja woman (ninjette?). The agents were defeated (although with Ego Attack wands, they were not easy to handle), and tracked back to their lair, the Los Angeles DEMON HQ.

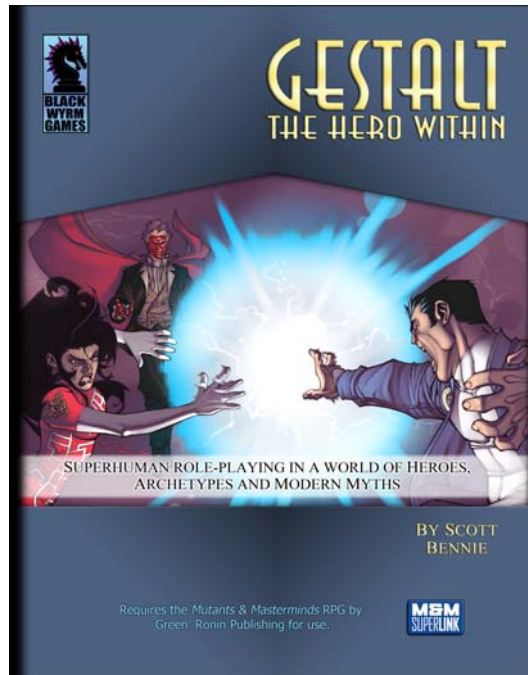
The LA HQ is actually one of the two sample DEMON Nests in the book, so I ran it as written, and won't spoil the setup here. The heroes came up with an excellent plan of attack (after having read the security setup from the mind of a captured agent), and cleaned out the 40 agents, 3 leaders, and 1 supervillain on the premises.

After that, one of the team members was grabbed by his own reflection, and pulled into a mirror. The team crossed dimensions after him, thanks to a fresh new spell, and fought their own reflections (the hardest opposition they've ever had to face).

If only the return trip had sent them home where they'd planned on going, instead of to the mythic realm of Ancient Greece...

BlackWyrM Games

Gestalt: The Hero Within for M&M has made it to the stores. This book is a little over 50 pages smaller than the HERO System version, since the write-ups take less space, and costs \$10.00 less.



Dead Law

Cowboys are cool to roleplay. Ghosts are cool to roleplay. So a cowboy ghost should rock on toast!

Dead Law was created for a Golden Age game, but should easily be adaptable to other campaigns.

Dead Law

| Val | CHA | Cost | Roll | Notes |
|-----|------|------|------|--------------------------|
| 15 | STR | 5 | 11- | Lift 200 kg; 3d6 HTH [1] |
| 15 | DEX | 15 | 11- | OCV: 5/DCV: 5 |
| 18 | CON | 16 | 11- | |
| 15 | BODY | 10 | 11- | |
| 10 | INT | 0 | 11- | PER Roll: 11- |
| 14 | EGO | 8 | 11- | ECV: 5 |
| 20 | PRE | 10 | 11- | PRE Attack: 4d6 |
| 14 | COM | 2 | 11- | |

| | | | | |
|----|------|----|--|-----------------------|
| 8 | PD | 5 | | Total: 21 PD (13 rPD) |
| 8 | ED | 4 | | Total: 21 ED (13 rED) |
| 4 | SPD | 15 | | Phases: 3, 6, 9, 12 |
| 7 | REC | 0 | | |
| 36 | END | 0 | | |
| 32 | STUN | 0 | | |

Total Characteristics Cost: 90

| | | |
|-----------|-----------|---------|
| Movement: | Running: | 6"/12" |
| | Leaping: | 3"/6" |
| | Swimming: | 2"/4" |
| | Riding: | 15"/30" |

Cost Powers END

| | | | |
|----|----------------------------|--|-----|
| 40 | <i>Ghostly Powers:</i> | Multipower (40-point Powers) | |
| 4u | 1) <i>Spectral Body:</i> | Desolidification | 4 |
| 4u | 2) <i>Spectral Body:</i> | Armor (13 PD/13 ED) | 0 |
| 4u | 3) <i>Speak with Dead:</i> | Retrocognition (Hearing); OAF (Corpse) | 4 |
| 15 | <i>Twin Six-Shooters:</i> | RKA 1d6+1, Increased STUN Multiplier (1d6+1); 6 Shots, 2 Clips | [6] |
| 11 | <i>Lasso:</i> | Telekinesis (STR 15); OAF | 2 |
| 5 | <i>Spectral Sight:</i> | Detect Supernatural, Passive | 0 |
| 5 | <i>Phantom Link:</i> | Mind Link, Psychic Bond, Must Have Mind Link | 0 |

Martial Arts: Wild West Brawling

| Maneuver | OCV | DCV | Notes |
|--------------|-----|-----|------------|
| 4 Disarm | -1 | +1 | 30 STR |
| 3 Punch | +1 | +0 | 5d6 Strike |
| 4 Low Blow | -1 | +1 | 2d6 NND |
| 5 Roundhouse | -2 | +1 | 7d6 Strike |

Perks

- 35 *Phantom Horse:* Follower (Horse, 175+)
- 2 Local Police Powers

Talents

- 3 Lightning Reflexes: +3 to Draw

Skills

- 4 +2 with Six-Shooters
- 6 +4 versus Range Penalties with Six-Shooters
- 3 Criminology 11-
- 3 Deduction 11-
- 3 Fast Draw (Small Arms) 12-
- 1 Forensic Medicine 8-
- 1 Interrogation 8-
- 1 Navigation 8-
- 5 Rapid Attack (Ranged)
- 3 Riding 12-
- 3 Shadowing 11-
- 3 Streetwise 13-
- 3 Tactics 11-
- 3 Tracking 11-
- 1 WF: Pistols

Total Skills & Powers: 185

Total Cost: 275

200+ Disadvantages

- 10 DF: Ghostly Cowboy (Easily, Always)
- 20 Hunted: Count Dugan (Mo, NCI, Mild)
- 10 Hunted: Forever Jackson 8- (As)
- 10 Hunted: Wolf Gang 8- (As)
- 20 Normal Characteristics Maxima
- 20 Psych Lim: Honorable (Com, Total)
- 20 Psych Lim: Law Man (Very, Str)
- 5 Reputation: Fast Gun 8-
- 5 Vulnerability: 1½xSTUN from Magic

Total Disadvantages: 275