

Power Point by Dave Mattingly

"I'm putting the band back together."

– "Joliet" Jake Blues,
The Blues Brothers (1980)

The Clobberin' Times

It's great to see the 'zine getting back together!

Digital Hero

I've been the editor for *Digital Hero* for three years now. Send me some of your cool *Champions* stuff and get paid for it!

Origins and GenCon

I'll be at both of these conventions, running lots of games. If you're going to be there, look me up, and jump in a game of mine.

Origins

www.originsgames.com

June 30-July 3, 2005

Columbus, OH

GenCon

www.gencon.com

August 18-21, 2005

Indianapolis, IN

BlackWyrn Games

I formed a game publishing company, BlackWyrn Games, a while back. Our first book, *The Algernon Files* (a superhero and supervillain book for *Mutants & Masterminds*), has done pretty well, and we've got three more in the pipe for this year.



Gaming at Home

I've been running my current *Champions* game every other week for a little over a year now. I've got a dozen regular players, with possibly some more on the way.

When the Champions disappeared (along with their HQ, and the land that it used to be on), supervillains ran amok in Millennium City. The independent heroes who arrived to capture the criminals banded together under the sponsorship of Mr. Phineas Noble, into The Noble Foundation.

After almost a year of gaming, they finally rescued The Champions, who had been trapped in a dimension of torment by Nebula, the vigilante from another planet (*Conquerors, Killers, and Crooks*). There had been some sort of accident while Defender was attempting to dismantle Nebula's imprisonment ray gun, and the entire block got sent to the dimension of Duress, and sort of traded places with the various criminals that had been sentenced there.

The grateful Champions offered to step back from Millennium City, and focus more on national emergencies, thus leaving the protection of Millennium City to The Foundation, who had done such a worthy job.

Dave Mattingly

10307 Chimney Ridge Ct

Louisville, KY 40299

(502) 608-0420

dave@blackwyrn.com

www.blackwyrn.com

Bombardier

Background/History: Harmon Maxwell was a man who loved watching things blow up. But that could describe any man, right?

Harry's love of explosives led him to the military, where he excelled in the munitions corps. After that, he took his demolitions expertise to the police force, working for both the bomb squad and the SWAT team.

He quickly grew frustrated, however, with the ineffectiveness of the police department to actually fight crime. By the time the SWAT team got called in, the situation was already at a crisis point, and even then, it seemed that most of his time was spent sitting, waiting, and eventually doing nothing. He needed to get where the action was, but there was precious little for him to do; unexpected for a crime-ridden city like this one.

He realized that the only way to fight crime was to fight it *before* it involved the entire squad. And the way to do that was to handle it himself.

He adapted a SWAT uniform into a black full-body jumpsuit, and added twin bandoliers of grenades.

Personality/Motivation: Bombardier loves to make things go boom. His heart is in the right place, but his methods are considered extreme by some (well, okay, by most). His desire is to capture criminals for the justice system to process, and doesn't mind incurring respectable property damage along the way.

Quote: (after a grenade just went off)
"Incoming! Heh."

Powers/Tactics: Bombardier throws grenades. In fact, even though he's skilled at using firearms, he doesn't even carry one with him when he's in costume – only grenades. Granted, he has some "specialty" grenades, but the only way for him to attack a single individual is hand-to-hand.

His grenades cover the gamut from ordinary killing grenades to pyrotechnics (i.e. fireworks displays) to tear gas to paint. One of his more unusual devices is his chaff grenade, which explodes into a cloud of tiny metallic "confetti" flakes slowly drifting downward. This confetti interferes with radio communications within its cloud, and also with firearms and other projectiles, as they are knocked off-course by the hundreds of fragments.

Bombardier has 24 grenade pouches on his costume, so that's all he carries. He figures that if he can't solve a problem with two dozen bombs, it's somebody else's problem.

Tossing explosives at his target is not his only combat option, however. He's got a background in SWAT tactics, and has a good head on his shoulders. Although he voluntarily limits himself to grenades and fists, he sees a wide set of possibilities. If an opponent is too tough for his explosives to affect, the environment can assist him. A vulnerable support beam, a propane tank, a bay window... anything can become a weapon with the right application of explosive force.

Appearance: Harmon is a black male in his late 20s, 5'10" and 190 lbs. He keeps his hair regulation-short, but keeps his temples unshaved so that they look like sideburns. He is well-muscled as a result of his SWAT training, and has a commanding baritone voice.

Bombardier wears a black bodysuit, with 24 grenade pouches. Goggles conceal his eyes, and a full facemask conceals the rest of his face.

Campaign Use: Bombardier makes a good contact for explosives (not every hero knows how to defuse a ticking time bomb, after all). Also, he could easily play the role of "vigilante gone too far," that the PCs must apprehend. He could come to a PC involved with the law (cop, lawyer, etc.) asking for help when he accidentally injures a civilian while fighting crime.

And, of course, if you don't like the character, you can at least use his grenade armory to stock your other characters.

Designer's Notes: Bombardier was one of my entries into the Design That Hero contest that Hero Games ran back when *The Champions Universe* came out. It was fun coming up with all the possible throwing explosives I could think of. Now you know what was in all those pockets....

Bombardier takes a little planning to run, since he's limited to 24 total grenades, with only two of each kind available to pick from. Plus, although standard grenades as listed on the Weapons Table (SER p487) won't do any appreciable damage in a superhuman fight, I did what I could to even the odds (applying Double Knockback to Multipower Slots 1 and 2).

With a 15 STR, Bombardier can throw a grenade 16" at a standing throw, or 32" with a running throw (SER p35).

Bombardier

| Val | Char | Cost | Roll | Notes |
|-----|------|------|------|--------------------------|
| 15 | STR | 5 | 12- | Lift 200 kg; 3d6 HTH [1] |
| 14 | DEX | 12 | 12- | OCV: 5/DCV: 5 |
| 15 | CON | 10 | 12- | |
| 12 | BODY | 4 | 11- | |
| 13 | INT | 3 | 12- | PER Roll: 12- |
| 15 | EGO | 10 | 12- | ECV: 5 |
| 15 | PRE | 10 | 12- | PRE Attack: 3d6 |
| 10 | COM | 0 | 11- | |
| 5 | PD | 1 | | Total: 15 PD (10 rPD) |
| 5 | ED | 2 | | Total: 15 ED (10 rED) |
| 4 | SPD | 16 | | Phases: 3, 6, 9, 12 |
| 6 | REC | 0 | | |
| 30 | END | 0 | | |
| 30 | STUN | 2 | | |

Total Characteristics Cost: 75

Movement: Running: 9"/18"
 Leaping: 3"/6"
 Swimming: 3"/6"

| Cost | Powers | END |
|------|---|-----|
| 10 | <i>Bomb Squad Veteran:</i> Luck 2d6 | |
| 10 | <i>Bomb Squad Veteran:</i> Energy Damage Reduction 50%, Resistant; Explosive Attacks Only (-1), Activation 11- (-1) | |
| 6 | <i>I'm on the Bomb Squad. If You See Me Running, Try to Catch Up:</i> +3" Running (9" Total) | 2 |
| 1 | <i>Good Swimmer:</i> Swimming +1" (3" Total) | 1 |

Martial Arts: SWAT Training

| Maneuver | OCV | DCV | Notes |
|----------|-----|-----|-----------------------|
| 4 Disarm | -1 | +1 | 25 STR |
| 4 Dodge | — | +5 | Dodge, Abort |
| 3 Grab | -1 | -1 | Two Limbs, 25 STR |
| 4 Punch | +0 | +2 | 5d6 |
| 3 Throw | +0 | +1 | 3d6+v/5, Target Falls |

Equipment **END**

| | | |
|----|---|---|
| 43 | <i>Explosives:</i> Multipower, 75-point Reserve; OIF (Many Pouches, -1/2), Range Limited by STR (-1/4), Can Only Carry 24 Grenades at a Time (-0), Changeable/Recoverable at Base (-0) [24] | |
| 33 | 20 Slots (on next page) | |
| 14 | <i>Kevlar:</i> Armor (7 PD/7 ED); OIF (-1/2) | 0 |
| 2 | <i>Goggles:</i> Sight Group Flash Defense (5 points); OAF (Goggles, -1) | 0 |
| 2 | <i>Goggles:</i> Nightvision; OAF (-1) | 0 |
| 2 | <i>Goggles:</i> IR Vision; OAF (-1) | 0 |

Perks

- 6 Contact: Police 11- (Good Relationship, Useful Skills and Resources, Organizational x3; Limited by Identity)
- 2 Local Police Powers
- 1 Member: SWAT Team
- 16 Vehicle: Lamborghini Diablo (5ER p476)

Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 6 Combat Luck

Skills

- 6 Range Skill Levels: +4 for Grenades
- 3 PSL: +2 to Dive For Cover versus Explosions
- 6 +2 with Bomb Skills (Analyze, Demolitions, KS: Explosives, Weaponsmith)
- 3 Analyze Explosives 12-
- 1 Criminology 8-
- 3 Combat Driving 12-
- 5 Demolitions 14-
- 1 Forensics 8-
- 1 Inventor 8-
- 2 KS: Criminal Law 11-
- 2 KS: Explosives 11-
- 1 KS: Police Procedures 8-
- 2 KS: SWAT Procedures 11-
- 1 Language: SWAT Lingo
- 3 Streetwise 12-
- 3 Tactics 12-
- 2 Weaponsmith (Explosives) 12-
- 2 WF: Small Arms

Total Powers & Skills Cost: 225

Total Cost: 300

200+ Disadvantages (Maxwell)

- 5 Distinctive Feature: SWAT Uniform (Easily Concealed)
- 10 Hunted: Police 8- (Mo Pow, NCI, Watch)
- 15 Social Limitation: Subject to Orders (Frequently, Major)

Disadvantages (Bombardier)

- 20 Hunted: Police 8- (Mo Pow, NCI)
- 10 Psychological Limitation: Ego Signature – Grenade-Painted Gumballs (Uncommon, Strong)
- 15 Psychological Limitation: Gung Ho (Common, Strong)
- 10 Reputation: Vigilante 8- (Bad)
- 15 Social Limitation: Secret ID (Frequently, Major)

Total Disadvantage Points: 300

GRENADE ARMORY

- | | |
|---|---|
| <p>2u 1) <i>Fragmentary</i>: RKA 2d6+1, Explosion (-1 pip per 2", +3/4), Double Knockback (+3/4); OAF (-1), Beam (-1/4), Range Limited by STR (-1/4), 2 Charges (-1 1/2) [2]</p> <p>2u 2) <i>Concussion</i>: EB 6d6, Explosion (-1d6 per 2", +3/4), Double Knockback (+3/4); OAF (-1), Beam (-1/4), Range Limited by STR (-1/4), 2 Charges (-1 1/2) [2]</p> <p>2u 3) <i>Knockout Gas</i>: EB 4d6, NND (Breathing, Poison; +1), Explosion (-1/2d6 per 2", +3/4), Continuous (+1); OAF (-1), Beam (-1/4), Range Limited by STR (-1/4), 2 Charges Last 1 Turn (-1) [2]</p> <p>2u 4) <i>Screamer</i>: EB 6d6, Explosion (+1/2), Continuous (+1); OAF (-1), Beam (-1/4), Range Limited by STR (-1/4), 2 Charges Lasting 1 Minute (-3/4) [2]</p> <p>2u 5) <i>Hallucinogen</i>: Mental Illusions 10d6, Explosion (+1/2); Random Effects (-1/2), OAF (-1), Beam (-1/4), Range Limited by STR (-1/4), 2 Charges (-1 1/2) [2]</p> <p>1u 6) <i>Firebomb</i>: EB 8d6, Explosion (+1/2); OAF (-1), Beam (-1/4), Range Limited by STR (-1/4), 2 Charges (-1 1/2) [2]</p> <p>1u 7) <i>Extinguishing Foam</i>: Dispel RKA or EB 12d6 (+1/4), Explosion (+1/2); Fire Only (-1), OAF (-1), Beam (-1/4), Range Limited by STR (-1/4), 2 Charges (-1 1/2) [2]</p> <p>1u 8) <i>Illuminating Flare</i>: Images (Sight), 8" Radius (+3/4); Only Images of Light (-1), OAF (-1), Range Limited by STR (-1/4), 2 Charges Lasting 1 Turn (-1) [2]</p> <p>2u 9) <i>Smoke</i>: Darkness 6" Radius (Normal Sight and Smell); OAF (-1), Range Limited by STR (-1/4), 2 Charges Lasting 1 Turn (-1) [2]</p> <p>2u 10) <i>Blinding Flare</i>: Flash 10d6 (Sight), Explosion (+1/2); OAF (-1), Beam (-1/4), Range Limited by STR (-1/4), 2 Charges (-1 1/2) [2]</p> <p>2u 11) <i>Boomers</i>: Flash 10d6 (Hearing), Does Knockback (+1/4), Explosion (+1/2), Armor Piercing (+1/2); OAF (-1), Beam (-1/4), Range Limited by STR (-1/4), 2 Charges (-1 1/2) [2]</p> | <p>2u 12) <i>Tear Gas</i>: Flash 4d6 (Sight and Smell), Continuous (+1), Area Of Effect Radius (+1); OAF (-1), Beam (-1/4), Range Limited by STR (-1/4), 2 Charges Lasting 1 Minute (-3/4) [2]</p> <p>1u 13) <i>Stink Bomb</i>: Mind Control 8d6, Telepathic (+1/4), Explosion (+1/2); Set Effect ("Leave", -1/2), Does Not Work versus Life Support Breathing (-1/4); OAF (-1), Beam (-1/4), Range Limited by STR (-1/4), 2 Charges (-1 1/2) [2]</p> <p>1u 14) <i>Acid</i>: Tunneling 1" through 15 DEF, Ranged (+1/2); Extra Time (Takes 1 Segment per DEF, -1), OAF (-1), Range Limited by STR (-1/4), 2 Charges (-1 1/2) [2]</p> <p>2u 15) <i>EMP</i>: Dispel Electronic Powers 6d6, All At Once (+2), Area Of Effect (5" Radius, +1); OAF (-1), Beam (-1/4), Range Limited by STR (-1/4), 2 Charges (-1 1/2) [2]</p> <p>2u 16) <i>Paint</i>: Cosmetic Transform 6d6, Explosion (+1/2) plus Dispel Invisibility 6d6, Explosion (+1/2); OAF (-1), Range Limited by STR (-1/4), 2 Charges (-1 1/2) [2]</p> <p>2u 17) <i>Glue</i>: Entangle 6d6 BODY 4 DEF, Explosion (+1/2); OAF (-1), Beam (-1/4), Range Limited by STR (-1/4), 2 Charges (-1 1/2) [2]</p> <p>2u 18) <i>Chaff</i>: Missile Deflection (up to Bullets), Ranged (+1); OAF (-1), Range Limited by STR (-1/4), Only versus Missiles in 4" Radius (-1/2), 2 Charges Lasting 1 Turn (-1) plus Darkness 4" Radius (Radio); OAF (-1), Range Limited by STR (-1/4), 2 Charges Lasting 1 Turn (-1) [2]</p> <p>1u 19) <i>Pyrotechnics</i>: Images (Sight and Hearing), +6 PER, 8" Radius (+3/4); Only Images of Fireworks (-1/2), OAF (-1), Range Limited by STR (-1/4), 2 Charges Lasting 1 Turn (-1) [2]</p> <p>1u 20) <i>Grease</i>: Change Environment -4 DEX, -4 DEX Rolls, -4 DCV, 4" Radius; OAF (-1), Range Limited by STR (-1/4), 2 Charges (-1 1/2) [2]</p> |
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