



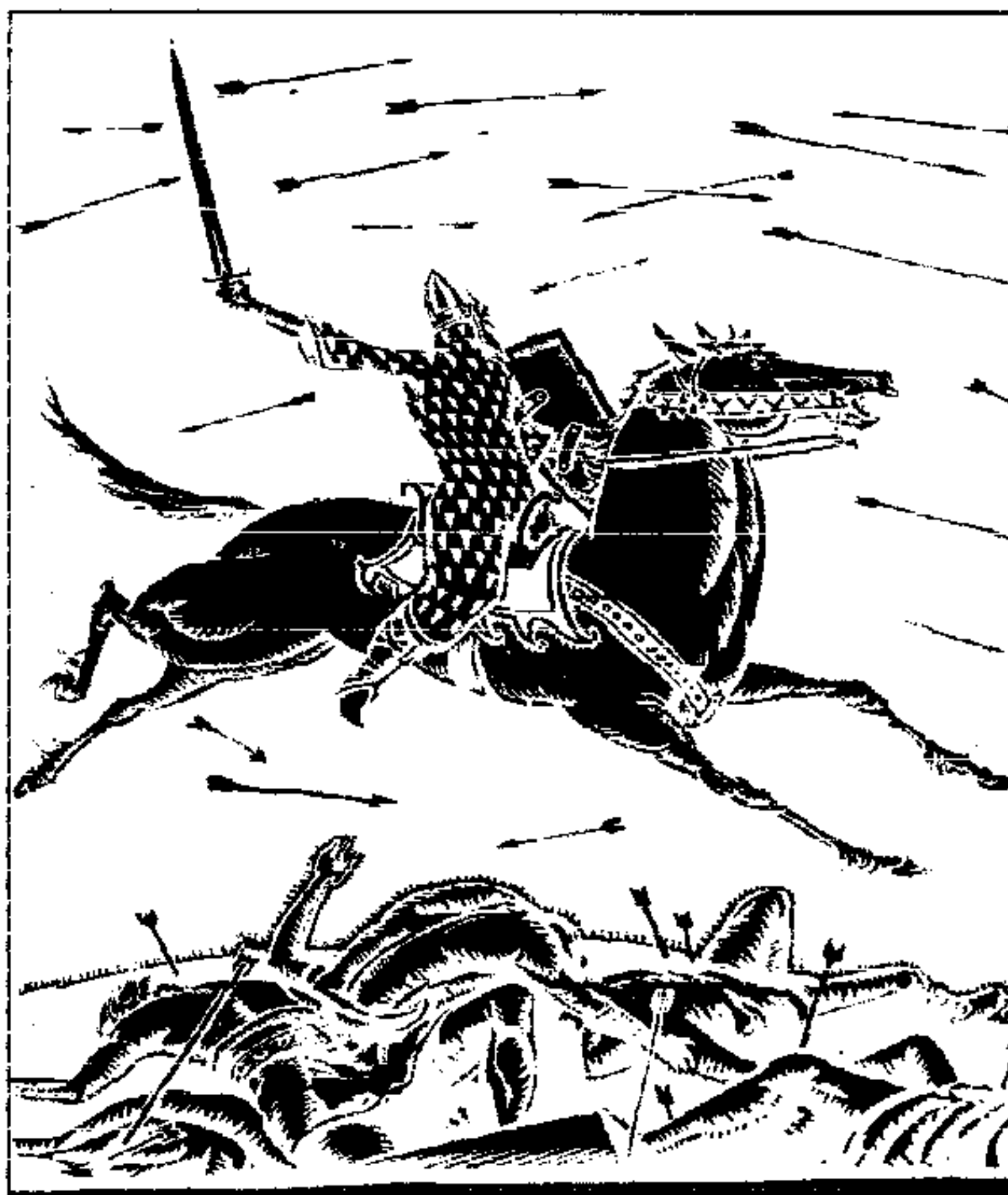
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New and original graphics, and various first time authors, as well as regular contributors.





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SCRIBBLES FROM THE SCRIBE

This issue is dedicated in memory of my aunt, Theresa Gervasi (1933-1993), who provided all of us with the kind of love and acceptance that fosters confidence and self worth.

Please note our new address: Papyrus, c/o Nick Parenti, 4823 Flintridge Ct #2, Rockford, IL 61107-5010

Once again a, small, bit of reformatting affords us more room to bring you an every increasing variety of game related articles. There are few "scribbles" this issue as we are trying to make this issue available for, limited, distribution at GENCON. This is part of our continuing effort to connect with other gaming interests to the mutual benefit of all parties.

We are happy to greet Christian Francis Hein Medlow into the world, as of July 13, 1993 at 12:01 PM.

Weighing in at 8lbs 5oz, 20" long, Christian is the son of Jenny Hein (fellow A & E contributor from Australia) and her husband Dennis Medlow. Congratulations! (Hey Jenny, isn't this worth a CoC submission?)



RADU, a new clan for Vampire the Masquerade

Copyright 1993 Steven D Warble 3519 Sollers Point Rd Balto, Md21222

Based loosely on the movie Subspecies

CLAN NAME: Radu

NICKNAME: Dictators

HISTORY: Over a millenia ago, in the eastern European domains of the Tzimisces, one of the great clan lords foresaw his true death. In those days, vampire lords ruled small kingdoms as absolute monarchs, and the right to hunt and embrace Childer was

controlled by the clan lord, and passed to his chosen heirs. This clan lord, whose name is lost to time, had two Childes. The eldest, Vladimir, was over a century old, and skilled in the clan arts of Vicissitude and Thaumaturgy. The other was Radu, a young vampire still intoxicated by his physical might and given to easy Frenzy. When the clan lord died the True Death, Vladimir gained his throne. In fury, Radu tried to assassinate Vladimir, and the resulting battle weakened the clan for a century to come. Radu was defeated, but escaped with a Blood Hunt chasing after him.

The Tzimisces chased him for several decades, but his skills at stealth and running allowed him to escape death time and again. During these years, Radu embraced a small band of followers to aid him, and this started the blood line of Radu. Radu was last seen in the 15th century, the Tzimenes claiming he was finally caught and staked, but his bloodline lives on.

CURRENT STATUS: Today, there are less than two dozen Radu in existence, but the threat they pose to the Masquerade is great. Radus are concerned with power and domination, and care not for the petty rules of the Masquerade. Their actions and attitudes make them outlaws among both the Camarilla and the Sabbat. Only in the Anarch free states are they tolerated, and even there they are not liked for their arrogance.

APPEARENCE: The bloodline of Radu is of no specific ethnic type, however they are all male due to their chauvanistic attitudes. A female childe of Radu would be considered an outrage and would be killed by her own kinsmen. One common trait of the Radus is a tendency towards physical bulk and power, as well as an arrogant swagger that marks them all.

HAVEN: As outlaws in most places, Radus hole up in abandoned ruins and deserted buildings. In the Anarch Free States they prefer more aristocratic lairs such as penthouse suites.

BACKGROUND: Radus look for dominant and violent mortals to embrace. Military and

criminal backgrounds are common, as well as the affluent but morally bankrupt.

CHARACTER CREATION: Radus can be of any demeanor, but their true nature is always one prone to violence and dictatorial leadership. Physical traits are almost always primary, and Knowledges are almost always tertiary. Common advantages are Retainers, Resources, and Generation.

CLAN DISCIPLINES: Celerity, Obsfucate, and Corporeality. This bloodline's disciplines differs from their original clan's for several reasons. Firstly, living on the run, stealth and speed are of extreme importance, especially against a clan with the powers of Auspex, therefore Celerity and Obsfucate came to dominate. The bloodline's founder, Radu, never studied the Tzimisce discipline of Vicissitude, but had its powers dormant within him. During his escapes he developed a bastardized version of the power which he named Corporeality. Corporeality is much more limited than Vicissitude, but does have some unique abilities.

WEAKNESS: The Radus are addicted to the thrill of the hunt, and the rush of the kill. They can never take blood from a voluntary subject, and must always make a Willpower roll to avoid killing their victims, no matter how often they feed or how full they are. This usually means that a smart Radu must travel far to hunt so as not to make his presence too obvious to his foes.

CLAN ORGANIZATION: Radus rarely associate with each other except for a short period after a childe is embraced. In theory, all Radus owe complete loyalty to any older Radu, and must aid them when possible and obey their commands. In practice, Radus fight among themselves for dominance and diablerie is frequently practiced within the clan.

QUOTE: "True power lies in the use of power. And the ultimate power is the power to kill. To rule, you must be able and ready...even anxious...to kill your subjects. Anything less is worthless!"

STEREOTYPES: Tzimisces—"Weak willed fools. Thier fascination with magic and philosophy let kingdoms slip from their grasp. They hate us because we remind them of their warrior past, and shame them."

The Camarilla—"HA! Vampires playing at being human and following silly rules in silly games. A few see beyond thier delusions, but most are degenerate fools."

The Sabbat—"An army of darkness created by the Tzimisces, but beyond thier control. One day we will rule the Sabbat and put some

discipline into it."

The Anarchs—"Pretend to agree with them, as they alone offer us safe haven. When you are nuzzled against thier breast, prepare to strike.



These disorganized fools are perfect tools, and perfect cover for us. Treasure them until it is time to destroy them."

THE DISCIPLINE OF CORPOREALITY

The discipline of corporeality gives the Radus limited control over thier own flesh, though no where near as great as that of the Tzimisce users of Vicissitude. Another limitation of Corporeality is that it only affects the user himself, never another target.

Level One—"Claws of the Beast" As the Second Level Protean ability Wolf's Claws.

Level Two—"Mask of Rage" The user focuses all his hatred and anger, and transforms his face into a sight of pure Rage. His target can be any one vampire (or other supernatural being) and all mortals within sight. The user rolls Manipulation + Intimidation versus a target number of his victims Willpower. Any success on a mortal will cause blind terror and flight. One or two successes on a vampire causes a check against frenzy, either rage or terror at the target's choice, while three or more successes lets the user choose which type of frenzy his target must resist.

Level Three—"Servants of Flesh" The user expends one blood point and rips, claws, or pulls off a portion of his body, which grows back next turn. The severed portion grows into a small demonic looking homonculus which follows its creators mental orders. The homonculus has traits of all 1's, except appearance of 0, and has 1 point in all abilities, talents or skills its creator had. The homonculus cannot communicate in any way with its creator, but will follow his mental commands, using its native cunning to perform any tasks set it. The range at which it may receive commands is unlimited. The homonculus is not affected by sunlight, but can be damaged by normal weapons, and must be fed one point of blood by its creator every sundown or it will crumble into dust.

Level Four—"Wings of Desire" The user, by expending two blood points, causes his body to warp and change. His muscles shift, and the bones of his arms and ribcage shatter and reform into wings. The whole process

takes one combat turn and is quite painful and gory. The user gains the ability to fly like a man-sized bat, and also gains a bat's sonar-like abilities. Also at this level, a user may create winged Servants as described above. They have all the same stats but can fly as bats.

Level Five—"Heart of Darkness" At this level, the user can remove his heart and place it in a container for safe storage. This renders him immune to stakings. However, anyone discovering the heart can destroy the Radu by burning the heart. This will cause the Radu, wherever he is, to burst into flames and die the true death. In addition, the Radu can make no resistance rolls against any Thaumaturgy powers or mental powers (Presence, Dominate, etc) used on him by anyone holding his heart.

JOHN'S MATCHING KOMPUTER

A service for RPG traders and collectors. List all items you want and what you have to trade, with descriptions. I'll enter into the system and look for matches, even multiple party trades! Currently listed items include: TSR Cards, back issues of magazines, out of print books and modules and many other RPG collectibles.

Send your list and a SASE to: John Kittrell, 2915 LBJ #161, Dallas, TX 75345 (214/530-6251).

OTHER POINTS OF VIEW

GAREMAG, Your Local Gaming Experience is out there! Experience the articles, previews, reviews and industry news that keeps us on the leading edge of gaming, computer games, comics and collectibles. GAREMAG welcomes submissions, artwork, convention news and correspondence with other fanzines/mags/newsletters of all sizes. For subscription info: GAREMAG, P.O. Box 21058, Cambridge, ON, N3C 4B1. Phone (519)650-5412, Fax (519)740-1761.

CRYPTYCH, published by ILM International and distributed by WotC. Each issue contains a copy of The Apothecary, the official newsletter of WotC. Published bimonthly, 95 pages, \$2.95 retail. Issue #1, July 93, contained: advice for GMs and articles on Paranoia, Warhammer 40K's Monday Night Blood Bowl and the debut of WotC's Envoy (generic) system.

THE GALLEON. A hi-brow medieval fantasy RPGing pro-mag by Brave New World Publishing (publisher of Gothic Light). To be devoid of light subjects, looking for fiction, insight, design, background and detail (right up our

alley). 1.3 cents per word, or about \$20-\$80 per article. Write Jeff Knoedler, 4280 Stagecoach Trail, Rockford, IL 61101.

KNIGHT NOTES, a new bi-monthly gaming magazine starting in Sep'93. For more info and guidelines, send a SASE to: Daniel Gallant, 167 Columbia Drive, Huron Park, Ontario, NOM 1Y0.

PANDORA'S BOX, dark future rpgs (Cyberpunk, VtM, Star Wars, Amber, etc). pace@trident.usacs.rutgers.edu or write Pandora Press, 1A Hawaii Court, Matawan, NJ 07747.

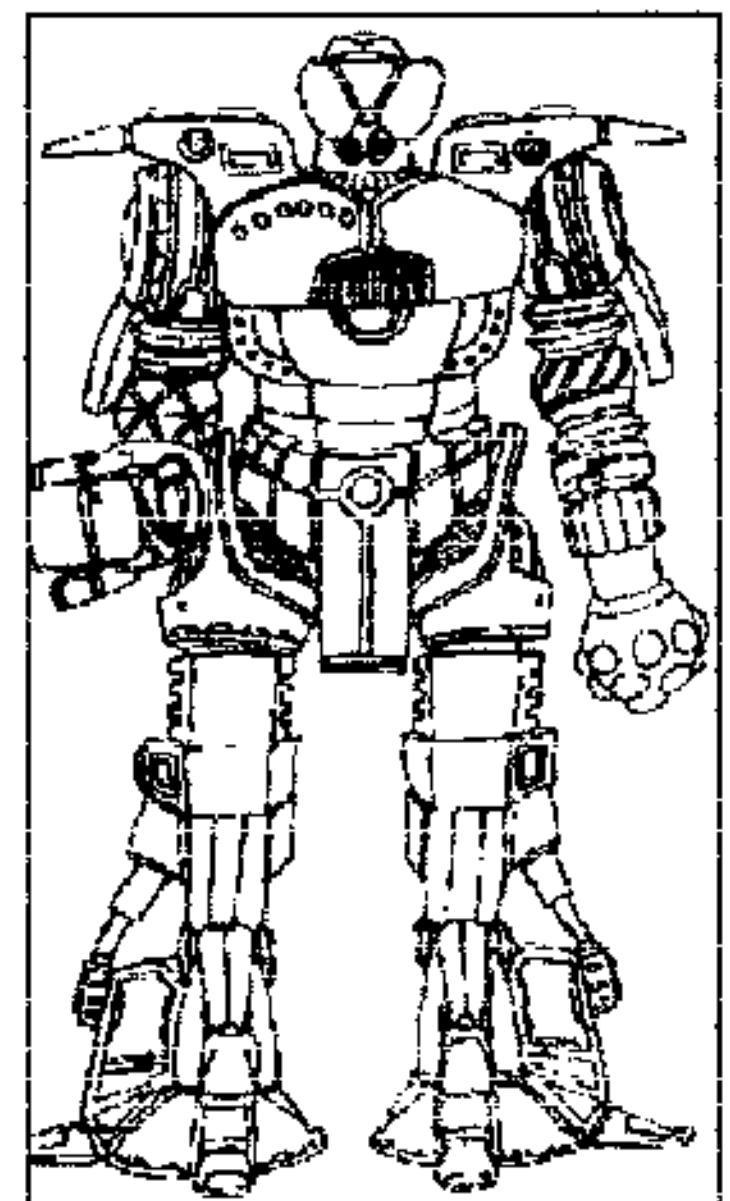
SCRAWLS FROM THE SPRAWLS, Shadowrun/Cyberpunk APazine, write Niko Wieleba, P.O. Box 10097, Glendale, CA 91209.

A LOOK AT LIGHT MECHS

by Kali, reprinted with permission from "Tales of a Minstrel", the newsletter of The Guild of the Green Dragon, P.O. Box 13552, Savannah, GA 31416.

LCT-1V Locust

The LCT-1V is the premier mech for speed, leading the way for the now many mechs that can travel over 10 hexes. With a 12 capability when running, this light doesn't need any jumps. When running full speed the LCT-1V can frustrate any mechwarrior trying to bring the Locust down because you need at least an 8 to tag the mech. The LCT-1V is lightly armored (unless you compare it to other mechs of the same weight) but a cunning warrior can make use of the mech's speed to make up for this disadvantage. The armament of this mech is rather light as well, with a max damage of 9 points. If you can maneuver around to the back of your target, 9 points of damage can breach some of the heaviest mechs.



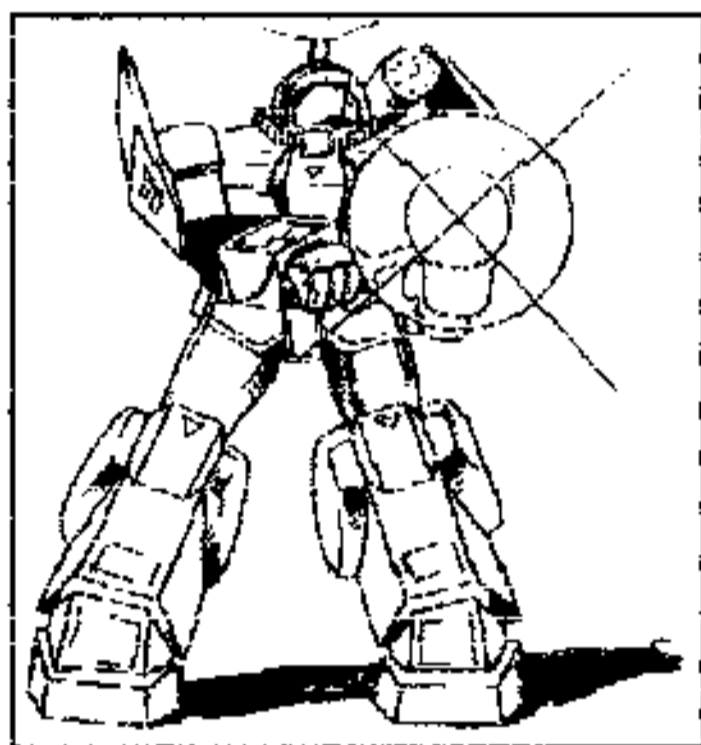
I prefer to pilot something with a little more punch, because it takes a lot of skill and luck to take down another mech and if you end up in front of a mech that is medium or heavy, you can pretty much kiss your butt good-bye. Note that a hit from an AC/20 to any part of a LCT-1V will destroy that part.

WSP-1A Wasp

This mech is very lightly armored, even more so than the LCT-1V. 12 points of damage would blow off any body part. It has good movement with 6/9/6 and has jumps to escape sticky situations making it a good light mech for urban warfare, better than the Locust if you ask me. It only packs a max of 9 points of damage with a M.Las and a SRM2. It's got the looks of a cool mech but it doesn't have the armor to hold its own, even against another light mech.

STG-3R Stinger

This mech is a mirror image of the WSP-1A Wasp. Same movement, same armor, same jump capability and about the same quality. The only thing different is, on the STG-3R the SRM2 has been traded for two machine guns.



I wouldn't want to pilot either mech. They both are next to useless against another mech, except: in a city, attacks from behind, and Death-from-Above attacks (which they are almost too light to do any real damage with anyway).

COM-2D Commando

Now this is a useful light mech. It is a pretty light mech that actually packs some firepower. It has no jump jets but it still has a good movement, 6/9. It has more armor than a LCT-1V and has a nice weapons system, using two SRMs one 4 pack and a 6 pack which are backed up by a M.Las. There is barely a build up of heat in the COM-2D even if you fire all of its weapons.

I think this mech is what designers of the Wasp and Stinger were trying to achieve. I would definitely pilot this mech, even though it is a little light on the armor, it can hold its own versus another light mech.

JVN-10N Javelin

OK armor for a light mech, fair firepower, and good movement supplemented by jumps. About that armor, it's good but don't let anything get behind you.

The duel 6 packs can inflict a fair amount of damage against another light. In fact, if all 6 hit, the effect can be devastating to light mechs, destroying some and crippling others. Those missiles can even maim a medium mech, from behind. Jumping can always get you where you need to be.

This is not the best choice of light mecha if you are planning to fight a prolonged battle, you're SOL if you run out of ammo.

SDR-5V Spider

This is the ideal light mech for landing behind a mech and destroying them. Those two M.Lasers aren't very powerful in a stand-up fight, so I wouldn't recommend this to someone who is a beginner. It is light on armor but it is a little hard for a light mech to hit you when your behind them.

A problem with this mech is overheating, if you jump long distances, which is another reason for beginners to stay clear. Don't forget about this mech's great speed, I recommend running instead of jumping where possible, to reduce heat.

A light mech can be an easy mark for this mech, depending on the experience and defensive tactics of the pilot, and can take out medium mechs. But, beware of rear weapons.

UM-R60 Urbanmech

Thousands of years of human stupidity have culminated with the construction of this mech. It has good armor for a light mech, but has barely any speed and only an AC/10 for weaponry (unless you call a single S.Las a weapon). After 10 shots of the AC/10, you could get blown away by an infantry unit. This mech is so slow that it can't turn around without running. If must be called Urbanmech because everywhere besides the city it can't even take out some infantry, much less a light tank. Even in the city an Urbanmech is almost defenseless against any mech that jumps. All a jumping mech would have to do is use buildings as cover until they got close enough to get behind the Urbanmech and breach it from the back. If the attacking mech lost the initiative, it could simply jump away, out of the reach of the Urbanmech and come back when it won initiative.

To conclude, I think Urbanmech are so useless that their pilots should be called "dispossessed", because their mech is about as useful as a Machine Gun on a mech with LRMs.

THE DICTIONARY SAYS

catamount (kat' a mount') n. [cat+a, of+mount] 1. a puma 2. a lynx

cat's-paw (kats' po') n. a person used to do distasteful or unlawful work



ENDORSEMENTS

Alarums & Excursions, the largest and predominant RPG Amateur Press Association (APA). Published by Lee Gold (ICE Vikings, GURPS Japan, Lands of Adventure, Land of the Rising Sun). Don't just read, participate! For more information send a SASE to, Lee Gold, 3965 Alla Road, Los Angeles, CA 90066.

Silver Griffin, a pro, independent magazine on RPGs. For more information send a SASE to, Devlin Janax editor, Silver Griffin, P.O. Box 1751, St. Paul, MN 55101.

The Scroll, a bi-monthly RPG magazine by gamers, for gamers. For more information send a SASE to, Bob Anderson, The Scroll, Sage Lore Productions, Inc., P.O. Box 14616, Portland, OR 97214.

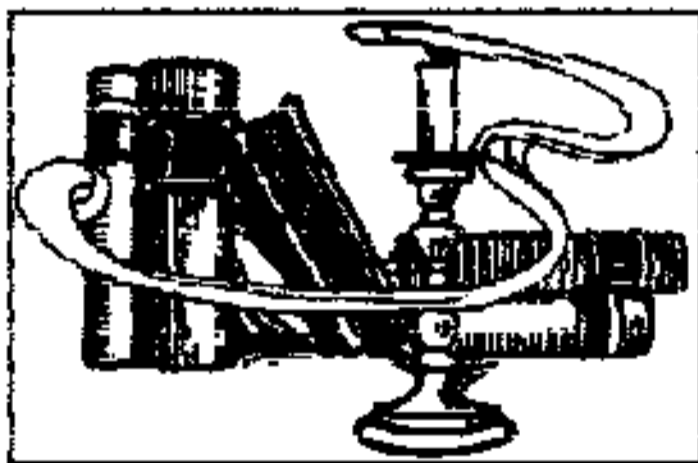
The Gamer's Connection, a small press publication looking for subscribers and writers. For more information, and writers guidelines, send a SASE to: The Gamer's Connection, P.O. Box 278331, Sacramento, CA 95827.

Abyss Quarterly, Ragnarok Enterprises magazine of RPGs. Coverage includes Ragnarok's Ysgarth and To Challenge Tomorrow RPGs and many others. For more info, send a SASE to: Abyss, Ragnarok, P.O. Box 140333, Austin, TX 78714.

The Guardsman, a small press fanzine looking for subscribers and submissions. For more info send a SASE to: The Guardsman, 21611 Park Green Drive, Katy, TX 77450.

INGENIOUS ITEMS**THE SCROLLS OF SORROW** updated 2-13-90

by Raymond Paul Holmes, Downloaded from Steve Jackson Games', Illuminati EBS (512/447-4449) and used with permission here. (A submission to ROLEPLAYER, posted here for your comments.)



Though it has been nearly a century since his death, many still tremble at the mention of his name. High Lord of Judgement Ikaris Bladefist of Megalos was the most feared person in the Empire next to the emperor, himself. Ikaris had the power, given to him by the emperor, to arrest, try, convict and execute anyone he considered guilty of a crime against the empire.

Not only was Ikaris a master bladesman, but he was also an extremely competent sorcerer. He spent many years training with the wizard's guild of Megalos and created (or

stole) many spells which aided him in his profession. The following are recorded in his work, The Scrolls of Sorrow.

Bladefist died violently at the hands of the Imperial Guardsmen when he tried to arrest the empress for treason.

BODY CONTROL SPELLS**Balance****Regular**

The subject gains an exceptional equilibrium, and will only fail DX rolls to avoid losing balance on a roll of 18. Also all Acrobatic rolls are at +5.

Duration: 1 minute

Cost: 3 to cast, 1 to maintain

Prerequisite: Dexterity

Item: Staff or wand. Usable by mage only; must touch subject.

Energy cost to create: 750

Reflexes**Regular**

This spell confers all the bonuses of Combat Reflexes on the subject for the duration of the spell.

Duration: 10 minutes

Cost: 5 to cast, 2 to maintain

Prerequisite: Dexterity, Haste

Item: (a) Any item. Always on; wearer gains combat reflexes while worn. Rare item.

Energy cost to create: 4,000. (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 1,000

Fumble**Regular; Resisted by DX**

The subject automatically fumbles on his next attack. Roll effects on Critical Miss Table.

Duration: 1 minute or until subject makes an attack

Cost: 2

Prerequisite: Clumsiness

Item: Staff or wand. Usable by mage only; must be pointed at subject.

Energy cost to create: 500.

Weaken Blood**Regular**

The subject becomes a hemophiliac for the duration of this spell. All wounds will cause severe bleeding (p. B28).

Duration: 10 minutes

Cost: 3, 1 to maintain

Prerequisite: Sickness

AIR SPELLS**Poison Cloud****Area**

Papyrus

This spell is a more virulent form of Stench. It creates a greenish cloud of poison gas which will cause 1d-1 damage for each point in the base cost (up to three), per turn, to those failing a HT roll and half damage to those who succeed (none with a critical success). In all other respects it is identical to Stench.

Duration: As Stench

Base Cost: 1 per die damage, cannot be maintained

Time to cast: 1 second for each point in base cost

Prerequisite: At least 6 other air spells, including Stench

HEALING SPELLS

Resist Poison

Regular

This spell is also considered a Body Control Spell. Anyone under the effects of this spell will be immune to poisons for the duration of the spell. Particularly nasty or magical poisons should require a contest of skills between this spell and the poison (a level determined by the GM). This spell does not remove the poison from the system and if the spell lapses before a Neutralize Poison is cast or an antidote taken, the subject will suffer the effects of the poison.

Duration: 1 hour

Cost: 4 to cast, 2 to maintain (multiplied by hex size of subject)

Time to Cast: 3 seconds

Prerequisite: Neutralize Poison, Resist Pain

Item: Jewelry. Always on; makes wearer immune to poison while worn.

Energy cost to create: 500 for an item that effects one type of poison, 4,000 for an item which effects all poisons.

MIND CONTROL SPELLS

Vow (VH)

Regular

This spell allows two or more subjects to enter into an oath that will cause the death of the one who breaks it. Similar to Great Geas, those who enter into a Vow must continually uphold a continuing command, such as "Never shed the blood of the other" or "Never steal from the other". A Remove Curse can release the Vow, but it will remove it from both parties, even if the second is not present. The Vow can also be removed at will by the caster, if both parties involved give consent.

The first subject to break the oath must make a HT roll or die (every ten points put

into the spell will confer a -1 penalty on this roll). Even if the roll is made, the oathbreaker is reduced to 1 HT. When one of the parties has broken the Vow, it ceases to exist whether the offender is killed or not. All involved must consent to this spell. The caster can also be a subject.

Duration: Permanent until broken or removed

Cost: 10 (every 10 additional points will give -1 to the HT roll) plus 5 for each subject greater than two.

Time to cast: 1 minute

Prerequisite: Great Geas

Willpower

Regular

Raises the subject's Will temporarily. It will effect all willpower rolls, including resisting spells.

Duration: 1 minute

Cost: 2 for every +1 Will bonus (maximum of 5); the same to maintain.

Prerequisite: Wisdom

Items: (a) Any item. Always on; wearer gains Will while worn. Rare item.

Energy cost to create: 1,000 per +1 increase (maximum of 5). (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 2,000.

MOVEMENT SPELLS

Leap

Regular

This spell allows the subject to make one great leap within the next minute. The subject can jump as if his strength were 20 greater, for that one jump.

Duration: 1 minute or until used

Cost: 1 per 150 pounds of target, to cast; cannot be maintained

Prerequisite: Lighten Burden

Item: Boots or shoes. Works for wearer only. Always on.

Energy cost to create: 500 per 150 lbs. capacity.

PLANT SPELLS

Pass Through

Regular

This spell enables the caster and up to 5 other man-sized creatures, or one caster on horseback, to pass through grass, undergrowth, heavy forest, or jungle without any hindrance from the vegetation. Those effected will be able to travel as if the land were open (normal movement rates).

Duration: 5 minutes

Cost: 3 to cast, 1 to maintain

Prerequisite: Animate Plant

Item: Cloak of plant material. Energy cost to create: 400

Plant Speech

Regular

Lets the caster converse with plants in a very rudimentary fashion. The older the plant, the more detailed the information received will be. For instance, grass could only tell if it had been stepped on in the last day, but an ancient oak would respond that five four-legged creatures passed this day travelling in the direction of the setting sun. This spell can also be used to speak with intelligent vegetable life. Each minute of the spell allows one question and answer.

Duration: 1 minute

Cost: 3 to cast, 2 to maintain

Prerequisite: Plant Sense

Item: Staff. Energy cost to create: 750.

PROTECTION AND WARNING SPELLS

Block Blow

Blocking

Creates a magical shield just long enough to block one attack. Similar in effect to Iron Arm, this spell will block anything a large shield would normally block, and it counts as a block for combat purposes. As with Iron Arm, if the caster fails the spell he is blocking with his arm.

Cost: 1

Prerequisite: Iron Arm

Item: A bracelet or other item worn on the arm.

Energy cost to create: 700

Deflect Missile

Blocking

Creates a magical shield long enough to block one missile about to hit the caster. Works on all missiles as for Missile Shield. It is considered a block for the purposes of combat.

Cost: 1

Prerequisite: Missile Shield

Item: Wand, staff, weapon, armor, shield, glove.

Energy cost to create: 600

Return Missile

Blocking

Causes missiles to return to attacker as per Reverse Missiles. It is considered a block for the purposes of combat.

Cost: 2

Prerequisite: Deflect Missile, Reverse

Missiles

Item: Wand, staff, weapon, armor, shield, glove.

Energy cost to create: 800

Bladeturning

Regular

All non-critical melee blows will be turned away, missing the subject. It will not effect missiles of any sort, stopping only melee attacks.

Duration: 1 minute

Cost: 8 to cast, 4 to maintain

Prerequisite: Reverse Missiles, Force Dome

JUST A LITTLE BIT ...

NAUTICAL WEAPONS, handy shipboard items for PCs to put a hurtin' on someone with.

by Nick Parenti



Marlin Spike: A round, metal spike, used to splice cable/wire. Although it cannot be thrown, it can be as effective as a dagger in stabbing attacks, even through armor.

Fid: A round, wood spike, used to splice rope/line. Basically a wooden marlin spike, the fid tends to be larger in volume but much lighter. It

can be used just as effectively to stab with but should have a lower chance to cause damage if it encounters armor and may even break (at least a 20% chance). It can also function well as a small club or black jack.

Belaying Pin: Used to tie off lines, the vaguely bowling bin shaped cleat varies in size with the size of the line it holds. They also vary in construction material, from wood to metal, including solid brass. They can easily be used as blackjacks, clubs or cudgels depending on their size.

The X-11 7000, a Car Wars pick-up
by Robert Rees

Originally published in, and re-published with permission from, Black Mole #5. Published by Gareth Jones, 69 Atherley Road, Shirely, Southampton, SO1 5DT, England.

Car Wars is the ultimate racing and car destruction game. If you're looking for a

car game, forget "Dark Future", Car Wars is the one.



Those of you who already have CW are probably asking yourself, "Why yet another car?". Well, this one is designed with only the deluxe rules, so you won't need ADQs and half the catalogs just to drive it. I think SJG has gone slightly over the top with additions and hardware. After all, you don't want to buy every CW product around just to drive one car, do you?

Incidentally, on the subject of catalogs, a lot of the information in 2035 is repeated in the deluxe set. 2036 is much better! It also gives Peds a fighting chance against vehicles, a must buy, really. Next, 2039 is also probably better than 2035. Again, there's more Ped stuff, but I was disappointed to find quite a few Boat Wars items. Oh yeah, the cover is dreadful!

Well, now I've shed my load on the subject of CW, I'd like to see some other opinions. What other CW products are worth the price? What should someone on a, "ahem", limited budget buy?

The X-11 7000

Pickup, std chassis, imp susp, super PP, 4 solid tires, driver, passenger, MG in turret. Tool Kit in cargo. Cargo: 3sps inside, 10sp in pickup bed, 1100lbs armor: F20, B20, L20, R20, T20, U10. Accel 5 HC2, 5400lbs, \$14,470.

The definitive scavenger vehicle. As used by biker gangs everywhere. Used to collect road salvage by just about anyone, whether they caused it or not. Poor handling and low armor value means that this is not a good combat vehicle. Rugged construction means long trips outside cities and away from truckstops are quite possible. If you want salvage, get the X-11 7000.

SPECIAL SUPERS SECTION

Home Brewed Rules for the Palladium Megaverse's Heroes Unlimited (please

don't sue us Kevin, this is all Chris' idea, we're just a fanzine, we have no money nor assets!)

by Chris Kaminski



TM Marvel Comics

I have a very different Heroes Unlimited campaign. With one swift move I've merged: Heroes Unlimited, Robotech and Teenage Mutant Ninja Turtles. In order to do this, I turned the Robotech classes into skill programs with the Veritech Pilot taking 2 programs.

I also came across a problem. My players wanted to do special things with their powers. At their creation, PCs add their PE and MA and divide the sum by 2, this becomes their Power Points Total. This number is the amount of Power Points they have per day. Each subsequent level gains the PC an additional PPT/3, Power Points.

The Power Points are only dedicated each time a PC does something special with his power (IE flame projection produces a cone of flame, but a stunt could make it so the fire could be formed into a monster or hammer for effect and/or damage capabilities).

Whenever a PC attempts a Power Stunt, I have him roll 1d20 and subtract his MA. If the result is less than 1/6 of his PE, the Stunt works. I then assign the ability a PP cost. This cost is based on the effect of the stunt.

At the end of the adventure, I deduct 10% of their experience from their total for each stunt that was successful.

NEW DAMAGE RULES FOR V&V, "Dave Got Shot By A Pistol, No Big Deal", by Daniel Gallant

In V&V the average person (3 hit points, 40 power) can get shot by a pistol (1d8 damage) and fully recover in about 4 minutes. It takes an average of 9 hits to kill the average person with a normal pistol (a .357 Magnum). This is a little unrealistic.

Damage in this system is divided into two types, normal and critical. Normal damage uses the V&V rules, no changes. Critical damage affects hit points directly, the victim cannot "roll with it" by transferring part of the base damage to Power. The victim's Power is reduced by the base damage. If the amount of damage is higher than the victim's current hit points, then each point over that removes 5 points of Power.

Weaponry (section 3.3) of all types is assumed to do critical damage. Melee weapons may do critical damage if the user saves v. Agility on a 1d20. Superpowers can also do critical damage. To do critical damage the player must designate the power to do normal damage or critical damage, but not both. If the power does critical damage, the final damage is divided by 2 after any appropriate defenses.

For example: Dave (3 hp, 40 power) has

Invulnerability 7 and is hit by Criticalman's Power Blast that does (you guessed it) critical damage only. The damage rolled is 17, Dave's Invulnerability stops 7 points of damage leaving 10. This is divided by 2, leaving 5 critical damage points. This means that Dave takes 2 more than his current hit points, causing him 15 Power damage. Dave is left with 0 hit points, 25 Power and is knocked back 10 feet. If he takes another hit like that one, he'll be dead.

Another example: Dave gets shot by an energy rifle and it does 11 points of damage. Invulnerability stops 7 points, leaving 4 points of critical damage. This means he takes 3 hit points of damage and loses 9 points of Power, leaving Dave with 0 hit points, 31 Power and he's knocked back 5 feet.

A note of warning, this new damage system will make weapons much more dangerous to PCs than NPCs.

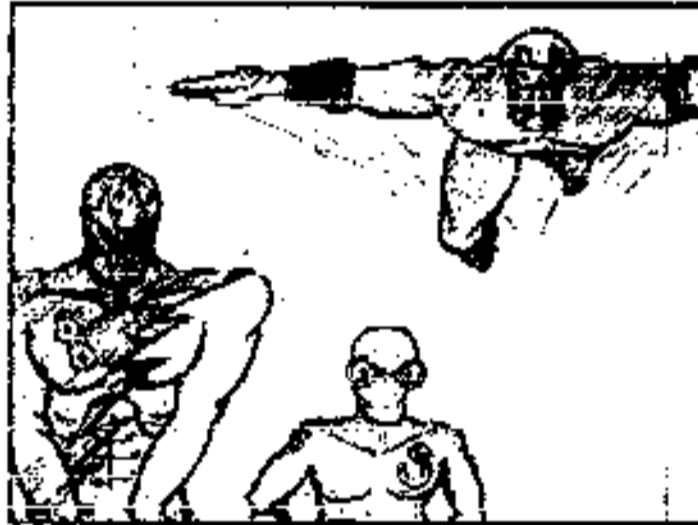
FAME OR PERSONALITY?

The Question of Charisma in V&V, by Daniel Gallant

In V&V, Charisma is an ambiguous characteristic, it represents both fame and strength of personality. I have always found this unsatisfactory, so I have created a new characteristic called Renown. This new characteristic represents how well the character is known as a hero/villain. Charisma is now simply the characters' strength of personality. A starting character determines the stat normally. A character that will have the stat added, has a Renown equal to their Charisma less any Heightened Charisma. The character may change any of the Heightened Charisma, received in character generation, into Heightened Renown.

Renown and Charisma use the same table to determine the reaction modifier. In the case of Charisma, the modifier is always positive and is used as a loyalty and reaction modifier. Renown is used as a reaction modifier only.

The Charisma modifier alone is used in situations where the character is not seen or situations where strength of personality, rather than fame, affects others. The Renown modifier is used in situations where the character is not able to talk and for initial reactions such as a character stepping from



(c) 1993 CJ Parenti

the shadows or jumping down a sky light. It also affects how the character is viewed by the public.

Renown General Reaction (examples)

- </=11 Who?
- 12-14 I thing I've heard of him.
- 15-17 I saw her on the news!
- 18-20 Hey, that's a villain!
- 21+ Yeah!!!! (for hero)

Renown is also modified by how far you are from your usual base of operations.

<u>Location</u>	<u>Renown Mod.</u>
home city	none
home state	-2
home country	-4
home hemisphere	-8
home planet	-16
off world	-32

The renown modifier is the amount that the character's Renown is reduced by. Renown will never be reduced below 1. For every two months in the new area, the level of reduction is reduced by on line on the chart. For example: Alphaman is on an alien world and has a renown of 23 in Toronto. His first two months on the new planet are with a Renown of 1, the second two months his Renown is 7 and the third two months it goes up to 15. This progression continues until his Renown reaches its normal level, 10 months later.



FROM THE INDUSTRY

Steve Jackson Games and Wizards of the Coast, Inc. have hammered out a licensing agreement to all WotC to publish GURPS Talislanta material. This appears to be a trend, what with GURPS Vampire. Don't anyone hold their breath for GURPS Dragonlance.

Seemingly undaunted by their recent run in with Palladium, WotC has joined with GMA, makers of Interstellar Elite Combat RPG. GMA will continue to develop new products for the line while WotC will handle editing, production, sales, distribution and marketing. Additions to the line include a new, 2nd edition, and an arctic combat supplement. RAFM will be providing miniatures support.

In the "fool me once" category, WotC has announced plans to publish RPG supplements in an easily convertible generic format. You

can try Kevin, but you can't touch this one.

MORE DUNGEON FOR YOUR \$

Monsters & Animals, by K Siembieda, Palladium Books

Written as a sourcebook for the Palladium RPG, and Beyond the Supernatural, this collection of creatures from the Palladium world has some real gems worth converting to whatever system you use. The first half of this book describes the more fantastic creatures while the second half is devoted to more mundane animals.

One of the great things about this book is that a large number of the entries include information on using them as characters (PC or NPC. The chart below should help most GMs convert to other systems.) All individual statistics are measured in the number of d6 required to generate them, a familiar concept that provides a range of scores compatible with many game systems. There are notes on skills, ecology and culture but the information is bare bones allowing for easy adaptation/expansion/change. These potential PC/NPC races include many very original/highly radical creatures as well as a few of the more mundane fantasy races (ie centaurs).

The non-character suitable, fantastic, creatures within this book also range from the unique to the usual. Again, information on ecology and habits is given. The section on animals is extensive, differentiating even within species, but for some reasons proves least convertible to other systems.

There are some short notes describing the Palladium world, and each entries habitat/range is identified. This information can easily be built on to create or expand an existing campaign. The greatest use of this book is in customizing campaigns. By borrowing bits and pieces from this book (PCs, NPCs, creatures and cultures), a GM can easily create a unique setting capable of surprising veterans of whatever system is being used. The excitement of discovery and fear of the unknown can continually be injected by pirating from its contents.

I received my copy in a trade that involved multiple items so I cannot speak to its value. I would say a non-Palladium gamer can easily find \$10 worth of material within the Monsters & Animals book.

Palladium	LoA	GW4	AD&D/D&D	DQ
I.Q. Intelligence	INT	IN	INT	PC
M.E. Mental Endurance		MS	WIS	WP
M.A. Mental Affinity	CHA	CH	CHA	
P.S. PhysicalStrength	STR	PS	STR	PS
P.P. Physical Prowess	DEX	DX	DEX	MD
P.E. Physical End.	CON	CN	CON	EN
P.B. Physical Beauty	APP		(COM)	PB
Spd Speed		AGY		AG
OCC			Class	Skill
Hit Points		HP	HP	

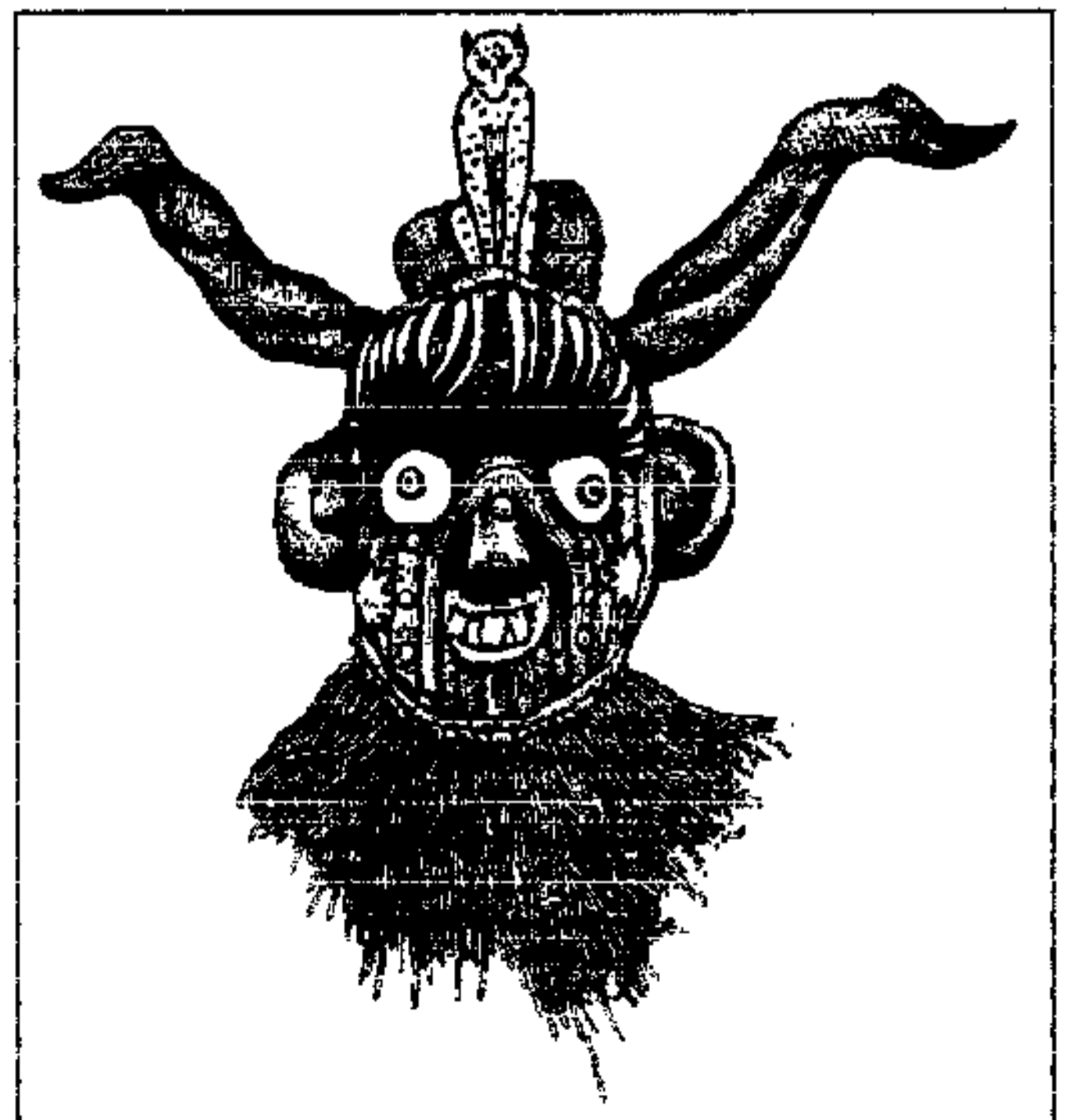
LoA - Craft = Dex/2+D10
 Talent = (Craft+Int.+D20)/3
 Voice & Prudence figured normally per LoA rules.

AD&D/D&D/GW4 - PRPG hit point calculations (given in dice, PE and/or additions) can be used to estimate HD/Level.

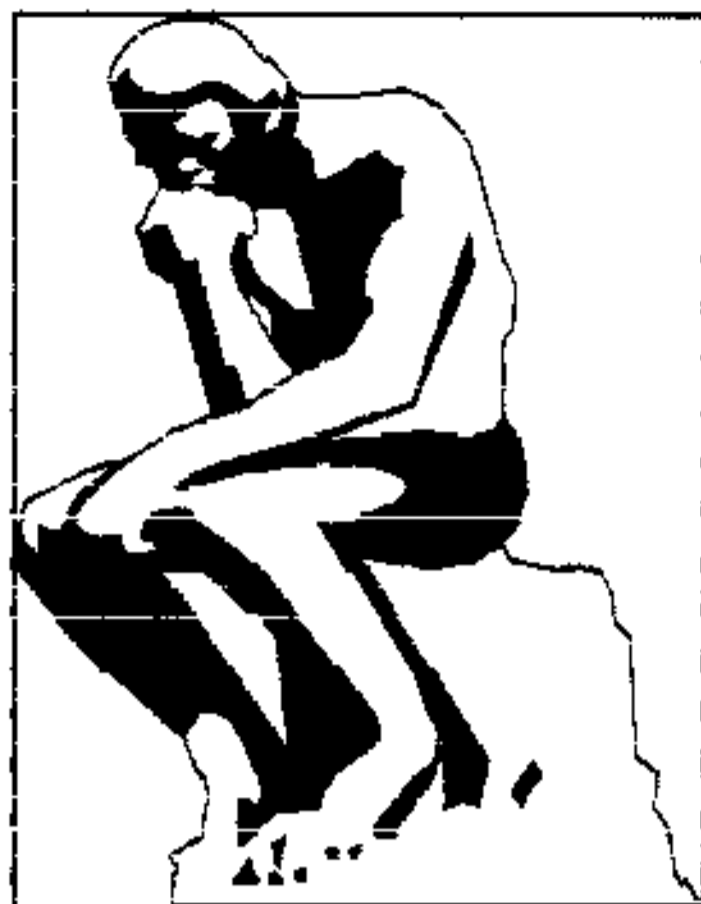
AR vs AC	AR	AC (AD&D/D&D)
Padding or Quilt	8	8
Soft Leather	9	8
Studded Leather	12	7
Chain Mail	13	5
Scale Mail	15	6
Plate & Mail	15	6(?)
Plate	16	2

DragonQuest - The range of each attribute is designated by the number and type of die used. FT and TMR should be figured as per DQ rules.

Other options - CoC (includes Horror Factor and Potential Psychic Energy scores and notes for use with Beyond the Supernatural), other Chaosim BRP games, Hero system games and V&V.



CONVERTING THE FANTASY TRIP (TFT) CHARACTERS TO GURPS by Bill Seurer, 2-24-88, (also downloaded from the Illuminati BBS, ibid)



characters and then award the extra points as if they had been earned like normal experience. This way any increases in the basic attributes will cost double and they won't be able to take 150 points of physical advantages.

When choosing basic attributes for the converted character keep the relative ratios approximately the same. If the character's ST was higher than his IQ as a TFT character it should be higher as a GURPS character as well. The primary idea is to capture the same feeling in the character. Since TFT's ST "split in half" in GURPS to become ST & HT, pick what you want for HT. The following work well as numbers with which to start. Adjust them as needed.

TFT attribute	GURPS attribute
8	8
9	9
10	10
11-12	11
13-14	12
15-16	13
17-18	14
19-20	15

+---TFT total stats				
V	V	V	V	V
	+---TFT experience to gain next stat	+---Cumulative TFT experience	+---PC GURPS character points (TFT XP/50 + 100)	+---NPC GURPS character points
30	125	0	100	25
31		125	102.5	30 (+5)
32		250	105	35
33		375	107.5	40
34		500	110	45
35		625	112.5	50
36	250	750	115	60 (+10)
37		1000	120	70
38		1250	125	80
39		1500	130	90
40	500	1750	135	100
41		2250	145	115 (+15)
42		2750	155	130
43		3250	165	145
44	1000	3750	175	160
45		4750	195	180 (+20)
46		5750	215	200
47		6750	235	220
48	2000	7750	255	240
49		9750	295	265 (+25)
50		11750	335	290
51		13750	375	315
52	4000	15750	415	340
				(+30)
56	8000	31750	635	460
				(+35)
60	16000	63750	1275	600

None of the PCs I converted were over 51 total stats. The numbers start getting pretty large for PCs after 52 but there are a *LOT* of experience points there too. When converting PCs have them make their characters first as 100 point GURPS

and so on.

Using the above, a ST 20, DX 15, IQ 9 TFT warrior (44 total) might be ST 15, DX 13, IQ 9, HT 12 in GURPS. This would cost 100 character points which would leave up to 45 more in the initial design for advantages and skills. Once the initial design is done, award the extra 75 points for having been a 44 stat TFT character.

Converting skills is relatively easy. Pick the GURPS equivalents of the TFT skills and add a few more if you like. Some of the TFT skills are advantages in GURPS (literacy, warrior, acute hearing, etc.). Some of the TFT skills are multiple skills in GURPS (TFT thief became pickpocket, lockpicking, etc.).

Converting spells is relatively difficult. If you try to pick the GURPS equivalents of a number of high IQ TFT spells it may turn out that you need to know a hundred spells (or more!) to meet all the prerequisite requirements. Pick out the major spells that have close equivalents and take all their prerequisites.

When converting money & equipment use a GURPS \$ as the TFT silver piece and go from there. People with TFT swords may end up being a bit wealthier in GURPS since their prices in the two games with respect to the other weapons is so different. I just added up the value of their equipment in TFT silver pieces and said they could have that much worth of equipment in GURPS \$'s.

Comments on the above by Arne Jamtgaard: I think I missed a lot of discussion and charts on this point, but here's my two cents. A friend of mine came up with a formula that converted 32-point TFT characters to 75-point GURPS chars, as he felt these two levels were equivalent. (He does allow you to add attributes and advantages for normal cost up to 100, though) Basically, it starts out slowly and gets very big only at the very upper end (51>TFT pts) Here it is:

$$\frac{(AP - 26)^2}{3} + 63$$

32 converts to 75, 40 to about 128, and 58 to 404. (I told you it got big at the far end!)

Bill Seurer replies: 32 points = 75? No way! In TFT an "average" person was 30 stats total. In GURPS an average person has 25 character points. That's what I used as my starting point for converting. Based on experience in playing & reffing the two games I feel that 40 stat TFT characters are about equal to 100-point GURPS characters.

THE MARVELOUS MOBILE HOME OF MANNI THE MERCHANT, an AD&D adventure by, T.J. Hild

This adventure is generic enough so that it can be set in any city, in almost any world. Any level characters can be played, but a party which cannot demolish a 13th level thief easily would be best since that is the major villain.

Adventure Background: Manni was in the merchant business for as long as he could remember. He worked in Baldur's Gate but, because of his lack of talent and the overwhelming competition, he was extremely unsuccessful. The only thing that kept him out of poverty was his secret life of thievery. The few customers that did come into his small shop would often be pick-pocketed as they reached over to look at an item, and one time Manni was caught in the act. When Manni returned from jail a few months later, his reputation preceded him and he lost even more customers. Now, only the poor had reason to buy his cheap wares and they had little for Manni to steal. A year ago however, Manni's luck seemed to change when he captured some foul creature from the elemental plane of earth. He began charging admission to see it and after a short while, he even gained enough money to build a beautiful mobile shop that could magically move from block to block.

Something seems amiss. The people who have gone to see the beast have become much poorer. At least 20 people reported

misplacing a fortune in coins and gems, and they all just happen to be frequent visitors to Manni's beast. Rival merchants, most notably the elven trader Erik Lintleaf, have been the first to jump to conclusions. Lintleaf is sure that Manni is up to his old tricks. The authorities feel these accusations are motivated by Erik's own greed. Without the authorities helping, Lintleaf has to turn to an unbiased party. He is willing to pay up to 1,000gps if anyone can come up with proof to convict Manni of wrong doing. This is where the PCs get involved.

DM's Information: A few years ago a xorn named Milestone was banished from his realm in the elemental plane of earth, for a xorn version of what humans call "compulsive overeating". His diet consists mainly of precious gemstones and metals and he soon began depleting the natural resources of his own territory. After a few warnings, his family and king could no longer take it. He was sent to the prime material plane to overcome this habit and not until that time came would they end his diet and bring him home.

Milestone had some tricks however, that would help him on his journey. He took along a crystal and golden egg of desire, which potentially could get him all the food he wanted. Even though mortals had little in comparison to his homeland, the eggs of desire would enable him to take all the delicious metals and gems that he wanted. All he needed was a little help from one of those greedy beings known as humans and his exile would be more of a vacation.

Through fate, Milestone eventually caught up with Manni. Working together, they could get enough treasure for both Manni's insatiable greed and Milestone's insatiable hunger. They devised a plan where Milestone would pretend to be Manni's captured monster and all who came to see this monster would have to pass the eggs of desire. Sometimes, the extremely lucky escaped the eggs' lure but Manni's hired wizard (Enriak) would cast a forget spell on the victim to erase all memory of their visit. So far the plan has been perfect, but Manni failed to realize that eventually he would be suspected. The investigation begins with the PCs.

The Shop: The store itself sticks out like a sore thumb amongst the others in the city. It is a low lying building which is much longer than it is high, but its most astonishing feature is that it hovers a few feet off the ground. A portable ladder leads

to the entrance and the entrance and the entrance has a sign which reads:

Manni's Marvelous Mobile Home

See the Beast

Buy at the Cheapest Prices.

1. Shop - A locked set of double doors leads into the actual equipment shop. This is where Manni conducts normal business and sets appointments to see Milestone. All items of equipment lists of the PHB can be found here at 75% of the list price. All of the materials are good quality and any PCs trying to catch Manni pick-pocketing will be sorely disappointed. During normal store hours, Manni sits behind his counter and his six guards make sure nothing is shoplifted.

Guards (6): AL LN; AC 7; MV 12; F3; hp 20 (x3), 21, 22, 23; THACO 18; #AT 1; Dmg by weapon type (long sword)

A set of double doors leads into a hallway and a secret door leads to room #2.

2. Secret Hallway - This hallway is used by Manni, Enriak and Milestone to bypass the eggs of desire without having to view them. When customers are sent to the observatory, Manni exclaims that he must go this way to, "prepare the beast for viewing."

3. Manni's Bedroom - Manni is only in this room when he is sleeping. He spends most of his time in the shop or the living room. All that can be found in his unkept room is: a bed, a chair and his +3 dagger hidden under his pillow (at night only).

4. Enriak's Room - Unlike Manni, the hireling wizard spend most of his time in his bedroom. Enriak was not hired to fight and has a strictly neutral alignment, so he will refuse to fight unless hard pressed. Few customers know of him, but he is actually the builder of the Mobile Shop and all the enchantments that go with it. He knows of the eggs but wants nothing to do with them, all he wants is the pay due his talents. If a fight does break out with Manni or Milestone, Enriak will not be inclined to help. If Manni is slain, the slightly angered wizard will flee.



Enriak

Enriak: AL N; AC 1; MV 12; W12; hp 30; THACO 17; #AT 1; Dmg by spell or weapon (+3 dagger); S8; I17; W12; D9; CN12; CH14
Enriak's spells and equipment should be determined according to the strength of the party. They are not really necessary as he is not disposed to fighting. At least one

teleport spell is always known, as are as many forget spells as possible.

5. Living Room - The living room, although lacking anything really exciting, is Manni's favorite place to be. To him, it is a place to relax and it takes away the everyday hardships of business from his mind. The room itself contains very expensive furniture (worth 7.5Kgps to a collector, but very heavy), and a pet dog who is too small to be a threat but will bark loud enough to provide alarm. Good PCs should be inclined to silence him without the use of sword or dagger.

6. Storage Room - This is where Manni stores all of his supplies and, since he cares little for his actual shop, he leaves this room unguarded. Unknown to him, a small poisonous spider came in with a shipment and now resides there. Sooner or later Manni, or someone else, may come across it in an unfortunate accident.

7. Interrogation Chamber - The door to this room is always wizard locked (12th level) and if by chance someone saves vs. both eggs, they are brought here for awhile to have multiple forget spells cast on them. The room contains only a small chair in which the would be forget recipients are tied to.

8. The Egg Chamber - This room contains the source of all Manni's wealth. The crystal and golden egg of desire, rock rhythmically back and forth on a table in the back of the room. Those who fail their saves, leave all their monetary wealth next to the table. Those whom miraculously save against both eggs are cut off from escaping by Manni and Milestone. After customers are drained of gold and gems, the doors behind them are locked and they enter the observatory.

9. Milestones Chamber - Although he is no longer hungry, Milestone leads a boring life. He stays in this room almost all of the time, sometimes phasing through the bottom of the shop to travel about (making sure he is never seen). His favorite time to do this is when the shop is moving, he often makes a game of it. Milestone is somewhat malicious for a xorn and immensely fat. If his food source is threatened he will attack fearlessly.

Milestone: INT Avg; AL N(E); AC 2; MV 9; Br 9; HD 7+7; hp 42; THACO 13; #AT 4; Dmg 1-3(x3), 6-24; SA surprises; SD immunity to fire and cold, partial immunity to lightning, phasing ability.

Under a mound of dirt, in the back, Milestone stores his food. He currently has 4Kgps and

UNDER THE WEATHER, even PCs can get the bug. by Mark Arsenault, originally published in, The Gamer's Connection #7 and reprinted here with permission.

It's a dark and stormy night and the rain covers the city like a blanket. As the four PCs cautiously make their way down the alley, a faint sound can be heard ... A-choo!

There's nothing worse than adventuring with a sick character, believe me. What's that? Your characters don't get sick? Ever?! Sit down friend, and lend me your ear.

Since the dawn of time, mankind has been plagued (pardon the pun) by a myriad of ailments, from mundane allergies to terminal conditions like cancer or AIDS. Illness (which, for the sake of this article, includes: disease, viruses and infections) is a fact of life. For all mans' knowledge and technology, he still has yet to conquer the common cold. Illnesses play an important role in everyday life, and yet, rarely is it ever a subject in gaming. Some game systems make little, or no, mention of illnesses while others devote entire sections of their rules to the game mechanics for dealing with sick PCs (GURPS has a good method of dealing with illness in game play.

Illness can be used in a variety of ways in gaming. They can be used as a simple plot device, leaving the character(s) unaffected (for the most part) during play. They can also be used to aid in role-playing (you say you're protective of your girlfriend, let's see how you act when she's actually sick). It can also be used to remind those over-confident players that their characters aren't immortal.

Some GMs may dismiss these ideas as just too much work, and yet the same GMs will spend hours creating the perfect trap for the characters! The truth is that throwing a little health problem into a game needn't take any more work than explaining it to the player and letting them role-play it. A simple Health or Constitution roll every few games could simulate the PCs' chance of coming down with something, the severity of which is up to the GM. The frequency of these rolls (if you use them at all) will depend on many variables: the campaign genre, the technology level (especially in medical fields), etc. A suggested rule of thumb would be, one roll for the summer and perhaps as much as one per month in winter (during the "flu season"). The GM may even wish to make these roles secretly. The effects of each illness varies greatly, and much is left

to the GM's discretion in games that do not have clearly defined rules for handling them. A small cold or flu causes minor discomfort, runny nose, headaches, etc. This could be simulated in game terms by a small penalty to all Dexterity and Dexterity based skill rolls. Severe illness could do actual damage (loss of hit points, etc.) over time.

Generally speaking, the story and the PCs completion of it is the focus of the game. This is an obvious consideration when introducing illness into your games. When I use them in my games, I generally use illnesses as basic plot devices with little actual affect on the characters during play (cf: combat). However, just knowing a character can even get sick can shake an otherwise confident player into reality!

So next time one of your players turns up his nose at your toughest villain, just hand him a tissue at the beginning of the game and a note that says, "-1 to your DEX. You're coming down with a cold.". They'll love you for it.

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