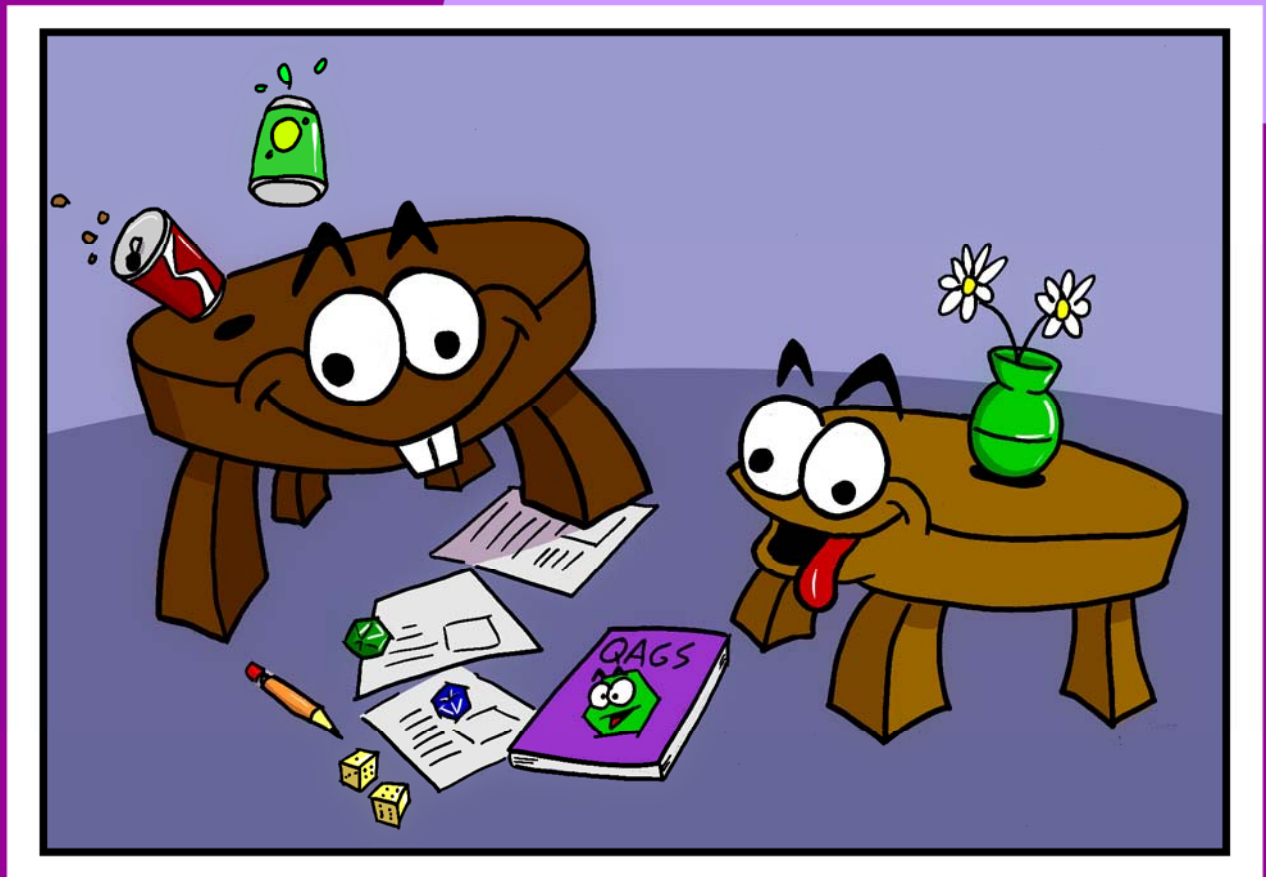


The Book of Dumb Tables



A Supplement for QAGS and Other RPGs!



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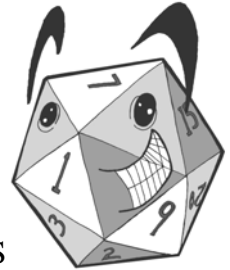
Special Thanks to

Brandon Ashley, Chasity Bottoms, Lindsay Hornsby, James Hornsby, and Richard Smith

What Is QAGS?

QAGS (pronounced "kwags") is the Quick Ass Game System, published by Hex Games.

Unlike role-playing games that attempt to simulate reality, QAGS is a cinematic system that recreates the feel of fiction. QAGS players and Game Masters work together to create entertaining stories, using the innovative candy-based mechanic called Yum Yums. You can purchase QAGS 2nd Edition and other fine Hex products, or download the free Qik Start rules, at www.hexgames.com.



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HAPPY D20 ADVENTURES!

By Leighton Connor
and Josh Burnett



RANDOM MONTH GENERATOR

- | | |
|-------------|---------------------|
| 1 January | 11 November |
| 2 February | 12 December |
| 3 March | 13 Oncember |
| 4 April | 14 Twelvember |
| 5 May | 15 Marchuary |
| 6 June | 16 Febrember |
| 7 July | 17 Junegust |
| 8 August | 18 Bertrand |
| 9 September | 19 Flaremgustbruary |
| 10 October | 20 Glormp |

The Book of Dumb Tables 2!
Use it in any game.
No--use it in **every** game!

My God, it's...
it's...

I am undone.



Part I: Game Premise

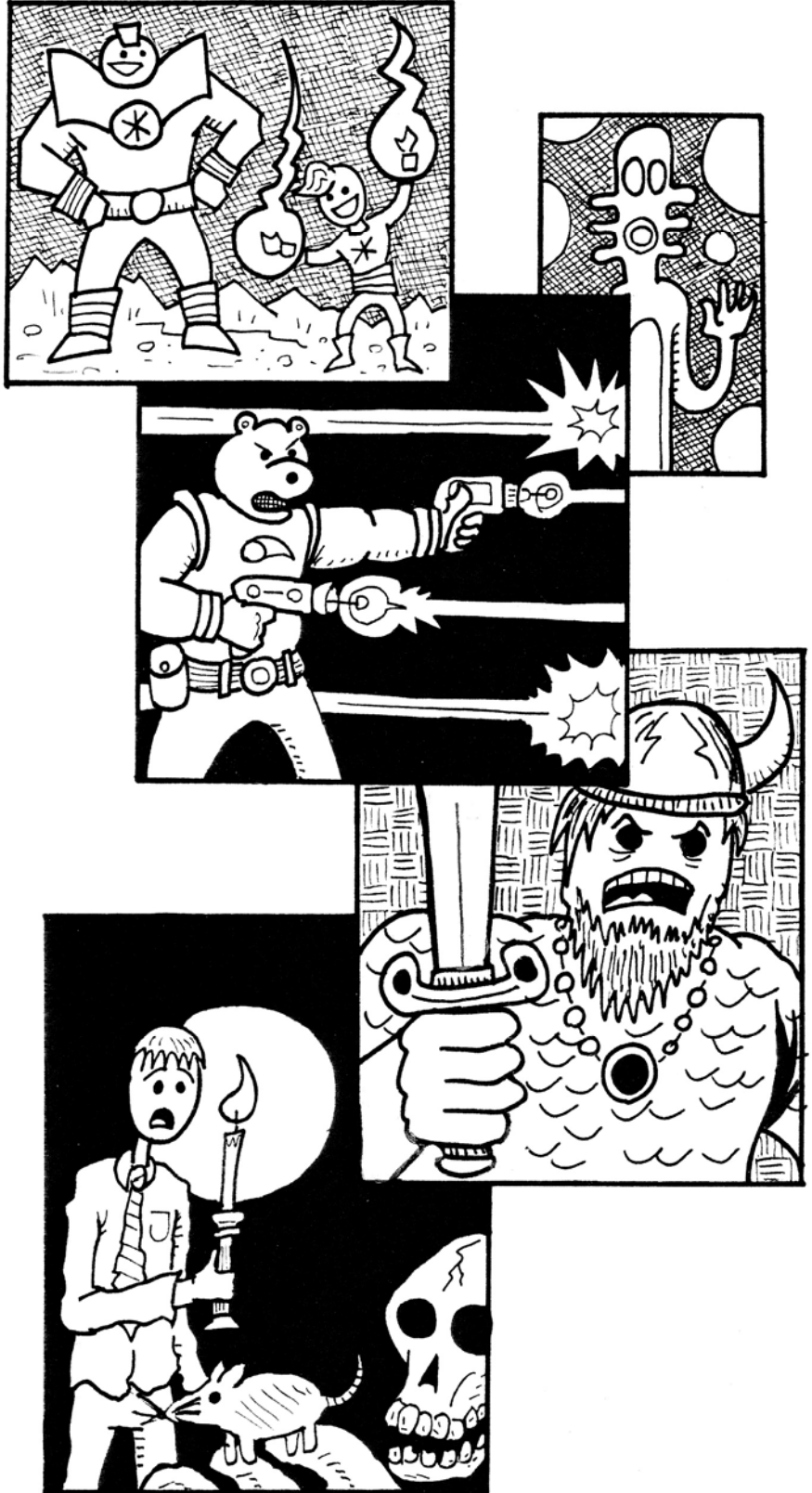
If you have a gaming group but no idea what to play, use these three tables to come up with a premise for a one-shot game. The first table gives you the genre, the second the plot, and the third (on the next page) the style of the game.

It's a...	
1	Biblical Epic
2	Urban Fantasy
3	Sword & Sorcery
4	High Fantasy
5	Gothic Horror
6	Monster Movie
7	Dark Comedy
8	Romantic Comedy
9	Buddy Movie
10	Action Movie
11	Disaster Movie
12	Martial Arts Movie
13	Psychological Thriller
14	Pulp Adventure
15	Super-Hero
16	Space Opera
17	Hard Science Fiction
18	Cyberpunk
19	Post-Apocalypse
20	Western

Version of...	
1	<i>Fear and Loathing In Las Vegas</i>
2	<i>The Big Sleep</i>
3	<i>A Connecticut Yankee in King Arthur's Court</i>
4	<i>Frankenstein</i>
5	<i>The Book of Revelation</i>
6	<i>The Three Musketeers</i>
7	<i>War of the Worlds</i>
8	<i>The Wizard of Oz</i>
9	<i>The Odyssey</i>
10	<i>Romeo & Juliet</i>
11	<i>Lord of the Flies</i>
12	<i>Moby-Dick</i>
13	<i>Alice's Adventures In Wonderland</i>
14	<i>A Christmas Carol</i>
15	<i>The Hobbit</i>
16	<i>Don Quixote</i>
17	<i>To Kill A Mockingbird</i>
18	<i>Gone With The Wind</i>
19	<i>The Godfather</i>
20	<i>Watchmen</i>



As directed by...	
1	Michael Bay
2	Steven Spielberg
3	Martin Scorsese
4	John Hughes
5	Oliver Stone
6	David Lynch
7	Stanley Kubrick
8	David Fincher
9	Terry Gilliam
10	Guy Ritchie
11	Robert Rodriguez
12	Ridley Scott
13	Michael Mann
14	John Woo
15	Quentin Tarantino
16	The Coen Brothers
17	Guillermo del Toro
18	Robert Altman
19	Kevin Smith
20	Sam Peckinpah



Part 2: Characters

This section provides tables that can be used to randomly generate characters (either PC or GMC) and is divided into three sections: random characters, character traits, and a group of WWP HITM? (Who Would Play Him/Her In The Movie?) tables by character type.

Character Archetypes

Below are some general character archetypes, along with a couple of examples of more specific character concepts that fit within each archetype. Many of these archetypes and subtypes are described in more detail in the *Death Cookie's* "Archetype of the Week" column at www.deathcookie.com.

Roll	Archetype	Examples
1	Zeppo	Sidekick, Little Sister
2	Scumbag	Pornographer, Used Car Salesman
3	Power Broker	Fixer, Politician
4	Daredevil	Swashbuckler, Stuntman
5	Grizzled Veteran	Police Chief, General
6	Caregiver	Nurse, Therapist
7	Loose Cannon	Cop on the Edge, Crazy Redneck
8	Boy/Girl Scout	By-the-Book Cop, Hokey Civics Teacher
9	Average Joe/Jane	Construction Worker, Cowboy
10	Investigator	Private Detective, Scientist
11	People Person	Con Artist, Lounge Singer
12	Scholar	Historian, Alchemist
13	Leader	Squad Leader, Team Captain
14	Rookie/Kid	Hot Shot, Gunslinger
15	Glory Hound	Aspiring Actor, Hero Cop
16	Femme Fatale/Ladies' Man	Heiress, Gigolo
17	Specialist	Sharpshooter, Safecracker
18	Outsider	Kid from the Wrong Side of the Tracks, Barbarian
19	Guru	Kung-Fu Master, Priest
20	Eccentric	Wizard, Mad Scientist

Characters from Tom Waits Songs

Tom Waits songs are full of strange and quirky characters that are ready-made for role-playing, either as PCs or as colorful extras. This table provides a few of them.

Roll	Character	Song	WWPHITM?
1	George W. Bush	"The Road to Peace"	Dennis Quaid
2	The Captain	"Singapore"	Peter Dinklage
3	The Hooker from Minneapolis	"Christmas Card from a Hooker in Minneapolis"	Marissa Tomei
4	The Man in a Blue Trench Coat	"Telephone Call from Istanbul"	Donald Sutherland
5	Hannibal, or maybe just Rex	"Goin' Out West"	Gary Oldman
6	Jersey Girl	"Jersey Girl"	Alyssa Milano
7	The Black Rider	"The Black Rider"	Johnny Depp
8	The Neighbor	"What's He Building in There?"	Tom Waits
9	The Soldier	"The Day After Tomorrow"	Mark Wahlberg
10	Frank	"Frank's Wild Years"	Jeremy Piven
11	Big Joe	"Big Joe and the Phantom 309"	John Goodman
12	The Hobo	"Cold Water"	Jim Beaver
13	Philly Joe Remarkable	"Heart Attack and Vine"	George Clooney
14	Presley	"Burma Shave"	Nicolas Cage
15	The Cook	"Filipino Box Spring Hog"	Woody Harrelson
16	John	"Gun Street Girl"	Johnny Knoxville
17	Peoria Johnson	"Fish in the Jailhouse"	Steve Buscemi
18	Big Jack Earle	"Get Behind the Mule"	Robbie Coltrane
19	The Sailor	"Shore Leave"	Nathan Fillion
20	Your Second Cousin	"The Heart of Saturday Night"	Ken Marino

Nicolas Cage Characters

It's an awkward situation and nobody likes to admit it, but sometimes you suddenly realize "this game needs Nic Cage." The question then becomes "Which Nic Cage?" After all, Cage—like the universe itself—is infinite and ever-expanding. While we can't help you determine whether you need the delightfully offbeat Cage from *Raising Arizona* and *Adaptation*, the over-the-top, trying-way-too-hard wannabe badass from *Con Air* and *Face/Off*, or even the "Holy shit! When did this guy learn how to act?" Cage from movies like *Leaving Las Vegas*, we can give you some random tables designed to result in some Cage-o-licious character ideas.

Nic Cage is a (an)...		With...	
1	Elvis Impersonator	1	Psychic powers
2	Surfer Dude	2	Amnesia
3	Businessman	3	A briefcase full of cash
4	Writer	4	Stolen goods
5	College Professor	5	A mission
6	Working Stiff	6	A dark secret
7	Soldier	7	A grudge
8	Federal Agent	8	A price on his head
9	Crime Lord	9	A gambling problem
10	Ex-Convict	10	A drug/alcohol problem
11	Cop on the Edge	11	Debts he can't pay
12	Small-time Criminal	12	Trouble at home
13	Con Artist	13	A big decision to make
14	Hitman	14	A heart of gold
15	Vigilante	15	Enemies on his trail
16	Archaeological Adventurer	16	A super-charged roadster
17	Conspiracy Theorist	17	A big bag of guns
18	Monster Hunter	18	A treasure map
19	Powerful Wizard	19	A body in the trunk
20	Supernatural Creature	20	36 hours to live

Annoying Characters

Okay, this is actually more like a checklist of character types you should never play, but we had to put them in table form to include them here. Please don't play any of these.

1	Any super-hero whose power involves bodily fluids
2	A mad bomber
3	A character with an incoherent collection of seemingly random traits/abilities
4	Any character entirely based on a jokey name/schtick
5	The same character in every game
6	A character with no sympathetic traits
7	Any character you can't describe without referencing character stats or equipment
8	A character whose most interesting story arc has already happened
9	A gritty loner who doesn't work well with others
10	A character the rest of the party has absolutely no reason to trust/work with other than the fact he's a PC
11	Like, a totally hot ninja chick with big boobs
12	A character with more weapons than friends
13	A character who belongs to a race with a hive mind
14	A character with no discernible personality
15	A character with a weakness guaranteed to constantly sidetrack the game
16	Another goddamn elf
17	A character with unexplained or completely out-of-place combat abilities, supernatural knowledge, or magical powers
18	A character who talks like Scooby Doo for no apparent reason
19	A character who just doesn't fit the game
20	A good Drow who fights with two scimitars



Personality Types		Bond Villain-like Obsessions	
1	Trickster	1	One of the PCs
2	Visionary	2	An animal
3	Ascetic	3	A religion
4	Intellectual	4	A culture
5	Socialite	5	A famous person
6	Optimist	6	A historical person
7	Model Citizen	7	A craft
8	Homebody	8	A hobby
9	Slacker	9	Proper etiquette
10	Working Stiff	10	Personal hygiene
11	Control Freak	11	The arts
12	Scumbag	12	A type of food or a particular type of beverage
13	Pessimist	13	Puzzles or riddles
14	Sycophant	14	A sport
15	Bumpkin	15	A scientific theory or type of technology
16	Imbecile	16	An intellectual endeavor or field of study
17	Egomaniac	17	A philosophy or belief system
18	Hedonist	18	A mythological creature
19	Iconoclast	19	An ancient society
20	Outcast	20	A fringe belief or conspiracy theory

Personality Traits							
1	Spaced Out	6	Overconfident	11	Talkative	16	Intelligent
2	Mopey	7	Helpful	12	Entitled	17	Smarmy
3	Open-Minded	8	Lecherous	13	Vapid	18	Efficient
4	Gregarious	9	Dim-Witted	14	Easy Going	19	Cantankerous
5	Needy	10	Considerate	15	Impulsive	20	Hot Tempered

Quirks	
1	Believes that he is the descendant of Emperor Norton I, and expects to be treated accordingly
2	Is constantly trying to solve a Rubik's Cube
3	Is obsessed with Tom Brokaw
4	Always wears a Star Fleet Uniform
5	Claims that he invented Google and was screwed out of his share of the company
6	Always trying to give people creepy neck massages
7	Has an incredibly annoying, high-pitched voice
8	Break dances whenever possible
9	Always has the perfect hat for the occasion
10	Full-blown paranoid conspiracy nut
11	Talks like John Wayne
12	Carries a pocket full of peanuts that he eats constantly and just throws the shells on the floor no matter where he is
13	Dresses like WHAM!
14	Won't shut up about the time he met Tom Arnold
15	Constantly gets into arguments with his ventriloquist's dummy
16	Give everyone nicknames
17	Only speaks in song lyrics
18	Drives an AMC Pacer Wagon painted in swirling dayglo colors
19	Carries a Lincoln Hawk action figure in his pocket, which he consults when making decisions
20	Won't stop quoting <i>Monty Python and the Holy Grail</i> , no matter how much you beg



What Is the Character Doing Right Now?

This table can be used by players to decide what a character does in his off hours or by the GM when she needs to remind the players that GMCs have their own lives and don't just sit around waiting for the PCs to come to them for assistance or information.

1	Babysitting
2	Dealing with bureaucrats
3	Having an argument with some random jerk
4	Reading or surfing the internet
5	Having an argument with a family member or close friend
6	Attending a concert, sporting event, movie, etc.
7	Hanging out with friends
8	Helping someone with a problem or task
9	Working on a personal project
10	On a date or trying to get a date
11	Attending a meeting
12	Doing something outdoorsy
13	Exercising
14	Shopping
15	Seeking technical assistance
16	Attending a reunion, party, or other social gathering
17	On vacation
18	Dealing with a minor catastrophe
19	Dealing with law enforcement
20	Doing something dangerous or scary



Who Would Play Him/Her In The Movie?

Average Joe/Jane		Boy/Girl Scout		Caregiver	
1	George Carlin	1	Brad Beyer	1	Andie McDowell
2	Sarah Polley	2	Brendan Frasier	2	Billy Bob Thornton
3	Kurt Russell	3	Andy Griffith	3	Sean Maher
4	Michelle Rodriguez	4	Holly Hunter	4	Lorraine Bracco
5	Jensen Ackles	5	Matt Kessler	5	Robert Sean Leonard
6	Luke Wilson	6	Edward Norton	6	Michael Caine
7	Mark Wahlberg	7	Stephen Colbert	7	Robin Williams
8	Jessica Biel	8	Dan Ackroyd	8	Zach Braff
9	Neve Campbell	9	Wayne Brady	9	Goran Visnjic
10	James Franco	10	Tom Welling	10	Sarah Chalke
11	John Cusack	11	Rob Riggle	11	Omar Epps
12	Jason Bateman	12	Luke Wilson	12	Alan Alda
13	Drew Barrymore	13	Enrico Colantoni	13	Amber Benson
14	Mark Ruffalo	14	Paul Guilfoyle	14	Ed Begley, Jr.
15	William H. Macy	15	Robert Stack	15	Jewel Staite
16	John Hawkes	16	Michael Dorn	16	Sherry Stringfield
17	Kristen Wiig	17	Michael Shannon	17	Julianna Margulies
18	Chris Rock	18	Tommy Lee Jones	18	Mandy Patinkin
19	John C. Reilly	19	Denzel Washington	19	Marina Sirtis
20	Jeff Anderson	20	Patrick Warburton	20	Anthony Edwards

Daredevil

1	Jackie Chan	6	Summer Glau	11	Chris O'Donnell	16	Cary Elwes
2	Michelle Yeoh	7	Chris Evans	12	Mark Lutz	17	James Franco
3	Will Smith	8	Guy Pearce	13	Jason Statham	18	Colin Farrell
4	Eliza Dushku	9	Orlando Bloom	14	Antonio Banderas	19	Johnny Depp
5	Angelina Jolie	10	Vin Diesel	15	Jordana Brewster	20	Pierce Brosnan

Who Would Play Him/Her In The Movie?

Eccentric		Femme Fatale/Ladies' Man		Generic Henchman	
1	Chris Elliot	1	Tim Meadows	1	Andre the Giant
2	Jerry Stiller	2	Bradley Cooper	2	Ving Rhames
3	Bill Murray	3	Heather Graham	3	Mindy Sterling
4	Maya Rudolph	4	Heath Ledger	4	John Turturo
5	Judy Greer	5	Beyonce Knowles	5	Dolph Lundgren
6	Tom Waits	6	Anne Hathaway	6	Walton Goggins
7	Don Knotts	7	Gemma Arterton	7	Dietrich Bader
8	Christopher Lloyd	8	George Clooney	8	Tim Blake Nelson
9	Lily Tomlin	9	Johnny Depp	9	Ray Park
10	Christopher Walken	10	Ryan Reynolds	10	Eddie Izzard
11	John Astin	11	Salma Hayek	11	Ron Perlman
12	Henry Winkler	12	Brad Pitt	12	Marley Shelton
13	Ringo Starr	13	Amber Heard	13	Tom Sizemore
14	David Cross	14	Megan Fox	14	Andy Richter
15	Amy Poehler	15	Rose McGowan	15	W. Earl Brown
16	Dennis Hopper	16	Christina Hendricks	16	Sammo Hung
17	Lisa Kudrow	17	Scarlett Johanssen	17	Rebecca Romijn
18	Crispin Glover	18	Leonardo DiCaprio	18	Cheech Marin
19	Ryan Stiles	19	Angelina Jolie	19	Robert Wagner
20	Lady Gaga	20	Charlie Sheen	20	Julie Benz

Generic Villain							
1	Tim Roth	6	Helena Bonham Carter	11	John Malkovich	16	Johnny Depp
2	Al Pacino	7	Sigourney Weaver	12	Robert DeNiro	17	Parker Posey
3	Lucy Liu	8	Christopher Walken	13	Rutger Hauer	18	Ian McShane
4	Will Ferrell	9	Benicio Del Toro	14	Alan Rickman	19	Kevin Spacey
5	Josh Brolin	10	Max Von Sydow	15	Javier Bardem	20	Gary Oldman

Who Would Play Him/Her In The Movie?

Generic Manic Pixie Dreamgirl		Glory Hound	
1	Meg Ryan	1	Dwayne "The Rock" Johnson
2	Ellen Page	2	Nicole Kidman
3	Isla Fisher	3	John Travolta
4	Claire Danes	4	Russell Brand
5	Kate Winslet	5	Charisma Carpenter
6	Keira Knightley	6	Ed Helms
7	Zooey Deschanel	7	Justin Timberlake
8	Mary Elizabeth Winstead	8	Jesse "The Body" Ventura
9	Alyson Hannigan	9	Catherine Zeta-Jones
10	Natalie Portman	10	Will Smith
11	Molly Ringwold	11	James Marsden
12	Christina Ricci	12	Anna Farris
13	Emma Roberts	13	Kevin Kline
14	Elisha Cuthbert	14	Greg Kinnear
15	Summer Glau	15	Will Arnett
16	Kate Hudson	16	Oliver Platt
17	Emma Watson	17	Juliet Landau
18	Winona Ryder	18	John Leguizamo
19	Kirsten Dunst	19	Courtney Cox-Arquette
20	Anna Paquin	20	William Shatner

Grizzled Veteran							
1	Nick Nolte	6	Lance Henriksen	11	James Coburn	16	Rutger Hauer
2	Pam Grier	7	Sigourney Weaver	12	Richard Belzer	17	Danny Glover
3	Sam Elliot	8	Kathleen Freeman	13	Kathleen Turner	18	Chris Cooper
4	Betty White	9	Gerald McRaney	14	Bruce Campbell	19	Sybil Danning
5	Kathy Bates	10	Clint Eastwood	15	Linda Hamilton	20	Billy Connelly

Who Would Play Him/Her In The Movie?

Guru/Mentor		Investigator		Leader	
1	Clancy Brown	1	Val Kilmer	1	Robert DeNiro
2	Annette Bening	2	Tina Fey	2	Lucy Lawless
3	Ron Glass	3	Ice-T	3	Timothy Olyphant
4	Willie Nelson	4	Emile Hirsch	4	Patrick Stewart
5	Alec Guinness	5	Robert Downey, Jr.	5	Delroy Lindo
6	Lenny Kravitz	6	Ewan McGregor	6	Angela Bassett
7	Anthony Hopkins	7	Don Cheadle	7	Rosario Dawson
8	Jim Beaver	8	Mila Kunis	8	Mandy Patinkin
9	Cate Blanchett	9	Christian Bale	9	Timothy Hutton
10	Lyle Lovett	10	Hugh Laurie	10	Billy Burke
11	David Bowie	11	Amy Adams	11	Jeffrey Dean Morgan
12	Brad Dourif	12	Kristen Bell	12	Adrian Lester
13	Aretha Franklin	13	Gillian Anderson	13	Kevin Spacey
14	Tom Waits	14	William Petersen	14	Francis McDormand
15	John C. McGinley	15	Erica Durance	15	Nathan Fillion
16	Ian Holm	16	Adrien Brody	16	Lucy Liu
17	Kris Kristofferson	17	Sean Penn	17	Renee Russo
18	Wes Studi	18	Clea Duvall	18	George Clooney
19	Morgan Freeman	19	David Boreanaz	19	Sylvester Stallone
20	Sonny Chiba	20	Emily Deschanel	20	Liam Neeson

Loose Cannon							
1	Ice Cube	6	Viggo Mortensen	11	Mickey Rourke	16	Beth Reisgraf
2	Clive Owen	7	Seann William Scott	12	Jason Statham	17	Summer Glau
3	Bruce Willis	8	Benicio Del Toro	13	Nicolas Cage	18	Owen Wilson
4	Mel Gibson	9	Samuel L. Jackson	14	Hugh Jackman	19	Queen Latifa
5	Gary Busey	10	Johnny Knoxville	15	Michael Madsen	20	Uma Thurman

Who Would Play Him/Her In The Movie?

Outsider		People Person		Power Broker	
1	Sonny Landham	1	Steve Martin	1	Danny DeVito
2	Moon Bloodgood	2	Kristy Swanson	2	Demi Moore
3	Larry the Cable Guy	3	John Goodman	3	Robert Vaughn
4	Wilt Chamberlain	4	Dirk Benedict	4	Paul Giamatti
5	Jamie Foxx	5	Reese Witherspoon	5	Harvey Keitel
6	Mr. T	6	Matthew Broderick	6	Ian McShane
7	Johnny Weissmuller	7	Bradley Cooper	7	Sharon Stone
8	Grace Jones	8	Amy Adams	8	Michael Stuhlbarg
9	Danny Trejo	9	Jude Law	9	Emma Caulfield
10	Judge Reinhold	10	James Garner	10	James Gandolfini
11	Robbie Coltraine	11	Will Smith	11	Gina Gershawn
12	Tommy Chong	12	Vince Vaughn	12	Michael Rosenbaum
13	Alia Shawkat	13	Andy Hallett	13	Al Pacino
14	Janeane Garafalo	14	Gene Hackman	14	Powers Booth
15	Jay Silverheels	15	Paul Newman	15	Christian Slater
16	Woody Harrelson	16	George Clooney	16	Tim Roth
17	Mako	17	Jaime Murray	17	Ben Affleck
18	Salma Hayek	18	Ryan Reynolds	18	Stephanie Romanov
19	Brendan Gleeson	19	Jeremy Piven	19	Jack Nicholson
20	Jeff Bridges	20	Liv Tyler	20	Martin Sheen

Rookie/Kid							
1	Kristen Bell	6	Joseph Gordon-Levitt	11	Dakota Fanning	16	Eric Milligan
2	Rupert Grint	7	Jesse Eisenberg	12	Aaron Ashmore	17	Michael Cera
3	Chloe Moretz	8	Jennifer Lawrence	13	Daniel Radcliffe	18	Kieran Culkin
4	D.J. Qualls	9	Josh Hutcherson	14	Eric Szmanda	19	Selena Gomez
5	Emma Stone	10	Andrew Garfield	15	Donald Glover	20	Kyle Gallner

Who Would Play Him/Her In The Movie?

Scholar		Scumbag		Specialist	
1	Harold Ramis	1	Alec Baldwin	1	Vinnie Jones
2	Dan Ackroyd	2	Ray Liotta	2	Gina Torres
3	Anthony Stewart Head	3	John Hamm	3	Jason Statham
4	Amy Acker	4	Courtney Love	4	Bruce Lee
5	John Cleese	5	Jason Lee	5	Phillip Seymour Hoffman
6	James Cromwell	6	Steve Buscemi	6	Chow Yun-Fat
7	Alexis Denisoff	7	Drew Barrymore	7	Willem Dafoe
8	Jeff Goldblum	8	Joe Pesci	8	Freddy Rodriguez
9	Fran Kranz	9	Bill Paxton	9	Jessica Alba
10	Linda Cardellini	10	David Koechner	10	J. August Richards
11	Seth Green	11	Sam Rockwell	11	Zoe Saldana
12	T.J. Thyne	12	Portia de Rossi	12	Adam Baldwin
13	Brent Spiner	13	Charlie Sheen	13	Carrie-Anne Moss
14	Anjelica Huston	14	Randy Quaid	14	Brad Pitt
15	Patton Oswalt	15	Tim Robbins	15	Howard Hesseman
16	Allison Mack	16	Gary Cole	16	John Hodgman
17	Ian McKellan	17	Neil Patrick Harris	17	John Turturro
18	Joe Morton	18	Gene Hackman	18	John Cho
19	Vincent Price	19	Juliette Lewis	19	Michael C. Hall
20	Alyson Hannigan	20	John Larroquette	20	Christopher Lee

Zeppo							
1	Paul Rudd	6	Michael Rapaport	11	Kristen Schaal	16	Simon Pegg
2	Kal Penn	7	Richard Jenkins	12	Ethan Suplee	17	Steve Carrell
3	Ted Raimi	8	David Arquette	13	Cheech Marin	18	Jason Mewes
4	Jack Black	9	Sarah Silverman	14	Casey Affleck	19	Rob Corddry
5	Alan Tudyk	10	Nicholas Brendan	15	Jason Segal	20	Joan Cusack

Part 3: Locations

Unless you're playing some kind of crazy existentialist RPG, the game is going to have to take place somewhere. Often, the premise dictates the overall "somewhere" of the game, and sometimes even the specific locations that will be encountered. For example, if you're playing a fantasy game, you can bet there will be tombs, dwarven mines, unexplored caves, and other random holes in the ground around every corner. The tables in this section are useful when you're not entirely sure about the details of a location.

General Locations		Action Scenes Locations		Iconic Locations	
1	Sewer	1	Historic landmark	1	St. Louis Arch
2	Fort/Military base	2	Amusement park	2	Golden Gate Bridge
3	Prison	3	Ship or plane	3	Alamo
4	School/Library	4	Airport	4	National Mall
5	Laboratory	5	Junkyard	5	Niagara Falls
6	Mansion	6	Sporting goods store	6	Churchill Downs
7	Hotel/Inn	7	Parking garage	7	Empire State Building
8	Private residence	8	Crowded city street	8	Disney World
9	Warehouse	9	Rooftop	9	Mount Rushmore
10	Bar/Restaurant	10	Construction site	10	Grand Canyon
11	Store	11	Public building	11	Hollywood Sign
12	Office	12	Cliff's edge or ledge	12	Vegas Strip
13	Workshop	13	Burning building	13	Statue of Liberty
14	Church	14	Dam	14	Seattle Space Needle
15	Theater	15	Factory floor	15	Alcatraz
16	Casino	16	Atop a train/bus	16	Pearl Harbor
17	Graveyard	17	Swamp or sewer	17	Rock City
18	Armory	18	Research facility	18	NOLA French Quarter
19	Bank/Treasury	19	Rickety bridge	19	Independence Hall
20	Historic location	20	Active volcano	20	Graceland

Small Town Names

Roll once on each table and combine when you need a name for whatever podunk town the characters happen to be traveling through.

1	Beaver
2	Elm
3	Oak
4	Brook
5	Bloom
6	Fair
7	Rock
8	Sun
9	Green
10	River
11	Spring
12	Wood
13	Pine
14	Lake
15	Fern
16	Glen
17	Summer
18	Silver
19	Iron
20	Pleasant

1	Mill
2	Lake
3	Ridge
4	Springs
5	Valley
6	Creek
7	-ton/town
8	-view
9	-field
10	-ville
11	-dale
12	-wood
13	-port
14	-castle
15	-haven
16	River
17	Hill
18	Hollow
19	Junction
20	Point

What's In That Cave?

1	Vikings
2	A weapons cache
3	Big piles of skulls
4	Stalactites
5	A secret lair
6	Driftwood
7	Mummies
8	Traps
9	Bats
10	Garbage
11	A bear
12	Hobos
13	Rats
14	Ghosts
15	Stalagmites
16	Smooching teenagers
17	Dead bodies
18	A treasure horde
19	A secret tunnel to someplace really neat
20	A cave monster



Part 4: Stuff

Gamers love stuff. Here's some stuff.

Pocket Contents		Shark Stomach Contents	
1	A possible clue	1	A fake plastic shark fin
2	Pepper spray	2	Pirate treasure
3	Safety deposit box key	3	Mardi Gras beads
4	Prescription drugs	4	An outboard motor
5	Lighter	5	A bottle of rum
6	Cell phone	6	A wallet
7	Company ID badge	7	A set of keys
8	Chapstick	8	A life preserver
9	Chewing gum	9	A license plate
10	House or office key	10	Animal remains
11	2d20 dollars and 5d20 cents	11	A shoe
12	Car keys	12	A cell phone
13	Receipt	13	A bottle of sunscreen
14	Breath mints	14	A harmonica
15	Pocket knife	15	Sunglasses
16	Illicit drugs	16	A toy sailboat
17	MP3 player	17	An oar
18	USB drive	18	An unopened can of sardines
19	Gun	19	A cannon ball
20	Something incriminating	20	Human remains



Liefeldian Pouch Contents	
1	More pouches!
2	Confetti
3	Dice
4	Lunch
5	Spare ammo
6	Small camping supplies (matches, Swiss Army knife, compass, etc.)
7	Assorted nuts, bolts, screws, etc.
8	Trail mix
9	Personal hygiene supplies
10	Loose change
11	Single-serving condiment packages
12	Business cards
13	Sewing needles, buttons, thread, bobby pins, etc.
14	Office supplies
15	Marbles
16	Thumb tacks
17	Mardi Gras beads
18	Candy
19	A collection of pretty rocks
20	Trash

MacGuffins	
1	The Perfect Egg Salad Recipe
2	The Holy Grail
3	The Ark of the Covenant
4	The Spear of Destiny
5	Excalibur
6	Dead body
7	Something from outer space
8	Important documents (travel visas, for example)
9	Stolen art
10	Briefcase or shipping crate*
11	CD, thumb drive, etc.*
12	Treasure or other valuables
13	Blueprints for top secret technology
14	Experimental weapon (or parts for it)
15	The Maltese Falcon
16	The Ring of Kali
17	The Golden Fleece
18	A 1964 Chevy Malibu
19	The secret of Da Vinci's gold machine
20	The Golden Apple
*It doesn't matter what they contain	



American Artifacts

These tables contain the items from the first two volumes of *American Artifacts*, also available from Hex Games. The first table contains items from *American Artifacts*, the second contains items from *American Artifacts 2*.

1	The Car Hank Died In	1	Attucks's Musket Ball
2	The Car That Won't Die	2	Babe Ruth's Bat
3	The Crossroads Guitar	3	Ben Franklin's Automaton
4	The Dead Man's Deck	4	The Cincinnati Mural
5	The Devil's Fiddle	5	Clint's Poncho
6	Doctor Bizarre's Ring	6	The Clock's Mask
7	The Earhart Compass	7	The Coffee Mug of Malaclypse the Younger
8	Elvis's Golden Gun	8	Edison's Spirit Phone
9	Emperor Norton's Hat	9	Faulkner's Pocket Watch
10	Engine 4 (The Phantom Company)	10	Geronimo's Skull
11	Gabriel's Horn	11	Mark Twain's Cigar Box
12	Gygaxian Dice	12	Nat Turner's Bible
13	Jack Kirby's Drawing Table	13	Orville & Chuck's Pack of Gum
14	Lincoln's Funeral Train	14	Shard of the True Plane
15	The Log	15	Stephen King's Typewriter
16	The Lost Golden Spike	16	The Sword of State
17	Pinkerton's Badge	17	Tesla's Ray Gun
18	The Resurrection Theater	18	Uncle Vern's Head
19	The Rug That Ties the Room Together	19	Warren Zevon's Perfect Sandwich Recipe
20	Stagger Lee's Hat	20	Zuzu's Petals



Part 5: Plot Elements

The tables in this section can be used to come up with plot elements, make individual scenes more interesting, and keep the story moving.

Contests		Traps and Security Measures	
A common trope in fiction is for the bad guy to challenge the good guy to a contest of wits, skill, or even chance, either to settle a dispute or just for bragging rights. This table provides some examples.		For all our Indiana Jones fans, here are some traps and stuff.	
1	Eating contest	1	Pit
2	Trash-talk competition	2	Walls that close in
3	Rap battle	3	Electrified fence
4	Cook-off	4	Trap door and chute (deposits character elsewhere or in a cell)
5	Joust	5	Room fills up with water
6	Drinking contest	6	Guardian (animal, living statue, etc.)
7	Car/horse/boat race	7	Poison needle in lock
8	Board game	8	Spiked pit
9	Fistfight	9	Alarm system
10	Target shooting competition	10	Gun (or crossbow) trigger/ Grenade pin tied to doorknob
11	Game of riddles	11	Poison darts
12	Sports competition	12	Hounds released
13	Card game	13	Doors lock behind intruders, sealing them in the room
14	Duel	14	Spiked pit with closing walls
15	Staring contest	15	Firebomb
16	Foot race	16	Poison gas
17	Dance-off	17	Heavy things fall from ceiling
18	Battle of the bands	18	Landmine
19	Beauty contest	19	Pit with spiked closing walls
20	Dare/wager	20	The old giant bolder trap

Monster of the Week

The monsters named here are all described and statted in either the “Monster of the Week” column of *The Death Cookie* (www.deathcookie.com) or the Hex Wiki (www.hexgames.com/wiki). When you need a random monster, roll d20 on one of the tables below. If you can’t decide which one, roll a d20 and use the first table on an odd result and the second table on an even roll.

1	Not a monster, just someone wearing a costume	1	Not a monster, just some dumb kids trying to summon demons
2	Ungnuzi	2	Road Ghost
3	Minotaur	3	Phantom Hitchhiker
4	Slumbear	4	Electric Linguine
5	Rock Demon	5	Living Dead
6	Crossroads Demon	6	White River Monster
7	Banshee	7	Rakshasa
8	Grain Giant	8	Swamp Beast
9	Ozark Howler	9	Devil Monkey
10	Roll on other table	10	Roll on other table
11	Snallygaster	11	Hellhound
12	Werewolf	12	Ghoul
13	Goatman	13	Wampus Cat
14	Crocotta	14	Enfield Horror
15	Goblin	15	Mongolian Death Worm
16	Rougarou	16	Demon Carrot of Utter Madness
17	Chud’beth	17	Slug
18	Adlet	18	Treeple
19	Gumberoo	19	Kevin Bacon
20	Roll Twice	20	Roll Twice



Monster Death Scenes

Monsters that just fall down and go boom when they run out of Health Points are boring. Creatures are more fun when they go out with a bang. You can roll when you introduce a new monster or roll a new result each time a monster gets wasted.

1	Monster assumes human form upon death	<p>Game Effect Notes</p> <p>(2) Everyone within the monster's escape path takes 1d20 points of damage.*</p> <p>(3) Everyone within 20 feet takes 1d20 points of damage.*</p> <p>(4) Everyone within 10 feet takes 1d20 points of damage.*</p> <p>(5) Everyone within 10 feet is covered in disgusting monster goo. Characters who make a successful Body check escape relatively slime-free.</p> <p>(12) All characters engaged in melee combat with the monster during the round of its death must make a Body check against a DN of 1d20 or be stuck to where they stand until they can break free. A new Body check (against the initial DN) may be rolled each round as long as the character takes no other action that requires a roll that round.</p> <p>(13) For the next 1d20/5 rounds, all ranged attacks suffer a -2 penalty.</p> <p>(14) Any character within sight of the monster must make a successful Body check or suffer vision problems that give him a -2 penalty on all rolls for the remainder of the combat.</p> <p>(15) For the rest of the combat, any character who fails a roll must make an immediate Body check. If the Body check fails, the character falls down, losing his next turn.</p> <p>(16) Anyone engaged in melee combat with the creature catches fire with an On Fire Number of 1d20. A successful Body check reduces the character's On Fire Number by the roll.</p> <p>(17) Everyone within hearing range must make a Nerve check against a DN of 1d20 or be so disoriented that they lose their next action.</p> <p>(18) Everyone who can see the creature must make a Nerve check against a DN of 1d20 or lose their next action due to fear.</p> <p>(19) The GM decides the nature of the curse.</p> <p>*Characters who make a successful Body roll may subtract their roll from the damage.</p>
2	Monster turns into a swarm of rats, bugs, snakes, bats, etc.	
3	Monster explodes	
4	Acidic slime spews from the monster's wounds	
5	Non-acidic slime spews from the monster's wounds	
6	Monster implodes	
7	Monster turns to ash/dust	
8	Monster turns to a pool of oily slime	
9	Monster turns into a charcoal-like substance	
10	Monster turns to salt	
11	Monster turns to stone	
12	Monster turns into a pool of gooey, tar-like ooze	
13	Monster turns to smoke	
14	Monster disappears in a flash of blinding light	
15	Monster spews geysers of blood onto the battlefield	
16	Monster bursts into flames	
17	Monster lets out an unnerving death knell	
18	A <i>Poltergeist</i> -style ghostly spirit escapes from the monster's body and wails at the PCs before disappearing	
19	With its dying breath, the monster curses the character who killed it	
20	Monster's death awakens/pisses off something bigger and meaner	

Fight Scene Events

Even the best players and GMs occasionally fall back on "I swing at it" and "You hit it." If you're having trouble keeping a fight scene interesting, roll and either introduce the new element or give a player (or a bad guy) a chance to take the action rolled.

1	Interesting Technique: A character uses a weapon in some way other than intended--throwing a sword, using a gun as a club, etc.
2	Disarm: Someone loses their weapon
3	Indirect Attack: For example, a character shoots at the rope holding a potted plant so it will fall on his opponent's head
4	Improvised Weapon: A character causes damage with something other than a traditional weapon--throwing someone through a window, for example
5	Improvised Shield: At just the right moment, a character picks up or ducks behind something to avoid an attack--using a tray as a shield, for instance
6	Who Put That There?: A character trips over or crashes into something
7	Out of the Frying Pan: A character avoids an attack only to end up hurting himself or getting into a potentially dangerous predicament
8	Angry Poodle: A vicious but ineffective bystander joins the fight
9	Angry Ex-Marine: A competent combatant joins the fight
10	Innocent Bystander: A non-combatant gets in the way
11	Blinded: Someone gets blood in his eyes, a blanket wrapped around his head, etc.
12	Entangled: Someone gets caught up in ropes, netting, curtains, etc.
13	Dirty Tricks: Somebody does something very unsportsmanlike
14	Distraction: Anyone who fails a Nerve roll loses his next action
15	Unnecessary Acrobatics: No special effect, but it looks cool
16	Environmental Hazard: A steam pipe bursts, something catches fire, etc.
17	Hide & Seek: Someone eludes their opponent and hides somewhere unexpected
18	Combo: For the rest of the scene, any PC who gets a Lucky Break may make a second attack against the same opponent
19	We've Got Company: Allies, an unaffiliated group, the cops, etc. arrive
20	Insta-Kill: For the rest of the scene, any PC who gets a Lucky Break automatically kills his opponent, preferably in a spectacular or gruesome way

Scene Changers

Sometimes, scenes just drag on too damned long as players insist on searching for non-existent clues, questioning suspects who know nothing, and focusing on throwaway details. Usually, the best way to deal with this is to have something happen that the characters have to deal with right away, but after a while "NINJAS ATTACK!" gets stale. Here are some variations.

1	That Was Trippy: Something truly bizarre happens (time slip, UFO sighting, etc.)
2	Falling Objects: Something falls from above (meteor, chandelier, etc.)
3	It's Personal: A PC gets word of a family emergency or other personal crisis
4	Fight: The characters find themselves in the middle of a fistfight
5	Firefight: The characters find themselves in the middle of a gunfight
6	Accident: Something crashes, falls, sinks, etc.
7	Local Color: Characters are harassed by the natives
8	Distress Call: Someone asks the characters for help
9	Severe Weather/Natural Disaster: Thunderstorm, earthquake, etc.
10	Fire: A fire breaks out
11	VIP: Someone important shows up
12	Medical Emergency: Heart attack, appendicitis, sudden projectile vomiting, etc.
13	Security Breach: A known enemy attacks the characters
14	Chase Scene: A very exciting chase scene passes through the area where the characters are (it might be important, but it might not)
15	Mass Panic: Something (news of terrorist activity, alien invasion, soccer riot) causes people to lose their damn minds
16	Lockdown: Nobody is permitted to enter or leave the area where the scene takes place due to a criminal investigation, hostage situation, biohazard, etc.
17	All Hands On Deck: The party's organization experiences a major crisis, or the PCs must help deal with a situation in order to insure their own survival
18	It's Coming Right For Us!: An animal or monster attacks
19	Special Bulletin: Characters receive news of a potentially world-changing event (act of war, natural disaster, assassination, etc.)
20	Cataclysm: An event powerful enough to change the very face of the game world (nuclear war, extinction-level event, armageddon, etc.) occurs

Part 6: Miscellaneous Tables

The tables in this section didn't fit neatly anywhere else, so you'll have to figure out exactly how to use them on your own.

Apocalyptic Scenarios		Crimes	
1	Ducks develop hyper-intelligence; take over world	1	Terrorism
2	Jesus returns; this time, he's pissed	2	Corporate espionage
3	Dinosaurs return; they're even more pissed than Jesus	3	Trafficking stolen goods
4	Jesus returns with an army of pissed-off dinosaurs	4	Drug smuggling
5	Pole shift	5	Illegal gambling
6	Mad scientists actually manages to take over the world	6	Bank robbery
7	Zombies!	7	Prostitution
8	Alien invasion	8	Gang activity
9	Great flood	9	Drug dealing
10	Nuclear winter	10	Murder
11	Societal collapse	11	Kidnapping
12	Monsters from another dimension invade game world	12	Car theft
13	Apes rise	13	Human trafficking
14	Armies from Hollow Earth take over surface world	14	Designer drug manufacturing
15	A super-wizard from beyond the stars enslaves the world	15	Counterfeiting
16	Earth's most powerful super-heroes realize that serving mankind is stupid; set themselves up as evil overlords	16	Protection racket
17	Space and time collapse	17	White collar crime
18	Earth to be demolished to make way for a new hyperspace bypass; plans are on file	18	Jewel heist
19	Book of Revelation comes true	19	Selling state secrets
20	Cthulhu rises	20	Assassination

Fortean Phenomena	
1	Time slip
2	Alien abduction
3	Haunting/poltergeist activity
4	Mass delusion/panic
5	Strange disappearance(s)
6	Ostension of an urban legend
7	Religious experience (stigmata, miracle, Jesus appears on a taco, etc.)
8	Out-of-place animal
9	Crop circles
10	Cult activity
11	Conspiracy theory
12	Unidentified aerial phenomena
13	Biological or medical anomaly
14	Man with no name (amnesiac, feral child, etc.)
15	Spontaneous human combustion
16	Anomalous archaeological find
17	Strange things (frogs, fish, blood, etc.) fall from the sky
18	Cryptid sighting
19	Fringe science
20	Wild talents (ESP, telekinesis, etc.)

Secret Societies	
1	National Society of Total Peckerheads
2	Hobomancer High Council
3	Circus of Set
4	Joshua A. Norton Society
5	Order of the Dragon
6	Skull & Bones
7	Rosicrucians
8	Bilderberg Group
9	Hermetic Order of the Golden Dawn
10	Freemasons
11	Knights Templar
12	Priory of Sion
13	Order of Aurelius
14	Erisian Liberation Front
15	Ordo Templi Orientis
16	Bavarian Illuminati
17	Eltingville Illuminati
18	Acolytes of Leviathan
19	League of Alphabetical Madmen
20	League of Kick-Ass Dudes



Unusual Magical Traditions	
1	Hipstermancy: Magic based on being an insufferable jagoff
2	Elvismancy: The pursuit of perfect peace and harmony through Elvisness
3	Palahniukism: Seeking mystical enlightenment by getting the shit beaten out of you (and beating the shit out of others)
4	Literamancy: Magic based on characters, tropes, and situations from fiction
5	Automancy: Magic based on car culture
6	Discordianism: The worship of Eris
7	Gangamancy: Weed-based magic
8	Gonzomancy: Chaos magic powered by subjective mystical associations based on personal history, political beliefs, pop culture trivia, and drug-induced hallucinations
9	Guitar Wizardry: Changing the world through the power of rock
10	Jungian Magic: Summoning archetypes to do your bidding, astral traveling through the collective unconscious, and creating your own synchronicities
11	Urban Shamanism: Calling upon the spirits of the city to do your magical bidding
12	Ecomancy: Magic for dirty hippie tree-huggers
13	Webomancy: Sending curses through email, casting spells via web browser, divination through CAPTCHA images, etc.
14	Cinemancy: Creating (usually short, usually experimental) films that magically affect the audience
15	Culinurgy: Food magic
16	Jestomancy: Magic based on jokes, gags, and pranks
17	Pornomancy: Tantric magic for the modern exhibitionist
18	Santamancy: Magic that uses toys to focus spells
19	Hobomancy: Hobo magic
20	Morrisonism: The mystical quest to become a comic book super-hero



Unusual Medical Conditions	
1	Foreign Accent Syndrome
2	Congenital Insensitivity to Pain
3	Hypertrichosis (aka "werewolf syndrome"): Excessive body hair, including on the entire face
4	Pica: Compulsion to eat non-edible objects such as rocks, dirt, and glass
5	Capgras Delusion: The belief that a friend or family member has been replaced by an identical imposter
6	Alien Hand Syndrome: The belief that the actions of one of the sufferer's hands is out of his control
7	Cotard Delusion (aka "walking corpse syndrome"): The sufferer believes himself to be dead and that his body is decaying
8	Prosopagnosia: The inability to recognize faces
9	Reduplicative Paramnesia: The belief that a place has been exactly duplicated in another location
10	Jumping Frenchmen of Maine: An extremely exaggerated startle reflex
11	Fregoli Delusion: The belief that multiple people are actually all a single person who shapeshifts or wears disguises
12	Alice in Wonderland Syndrome: A neurological disorder that causes things to appear smaller or larger than they really are
13	Akinetopsia (aka "motion blindness"): Sufferer can see stationary objects, but doesn't perceive motion
14	Photic Sneeze Reflex: Sufferer sneezes when exposed to bright light
15	Exploding Head Syndrome: Sufferer hears loud, imaginary noises that seem to come from inside his own head
16	Congenital Erythropoietic Porphyria: Hypersensitivity to light
17	Fatal Familial Insomnia: Sufferer loses the ability to fall asleep
18	Fish Odor Syndrome: Sufferer's sweat, urine, and breath have a strong fishy smell
19	Moebius Syndrome: Complete facial paralysis (including the eyes)
20	Stendhal Syndrome: Sufferer experiences extreme anxiety, dizziness, confusion, or even hallucination when he sees beautiful works of art

Small-Town Festivals	
1	Weasel Stomping Day
2	Tater Day
3	Watermelon Day
4	The Annual Migration of the Swallows
5	Turkey Testicle Festival
6	George Washington Slept Here Day
7	New Mailbox Day
8	New Phone Book Day
9	Get Drunk Or Else Day
10	Arbitrary Vacation Day
11	St. Hubbin's Day
12	Ride Your Bike To Church Day
13	Talk Like Jerry Reed Day
14	Chalk Art Festival
15	Bingo Day
16	Mulligan Stew Day
17	Bob Barker's Celebrity Pet-Fixing Day
18	Poke It With A Stick Day
19	The Torch And Pitchfork Festival
20	Hippie Punchin' Day

Halloween Costumes		
Roll	Costume	Example
1	Not really a costume, just shit you can't wear to work	A Star Fleet uniform with fairy wings, and a kilt
2	Regular clothes passed off as a costume	Homicidal maniac, college student
3	Historical figure	Rasputin
4	Fairy tale character	Goldilocks
5	Movie character	Machete
6	Comic book character	Ambush Bug
7	Historical profession or subculture	Pirate or hobo
8	Contemporary profession or subculture	Fireman or goth
9	Classic monster	Vampire
10	Sci-Fi/fantasy character	Buffy Summers
11	Re-roll, but your costume is the sexy version	
12	Video game character	Q-bert
13	Literary character	Tom Sawyer
14	Period costume	Victorian gentleman
15	Period costume from an imaginary period	Post-apocalypse
16	Political figure	Richard Nixon
17	Mythological character	Eris
18	Extremely uncomfortable or unwieldy costume	Mecha suit
19	Something that's been done to death	Heath Ledger Joker
20	Some asshole with a horse head	

Tricks		Treats	
1	Mooning people	1	A rock
2	Making prank phone calls	2	Candy corn
3	Knocking on doors and running away	3	Fruit
4	TeePeeing yards	4	Chewing gum
5	Soaping windows	5	Hard candy
6	Smashing pumpkins	6	Cookies
7	Throwing rotten eggs	7	Bite-sized candy (M&Ms, Skittles, etc.)
8	Scaring people	8	Jelly beans
9	Turning over garbage cans	9	Fun-sized candy bar
10	Setting off fireworks	10	Gummi somethings
11	Leaving burning bags of dog crap on doorsteps	11	Licorice
12	Grafitti	12	Full-sized candy bar
13	Damaging private property	13	Non-candy treat (cheap toy, toothbrush, religious tract, etc.)
14	Damaging public property	14	Caramel apple
15	Petty theft	15	Jawbreaker
16	Arson	16	Lollipop
17	Animal sacrifice	17	Popcorn ball
18	Conducting satanic rituals	18	Trail mix
19	Human sacrifice	19	Breath mints
20	Summoning ancient elder gods	20	Poisoned/razor blade-filled treat

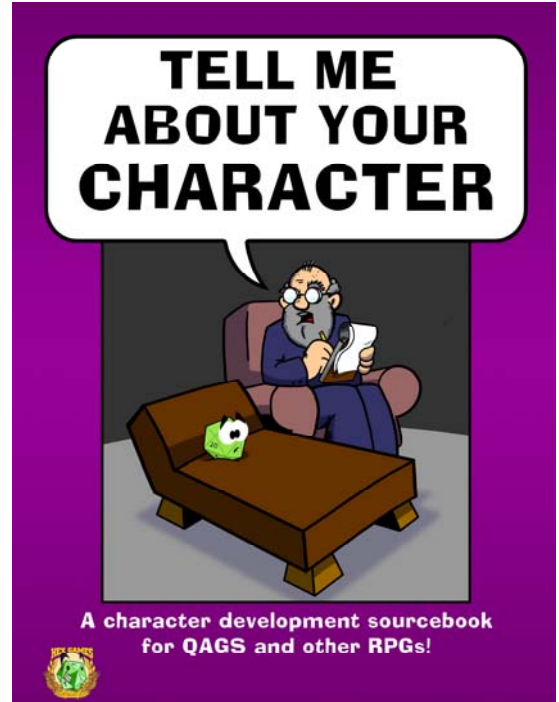


Coming Soon From Hex Games

Tell Me About Your Character

In some role-playing games, most or all of the on-screen game time is devoted to what the characters do when they're adventuring, whether that means crawling through dungeons killing things, fighting costumed bad guys, or smuggling beagles from one planet to another. That works fine for one-shots or games where the story is secondary to game rules and battle tactics, but not so well when you're running a character-driven campaign.

By occasionally focusing on what happens to characters during their "down time" instead of just what happens when they're shooting or swinging swords, you can add more depth to your character and the campaign. Unfortunately, since so many games focus entirely on "the mission," some gamers don't really know where to start when it comes to creating characters that are more three-dimensional. Fortunately, we're here to help. *Tell Me About Your Character* provides step-by-step guidelines for developing an interesting character who is more than just a heavily-armed drifter without any hopes, dreams, or ties to the world around him.



Spy Racers

It's the '60s. The cars are fast, the women are faster, and there's no better cover for international spies than posing as flamboyant race car drivers competing in events across the globe. It's all about beating the clock, whether it's crossing the finish line in first place or destroying the villainous mastermind's doomsday weapon in the middle of an active volcano!

Spy Racers, the first supplement for *Sex, Lies and Ultraspies*, focuses on that staple of the '60s spy genre, vehicle chases. This supplement provides the GM and players alike a quick and interesting way to resolve vehicle combat and chases during their games. *Spy Racers* can also work as a standalone setting, taking place in the same stylish and hip version of the '60s found in *Sex, Lies and Ultraspies*.

