



Uncle Enzo's Cosa Nostra Pizza

Brett Slocum, proprietor

13th Delivery

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Menu		Appetizer	
Appetizer	1	<p>For the last 18 months, I've been trying to get my consulting company to find me a client project that uses Java, ever since I learned the language. They have not come through in that time, so I've taken a new job with a company that does Java web development. This is not a consulting company, but they do take outside contracts for in-house development. This means no more working at client sites and a real cubicle that's mine, mine, mine. It also means I can take the bus to work most days. This means 45 minutes of pleasure reading a day! Woo hoo!</p> <p>I've also taken a couple trips this winter, one to Jamaica (nice!) and one to San Francisco for Chinese New Year with my kids. Both were great fun.</p>	
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Movie Reviews

The Matrix - This is, hands down, the best cyberpunk movie ever made, and one of the best science fiction action movies. It has a fresh concept, fantastic special effects, excellent performances, and a great story line. In this film, Keanu Reeves has established himself as **the** cyberpunk actor, which he has been working on since Johnny Mnemonic. Even friends that don't like action films or cyberpunk liked this one. I'm planning on buying the letterbox version that has come out. Highly Recommended.

GURPS Witchcraft

Witchcraft Conversion

I recently picked up C. J. Carella's *Witchcraft* RPG, because I loved *GURPS Voodoo: The Shadow War* and I had heard that *Witchcraft* was a very similar setting. It looks like Eden Studios is going to support *Witchcraft*, so the chance to grab new stuff and add it to *Voodoo*, which is unlikely to get support, was too good an opportunity to pass up.

The conversion to GURPS is very easy, since Unisystem, the game engine used by *Witchcraft*, is very similar to GURPS. In fact, I'd say that many aspects were borrowed from GURPS. This conversion is intended for converting existing *Witchcraft* characters to GURPS, not creating them from scratch. At a later date, I will create a full-fledged GURPS *Witchcraft*.

Point Totals

In *Witchcraft*, character points are divided into separate pools for Attribute, Qualities, Drawbacks, Skills and Metaphysics. This makes characters more balanced. Also, different character types get different amounts of points in each pool. The character types are Gifted, Lesser Gifted and Mundane. This can be accomplished in GURPS by limiting points spent on Magic and other supernatural abilities to 60 points for the Gifted, 30 points for the Lesser Gifted and to zero points for Mundanes.

Characters in GURPS *Witchcraft* start with 250 points.

Attributes

Witchcraft uses six primary attributes, which are essentially the standard GURPS attributes, plus Perception and Will.

Attribute Equivalence Table

Witchcraft	GURPS
Strength	ST
Dexterity	DX
Constitution	HT

Intelligence	IQ
Perception	IQ + Alertness
Will	IQ + Strong/Weak Will

Attribute levels are on a -1 to 6 scale for humans, with 2 being average.

Attribute Level Conversion Table

Witchcraft	GURPS
per -1	-2
0	6
1	8
2	10
3	12
4	14
5	16
6	18
per +1	+2

The formula is:

$$\text{GURPS Attribute} = \text{Witchcraft Attribute} * 2 + 6$$

For Perception and Will, compare these attributes to Intelligence. If Perception is greater than Intelligence, add levels of Alertness. Since there is no opposite of Alertness in GURPS, if Perception is less than Intelligence, just ignore it. If Will is greater than Intelligence, then take levels of Strong Will. If Will is less than Intelligence, then take levels of Weak Will. Use the Attribute Level Conversion Table to determine how many levels of Alertness or Strong/Weak Will to take. For example, Johnny has Intelligence 3, Perception 4 and Will 2. Since the equivalent GURPS attribute for Perception 4 is 2 greater than the IQ of 12, Johnny takes Alertness/2. Since the equivalent GURPS Will for a *Witchcraft* Will of 2 is 10, Johnny takes Weak Will/2.

Witchcraft also uses four secondary attributes that are calculated from the others. These are Life Points, Endurance Points, Speed, and Essence Points. Except for Essence, these are ignored in GURPS. Instead, use the GURPS rules for Hit

Points, Fatigue, and Speed. In Witchcraft, Essence is used to cast Magic, and is a separate pool from Fatigue. Either simply copy the Essence Pool value from Witchcraft or use the following formulae to calculate Essence:

$$\text{Essence} = (\text{ST} + \text{DX} + 3*\text{IQ} + \text{HT} \pm \text{Strong/Weak Will} + \text{Alertness} - 36) / 2$$

Qualities and Drawbacks

Qualities in Witchcraft are Advantages in GURPS and Drawbacks are Disadvantages. The conversion of these is pretty straightforward one-to-one mappings. Advantages and Disadvantages with no equivalent in Witchcraft can be used with GM approval. Only those Advantages and Disadvantages that are named differently than the Witchcraft equivalent are listed in this table.

Mundane Quality / Drawback Conversion Table	
Witchcraft Quality / Drawback	GURPS Advantage / Disadvantage
Acute Senses	Acute Vision, Hearing, Taste/Smell
Impaired Senses	Bad Sight, Hard of Hearing, No Sense of Taste/Smell
Adversary	Enemy
Artistic Talent	Artistic Genius*
Attractiveness	Appearance
Clown	*
Covetousness: Greedy	Greed
Covetousness: Lecherous	Lecherousness
Covetousness: Ambitious	*
Covetousness: Conspicuousness	Gloryhound
Cowardly	Cowardice
Cruel	Sadism
Emotional Problems	various Mental Disadvantages
Fast Reaction Time	Combat Reflexes
Honorable	Code of Honor
Humorless	No Sense of Humor

Lazy	Laziness
Minority	Social Stigma
Multiple Identity	Alternate Identity
Nerves of Steel	Unfazeable
Obsession	Compulsive Behavior
Paranoid	Paranoia
Photographic Memory	Eidetic Memory/1
Physical Disability	various Physical Disadvantages
Reckless	Impulsiveness
Recurring Nightmares	Nightmares
Resources	Wealth
Showoff	Gloryhound
Situational Awareness	Danger Sense
Status	Social Status
Talentless	*
Zealot	Fanaticism

Supernatural Quality / Drawback Conversion Table	
Witchcraft Quality / Drawback	GURPS Advantage / Disadvantage
Accursed	Curse
Age	Longevity, Extended Lifespan
Divine Inspiration	Divine Favor
Essence Channeling	Essence Channeling*
Gift	Gift*
Good / Bad Luck	Luck, Unluckiness
Increased Essence Pool	Increased Essence Pool*
Medium with Magical Training	Unusual Background - 10 points *
Old Soul	Racial Memory
Rosicrucian Scholar	Unusual Background - 10 points *

* = New Advantage or Disadvantage

New Advantages

Artistic Genius

15 points

You have a high level of creative genius in a particular area of art. Choose a skill from the Artistic Skills for this advantage to apply to. All

skill rolls for that skill have a +3 bonus, and all normal failures become normal successes.

In addition, Artistic Geniuses have strong souls. Add 12 points to the Essence Pool because of the strength of your spirit.

Essence Channeling **+5 points/level**

You have the ability to use your own Essence to power metaphysical arts. Each level of this advantage allows the character to add one Essence per turn to a use of metaphysics. Without this advantage, a character can still perform Magic, but only long rituals and external sources of Essence can be used.

The Gift **50 points**

You have abilities that few understand. You can see things others can't. This advantage is required to have any other supernatural abilities described in the Metaphysics section. It also gives the character the ability sense the presence of supernatural creatures and the use of magic in their vicinity on successful IQ roll.

Increased Essence Pool **1 point/level**

Your soul is stronger than normal. Each level of this advantage adds one point to the character's Essence Pool.

Unusual Background (Medium with Magical Training) **-10 points**

In general, mediums only have access to Necromancy training and abilities. This advantage is required for mediums to learn Magic or The Sight.

Unusual Background (Rosicrucian Scholar) **-10 points**

In general, Rosicrucians only have access to Magic training and abilities. This advantage is required for Rosicrucians to learn The Sight or Necromancy.

Skills

As for Qualities and Drawbacks, Skills are translated to GURPS in a very straightforward manner. In fact, most Witchcraft Skills have the

same name as their equivalent GURPS Skill. The table below gives only those skills that have different names in each system.

Skill Conversion Table	
Witchcraft	GURPS
Beautician	Professional: Beautician
Bureaucracy	Administration
Cheating	Gambling
Computers	Computer Operations
Craft (type)	Craft Skills
Dodge	*
Electronic Surveillance	Electronic Operations: Surveillance
Escapism	Escape
Fine Arts	Artistic Skills
Haggling	Merchant
Hand Weapon	Combat Skills
Humanities	Scientific Skills
Instruction	Teaching
Magic Theory	Thaumatology
Martial Arts	Karate
Medicine	Medical Skills
Myth and Legend	Legend Lore
Notice	*
Occult Knowledge	Occultism
Play Instrument	Instrument
Questioning	Interrogation
Research / Investigation	Research,
Rituals	Rituals and Ceremonies
Sciences	Scientific Skills
Seduction	Sex Appeal
Smooth Talking	Fast Talk
Snares	Survival (type)
Storytelling	Bard
Surveillance	Shadowing
Trance	Autohypnosis
Unconventional Medicine	Esoteric Medical Skills
Veterinary Medicine	Veterinary
Weight Lifting	Lifting

Metaphysics

Witchcraft has four main metaphysical areas of knowledge: Magic, The Sight, Necromancy and Divine Inspiration. These translate loosely into GURPS Improvisational Magic, Psionics, the Necromancy College of Magic and Divine Favor, respectively. Use Witchcraft for exact descriptions of the metaphysical powers.

Access to Metaphysics powers requires the Gifted Advantage. This allows Mundanes to be more powerful characters than the Gifted, since they don't have the mystical abilities that the setting is all about.

All forms of Metaphysics interact with each other, unlike in GURPS. For example, Magical forms of mind control can be resisted with The Sight's Mindrule defense. All Essence costs listed in Witchcraft are used as-is.

These powers are only not well fleshed out in this article. For more information, consult the Witchcraft book.

Magic

Witchcraft's Magic is similar to the magic system presented in Steffan O'Sullivan's Improvisational Magic as the Only Magic (Roleplayer 19: <http://www.sjgames.com/gurps/Roleplayer/Roleplayer19/OnlyImprovMagic.html>). Replace Spell Colleges with Invocations. Each Witchcraft Invocation is a Mental/Hard skill. All effects within an Invocation are improvised.

The table below shows each Witchcraft Invocation and its area of effect:

Witchcraft Invocation	Game Effect
Affect the Psyche	Emotions of target
Blessing	Luck
Cleansing	Neutralize Negative Energy
Consecration	Create Essence Vessel
Communion	Attune with Area
Elemental Air	Air
Elemental Earth	Earth
Elemental Fire	Fire
Elemental Water	Water
Farsight	Vision at a distance

Gateway	Interdimensional portals
Insight	Perceive Person's Aura
Lesser Curse	Project Negative Essence
Lesser Healing	Healing
Lesser Illusion	Illusions
Shielding	Magical Protection
Soul Projection	Astral Travel
Soulfire	Direct damage
Spirit Mastery	Control of spirits
Symbols of Protection	Protective Items
Warding	Magical Barriers

The Sight

The Sight is easily converted to GURPS Psionics. Each power of The Sight has Strength and Art levels which translate directly into Psionics Power and Skills. The following table shows the translation between them:

The Sight Conversion Table	
Witchcraft	GURPS
Mindsight Strength	Telepathy
Mindsight Art	Emotion Sense, Telerecieve, Mind Shield
Mindtalk Strength	Telepathy
Mindtalk Art	Telesend, Mind Shield
Mindrul Strength	Telepathy
Mindrul Art	Suggest, Telecontrol, Mind Shield
Mindhands Strength	Psychokinesis
Mindhands Art	Telekinesis, PK Shield
Mindheal Strength	Healing
Mindheal Art	Healing
Mindfire Strength	Psychokinesis
Mindfire Art	Pyrokinesis, PK Shield
Mindtime Strength	ESP
Mindtime Art	Precognition, Psychometry, Combat Sense
Mindkill Strength	Telepathy
Mindkill Art	Mental Blow, Mental Stab

Mindview Strength	ESP
Mindview Art	Clairvoyance

Mindsight Strength Conversion

Witchcraft	GURPS Power
1	2
2	5-6
3	7-8
4	9-10
5	11-12
6	13-14
+1	+1

Mindhands Strength Conversion

Witchcraft	GURPS Power
1	13
2	14
3-5	15
6	16
7	17
8	18
9-10	19
11+	20

Necromancy

Necromancy in Witchcraft consists of a skill and several power areas. The level of the individual power governs what effects can be made. The Necromancy skill governs whether someone is successful in what is attempted. Necromancy is a Mental/Hard skill. Levels of the Necromantic Powers cost 5 points per level up to level 5 and 10 points per level over level 5. More powerful abilities are available at higher power levels, as described in Witchcraft.

Necromancy Power	Effect
Death Speech	Speak with Spirits
Death Vessel	Spirit Possession
Death Lordship	Command Spirits
Death Mastery	Power of Life and Death

Divine Inspiration

This is the power of a god manifested through the Divinely Inspired character. It requires the Divine

Favor advantage to give access to Miracles. Miracles can be bought for 10 points each, and their effects are summarized below:

Miracle	Area of Effect
The Binding	Supernatural Restraint
The Touch of Healing	Cure Wounds
Exorcism	Banish Spirits
Divine Sight	True Sight
Holy Fire	Divine Retribution
Strength of Ten	Superhuman Strength
Visions	Divine Guidance

Lorimyr Campaign



Map of Lorimyr

Gazetteer of Lorimyr

Braefire - This city-state is the location of the Multiversity, the most renowned college of magic on the map.

Branthar - This island is an ancient volcanic caldera with a ring of formidable mountains and is the Elvish homeland.

Coritani - This Celtic-style nation inhabits the forests north of Mordantia.

Firefount - This large active volcano is the center of an ancient asteroid strike. The ring of islands around Firefount, including Braefire, was by the impact.

Garrett - A group of republican city-states combined to form this nation. Its government is a vast bureaucracy. Two city-states, Colunarum and Kivas, remain independent.

Glover - Nordrish raiders settled this region as an advanced base to raid against Hysander a hundred years ago. Autocrats govern it.

Hebbe - The priests of Hebbe, an Underworld God, rule this nation harshly.

Hobrick - A council of feudal lords has ruled this nation for the last two hundred years, when the king and his entire family died. They have never been able to select one of their own to replace him.

Hysander - Refugees from Hobrick settled this kingdom after a civil war two hundred years ago. They have been engaged in a war with Glover off and on (currently on) since then.

Ibsinia - Skyorans settled this island. They broke away from Skyora three hundred years ago.

Illyria - The brother of the Emperor of Mordantia founded this feudal kingdom 250 years ago after being exiled following an attempt to usurp the throne. This country is also spelled Ellyria, due to differences in language.

Mordantia - This empire dominates the largest continent on the map. This country is also known as Karista, after its first king.

Kelgatwa - Horse nomads inhabit this windswept region. A single trade city at the edge of the cold desert is their only urban area.

Nordrish - This Nordic-style nation was the source of raiding parties in long boats a hundred years ago.

Realms of the Sea Kings - The Sea Kings, a confederation of mariners, inhabit these islands.

Skyora - Mages rule this feudal kingdom. Social rank is determined by magical duels.

Urr - This remote port is home to a wretched bunch of pirates. Think of it as a fantasy version of Port Royale.

Fanmail From Some Flounder

I'm glad everyone is enjoying my characters. They were fun to play, and the ones from other systems were fun to convert to GURPS. Most of those converted PCs have never been played in GURPS.

I can't find issue #37, so comments on it will have to wait for next ish.

Craig Roth

(#36) I'm glad you liked the What Really Happened in Sushi in Chartreuse. I just went with the cards I was dealt, literally.

Steve Dickie

(#36) Your racial templates for Urban Fantasy were nicely done. I especially like The Fey. The Reality of Magic looks to be a fabulous modern magic system. I like it! The Cave Paintings adventure was inspired. What a great way to get modern PCs into the Ice Age.

RYCT me: What was accomplished in the Sushi in Chartreuse adventure was to give the PCs a sense that stranger things than they have thought of were going on. Remember that it was the first adventure in a campaign where the PCs don't know it's an Illuminati campaign.

Lisa J. Steele

(#36) RYCT me: About Minneapolis. Strangely enough, I'm just finishing a consulting contract at West Group, the new name for West Publishing after being bought by Thomson Corporation a few years ago. I briefly worked on a Swiss web-based law product similar to WestLaw. Minneapolis was built on flour milling. Some of the old riverside mills and grain elevators are being converted into hotels and other businesses. Fort Snelling was the first white settlement in the area in 1825, built partially to deny the British the fur trade after the War of 1812. Charles Schultz was born in St. Paul. Hmm, this gives me an idea for an Illuminated History of Minneapolis resource in a future issue.

Arthur Shipkowski

(#36) I wrote that from the Caldean point of view, since the adventure I had planned for that area involved the PCs being associated with the Warmark and the Hidden King. I didn't give Weyrdin a UB for the TL10 pistol, since, in the original campaign (my PC in a C&S game), he acquired it through play.

Tom Cron

(#36) Keep those Alternate Earths coming! You'll see some Alternate Earths from me when I get inspired to conjure some up. Sorry, I've just been too busy lately.

(#38) More great Alternate Earths. RYCT me: It wasn't my Alternate Earths II campaign, it was a one-time adventure at a con run by Ken Hite. Thanks for the praise.

Michael David, Jr.

(#36) I'm glad you like my Random Campaign Generator. It was a lot of fun to make. I just need to upgrade it, so that it stores the saved campaigns in a separate database, instead of on the web page. Those campaigns you came up with were pretty darned good.

(#38) Again, Orisis wasn't my campaign. It was an adventure run by Lestat on the old Illuminati BBS. I thought it had a great premise. Unfortunately, we only played in it a half dozen times after character creation. And your comment about my Traveller characters was missing the key word. They are what? Interesting? Weird? Quirky? I'd certainly agree with all of these.

Scott Paul Maykrantz

(#38) The Psionics Overview sounds grand. I can't wait. Flying Fists of Fury is a nice, easy way of making GURPS combat more interesting without mucking things up with Manuevers (which I like, but which add complexity). Jane Doe is a nice character.

Robert Knop

(#36) The Persian Wars resource was very well done. I love maps!

(#38) Sleepers Awake is a great adventure, one of the better Sci-Fi magic and zombies explanations I've seen. Thanks for the deck plans - very useful.

RYCT me: As far as the characters are concerned (from all my AOTA issues - see my website): Kabrah Blackwind, Kybor Stoutheart, Sir Goadred, Tarsk Mimola, Menlyr, Jacques Devereaux and Alex Bryant were all originally GURPS PCs of mine. Caron Evenstone, Weyrdin Ejwyz, Dan Chalmers, Sir Goadred, Belkar, Unwin the Warped, Wajugi and Hligar were all my PCs translated from other game systems (mostly C&S). Asure Skye, Miles Vihl, Jeff Nolan, Huey Ruckmeier, Tensor and Durnal were all other people's PCs in my campaigns. Flinders, Dan Chalmers, Bothra Bandermatch, Cadro Blanex, Charlie Drexel, Howard Farnsworth, Kalti and Roxy Hilger were all used as NPCs in my games. As to Wajugi's Sense of Duty, yes, it could be a Vow instead.

For the best introduction to the world of Tékumel, I'd go for Gamescience's Tékumel Sourcebook. This has been out of print for 15 years, but has recently been reprinted by Carl Brodt (carlbrodt@aol.com). Contact him for cost. Make sure it's the full Tékumel Sourcebook, and not the two-volume version from Different Worlds, which only contain 2/3 of the original sourcebook. The Sourcebook has everything you could possibly want to know about the world of Tékumel, but is presented in a very academic format. A less comprehensive and more approachable introduction would be the reprints of the original Empire of the Petal Throne, which also gives you a complete game and world in one book. These can also be obtained from Carl.

Robert Gilson

(#38) Thanks for bringing back painful memories of Space 1999. (Just kidding.) After watching them on Mission: Impossible, I thought Martin Landau and Barbara Bain were wasted on this show. I'm just glad that Martin lived it down and was able to get work afterward. Anton the Atomic Lich was great.

He gets sucked into any Technomancer campaign I ever run.