



Uncle Enzo's Cosa Nostra Pizza

Brett Slocum, proprietor

10th Delivery

April 1999

Menu		Appetizer	
Appetizer	1	<p>I've been rather busy as usual. I finally sold my condo (it's been on the market since August) and it's like getting a \$600/month raise. Woo hoo! I ran some SJGames demos at Con of the North in St. Paul in February. <i>Tribes</i> is a fun game and was well-attended. The <i>Knightmare Chess</i> and <i>Subgenius</i> demos also went well. I also played in three GURPS games, including a Cliffhangers/Illuminati crossover, a fantasy scenario where we were humans magically disguised as Orcs to infiltrate an Orc war camp to gather intelligence, and an adventure on a world from Alternate Earths II run by Ken Hite. It was a world called Cornwallis, where the Brits won the Revolutionary War. Oregon is a British penal colony similar to Australia. The Masonic lodges have organized the underground. It was well thought-out and lots of fun.</p> <p>We've got a movie review, and a bunch of characters. Characters are the easiest to throw into the GURPS Character Assistant and put into the issue. This is supposed to be a history theme, but the most I can do right now is a GURPS Japan character.</p>	
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Movie Review

The Corrupter –This Chow Yun-Fat movie, which also included Mark Wahlberg (formerly Markie Mark from the Beastie Boys), has Chow as an NYC cop on the Asian gang unit in Chinatown. Wahlberg is a rookie who gets taunted for being a white on an Asian unit. Unlike most action movies, this one successfully develops the characters to some depth, and the loyalty between the two cops is real and understandable. Much more depth than *The Replacement Killers*. Recommended.

Character Corner

Tékumel Campaign

Durnál hiKirutlár

100 points

Male physician-apothecary, age: 37, 5'5", 135 lbs., black hair, brown eyes, bronze complexion. First Moon Clan (Medium Status, High Lineage), worshipper of Thúmis.

ST: 9, DX: 10, IQ: 14, HT: 10

Speed: 5, Move: 5

Thrust: 1d-2, Swing: 1d-1

Dodge: 5, Parry: 5, Block: -

Advantages: Literacy, Status/3, and Wealthy.

Disadvantages: Absent-mindedness, Odious Personal Habit/1 (unkempt), and Sense of Duty (Humanity).

Quirks: Wishes to investigate the Underworld, Driven to excel, Mildly paranoid about money, Clothes often stained and smelly from accidents in the lab, and Devout follower of Thúmis.



Skills: Accounting/13, Apothecary/20, Area Knowledge (Jakálla)/14, Area Knowledge (Tsolyánu)/13, Botany/14, Cooking/15, Cyphering/12, Diagnosis/17, Diplomacy/15, First Aid/20, Language (Tsolyáni)/14, Naturalist/15, Physician/20, Physiology/15, Poisons/17, Savoir-Faire/16, Staff/11, Surgery/17, Survival (plains)/13, Survival (woods)/13, Theology (Thúmis)/11, Weaving/12, and Zoology/13.

Equipment: Quarter-staff, dagger, several sets of middle-class clothing, wool cloak, boots, leather sandals, small backpack, flint-steel-tinder, medical bag filled with medical supplies and various salves, elixirs, unguents, ointments, and pills, cord (20 yds.), small water bottle, Tsurál buds, herbs, samples, etc., belt pouch (\$339), money belt (\$200), apothecary lab, medium-sized shop (\$300/month rent), slave porter ("Tsúkh"), and \$500 invested in clan enterprises.

History: Durnál has always had a strong sense of purpose. From an early age, he wanted to help people. Since he had no magical talent, he studied medicine and apothecary in the temple of Thúmis in Páya Gúpa. He rose to be one of the top physicians in Páya Gúpa before he decided to move to Jakálla find more advanced teachers. He has a marketplace shop where he sells his services and his salves. He lives at his clan house.

The First Moon Clan is a medium status clan, predominately consisting of merchants and artisans, as well as some bureaucrats and priests. It has no specific religious affiliation. It is most prevalent in the south with large clan houses at Jakálla, Thráya, Jaikalór, and Penóm.

When he isn't treating patients, Durnál works long hours in his lab, preparing his concoctions. He often leaves preparations burning on the brazier, having forgotten them. He also forgets to change his robes after spilling ingredients. This causes some consternation at his clan house and the temple.

He was recently asked to go on an underworld expedition organized by the temple of Thúmis to rescue a previous expedition. Kálti (from a previous issue) is also on this expedition.

GURPS Autoduel

Alex "Hawkeye" Bryant *154 points*

Scout Commando, age: 17, 6'2", 185 lbs., reddish-brown hair, brown eyes, tanned complexion.

ST: 12, **DX:** 14, **IQ:** 13, **HT:** 12

Speed: 8, **Move:** 5 (7 no pack)

Dodge: 5, **Parry:** 6 (8 Judo), **Block:** -

Advantages: Absolute Direction, Acute Vision +2, Combat Reflexes, Patron: Scout Commando Corps (6-/15-), and Reputation (+3 citizens, -3 criminals).

Disadvantages: Honesty, Impulsive, Overconfidence and Sense of Duty (citizens).

Quirks: Loves the Great Outdoors, Seeks revenge on Wardogs gang, Sexually naïve, Takes Scout Oath seriously, and Very clean cut.



Skills: Boating/13*, Cooking/12, Demolition/12, Driving (Car)/13, Electronics (Security Systems)/11, Fast-Draw (pistol)/14, First Aid/14, Fishing/12, Gunner (Machine Gun)/14, Guns (Pistol)/15, Guns (Rifle)/17, Judo/13, Knife/13, Leadership/12, Leatherworking/12*, Mechanic (Gas Engine)/12, Motorcycle/14, Navigation/15**, Running/12, Scrounging/12, Shadowing/12, Sign Language/12*,

Stealth/13, Survival (woods)/12, Swimming/13, Tactics/11, Tracking/12*, and Traps/12. (* = Merit Badges, plus 1 Civics and 1 Community Service).

Equipment: Colt .45 pistol, 1 extra clip, M26A2 assault rifle, 1 extra 30-shot clip, 3 grenades, 2 smoke grenades, bowie knife, body armor (PD 4, DR 3), Swiss Army knife, military binoculars, canteen, SCC uniform, large backpack containing: flashlight, sleeping bag, food for 4 days, hatchet, rope (10yds.), cord (10yds.), tent (3-person), and walkie-talkie.

History: Hawkeye Bryant is a loyal scout in the Scout Commando Corps (GURPS Autoduel / AADA Road Atlas and Survival Guide, Volume Two: The West Coast). He is Assistant Troop Leader of Troop 145 of Sacramento, California, working on his Death Scout rank. He has a talent for guns, and often rides shotgun on the troop's camping bus, manning the machine gun.

On a recent camping trip in the Sierra Nevada Mountains, the bus stopped to let Hawkeye out to take a dump in the brush. While he was dropping trou, The Wardogs, a violent criminal gang whom the troop had several run-ins with, attacked the bus in force. Alex looked on, helpless, as his friends were killed. He was the only survivor. He vowed at that moment that he wouldn't rest until all of the Wardogs were in prison or dead.

GURPS Japan

Wajugi the Wanderer *100 points*

Ronin, age: 26, 5'4", 116 lbs., dark brown eyes, black hair, oriental complexion, facial scar.

ST: 11, **DX:** 16, **IQ:** 10, **HT:** 10

Speed: 6.5, **Move:** 6

Thrust: 1d-1, **Swing:** 1d+1

Dodge: 6, **Parry:** 9, **Block:** -

Advantages: Acute Vision/+2, Combat Reflexes, Extra Income/3 months, Literacy: Common Ideographs, Status/1, and Wealth: Comfortable.

Disadvantages: Appearance: Ugly, Compulsive Gambling, Sense of Duty (to Sensei and to revenge lord and parents), and Stuttering.

Quirks: After his revenge, he wishes to find a new lord, Aloof, Rather hot-headed, Refuses to cheat at gambling, and Very tidy.

Skills: Bow/16, Fast-Draw (Katana)/16, Gambling/10, Karate/14, Katana/18, Knife/15, Origami/10, Savoir-Faire/12, and Shortsword/15.

Equipment: Katana, Wakazashi, Tanto, Longbow, Quiver with 20 willow leaf arrows, Silk kimono, Hakama, Haori, Umbrella, Wooden sandals, Straw hat, Obi pouch containing \$78, Tasuki cord (for readying clothing), Furoshiki containing: Dice and dice cup, Origami paper, 20 sheets

History: Kishoju Wajugi was a daimyo's loyal samurai until his parents and lord were killed by bandits. Wajugi was ready to join his master in death by committing seppuku until he discovered that the bandits were actually ninja employed by a rival daimyo. He then swore to avenge his master and parents, and changed his name to Wajugi the Wanderer. He has kept a fairly low profile in the province of his enemy, gathering information and waiting for an opportunity for revenge.

Orisis Campaign

The world of Orisis is a kind of post-magical holocaust world, the result of a wizard/demon war. This was a PBEM campaign on the original Illuminati-BBS run by Lestat.

A person known as the Last Warrior went from city to city warning the people and setting up protective wards around the cities. When the demons and soulless Nomads were loose upon the world, everywhere was desolation, except the cities. The Last Warrior told the people to protect knowledge for a day when all would be free.

Since the city is a close environment, strict population control is practiced. Only enough land exists within the protective circle to feed 1000 adults. If births exceed deaths in a year, then a certain number of 18-year-olds are drawn by lottery in the spring and exiled outside of the city. It's a dangerous place out there, and most are assumed to be dead. There is a loophole to permanent exile, kind of a "trial by ordeal": anyone who returns with the True Name of the Warrior is permitted back and made an Elder.

This city knows of no other cities surviving. The holocaust occurred about a thousand years ago. Steel is rare; mostly bronze weapons are used. Magic is unknown, but the legends say that one must be Mageborn to use it.

Tarsk Mimola

100 points

Scholar-exile, 5'10" 160 lbs. Brown hair, Green eyes, dark complexion

ST: 11, **DX:** 13, **IQ:** 14, **HT:** 11

Speed: 6, **Move:** 5

Thrust: 1d-1, **Swing:** 1d+1

Dodge: 5, **Parry:** 6, **Block:** -

Advantages: Intuition, Language Talent/+2, and Literacy.

Disadvantages: Fanaticism (protecting knowledge/civilization from destruction), Miserliness, and Phobia: mild demophobia.

Quirks: Bibliophile - constantly reading, Careful observer of natural phenomena, Mythophile - collects and tells tales, Smokes a pipe, and Worships the Last Warrior.

Skills: Bard/13, Bow/13, Fast-Draw (arrows)/13, Fast-Talk/13, First Aid/14, History/13, Knife/12, Language (Nomad's Tongue)/14, Language (Old Tongue)/14, Language (People's Tongue)/16, Literature/12, Naturalist/15, Shortsword/12, Survival (woods)/12, Tracking/10, Weather Sense/13, and Writing/12.

Equipment: cheap, bronze short sword, small bronze knife, longbow, quiver - 8 bronze tipped arrows, leather helm, leather torso armor, cloth arms, cloth leggings, cloth gloves, shoes, lower class clothing, small backpack containing: personal basics, lantern & 1 oil flask, blanket, small water skin - full, 4 days traveler's rations, some book of literature, parchment book to write his tales in, quill and ink block, and small pouch with \$100

History: Tarsk Mimola is a bookworm. There are few things he loves more than curling up with a good book. One of Tarsk's loves is the tales of yore. He loves a good story, and he loves telling a good story. The Bard skill is really a hobby, more than anything. Because of his desire to preserve knowledge, he even spent a couple years serving in the city guard, so as to do his part in defending the city, the last bastion of knowledge as far as anyone knows.

Tarsk was born into a middle class merchant family. His father is a shrewd businessman with an eye for art. Tarsk's father was somewhat disappointed when his son's interests did not include taking up his father's trade. But he was glad to see that he was able to teach his son the value of money,

and how to get the most out of it. Tarsk haggles for everything, and tries to get the best price possible. And he often gets it too.

Tarsk was chosen in this year's lottery.

Favorite Line: "And then the Last Warrior walked into the sunset to rescue another city in need. The End."

Illuminati Campaign

Huey Ruckmeier

150 points

TV Reporter, 6', 180 lbs., age: 35, dark brown hair, blue eyes, smiling expression.

ST: 11, **DX:** 14, **IQ:** 13, **HT:** 12

Will: 15, **Fright Check:** 17

Speed: 7.875, **Move:** 7

Dodge: 6, **Parry:** -, **Block:** -

Advantages: Appearance: Attractive, Charisma/1, Contact: Business (1), Contact: Criminal (1), Contact: Government (2), Contact: Police (detective) (2), Contact: Street (1), Fearlessness (+2), Reputation/+2 (with people who watch the news): respected, hard-hitting journalist, Strong Will (+2), Voice, and Wealth: Comfortable (x2).

Disadvantages: Addiction (tobacco), Compulsive Spending (Serious), Enemy (Unknown), Overconfidence, and Sense of Duty (The Truth)

Quirks: Enjoys drink and an occasional cigar, but not to excess, Likes to seduce women, Serious thrill seeker, Health nut - works out at the gym a lot, and Hunts deer and game birds.

Skills: Acting/12, Area Knowledge (Minnesota)/13, Area Knowledge (Twin Cities)/14, Area Knowledge (USA)/13, Area Knowledge (world)/13, Bard/16, Brawling/15, Carousing/12,

Computer Operation (TL7)/12, Driving (car)/14, Fast-Talk/13, Guns (Pistol)/15, Guns (Rifle)/15, Guns (Shotgun)/16, Journalism/14, Parachuting/13, Performance/15, Piloting (Single-Engine Prop)/13, Research/14, Running/11, Savoir-Faire/15, Sex Appeal/14, Skiing/12, Sports (basketball)/13, Survival (woods)/12, Swimming/14, Video Production (TL)/13, and Writing/13.

Equipment: Condominium (down payment) \$3000, Single-engine airplane - Cessna (1/8 share, down payment) \$2500, computer \$2500, Jeep Cherokee 4WD (down payment) \$3000, M1903A1 hunting rifle, M870 shotgun, Smith & Wesson .357 magnum pistol, camping gear, skiing equipment, health club membership.

History: Huey is a TV reporter for a major Twin Cities TV station (KSTP/ABC Affiliate). He's a popular reporter, covering a variety of topics, including state government, consumer protection, and some investigative reporting. He is very telegenic and understands the television medium very well. He understands politics and other issues, and brings a sense of humor to otherwise dry subjects. He will pursue a story until he feels he's found the truth about it. His contacts in many areas have given him valuable material for his stories. Roxy Hilger (previous issue) is his favorite camera operator. They have a camaraderie that he usually reserves for men.

Off camera, he is not as well liked. He is very charming, but can be arrogant, and thinks of himself as a ladies man. Female station staff members have filed sexual harassment complaints against Huey for which he has been disciplined. He is too valuable to fire. Another station would snap him up quickly, regardless of his off-camera reputation.

In his private life, he's a man's man. He works out at a health club almost daily. He likes to hunt, play basketball, ski, camp, swim, skydive, and chase women, not necessarily in that order.

Favorite Line: "So, what's a beautiful woman like you like to do for fun?"



Fanmail From Some Flounder

Craig Roth - (34): Living Starships and the Magus Device look grand, though I don't know if I'll ever use them. Who knows what campaigns may result?

Robert Knop - (34): The ship designs look good, and I especially like the graphics.

RYCT me: The tape was a Quik150 cartridge tape, so not quite so old as a 6250 bpi reel tape. I thought about using Psionics as the basis for spells, but then I'd have to redesign all those spells. The way I did it, only a few spells needed changing. I'm basically lazy.

(35): Dennis is great, but I'd only want to play him in a PBEM game or one-on-one with the GM. The D&D Dragons looked well-done.

RYCT me: Left-handed will certainly have more affect on a character than green eyes. I'm pretty relaxed about quirks as long as they aren't totally useless.

Dan Smith - (34): RAEBNC, except for the maps. I'll have to come up with some adventures to use those. Maybe next time.

Scott Paul Maykrantz - (34): Instant Robots and the Built-In Benefits are fabulous. I could definitely use this. There's so much to love in this issue.

(35): Mmmmm, adventures! The sword construction rules looked good.

Michael David, Jr. - (34): RYCT me: a future campaign I'd like to run has all the PCs mages, probably all members of a single guild. It would mostly be political. As to mage specialization, I'll have more once I do my full GURPS Chivalry and Sorcery magic conversion. They will probably be much different than presented, as I want to more closely emulate C&S Magic.

Yes, I'm planning on submitting Combining Magic and Psionics to Pyramid once I get it tweaked a bit. Belkar is not particularly evil, just capable of terrific mayhem if crossed. I really didn't put much thought into the Unusual Background: God

advantage. Perhaps I'll have some ideas after reading The Primal Order.

(35): I liked your characters. Nicely done.

RYCT me: Thanks for the praise on my characters. I feel characters are the heart of RPGs and I put more thought into them than most other aspects of play. Yes, Jacques is an agent, though not as flashy as Bond. I fully agree that PCs are a good way to convey subtleties about an alternate history. You've seen some characters in this issue, unfortunately none from an alternate earth. Also, thanks for the comments on my web site. I try to get as much good stuff as I can, and make it as organized as I can. There are few things worse than going to a link page and getting no help on what's on the other end.

Jeff Pfaffmann - (34): RYCT me : Well, given the conservative nature of the Five Empires on Tékumel, much would still be the same. Borders might move a bit, alliances will shift, Emperors will come and go, but the bureaucracies will still remain.

Andrew Dawson (35): Wow! Strange Days sounds like a ab-fab campaign. I want to play! That was the best description of multiple copies of PCs in multiple realities simultaneously that I've read. The paradoxical abilities of Jen and Pete were very interesting. I like Pete's character. Nice background; it supported the design well.

Tom Cron (35): More excellent alternate histories. 2000+ pages of material?! Ack, that sounds like a couple of Robert Jordan novels. Keep them coming. French Korea: A.C. Clarke's involvement with the A-bomb was good, as well as the assurances from Homeline Asia that they would *never* try to conquer the West. The other timelines were RAEBNC.