# TALES FROM
# THE FLOATING VAGABOND

9000

# ...AND ON THE EIGHTH DAY, GOD SAID, "I NEED A DRINK."

In the beginning, there was nothing... No, scratch that. It's been used. At the dawn of time, the Forces of Nature and the Laws of Physics were engaged in the creation of the multiverse (contracted by the Big Guy himself.) As with any construction project, there were some excess materials left over. When they encountered these, the Forces and the Laws tossed them aside into the corridor dimension that they had been using to travel from one universe to another. Eventually, all of this refuse began to ferment into its own reality. Occupied as they were with the main creations, the Forces and the Laws didn't notice the problem. When they were finished, they went into the corridor to see what could be done with it. They saw the chaos that reigned there and said "The hell with it," and went home to get drunk.

In time, life appeared and made this dimension its home. In a little while, some of this life (against its better judgment) became sentient.

The basic needs of sentient beings can be expressed in four categories: food, shelter, intellectual stimulation, and dimly lit places in which to gather and consume things their mothers told them not to. Hawk Luger (call him "Spit") was a human who happened, quite by accident, to be living in the corridor. He picked up on the last need and, in the grand tradition of his species, decided to capitalize on it. To this end, he bought an asteroid field at the center of the dimension (yeah, yeah, we know a dimension couldn't really have a center, but go with it, okay?), and built 'The Floating Vagabond" bar into the largest of the rocks.

The bar enjoyed good business for a while, and Spit had the good fortune to be a member of the oldest and most powerful union in the multiverse, The Bartenders' Ancient Brotherhood (BartAB), a union so powerful that its rules and bylaws could supercede physical law. Eventually, however, Spit discovered he had competition.

This competition came in the form of "The Crane's Nest," a rival bar on the nearby planet Hooch. The Crane's Nest was owned and operated by Soloman Crane, a man with more money, more style, and lots fewer scruples than Spit.

Spit realized that he couldn't compete with Crane's "Happy Year" specials, his full-contact billiards tournaments, the big screen tri-vid with quadruped kickboxing matches, or "Wet T-Shirt Night" (some things never change), so he decided to take drastic measures.

He purchased a Walker Random Dimensional Portal Generator from the novelty department of the now defunct Walker Alternate Reality Products Inc. (WARP Inc.), a company that was years ahead of its time in technology, but woefully backward in the sales department (this was a result of a failed marketing experiment involving a time machine. Their advertising executives were responsible for such gems as "Buy a Walker Home Gravity Field Generator. Hardly any of them have blown up!" and "Buy a Walker Time Stream Compass or we'll kill you!"... This last coming from the company's final days when they were getting really desperate. But we digress.)

Spit installed the generator on the revolving door of the bar and set it to choose any other bar across time and space and other realities, and deposit them in The Floating Vagabond, very often, the first thing the victims of this advertising technique did upon discovering that they were "no longer in Kansas," was to order a long series of very strong drinks. Spit's business increased exponentially.

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(Well... Tens)

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# CHAPTER 1: GETTING PERSONAL

*"Life is like an anole.. Sometimes it's green, sometimes it's brown, but it's always a small Caribbean lizard."*

Name: Arithon Beauregarde Kinkade
Race: Homo Sapiens
Template Type: Adventurer
Identifying Quote: "So, Simon. You get these goons bulk rate or what? Get it, "BULK" rate?! Bwah-ha-ha!"

| | | | |
|---|---|---|---|
| SIR: | 2 | Oops! Points: | 19 |
| NIMB: | 2 | | |
| AIM: | 4 | Luck Points: | ? |
| SMRT: | 2 | | |
| COOL: | 4 | Shtick:"It'd Take a Miracle!" Effect | |
| CS: | 2 | | |
| LUCK: | 7 | | |

| Skills | Level | Die Roll |
|---|---|---|
| Shoot Things (AM) | Professional | 8 |
| Hurt People (ST) | Expert | 5 |
| Duck (NB) | Dabbler | 3 |
| Dodge (NB) | Dabbler | 3 |
| Make Wiseass Remark (CL) | Professional | 8 |
| Fast Talk (CL) | Hack | 6 |
| Con (SM) | Hack | 4 |

Hi! Name's Kinkade, Arithon Kinkade. I'm Spit's partner. I provide a little of the capital, and Spit does the rest. That's why he lets me live at the bar. Hell, I'd probably be there all the time anyway. But you're not here to hear about my obsessive-compulsive behavior. You're here to learn how to play this game.

Now, what distinguishes a role-playing game (RPG: gamer talk) from board games, wargames, card games, and other obviously inferior products is, primarily, that you play a specific character, like an actor in a play, except that you don't have a script and don't get paid. Sounds like fun, huh?

To play this game you need:
• a copy of these rules (No! Really?),
• paper, pencils and/or pens,
• several special dice (4-sided, 6-sided, 10-sided, 20-sided, 30-sided, and 100-sided),
• munchies, soda and beer (if you're of legal age),
• and several severely brain-damaged friends.

In RPG's (like how I worked in the gamer talk?) there are three kinds of participants; Hapless Patsies, Overbearing Tyrants, and Pain-in-the-neck Buttinskies. (Oops! Sorry, wrong list). Players, Gamemasters, and Kibitzers. These rules will deal mostly with the first two:

## Players

These are the people who play the parts of the adventurers; using guile, cunning, brute force, and dumb luck to solve the problems tossed at them by the Gamemaster. Players in this game are called "Patrons." Cute, huh?

## Gamemaster

This is the Guy in Control, the Head Honcho, the Big Cheese, the Boss, He knows what's going on in the game world, and lets the Players know, piece by piece, as they find things out. He also dreams up all the little nasties to toss at the Players (Oops! Sorry, Patrons) to make life difficult for them. Gamemasters in this game are called "Bartenders". Aren't these guys just too clever?

My job, along with my buddies Bugshoe, Biff, Myron and Liz, is to explain the Patron part.

## 1.1 Generating Characters

*" Ever wonder what happened to the people left in the bar after closing?"*

To create a character for Tales from the Floating Vagabond (TF2V) you need a pencil, a photocopy of the TF2V character sheet (or a blank sheet of paper, we're not picky), and two six-sided dice (2d6, more gamer talk).

> Digression: The '2' in 2d6 indicates the number of dice you roll, and the 'd6' indicates the kind of die that is used. This code is used throughout these rules. For example, 10d100+100 tells you to make ten 100-sided dice rolls, and then to add 100 to the sum of all those rolls.

## 1.1.1 Step 1: Determine Character Type

Decide who or what your character is going to be. For instance, you may decide to be a dashing, daring, witty, charming, devil-may-care adventurer with a passion for 1940's style clothes and a quick hand on laser-blaster (like me), or a tough, stone-age barbarian with a neck the size of a tree-trunk and a brain the size of a walnut. Basically you can play anyone you want, from anywhere and any time you want. It's the Bartender's job to get you into the game. But please, go easy on him and try to play someone who'd be likely to go into a bar, a tavern, a pub, an inn, or something fairly often.

*"One, Two, Cha-cha-cha. Three, Four, Cha-cha-cha..."*

## 1.12 Step 2: Assign Stats

In TF2V the physical and mental attributes of a character are quantified in terms of eight Stats (God, I love the way these guys talk!); Strength (STR), Nimbleness (NIMB), Aim (AIM), Smarts (SMRT), Common Sense (CS), Cool (COOL), Luck (LUCK), and Oops! Points.

You now have twenty "Stat Points" to distribute among your character's first seven Stats (all except Oops! Points) in any way that you wish, within the following limitations.

- You must spend at least one Stat Point in each Stat.
- Each Stat Point spent in a Stat increases it by one, until a value of 6 is reached. After that, it takes two Stat Points to increase a Stat by one.



*Strength and Nimbleness: Phillipe comments on The Mighty Grong's ancestry. Grong disagrees.*

*Cool: Alex wonders if he will be late for his 7:00 dinner reservation.*

Example: I want my character to have the inhumanly high NIMB Stat of 7. This will cost me 8 Stat Points; 1 each for the first six, and 2 more for the seventh.

Once you have spent your points, record them on your character sheet. (Note: Me and the other guys have better Stats than this would allow, in case you haven't noticed. That's cause we've been at this alot longer than you.)

## Strength (STR)

This is probably the most self-explanatory of the Stats. 1 is the legendary 98 pound weakling, while 6 is the guy whose favorite breakfast cereal is Granola & Gravel and who bench-presses cattle. 2 is the average shmoe on the street.

## Nimbleness (NB)

This is a measure of how agile, quick, and generally limber a character is. A 1 is the guy who has trouble climbing out of bed without hurting himself, 2 is (again) average, and 6 is a black belt ballet dancer. If you create a character with a NIMB of 6 or better, roll d100. If the result is 10 or less, then the character is double-jointed, giving him an additional +1 to Acrobat and Dodge Skill Scores (assuming you buy these skills), not to mention that he's the life of the limbo party.

## Aim (AIM)

This Stat measures a character's eyesight and hand-to-eye coordination. 1 signifies a guy who couldn't hit a bullet with the broad side of a barn, 2 is average, and 6 is someone who could perform a bris on a hamster at 100 paces, using a crossbow (Yee-ouch!). If a character's AIM is 4 or higher, roll d100. A result of 5 or less indicates that the character is ambidextrous (although, personally, I like to have a drink in my off hand). Ambidextrousness is determined only when a character is first being generated.

## Smarts (SMRT)

This should be self-explanatory. If it isn't, then you obviously don't have any. 1 is your stereotypical degenerate moron, 2 is average (see a pattern developing?), and 6 is the guy who calculates rocket thrust vectors in his head.

## Cool (COOL)

This is a very important Stat in a comedy game, but it's just as important in this one. 1 is the archetypical nerd, 2 is... (guess!), and 6 indicates an individual who'd react to a supernova by putting on his shades.
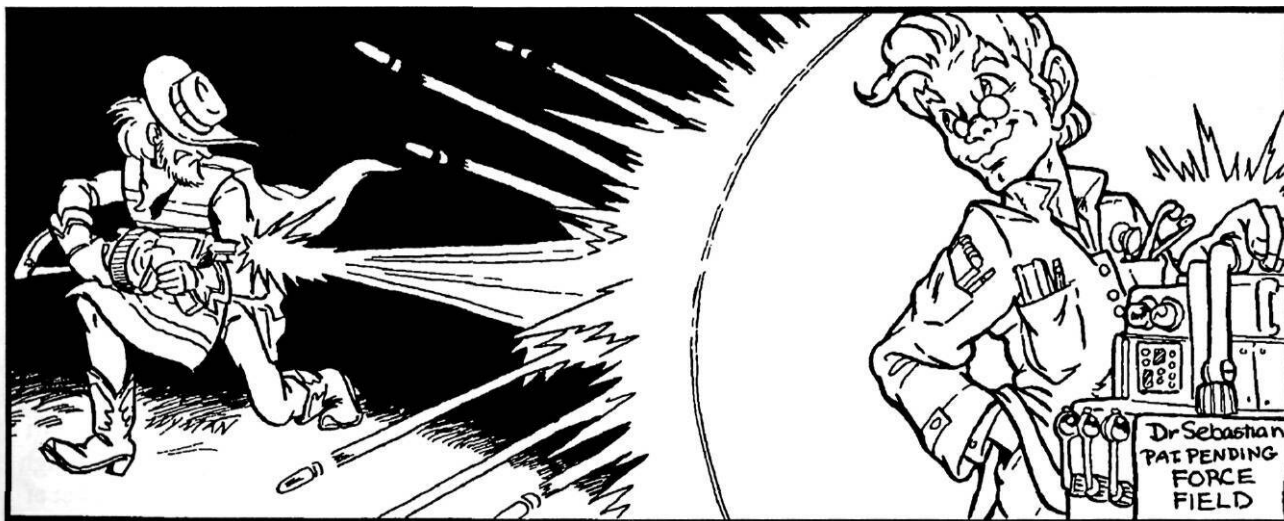


*Aim and Smarts: Dr. Sebastian demonstrates the value of an education to Bart "Mad Dog" Simston.*
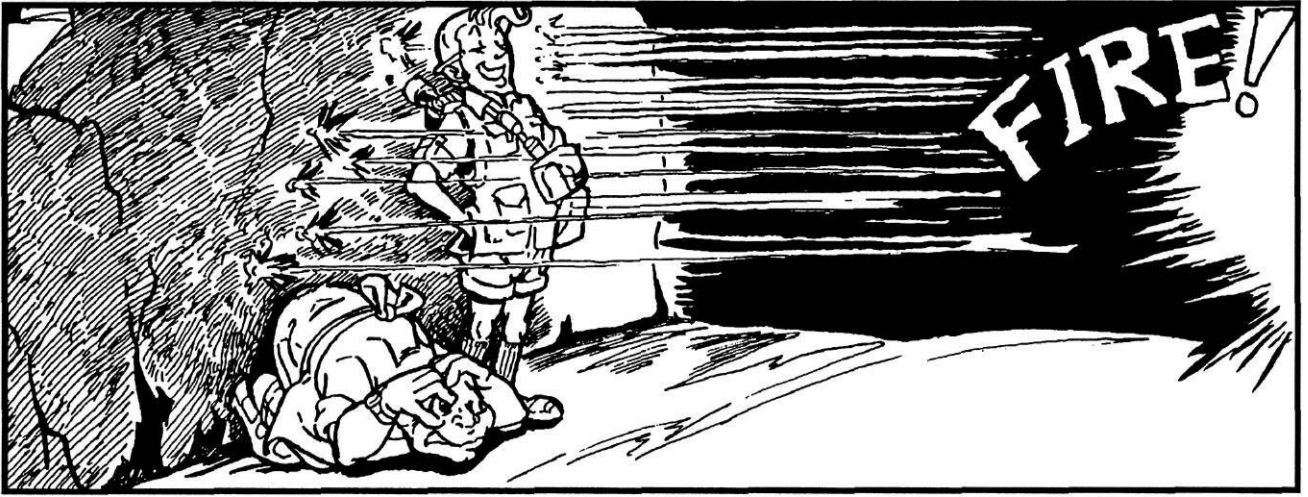
*Common Sense and Luck: Max the bartender and his friend Jason receive a warm welcome in a new town.*

### Common Sense (CS)

This is a measure of a character's ability to cope with, and deal effectively with the trials of everyday life (and other, less normal things). This Stat can also represent natural instinct. 1 would be someone who puts their shoes on before their pants, 2 is...that's right, average! Anyone with a CS of 6 or higher could give useful advice to Confucius.

### Luck (LUCK)

This is the all important fudge score. When in doubt, rely on luck. A character with a LUCK of 1 would have a plane crash onto his car while he was driving somewhere because he was afraid to fly. A LUCK of 2 is (of course) average. A LUCK of 6, on the other hand, signifies someone who'd find the winning $23 million lottery ticket stuck to the bottom of his shoe.

LUCK is also the source of Luck Points (a character has a number of Luck Points equal to his LUCK Stat). These are used in those situations when charm, wit, skill, strength, or even bloodshed can't help you. For each Luck Point you spend, you can modify a die roll by d4. Expended Luck Points cannot be recovered until the next gaming session unless the Bartender is in an unusually generous mood (Note: bribery by pizza can often bring on one of these moods).

### Oops! Points

Unlike the other Stats, you don't allocate Stat Points to this one. Instead, each character has an Oops! Point Total equal to the sum of his STR and LUCK plus 2d6 (STR+LUCK+2D6). Oops! Points replace the concept of "Hit Points" used by many other games. Oops! Points are subtracted from a character's Oops! Point Total to represent such things as Oops! I've been shot!, Oops! I've fallen down a well! or Oops! I spilled beer on the Bartender's game and boy does he look ticked!

If your Oops! Points Total is ever reduced to zero or less, make a normal (d10) Luck Test (see Chapter 2), adding the number of points the Oops! total is below zero to the die roll. If the character passes the test, then he is unconscious until healed (see Chapter 7) or a Dramatically Appropriate Time comes along (see Chapter 8). If not, if's white lily time, adios amigos, rest in peace, he's dead, Jim. Yeah, yeah, I know, death isn't funny, at least not in real life. But hey, this isn't real life, so have fun with it!

### 1.13 Step 3: Buy Skills and a Shtick

Each character receives 1500 points with which to purchase skills and a Shtick. The costs associated with the various skills and Shticks are given on the Skill Lists in Chapter 2, and Shtick Descriptions in Chapter 3.

A character is generally restricted to just one Shtick. An exception is made, however, in the case of the Sidekick or Archenemy Shticks. A character who takes a Sidekick, an Archenemy, or both as a Shtick can also purchase one other Shtick.

A character that's just being generated has certain limitations placed upon the skills that he can purchase;
- No skill can be bought at Professional Level.
- All conditions of the individual skills must be followed.

Example: a single character cannot have both the Cast Spells skill and the Invent skill.

If the player purchases skills without first understanding the restrictions placed upon it, then the character must abide by them. This may involve losing skills or skill levels. If so, then the points are gone, kaput, poof, gone forever.

### 1.14 Step 4: Determine Beginning Cash

Finally, (you thought we'd never get through this didn't you?) take whichever is the highest of your character's SMRT, CS, or LUCK and add it to

4dl0. Then, multiply that number by 100. This is the number of Bucks (see Chapter 4) that your character has to spend on equipment, toys, clothes, booze, and things like that.

## 1.2 Optional Rules

Okay, now I'm supposed to tell you that these rules are optional, so you don't need to use them unless you want to. On the other hand, how am I going to make you use any of them at all? I mean, it's not like I have any kind of legal authority. That being the case, do whatever you want with it, you bought the game didn't you?

## 1.2.1 Character Template
## (for lazy people)

*"Say, Merle, If he's really the Archbishop, then what's that there bulge in his coat pocket?"*

These Character Templates are especially useful for creating quick first-time characters, but can also be used as replacement characters or generic non-player characters.

Note: If you use these Templates, it is suggested you don't use them for characters of other races, as they were created with humans in mind.

To use a Template, fill in the Template type in the space provided on your character sheet. Record the Stats and compute the Oops! Point Total as usual. However, since the Stat totals are lower than you would generate using the normal system, you are given 4 additional Stat Points with which to customize your character. In most cases the Template will list your Shtick and basic skills. You also receive a reduced number of points with which to purchase skills. Finally, the Template will indicate what equipment (Stuff) you character starts with. Since money is assumed to have already been spent on these items, beginning Bucks are computed as 3dl0 multiplied by 100.

Note: The Adventurer Template doesn't list any Stuff, so beginning Sawbucks are determined normally.

Each Template is laid out as follows:
CHARACTER ARCHETYPE
Stats: These are the initial Stats before the 4 customizing points are used.
Shtick: This is the Shtick with which the character begins play. The cost is already dealt with in Points.
Skills: These are the skills that the character begins with, and they are already paid for.



*Grong, Phillipe, Dr. Sebastian, Bart, Alex, Max, and Jason about to exhaust their Oops! Points.*
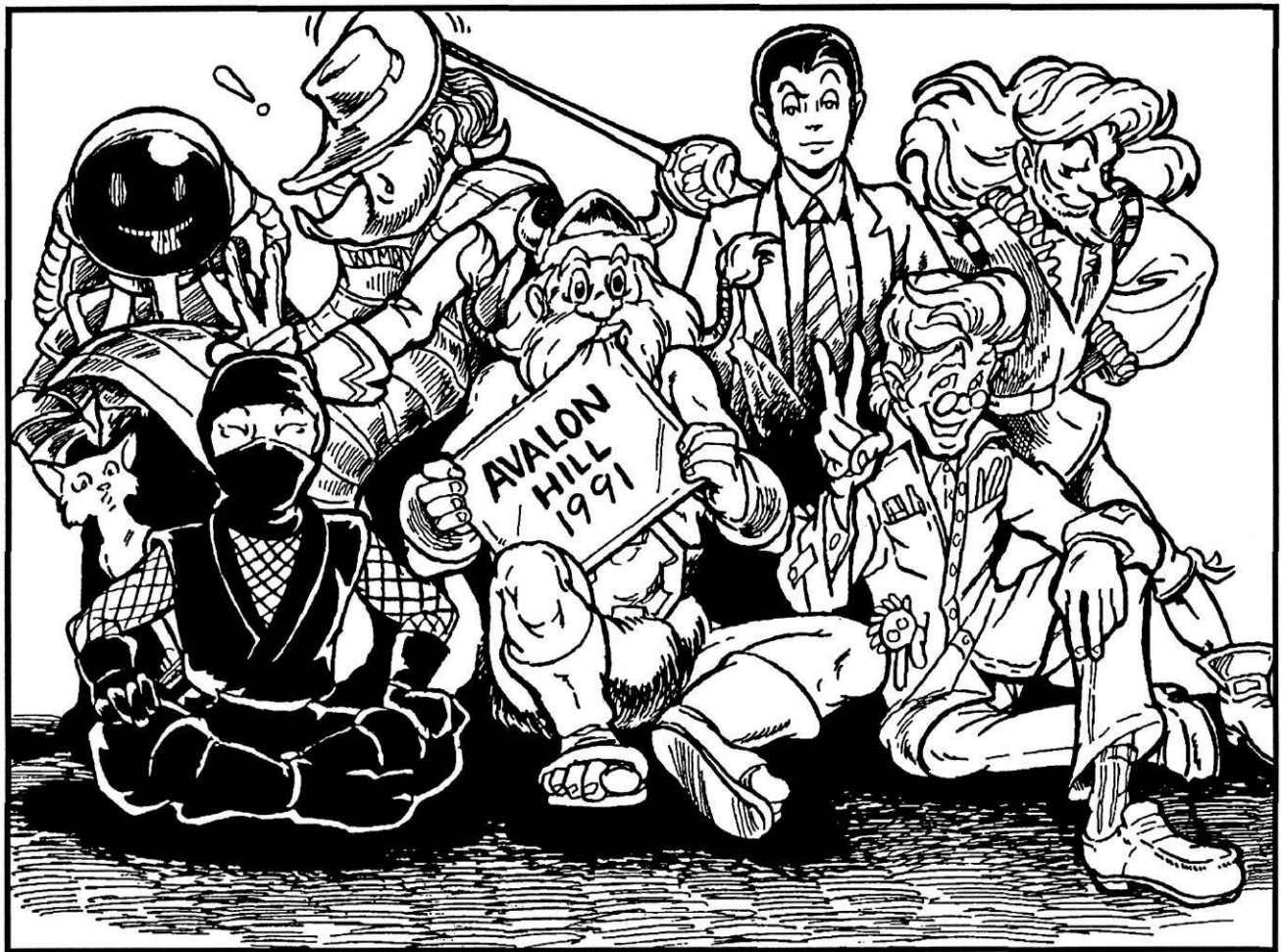
*"Strike a pose."*

The Skill Levels are listed in parentheses.
Points: the number of points left to spend on skills.
Stuff: This is the stuff the character starts with.

## TOUGHGUY
Stats: STR: 3, NIMB: 3, AIM: 3, SMRT: 1, COOL: 2, CS: 2, LUCK: 2
Shtick: Schwarzenegger Effect or Rambo Effect
Skills: Headbutt (Dabbler) and Hurt People (Hack)
Points: 700
Stuff: Baseball bat or pool cue (or club), gun (or primitive missile chucker), a bulletproof vest (or chain mail), and a subscription to Thug's Quarterly.

## SWASHBUCKLER
Stats: STR: 2, NIMB: 4, AIM: 2, SMRT: 2, COOL: 2, CS: 1, LUCK: 3
Shtick: Flynn Effect.
Skills: Swing Nasty Pointy Thing With Panache (Hack), Seduce (Dabbler), and choice of Gamble, Look Good At All Times, or Acrobatics, at Dabbler level
Points: 600
Stuff: Nasty Pointy Thing of very fine quality, mustache

## GUNSLINGER OR BOUNTY HUNTER
Stats: STR: 2, NIMB: 2, AIM: 4, SMRT: 2, COOL: 3, CS: 1, LUCK: 2
Shtick: Roy Rogers Effect or Trench coat Effect
Skills: Shoot Things (Hack) and choice of Quickdraw or Track With Unnerving Accuracy at Hack level
Points: 600
Stuff: Gun, Big Gun, hat (optional), and trench coat or duster

## SMART GUY OR WIZARD
Stats: STR: 1, NIMB: 2, AIM: 2, SMRT: 4, COOL: 2, CS: 4, LUCK: 1
Shtick: Newton Effect or Merlin Effect
Skills: Either Invent (Dabbler) and a Specific Knowledge (Dabbler) or Cast Spells (Dabbler)
Points: 600
Stuff: Portable lab and a textbook or spell book

## SMOOTH OPERATOR
Stats: STR: 1, NIMB: 3, AIM: 2, SMRT: 2, COOL: 4, CS: 1, LUCK: 3
Shtick: Valentino Effect
Skills: Con (Hack), Seduce (Dabbler), Fast Talk (Dabbler), and Gamble (Dabbler)
Points: 500

Stuff: Designer suit, gun, deck of cards, passport, and d6 phony ID's

**BARTENDER**
Stats: STR: 1, NIMB: 2, AIM: 1, SMRT: 2, COOL: 3, CS: 4, LUCK: 3
Shtick: Bylaw Effect (BartAB).
Skills: Mix Drinks (Hack), Intimidate (Dabbler), Psycho-analysis (Dabbler).
Points: 500
Stuff: Apron, big gun, d20 bottles, and a small, portable bar

**ADVENTURER**
Stats: SIR: 2, AIM: 2, AIM: 2, SMRT: 2, COOL: 2, CS: 2, LUCK: 4
Shtick: Random
Skills: None
Points: 1300
Stuff: Nothing

## 1.2.2 Creating Non-human Player Characters (Eeeyuuk!)

*"Were you born in a liquid medium or something?"*
Wouldn't ya know it? You try to invent a fun game without too many complications and what

happens? Those whiny players start asking things like, "Can't I play an alien?" or "Can we please play someone from a fantasy race?" or "Would you pass the pizza?" The answer to all these questions is yes (unless the Bartender doesn't want to deal with it, or won't share his pizza). These rules describe how the Bartender goes about creating non-human races.

Step 1: Determine Overall Characteristics
Decide what this race looks like. Are they simply humans with green hair or pointed ears? Or are they a form of intelligent plant life?

Step 2: Determine Advantages and Disadvantages
How does this race stack up against humans? What are its comparative advantages and disadvantages? Are they stronger, nimbler, better with guns, smarter, cooler, more sensible, or luckier than humans? Or are they weaker, clumsier, dumber, nerdier, more foolish or less lucky? Are there any skills that members of the alien race would inherently possess? Or, on the other hand, are there any skills that the aliens would have an extemely difficult time learning due to physical or mental impediments?
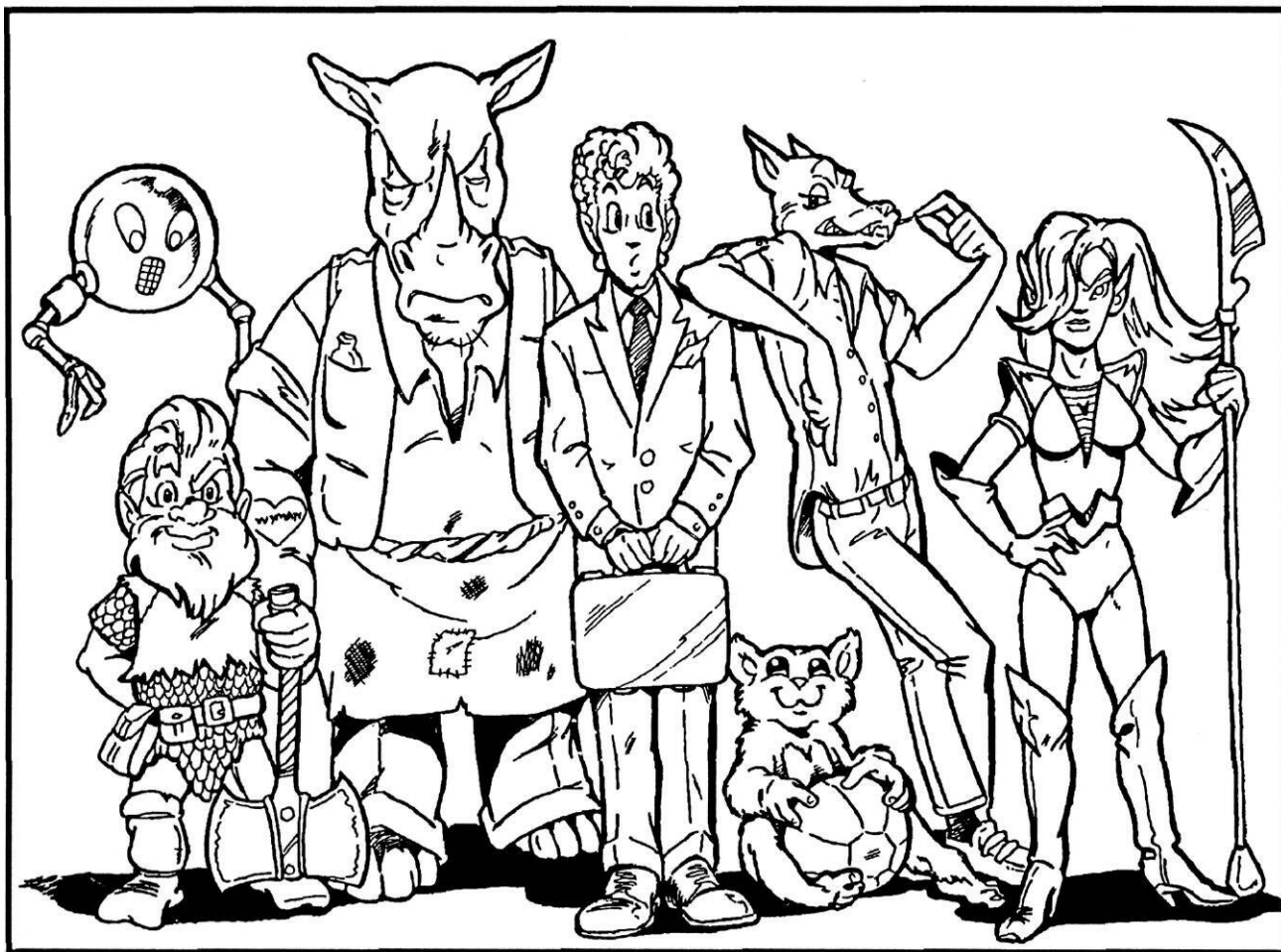


*Folks is folks.*

To avoid creating super races that'd upset the sacred game balance, compensate for each advantage with at least one disadvantage.

Step 3: Assign Advantages and Disadvantages to Stats and/or Skills

1. Ascertain the cost of the alien race's Stats in keeping with the advantages and disadvantages determined in Step #2.

- Each advantage applied to an alien race's Stat will permit 2 points in a Stat to be purchased at half cost.

  Example: If one advantage is applied to the STR Stat, the first 2 points in that Stat could be purchased at half cost. If 2 advantages were applied to that Stat, then the first 4 points in the Stat could be purchased at half cost. Note: stat costs always double after 6. A race with 4 advantages in a Stat would recieve a 7 in a Stat for the cost of 4 points.

- Each disadvantage applied to an alien race's Stat lowers by 1 the upper limit of normal (un-doubled) Stat Point cost.

  Example: If one disadvantage was applied to a Stat, you would start paying 2 Stat Points to increase the Stat after it had reached 5 (the upper limit for humans is 6). Applying the disadvantage to the same Stat twice would reduce the upper limit of un-doubled Stat Point cost to 4, and so on.

2. Assign free skills modifiers and/or skill penalties in line with the advantages and disadvantages determined in Step #2.

- Free skill modifiers are just that, +1 modifiers to particular Skill Scores that are received at no skill point cost. Each advantage used in this fashion provides one +1 modifier in a single skill. This is a bonus to that Skill Score above and beyond any skill levels.

  Note: In order to get the full benefit of this bonus, the character must buy the skill with skill points or experience points. If the character does not have the applicable skill, he may still use the bonus, but must also operate at the default penalty for the skill.

  Example #1: Bugshoe has a Professional Skill Level in Track With Unnerving Accuracy. This level gives him a *+4* to his Skill Score. His CS is 4. This gives a total of 8 but his racial bonus for that skill is a +1, giving a total of 9.

  Example #2: Bugshoe's cousin, Bert, has no skill in Track With Unnerving Accuracy. Bert does have a CS of 4 and his racial +1 to Track With Unnerving Accuracy, but because he is unskilled, he must operate at a -3 disadvantage (the skill's default level). Thus he can track at a level of CS+1-3 or 2 (i.e.4+1-3=2).

- A disadvantage applied as a skill penalty doubles the point cost of a particular group of skills (such as NIMB Skills, SMRT Skills, Combat Skills, Knowledge Skills, etc.) If a disadvantage is to a particular skill group twice, the point cost is quadrupled.



*Move it or lose it, sister.*

3. Decide on any special abilities the race might possess, such as flight or armored skin. The Bartender must then assign a cost, in advantages of the power. The general guidelines for this are as follows:

- Armored skin costs one advantage per point of armor value.

- Any offensive power costs 2 advantages for every D4 points of damage the power can inflict(one advantage will give damage of D4/2), and one advantage for each range factor further than Near (see Chapter 7 - Ranged Combat).

- Flight costs one advantage for each speed multiple above human running speed (unskilled).

- Example: Flight costing 1 advantage would allow flight at the character's normal running speed (unskilled). Flight costing 2 advantages would allow flight at twice the character's normal running speed (unskilled), and so on.

  Any character with the ability to fly must purchase the 100 point Flight skill or use the default level of NIMB-2. This is a NIMB based skill. A test on this skill must be made for any difficult maneuver attempted in the air, or for flight attempts in adverse weather conditions. A failure indicates a fall (see Chapter 7 - Falling Damage).

SAMPLE ALIEN RACES

These races are by no means all you can have. The only limit is your Bartender's imagination.

## Elf (Faerie Sapiens)

Description: Slender humanoids with big eyes, pointed ears, slightly shorter or taller (Bartender's choice) than Humans. Musically-inclined, love trees, tend to act flighty and aloof. The Ultimate Flower Children.

Stat Costs: STR and CS costs double after 4. NIMB, AIM, SMRT and COOL are at half-cost up to 2.

Skill Modifiers: Look Good At All Times (+2), all STR skills cost double.

## Dwarf (Diminutus Sapiens)

Description: Short, stocky humanoids with lots of facial hair, gruff personalities and tempers as short as themselves. Love to work with stone.

Stat Costs: STR at half-cost up to 4 and CS at half cost up to 2. NIMB costs double after 5, and COOL, after 4.

Skill Modifiers: Specific Knowledge: Mining (+1), Power Drinking (+1), All Social skills (see Chapter 2) cost double.

## Dogman (Cards Sapiens)

Description: Humanoid, with the head, body hair and overall build of a dog. Excellent trackers, but rather quick to anger. They have extremely sensitive hearing, and thus prefer to use weapons that don't make a lot of noise.



*How to keep a rhinoskin from charging.*



*Possibly the greatest threat to our way of life.*

Stat Costs: AIM at half-cost up to 2, and CS at half-cost up to 4. SMRT costs double after 5, and COOL, after 3.

Skill Modifiers: Track With Unnerving Accuracy (+1).

## Rhinoskin (Rhinoceros Sapiens)

Description: Vaguely humanoid creatures with a massive build, huge folds of tough armor-like hide and a single horn just above the nose. Slow and ponderous, they are the strongest of the races presented here. Their hide is treated as Armor Value 2.

Stats: STR at half-cost up to 6. NIMB costs double after 3, and AIM, doubles after 4.

Skill Modifiers: Break Things (+1) and Hurt People (+1).

## Disgustingly Cute Furry Thing

Description: Probably the most diverse of all the races, these creatures can look like any variety of stuffed animal or cutesy cartoon character. Almost entirely lacking in any practical abilities, they have survived due to their phenomenal luck.

Stat Costs: STR costs doubles after 3, and CS doubles after 2. NIMB at half-cost up to 2, and LK at half-cost up to 7.

Skill Modifiers: Look Good at All Times (+1).

# CHAPTER 2: GETTING SKILLFUL

*"Okay, Where did you get that book and why are you glowing?"*

Name: Bugshoe
Race: Cards Sapiens
Template Type: Bounty Hunter
Identifying Quote: "Hold still and it'll only hurt alot. Or move. I don't care."

| | | |
|---|---|---|
| STR: | 3 | Oops! Points:15 |
| NIMB: | 2 | |
| AIM: | 6 | Luck Points:2 |
| SMRT: | 3 | |
| COOL: | 3 | Shtick: Trench coat Effect |
| **CS:** | **4** | |
| LUCK: | 2 | |

| Skill | Level | Die Roll |
|---|---|---|
| Shoot Things (AM) | Hack | 8 |
| Fling Primitive Missiles (AM) | Professional | 10 |
| Throw (AM) | Professional | 10 |
| Hurt People (ST) | Dabbler | |
| Duck (NB) | Expert | 5 |
| Dodge (NB) | Professional | 6 |
| Track With Unnerving Accuracy (CS) | Professional | 8 (9) |
| Chase Cars (NB) | Expert | 5 |
| Survival (CS) | Hack | 6 |
| Intimidate (CL) | Expert | 6 |
| Notice Detail (AM) | Hack | 8 |

Let's get one thing straight! I'm not going to coddle you. I speak my mind and tell it like it is, so don't expect any of that purple prose stuff in this chapter. I'm Bugshoe. That's all the name you'll ever need know. I hunt people for a living, and when I find them, they usually ain't feelin' too sociable, so I'm a hard case out of necessity. I hang around the Vagabond a lot, and Arithon and me, we've been in a few scrapes together, so I guess you could call us friends. But enough about me.

This chapter is about skills, skill levels and things like that. First I'll explain how skills work, then I'll get into the different types of skills: Combat, Physical, Knowledge, Social, and Miscellaneous.

## 2.1 How Skills Work

Basically, whenever a character attempts to do something that is out the ordinary (that's to say not an everyday sort of thing) during the course of the game, he'll be called upon to make a die roll against a Skill Score (see below) or a Stat. These die rolls are referred to as Tests. Depending upon the result of the die roll, the Gamemaster will determine whether or not the Test succeeded, and the consequences of success or failure.

## Skill Levels

*"Virgil! He's got a brain!"*
In Tales From the Floating Vagabond, each skill that a character has will be rated according to his level of expertise in it. The greater a character's level of expertise in a skill, the better will be the Skill Level Modifier that he uses to determine his Skill Score.

| Skill Level | Skill Level Modifier |
|---|---|
| Dabbler | +1 |
| Hack | +2 |
| Expert | +3 |
| Professional | +4 |

## Skill Scores

A character's Skill Score in a particular skill is equal to his Skill Level Modifier plus the Stat that is associated with that skill. The Skill Lists presented later in this Chapter list all the skills, and the Stats that are associated with them.

Example: A character whose STR Stat is 4 has purchased the Hurt People skill at Expert Level. His Skill Score is computed as 7; four for his STR Stat, plus the the Skill Level Modifier of +3.

## Non-combat Skill Test Procedure

When a character attempts to use one of his non-combat skills during the course of play, he will have to conduct a Skill Test according to the following procedure;
1. The Bartender chooses a Difficulty Level from the following table using his common sense. For example, if someone was using his Break Things skill to try to shatter a Ming Vase, the Test would be Pitifully Easy. If, however, the character was trying to batter his way through a jewelry case made of bulletproof glass, the task would be Hard.

| Skill Test | Difficulty Level Table |
|---|---|
| Pitifully Easy | (d4) |
| Easy | (d6) |
| Normal | (d10) |
| Hard | (d20) |
| Very Hard | (d30) |
| Nigh Impossible | (d100) |

2. The Patron whose character is making the Test rolls the kind of die indicated by the Skill Test Difficulty Table, and compares the result to his Skill Score. If the result is less than the Skill Score, the character's attempt has succeeded. If the result is more than the Skill Score, then the character's attempt has failed, with consequences that vary from skill to skill.

> Example: A character with a Trivia Skill Score of 7 is trying to recall the name of the 1,397th Praetor of Gorondion IV. The Bartender decides that this is a Nigh-Impossible Test, requiring that the Patron roll versus his score on d100. To the amazement of all present, he promptly proceeds to roll a '5', (which is less than his Skill Score) and comes up with the correct answer, Martelak the Gluttonous.

This system is designed so that, at certain levels, Pitifully Easy and Easy tasks are automatically completed. Some characters may even get the higher level Tests automatically with experience. When that happens, it's up to you to give them greater challenges.

## Matching Skills

Sometimes the nature of a skill is such that its successful use requires working in concert with, or overcoming the resistance of another character or characters. In such cases, the skill description will indicate that the character should Match one of his Skill Scores and/or Stats against one of the Skill Scores and/or Stats of the other character(s). To perform a Match, the two sides each roll a d10 and add it to their appropriate Skill Score or Stat. The side that gets the higher number wins the Match.

## 2.2 Combat Skills

> *"Because we're such good friends, I'll only break your upper teeth."*

These are the skills that allow us to do horrible things to each other in the name of Mom, Apple Pie, and Baseball (a debt collection agency I used to work for). Combat Skills are handled differently than non-combat skills in TF2V. For one thing Combat Skill Tests are always made on a d10. Suffice it to say that the Attack Procedure is significantly different from the Non-Combat Skill Test Procedure, so we're covering it separately a bit later in the rules (Chapter 7).

## Interpreting the Skill Lists

Below you'll find a series of skill lists. On each one, the first column gives the name of the skill, the second lists the Stat with which the skill is associated, the third indicates the cost in points per level of that skill, and the fourth gives the skill's Default Score (the Score used by a character who's trying to use a skill he doesn't have). If this



*Berserker Rage: Good night and may the good lord take a viking to you.*

last column has a dash (—) in it, then the task cannot be performed without expertise in the skill.

| Skill | Stat | Cost | Default |
|---|---|---|---|
| Berserker Rage* | STR | 200 | — |
| Blow Things Up | SMRT | 100 | - |
| Dodge* | NIMB | 50 | 0 |
| Duck* | NIMB | 50 | — |
| Gunnery | AIM | 100 | -4 |
| Fling Primitive Missile | AIM | 100 | -2 |
| Headbutt | STR | 100 | -1 |
| Hurt People | STR | 100 | -2 |
| Hurt People Really Badly* | NIMB | 200 | — |
| Lob Primitive Missiles | AIM | 100 | -4 |
| Shoot Things (Gun) | AIM | 100 | -2 |
| Shoot Things (Big Gun) | AIM | 100 | -2 |
| Shoot Things (Really Big Gun) | AIM | 100 | -2 |
| Swing Nasty Pointy Thing | STR | 100 | -2 |
| Swing Nasty Pointy Thing With Panache | NIMB | 100 | — |
| Swing Long Nasty Pointy Thing | STR | 100 | -3 |
| Swing Short Nasty Pointy Thing | STR | 100 | -2 |
| Target Vomiting | AIM | 100 | — |
| Throw | AIM | 50 | -2 |
| Whips & Chains | NIMB | 100 | -4 |

* See Skill Description

**Berserker Rage:**

This is the ability (or disability) to lose it completely. Every time a character with this skill is in combat, he rolls a Normal (d10) test using his Berserker Rage Skill Score. If the roll succeeds, he flies into a foaming-at-the-mouth, bulging-at-the-eyes, maniacal, bloody rage. The following circumstances apply when a character is in this state of rage:

- In hand-to-hand combat, the character attacks with a bonus to hit equal to his Skill Level Modifier in the skill, and uses the same number as a damage bonus when he hits.
- In ranged combat, the berserker gets one extra shot for each level of Beserker Rage skill he has. However, a number equal to his Skill Level Modifier is subtracted from the Attack Score of every shot he takes.
- The berserker must attack to kill, and will not stop attacking until his target of choice is dead. At that point, he will then attack (in hand-to-hand or ranged combat) the next living thing he sees, whether friend or foe. Just before the berserker makes his first attack upon a particular target, he can try to pass a Normal COOL test. If successful, he will come out of the rage. A berserker automatically will come out of the rage once there are no living things in sight.

**Note:** This skill cannot be used together with Swing Nasty Pointy Thing With Panache or Hurt People Really Badly. If someone with the Hurt People Really Badly skill goes into a rage, he uses Hurt People at Expert level instead.

## Blow Things Up

This skill is very useful if you have something that you'd like to see a lot less of. The person attempting to blow something up must have the appropriate equipment (explosives, stupid). The rules outlining how one goes about using this skill can be found in the section on Anti-Social Behavior in Chapter 7.

## Dodge

This skill is handled differently from other combat skills in that it comes into play only if you have been hit in hand-to-hand combat. Then you roll a d10 and subtract the result from your Dodge Skill Score. If this number is positive, it is then added to the roll your enemy has already made against his Attack Score. If this would make the roll a miss, then it is a miss. A character can Dodge one enemy Hand-to-Hand Attack for each attack he himself gets to make.
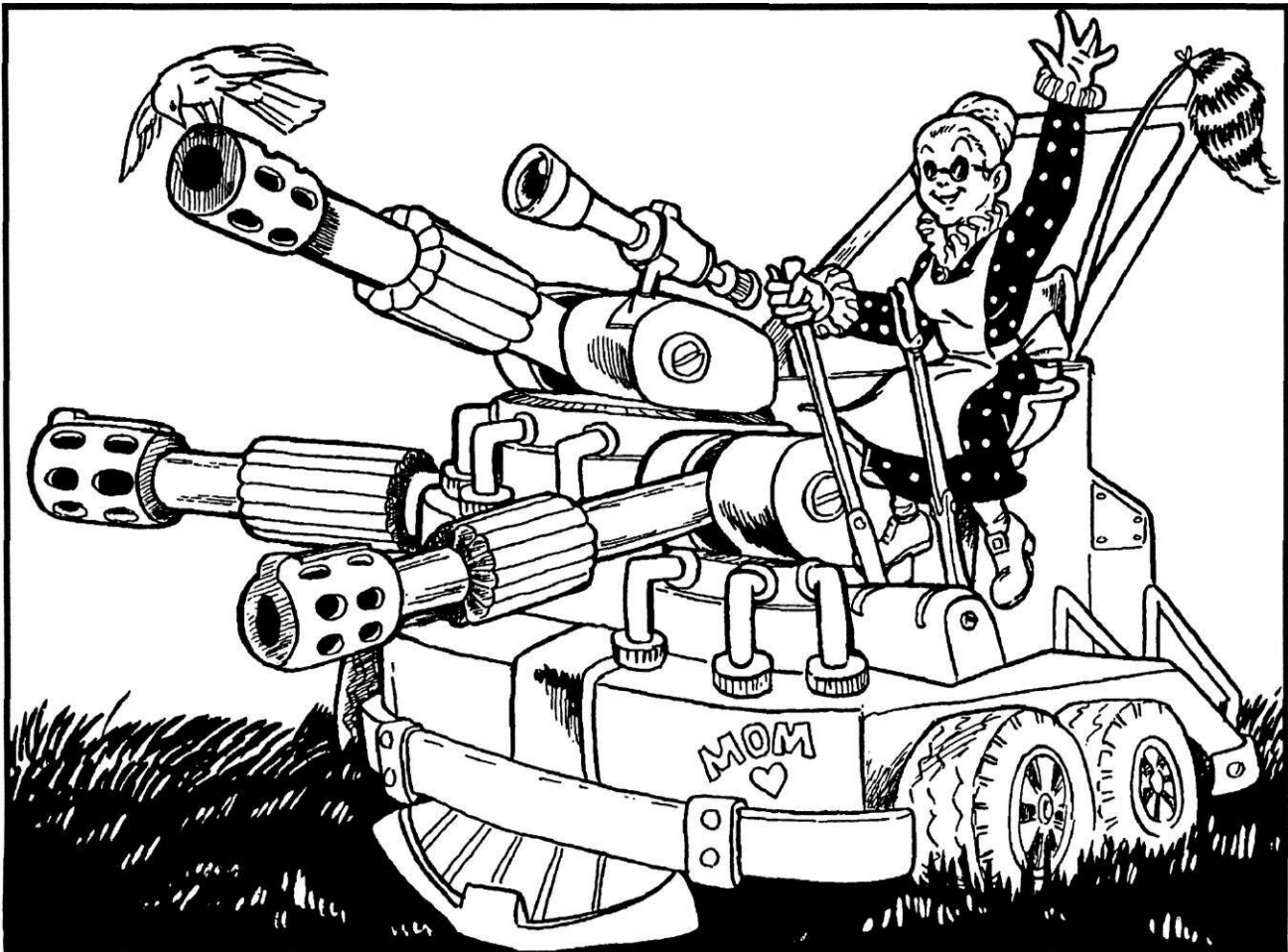


*Gunnery: I'd like to see those squirrels get in my birdfeeder now!*
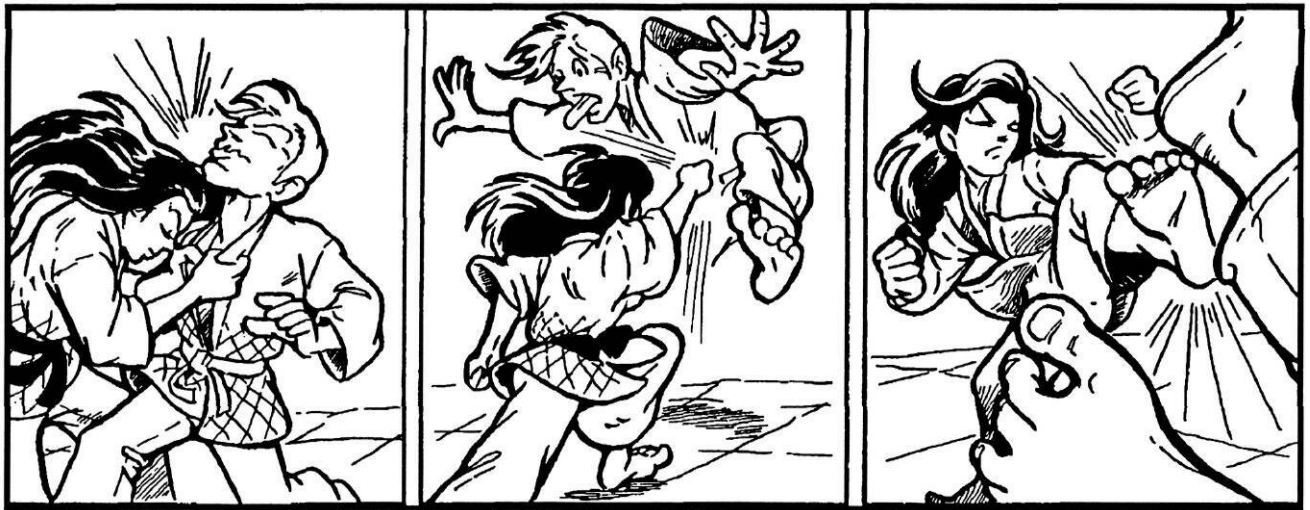
*Dave volunteers his services to the instructor for a demonstration.*

## Duck

This skill is the Ranged Combat equivalent of Dodge. It too is used only when the character has been hit, although it applies only to hits inflicted by ranged weapons. To determine if the Duck succeeded, roll a d10 and subtract the number rolled from your Duck Skill Score. If this number is positive, it is then added to the roll that your enemy has already made versus his Attack Score. If this would make the roll a miss, then it is a miss. If not, tough luck. A character can Duck one enemy Ranged Combat Attack for once for each attack he himself gets to make.

## Gunnery

Some guns are so big that they can't be carried around, and have to be towed from place to place (like a howitzer), or mounted on a vehicle (a tank, for example). When you buy levels in Gunnery skill, you must decide what kind of weapons the skill specifically covers (Incredibly Big Gun, My God That's a Big Gun, or Don't Point That at My Planet Gun).

## Fling Primitive Missiles

This skill covers all ranged weapons that don't require a small explosion, nuclear reaction, or other powerful release of energy to deal death and destruction to the enemy. It includes bows and arrows, crossbows, slingshots, etc. (all PMC type weapons). These are the kinds of weapons someone uses when they're not afraid of the enemy, but that's just my opinion.

## Headbutt

A truly repulsive display of disregard for the sentient brain, but I guess ifs effective. At least Myron never has any complaints.

## Hurt People

This is the very basic ability to cause someone pain and injury by beating up on them (and, incidentally, one of my favorites). It operates just like all other hand-to-hand combat skills. Damage is d3 Oops! Points plus the user's STR damage bonus (see Chapter 7).

## Hurt People Really Badly

This skill covers the many various martial arts, whereas Hurt People is merely fisticuffs and brawling. Before you can take any levels in this skill, you must already have Hurt People skill at Expert level. If you have Hurt People at Professional level, you cannot take this skill. Furthermore, once you have this skill at any level, you can never fight using Hurt People skill again.

Note: When determining skill score, count only Hurt People Really Badly levels, not Hurt People levels.

This skill differs from Hurt People in that you can make a number of attacks per combat round equal to your NIMB Stat divided by 2 (round up). Damage is d6 per hit, but no STR damage bonus is added to the roll. One annoying side effect of this skill is that those who use it cannot speak normally while in combat. Instead, they talk in short, stilted sentences, and their mouths are always a quarter of a second out of synch with their words.

## Lob Primitive Missiles

This is just like Gunnery except that it applies to very big, ancient weapons such as catapults, ballistae, trebuchets, etc.

## Shoot Things

This skill covers the ability to point a gun at something, pull the trigger, and make it go away...loudly. Clearly not the polite thing to do to a person. When one buys levels in Shoot Things skill, you must decide what kind of gun the skill specifically covers (Gun, Big Gun, or Really Big Gun).

## Swing Nasty Pointy Thing

The Skill name says pointy thing, but anything with an end to hold and an end to hit things with will do (NPT or RNPT type weapons). You can try to cleave someone with a broadsword, spike them with a pick, or club them with a baseball bat. When using this skill, you can make one attack per round.

## Swing Nasty Pointy Thing With Panache

This skill represents fencing, swordplay and

other effete things one can do with sharp objects. When you engage in combat using this skill, you can make a number of attacks equal to your NIMB Stat divided by 2 (round up), although no STR damage bonus is added to the damage die roll.

### Swing Long Nasty Pointy Thing

The same as Swing Nasty Pointy Thing except that it applies to pikes, halberds, bill hooks and other stuff like that (LNPT weapons).

### Swing Short Nasty Pointy Thing

This is the same as Swing Nasty Pointy Thing except that it applies to knives, daggers, ice picks, etc. (SNPT type weapons). When using the skill in combat, you can make a number of attacks per combat round equal to your NIMB Stat divided by 3 (round nearest), but no STR damage bonus is added to the damage die roll.

### Target Vomiting

Probably the most disgusting combat skill I've ever seen. It does no actual damage, but obscures vision, makes footing tricky, and reduces the targets COOL by d6 per hit until cleaned up. If a target's COOL is thus reduced to 0 or less he/she/it has been totally grossed out and will try to retreat in order to clean up. This skill has a range of Near.

### Throw

This is the ability to throw things like rocks, grenades and Molotov Cocktails at a target and hit it. Pretty self explanatory.

### Whips & Chains

This is the ability to employ these dangerous devices in combat, as well as in other, ahem, recreational uses.
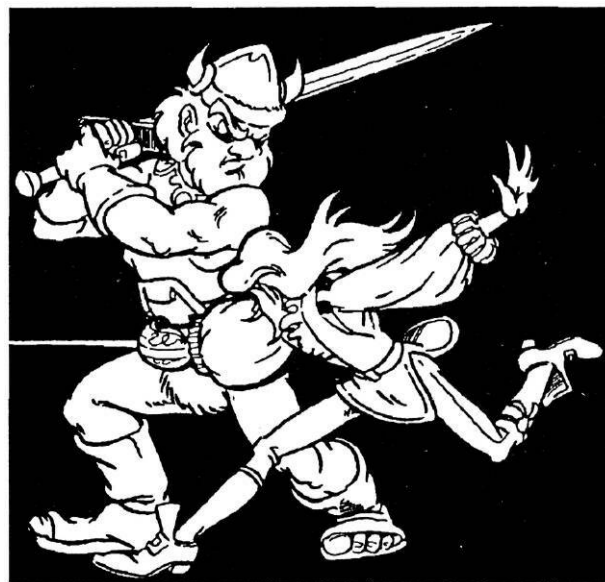
## 2.3 Physical Skills

*"Okay, Margo, that was great. Let's try it again, but this time without the machete."*

These are the skills that require the use of your brawn instead of your brains (yeah, like you ever use your brains) to accomplish some difficult physical feat or impress members of the opposite



*Mistress Brunhilde shows Desmond a new trick.*



*Grong is a Republican. Phillipe is a Democrat. Aren't politics fun?*

sex of the species of your choice (as opposed to trying to hurt someone).

| Skill | Stat | Cost | Default |
|---|---|---|---|
| Acrobatics | NIMB | 100 | -3 |
| Break Things | STR | 50 | 0 |
| Chase Cars | NIMB | 100 | |
| Climb | (NIMB+STR)/2 | 100 | *-4* |
| *Drive* Vehicle* | (NIMB+AIM)/2 | 50 | |
| Juggle | NIMB | 100 | |
| Jump | STR | 100 | 0 |
| Lift Things | STR | 100 | 0 |
| Operate Heavy Machinery | AIM | 100 | — |
| Pick Lock | AIM | 100 | -5 |
| PickPocket | NIMB | 100 | -5 |
| Power Drinking | STR | 100 | |
| Run Real Fast | NIMB | 50 | 0 |
| Sports* | (NIMB+STR)/2 | 100 | -1 |
| Swim | STR | 50 | -1 |

\* Specify type

### Acrobatics

This skill allows a character to do flips, walk on his hands, balance on a tightrope, fly through the air on a trapeze, and other silly, showoff type stunts. I won't have it. It's not... well, manly, if you know what I mean. Oh, yeah, any skill levels in Acrobatics can be added to Dodge or Duck in Combat situations. Hmm... maybe it's not entirely useless.

### Break Things

Pretty simple, really. This is the ability to break something you want broken, using brute strength and an innate knowledge of the Laws of Physics that pertain to stress and resistance. You can also use it to determine how much force would be needed to break something. There is a drawback, however. This type of knowledge inclines people towards clumsiness. Thus, when-

20

ever a character possessing this skill is near something fragile or delicate, he must make a Normal (d10) Test against his NIMB or be forced to make an attempt to break the object.

## Chase Cars

This is the ability to chase cars and other vehicles without actually catching them (unless you really want to, in which case you must make a Very Hard NIMB Test in addition to the Test made for Chase Cars), or being noticed by the passengers in the car being chased. A favorite sport of mine. I can't recommend it to anyone strongly enough. [Author's note: Bugshoe may be a bit prejudiced in his advocacy of this skill, as he left out the bit about how anyone possessing this skill must pass a Hard (d20) COOL Test to avoid compulsively chasing any moving vehicle that passes in their vicinity.]

## Climb

This allows a person to ascend or descend a vertical surface without doing horrible damage to himself. Particularly difficult climbs will require some equipment (hammers, pitons, rope, etc).

## Drive Vehicle

You must specify which type of vehicle it is that you have skill in operating. Some examples would be automobiles ('57 Chevy, Nice Car, Jeep,



*Do we have to go through this every time the elevator is broken?*
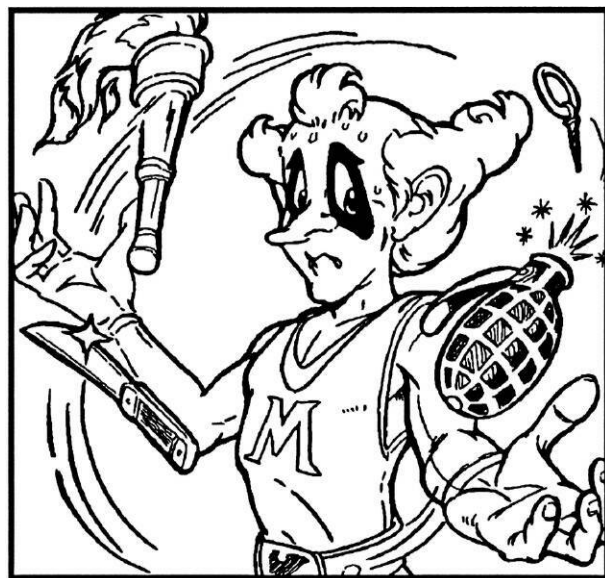


*A rare photo from the final performance of The Great Muldini.*

Limo, Sports Car), motorcycles, boats, submarines propeller-driven aircraft, jet aircraft, helicopters, and spacecraft.

You must have at least Dabbler level skill in a particular vehicle type in order to attempt to drive it. The only exception is if you have Drive Vehicle skill in a similar type of vehicle (for example, you could try to fly a jet aircraft if you had skill in driving propeller-driven aircraft). In that case, you must pass a Hard (d20) Test against the skill the first time that you try to operate an unfamiliar vehicle.

Each time a character driving a vehicle attempts a dangerous maneuver (threading a mine field, jumping eleven busses, delivering pizza on a college campus) he must make a skill test corresponding to the difficulty of the maneuver being attempted. If the test fails, a mishap occurs, the magnitude of which is determined by the Bartender (in line with the situation). If such maneuvers are being attempted by a character driving an unfamiliar vehicle, the difficulty level of the test is increased by one level.

## Juggle

This is the ability to keep more objects in the air than you have appendages. The number of objects (of reasonable size) that you can keep airborne greater than the number of hands/appendages you have is equal to your Juggle skill level modifier. Thus, a human who had Juggle skill at Hack level could keep 4 items airborne (2 hands plus the skill level modifier of +2).

## Jump

This skill adds to a character's normal jumping distance (2 x NIMB; see Chapter 7), an additional distance equal to twice his Jump skill level modifier in feet.

*Trust: the foundation of any successful relationship.*

Example: A character possessing Jump skill at Expert level would add 6 feet (2 times the skill level modifier of +3) to his jump distance.

## Lift Things

A person with this skill has spent considerable time and effort in body-building. All characters can carry a number of Medium items (see Chapter 4) equal to their STR Stat, and can lift up to twice that amount of Medium items for short periods of time. Characters possessing this skill add 2 Medium items to their normal carrying capacity for each level they have in the skill (and thus, 4 Medium items to their short-duration lifting capacity).

## Operate Heavy Machinery

This allows you to futz about with things you really shouldn't unless you know what you're doing. These include hydraulic presses, power loaders, cranes, nuclear power plant cooling systems; unimportant things like that.

## Pick Lock

This skill gives you the ability (with the proper equipment) to open locked doors/gates/airlocks without the keys. It covers simple key locks, combination locks, computerized locks and even retina-scan security systems. Naturally, the more sophisticated the lock, the more difficult it will be to pick. Admitting that you even have this skill can get you into lots of trouble in some places.

## Pick Pockets

This is the ability to relieve a person of the contents of his pockets, money belt, purse, etc. It also allows you to rather sneakily remove wristwatches, rings, necklaces, and things like that. Truly a diabolical thing to do.

## Power Drinking

This skill allows a character to consume inhuman amounts of alcohol without getting drunk. Unlike normal people, who must make a STR test as soon as they drink a number of Intoxicant Factors (see Chapter 7) greater than their STR Stat, characters possessing this skill do not make the test until they drink Intoxicant Factors in excess of their STR Stat plus their skill level bonus in this skill

## Run Real Fast

The most common way that this skill is used is in cases where one character is chasing another on foot. The two characters Match (see Chapter 2) their Run Real Fast scores, or their NIMB Stat if they don't have the skill.

## Sport

When you take this skill, you must indicate the specific sport in which you are skilled, since skill in one sport does not carry over into another. Possession of this skill not only includes physical prowess, but knowledge of the rules of the sport in question at the same level. Here are a few examples: Autoclave Swallowing (very obscure), Baseball, Cricket, Diving, Elevator Racing, Football, Golf, Handball, Ice Hockey, Jai Alai, Lacrosse, Mondo Pool, Nova Surfing, Ostrich Wrestling, Polo, Quoits, Racquetball, Soccer, Under-water Basketball, Variable-Gravity Lasercrosse, Water-Skiing, Xylophone Taming, Yachting, Zeppelin Rodeo, etc.
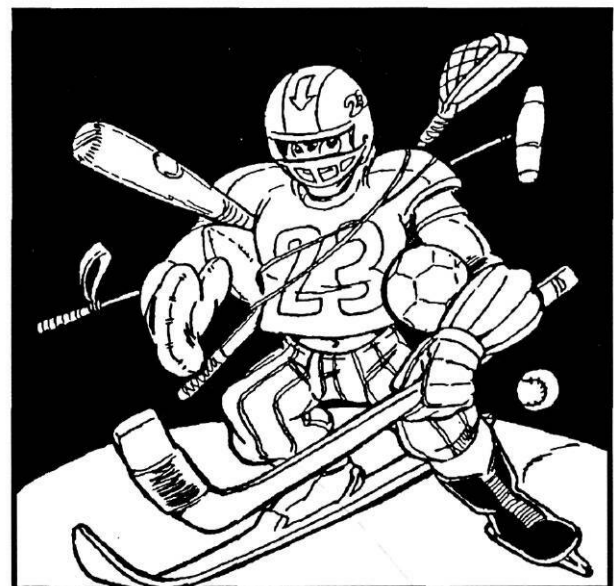


*Tom always was an over-achiever.*
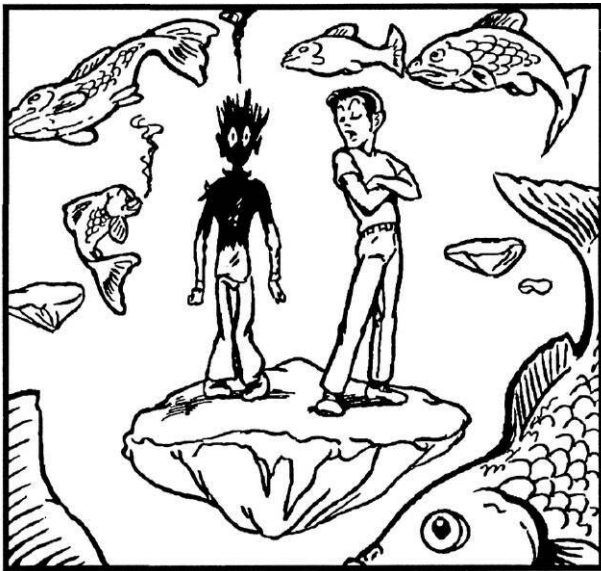
*Well...I could've told you that would happen!*

## Swim

This is the ability to stay afloat, not drown, and get from one place to another while in a liquid medium such as water. If you don't have the skill, all you can do is dog-paddle, like me. (First one of you that makes a crack about that I'll bite. And that means you too, Arithon!)

## 2.4 Knowledge Skills

*Can I outsmart him? Why cap'n I've got a coupon for 20% off his I.Q.!*

These are the skills that use your brain power (snicker) to get the job done. They usually represent years of careful study, and tinkering. However, that doesn't mean that they can't be misused for destructive purposes just like any other skill.

| Skill | Stat | Cost | Default |
|---|---|---|---|
| Abnormal Physics | SMRT | 100 | — |
| Calculate | SMRT | 100 | -2 |
| Deduce | CS | 200 | -1 |
| Fiddle With | | | |
|   Electronic Gadgets | SMRT | 100 | — |
| First Aid | SMRT | 100 | -3 |
| Human Encyclopedia! | SMRT | 300 | — |
| Inventl | SMRT | 300 | — |
| Medicine* | SMRT | 200 | — |
| Mess With | | | |
|   Dangerous Goop | CS | 100 | — |
| Physics | SMRT | 100 | |
| Psychoanalysis | CS | 200 | — |
| Specific KnowledgeZ | SMRT | 100 | |
| Trivia | SMRT | 100 | 0 |

1 This skill can be taken one level at a time.

2 Specify type

* See description

## Abnormal Physics

This skill can only be used in situations where the normal laws of physics do not apply. It lets the user guess what the logical (or illogical) consequences of a given action would be. Because situations contrary to fundamental natural laws place an unbearable strain upon the sanity of scientifically-inclined individuals, you cannot take this skill if you have Physics skill, and vice-versa.

## Calculate

With this skill, a character can perform all those complex polynomial and differential equations you always flunked in school. This skill can be used to aid in Gambling Tests by applying the skill level modifier.

## Deduce

This is the ability to gain valuable insights about a situation, place, or person given a few seemingly-insignificant facts from which to work. (Just like that guy from 221B Baker Street.)

## Fiddle With Electronic Gadgets

This skill covers the ability to repair, improve, sabotage or change the function of electronic devices. When a character fails a Fiddle With Electronic Gadgets skill test, immediately roll a Normal (d10) LUCK Test modified by the number by which the original Test was failed. If this LUCK Test is passed, the Fiddle attempt simply failed. If the LUCK test is not passed, then something dramatic happens (the device blows up, is severely damaged, or works in precisely the opposite way than that which was intended).

## First Aid

People get hurt. It happens. Ifs one of the only reasons I bother to get up in the morning. Consider if you will that in the Vagabond's system alone, a being is seriously injured every 3 seconds. Given those statistics, I have a pretty good chance at causing at least one serious injury a day. Some people, however, would rather help than



*Diane fails her First Aid Skill Test.*

*Maybe I should label this stuff.*

hurt, and this is the skill for them. For details about this skill, see the Damage and Healing section in Chapter 7.

## Human Encyclopedia

This is a very powerful skill, as it allows a person to know things they have no business knowing. Because of this, any Tests against this skill are made at one level of difficulty higher than if the person had the Specific Knowledge skill (see below) in that area. Also, a character who takes this skill cannot take any Specific Knowledge skills.

## Invent

A character with this skill can, given the necessary materials, create seemingly made-to-order devices of every kind for any given situation. The difficulty level is decided by the nature of the device.

- If the inventor can use something he has personally seen as a model for the object being built, it is an Easy (d6) Test.
- If the device being built is a variation on an existing device that the inventor has seen or used, it is a Normal (d1O) Test.
- If the device is to perform an entirely new function, unlike anything the inventor has ever seen, the Test is Hard (d20).
- If the device has several functions or a general purpose unlike anything the inventor has seen or used, then a Very Hard (d30) test is in order.
- If the device's function has anything to do with extradimensional travel, scanning, or communication, including time travel, or otherwise seems to be the type of thing WARP Inc would produce (or the Inventor has recently gotten onto the Bartender's bad side), then the Test is Nigh-Impossible (d1OO).

A character possessing this skill cannot also take the Cast Spells skill.

## Medicine

In order to take this skill, you must already have one level in the First Aid skill. With this skill, you perform all First Aid skill functions using your Medicine score plus your First Aid skill level modifier. For further details concerning this skill, see the Damage and Healing section in Chapter 7.

## Mess With Dangerous Goop

This skill enables the would-be chemist to mix, concoct, or distill all sorts of chemical substances, provided he has the proper materials available. The difficulty level is based on the Bartender's judgement. If the Skill Test is successful, no problem. However, if the Test Fails, roll on the following table and add the number by which the Test was failed.

| d20 Roll | Result |
| --- | --- |
| 1-10 | The concoction bubbles, fizzes, or smokes colorfully, but there is no noticeable effect. |
| 11-12 | Noxious fumes billow forth: make a Hard STR Test or take d6 Oops! Points. |
| 13 | A new life form rises out of the test tube and begins to picket against you for unfair treatment of plasmoids, then wanders off to find a civil rights group to get behind it. |
| 14 | You create a deadly poison. Any character who drinks/touches/breathes it must make a Very Hard STR Test or die. |
| 15 | You create a very powerful intoxicant, worth 2 Intoxicant points. |
| 16-17 | Ka-Blooey! A massive explosion rocks the lab and everyone nearby takes 2d6 Oops! Points and looks rather silly because they're covered in soot and their clothes are burnt. |
| 18 | You create an invisibility formula. Unfortunately, the first thing it did was to turn the container invisible, so you can't find it. |
| 19 | Your mixture is a potion with effects similar to those shown in whichever old, campy sci-fi movie the Bartender has seen most recently |
| 20 | Something Extremely Weird happens. Just what is up to the Bartender. |

## Physics

This skill allows the character to predict the behavior of matter in accordance with the fundamental laws of nature. The difficulty level of a particular skill test is based upon the cirucmstances of the situation. For instance: computing the terminal velocity of an object falling into a planet's gravity well would be Easy, while determining the rocket thrust vectors necessary to navigate one's way through an asteroid field would be Very Hard. A character with this skill cannot also take Abnormal Physics or Cast Spells.

## Psychoanalysis

This skill allows its user to determine the state of a sentient being's mental health by talking with and observing him/he/it. Furthermore, one can also attempt to cure a person who's gone "round the bend." To accomplish this, the psychoanalyst makes a skill test, the difficulty level of which is

*...and I guarantee that our invisible watchdogs will never need to be fed, watered or walked.*

determined by patient's state of mind (see below), followed by a Normal SMRT Test. The patient then makes a Hard CS Test, and a Normal COOL Test. If any of these tests are not successful, then the effort to cure the patient has failed.

A person possessing this skill can also try to drive a sentient being insane, but we wouldn't do that! Would we? The procedure is exactly the same as for curing insanity, except that the process fails if the patient makes either of his Tests. If an attempt to cure or induce insanity succeeds, then the patient is moved one level closer to sanity or insanity on the following table, whichever is appropriate:

| State of Mind | Cure | Drive Insane |
|---|---|---|
| Very Together | redundant | dlOO |
| Normal | d6 | d30 |
| Neurotic | dlO | d20 |
| Deluded | d20 | dlO |
| Bonkers | d30 | d6 |
| Totally Buggo | dlOO | redudant |

## Specific Knowledge

This skill represents an enormous amount of time spent in scholarly pursuit of a particular field of knowledge. This can be nearly anything that isn't already described in another skill. A character with one or more of these skills cannot take Human Encyclopedia. Some examples of skills you could take are: Anatomy, Botany, Cryptography, Dialectical Materialism, Economics, Family Planning, Genetics, History (specify period and place), Ichthyology, Jungian Philosophy, Kinetics, Linguistics, Meteorology, Nutrition, Oceanography Paleontology, Quackery, Refrigeration, Statistics, Thermodynamics, Unique-ology, Virology, Wildebeast Psychology, Xeno-Biology, Yahooism, Zoology.

## Trivia

This skill encompasses all that totally useless knowledge so many people find wandering around in their brains. Possession of this skill is not the same as Human Encyclopedia, and represents knowledge only of minor facts of little significance.

## 2.5 Social Skills

*He won't kill you, he may not even take your ship, just don't tell him his eyes look like eggplants; he hates that."*

These are those skills that involve interaction with other sentients. They can be used to win friends, to intimidate, to convince beings to do what you want, or to impress the hell out of them.

| Skill | Stat | Cost | Default |
|---|---|---|---|
| Belching for Effect | STR | 100 | -4 |
| Con | SMRT | 100 | -2 |
| Fast Talk | COOL | 100 | -2 |
| Gamble | (COOL+LUCK)/ | 100 | -3 |
| Intimidate | COOL | 100 | -1 |
| Look Good at All Times | COOL | 100 | — |
| Look Like Stereotype* | COOL | 100 | — |
| Make Wiseass Remark | COOL | 100 | — |
| Mix Drinks | CS | 100 | — |
| Party Like a Madman | (COOL+STR)/2 | 100 | -2 |
| Play Instrument* | (NIMB+SMRT)/2 | 100 | — |
| Raise Children to be Responsible Adults Instead of Game Designers | CS | 200 | -5 |
| Seduce | COOL | 100 | -1 |
| Sing | COOL | 100 | -3 |

* Specify type.

## Belching for Effect

Another of those decidedly disgusting skills the writers like to throw in. This allows a character to belch entire sentences, simulate a Centaurian Horse-Frog's mating call, or scare the hell out of his enemies. If a successful skill test is made, all enemies within hearing distance must pass a Normal COOL Test or be terrified. In order to perform this skill, the character must ingest at least .1 Intoxicant Factors.

## Con

You can fool some of the people some of the time, and the rest will watch. This skill allows you to convince a fellow sentient as to the truth of what you are saying, that he should allow you to do something he normally wouldn't, or that he should give you his life savings to invest. This skill is performed by Matching your Con skill score against the mark's CS Stat plus his Con skill score (if any). If this skill is attempted successfully, the mark never realizes he's been conned. But if someone else lets him in on the fact, boy will he be mad!

## Fast Talk

This is similar to Con except that it is only good for a quick fix, as opposed to a permanent solution. This skill will allow the perpetrator to

get in where he shouldn't, slip away from pursuit, and distract his foes. As with Con, Fast Talk is performed by Matching your Fast Talk skill score versus the mark's CS Stat or his Fast Talk skill score (which ever is higher). The victim of a Fast Talk will become aware that he has been taken almost immediately, but may be too embarrassed to do anything about it. Still, it may be advisable to take Run Real Fast as a useful companion skill to this one.

### Gamble

This is a skill that one acquires from long hours of studying odds and people's faces in order to separate them from their money in games of chance. To perform this skill, match it against the opponent or opponents' Gamble skill score or the default if they don't have Gamble. He who makes his test by rolling the highest number gets whatever was being used as the stake.

### Intimidate

This skill involves the careful study of sentient psychology in order to determine what really scares people. The difficulty of an Intimidate skill test is determined by how many sentients you are trying to coerce; 1 sentient is Easy, 2-5 is Normal, 6-15 is Hard, 16-30 is Very Hard, and 31 or more is Nigh Impossible.

Your Intimidate skill score can be modified by several things, one of which is how many people you have with you; add 1 to the score for every 2 people over 4. Another Skill Score modifier is for weapons. Add to your score the number taken from the following table for each weapon of that type the Intimidators have, subtract it for each that the Intimidatees have.

      1  Gun / Nasty Pointy Thing
      2  Big Gun / Long Nasty Pointy Thing
      3  Really Big Gun
      5  Incredibly Big Gun
    10-1  My God That's a Big Gun
     50  Don't Point That at My Planet

If the Intimidate Skill Test is successful then the victim or victims must make a Hard Cool Test or be intimidated. Intimidated characters will

cooperate with any reasonable requests made by the intimidatee. More extreme demands may require additional and possibly more difficult tests at the Bartender's discretion.

### Look Good at All Times

This is the ability to keep up an immaculate appearance no matter what trauma befalls you. This gives you a certain status in those circles where it's considered in bad form to allow ones hair to be mussed simply because one got hit in the head with a baseball bat, or just sprinted through a minefield. Heaven forbid you should kill a foe and get their icky blood all over your nice, clean imported suit. The difficulty level is up to the Bartender to decide.

### Look Like Stereotype

This is another one of those skills where you have to choose a specific type from many possibil- ities. With this skill, a character can appear to be one of those classic cinematic stereotypes: Dashing Hero, Helpless Victim, Dastardly Villain, Mysterious Stranger, Man on a Mission, Good Cop, Bad Cop, Spy, Private Eye, Tough Sergeant, Green Recruit, Incompetent Lieutenant, Town Drunk, Space Ranger. The List is only limited by the movies the Patrons and Bartender have seen.

Depending on the type of stereotype chosen, the effects can be good or bad. For instance some people may look up to certain stereotypes, while those same people may ignore or even disdain others. A character who has this skill must make a Normal skill test every time he meets a new per- son, even if he's in disguise. If the Test is success- ful, then the person he just met recognizes him for his stereotype, and cannot be convinced other- wise, no matter how the character is dressed.

### Make Wiseass Remark

This is the ability to come up with off-the-cuff cracks in virtually any situation. This is not the ability to simply make wisecracks, but to actually make them so well as to distract or even enrage others through their use. When using this skill, the player must actually make a Wiseass Comment. If used in a combat situation, the wiseass must make



*Keeping up the proper appearance is vital to protect one's image.*

a Normal skill test. If he succeeds, then the enemy must make an Easy COOL Test, modified by the difference between the wiseass' roll and his skill score. If this test is failed, then the enemy immediately attacks using a hit bonus of +1 and must do the same on the next combat round as well. During these two rounds, the enemy pays no attention to defense and cannot subtract Dodge, Duck or NIMB from his opponents' attack rolls.

This skill can easily turn a friendly argument into a deadly bloodbath. Another drawback is that a character possessing this skill is a compulsive



*Jeff is well known for his reserved and conservative behavior.*

wiseass. If a crack could be made and the player hasn't made one already, then he must pass a Normal CS Test or he blurts one out anyway, even against his better judgement. If a Patron whose character has this skill makes a wisecrack anytime during the course of the game, the rules are still

used, and a Test is rolled for his character.

### Mix Drinks

This skill deals with the divine science of mixology, i.e. the mixing of intoxicating beverages. A character with this skill knows how to mix drinks that not only will get a person falling-down drunk, but will make them like it as well. The Difficulty level involved in mixing a drink is determined by its Intoxicant Factor. Up to Factor 0.2 is Pitifully Easy, up to Factor 0.5 is Easy, up to factor 1 is Normal, up to Factor 2 is Hard, up to Factor 4 is Very Hard, and Factor 4.1 and higher is Nigh Impossible.

### Party Like a Madman

This skill means that a character always intuitively knows where the best places are to get just about anything a party needs, no matter where he happens to be. Some things are multiversal constants. He need never search too far to find a bottle of something, a bag of cheese puffs, a pizza parlor, and/or an attractive sentient of the opposite sex. Never at a loss for something to do.

### Play Instrument

This is another skill that covers a lot of specific choices. With this skill a character can carry a tune on the instrument in question, has some knowledge of similar instruments, and can recognize when one is being played well (or not, as the case may be). Here are a few examples; Accordion, Bagpipe, Cello, Drum, English Horn, Flute, Guitar, Harmonica, Iztrian Nose-Flute, Jew's Harp, Lute, Mandolin, Nautilus Shell, Oboe, Piano, Quail Bladder, Recorder, Saxophone, Trombone, Ukulele, Violin, Water Horn, Xylophone, Yak Horn, Zither.

### Raise Children to be Responsible Adults Instead of Game Designers

This isn't so much a skill as a warning to parents who may read these rules.
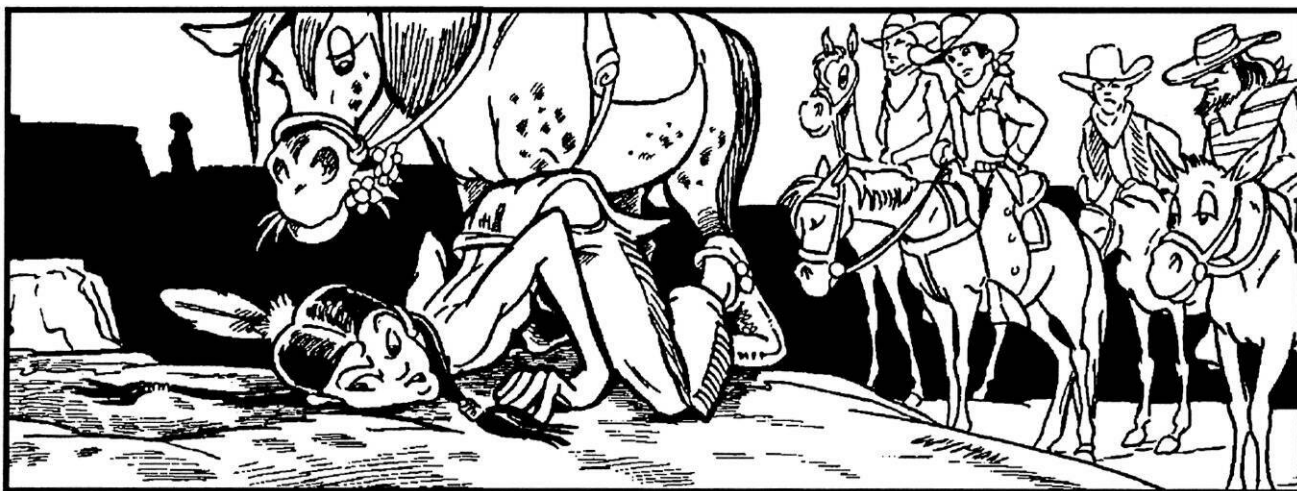


*Ten men on horseback passed here 2 hours 12 minutes ago. One horse has gone slightly lame in his right front leg. One of the men is drunk. Their leader is a short man with a scar over his left knee. A satellite is currently passing over their position.*

### Seduce

This is the ability to persuade a member of the opposite sex to do just about anything you want them to. In order to succeed, you must first make a Skill Test, the level of which is decided by the Bartender. Then, the "victim" must make a Normal CS Test, modified by the difference between your Seduction skill score and the number you rolled. If they fail, well... you know.

### Sing

This is the ability to produce melodious sounds from one's throat without scaring away the wildlife in the area.

## 2.6 Miscellaneous Skills

*"Take off your hat, boy; I'm gonna play with your brain!"*

These are those skills which, through no fault of their own, simply do not fit into any of the other lists. I could try to link them together with some kind of a topic sentence or something, but I'm just a bounty hunter. What do I know about these kinds of things?

| Skill | Stat | Cost | Default |
|---|---|---|---|
| Cast Spells *# | SM | 400 | — |
| Notice Detail | AIM | 100 | 0 |
| Notice Obvious | CS | 100 | 0 |
| Sneak Around | NIMB | 100 | -2 |
| Survival | CS | 200 | -3 |
| Track With Un- nerving Accuracy | CS | 100 | -3 |

\* This skill is only taken one level at a time.

\# See Magic section.

### Cast Spells

This is too complicated to explain here, so everything on this skill is in its own section at the end of this chapter.

### Notice Detail

This is the uncanny ability to pick up on things other people overlook or ignore. This is a very useful skill when investigating a murder, but I prefer the old fashioned method: beat it out of a witness. Any Tests made against this skill are made by the Bartender in secret, so I'm not going to tell you any more.

### Notice Obvious

When the Patron's are blundering about and keep missing a crucial piece of information that should be staring them in the face, the Bartender can allow them to use this skill to pull their fat out of the fire. On the other hand, it's probably more fun to just let them hang themselves out to dry and then start over.

### Sneak Around

This is the ability to move unseen and unheard in, about, and around places you aren't likely to be welcomed. Very useful if you're too chicken for a stand-up fight.

### Survival

A character who has this skill knows how to live off the land in most situations. They can find food, water, shelter, and cheap carryout joints on a Normal Test. If they're in an environment that is alien to those with which they are familiar, the Skill Test should be Hard or Very Hard (Nigh Impossible is reserved for planets and moons with no atmosphere).

### Track With Unnerving Accuracy

This skill enables a character to use woodcraft to determine in which direction people or things have traveled. Obviously, the bigger the quarry, the easier it is to track. The difficulty level is determined by the size of the quarry, with a tiny creature (such as an insect) being Nigh Impossible, and a fully-grown Brachiosauras being Pitifully Easy. The difficulty level is raised by one level if the quarry knows it is being tracked and does not want to be found, by two levels if it has this skill or Sneak Around (not cumulative).

## 2.7 Magic

*"I know your kind! You think you're hot stuff just because you're a necromancer!"*

Some sissy types don't like to get their hands dirty, so they hide behind a bunch of spells and things. I think it's silly, but I didn't write the rules, I just teach them. For those of you who decide you want to cheat and use magic, you'd better be aware of a couple things: first, magic is tough to learn; second, it doesn't always work.

Each character who takes the Cast Spells skill gets a number of Spell Points equal to their SMRT score for each level of Cast Spells they have. So a guy with a SMRT of 5 and Expert level in Cast Spells would have 15 Spell Points. These are the points you spend to cast your spells. Each spell has a Spell Point cost, and this is how many you deduct from the total each time it's cast. Spell Points are entirely regained after a good night's sleep.



*"...you may experience a slight chill."*

Cast Spells works differently than most of the other skills. Tests are all made at the Normal level. The skill levels have more to do with what spells are available to the character than simply improving the chance to perform them.

Without further ado, here is the Spell List.

## 2.7.1 Dabbler Spells

### Exchange

Spell Point Cost: 2

This spell will exchange one object with another object of the same approximate mass. The spellcaster must have physical contact with one of them, and know where the other object is. The transfer is instantaneous and quite traumatic for living creatures. Anything alive that's unlucky enough to be Exchanged must make a Hard STR Test or arrive resembling a distressed sponge, i.e dead. This hazard may be lessened by the caster; for each additional Spell Point he spends, the difficulty level goes down by one. The amount of mass the caster can exchange is 100 pounds per skill level.

Example: An Expert in the Cast Spells skill casts an exchange upon a friend o f his with a 5 STR. The friend is being exchanged with a rock equaling his mass. The caster uses 2 additional Spell Points for a total of three so that his friend will survive the Exchange. The two additional Spell Points in the spell allow the friend to make only an Easy STR Test instead of a Hard STR Test to come out intact. He rolls a D6 for his Easy Test and gets a 3. He survives the transport.

### Freeze

Spell Point Cost: 1

This is a simple offense/defense spell. The spell can create any one of the following effects:

- The caster may cast the spell upon an enemy to freeze him in his tracks. The enemy must make a Hard STR Test to avoid the effects of this spell. If this test is failed, then the victim is frozen in place and position for 2D6 rounds.The basic number of people this can effect is one, but the number of people effected may be increased by one per additional Spell Point expended. The effect has a range of Close.
- This spell can lower the temperature in the caster's immediate area by 15 degees per Spell Point expended.
- The caster can hurl ice bolts. His base chance to hit is a Skill Score found by adding his Cast Spells Skill Modifier to his AIM. He may then attack normally. The caster may also take the skill Shoot Things-Ice Bolts. This Skill Modifier is also added to the caster's Attack Score in addition to the Cast Spells Skill Modifier. It is a 100 point, AIM based skill. The ice bolts inflict D4 Oops! Points per Cast Spells skill level, and their range is Pretty Far (see chapter 7).



*Svizoom The Great, Wizard and Aspirin Salesman.*

### Heal, Part 1

Spell Point Cost: 1

This is a magical version of First Aid. If cast on a character injured within the last hour, it will stabilize him. If cast on a stable character, it will heal d4 Oops! Points.

### Influence

Spell Point Cost: 2

This spell allows the caster to cloud men's minds. With this spell, the caster can inject minor ideas or emotions into the target's mind. Things like "I'm thirsty," or "What was that noise?" or "Gosh, what a nice day!" If the spell is successful, the target is entitled to a Hard SMRT Test. If this is passed, there is no effect. Note that a target will not respond with physical action except for the effort it would take to lift a glass, look in one direction, or smile.

### Invisibility

Spell Point Cost: 3

This allows the caster or his target to become invisible for a period of hours equal to the caster's SMRT. While invisible, the caster is slightly out of phase with the dimension he is in, and therefore slightly unstable. If he has any violent physical contact with a visible object (i.e. a Hurt People attack, a fall, or an unfriendly introduction to a fast flying metal slug by the name of Fred), he must make a Normal NIMB Test or become visible. This spell also allows the caster to turn his or other people's stuff invisible. The limit to this is 2 Medium in weight or mass per additional spell point expended.

## Move

Spell Point Cost: 1

This allows the caster to move an object of no more than 100 pounds per Spell Point Spent without touching it. The object's speed will never be faster than the caster himself could run. The spell lasts for one minute per skill level, and the item must be in the caster's direct line of sight.

## Psychic Headbutt I

Spell Point Cost: 1

In order to perform this spell and all of the higher level versions of it, the caster must be able to pantomime a headbutt in the direction of his target, which must be a sentient being. If the Test is successful, the target will suffer a -1 penalty to all SMRT, CS, and COOL for d6 rounds, all the while looking thoroughly confused and having a horrible headache. It will also break the target's concentration.

## 2.7.2 Hack Spells

## Blink

Spell Point Cost: 3

This spell causes the caster or the caster's target to be teleported 3 to 12 feet in a random direction. To determine distance, roll d10 and add 2. This is how many feet away the target re-appears. To determine direction, roll a D12 on the following table.

1. Forward
2. Backward
3. Left
4. Right
5. Up
6. Up and Left (Diagonally)
7. Up and Right (Diagonally)
8. Up and Foreward (Diagonally)
9. Up and Backward (Diagonally)
10. Down



*Hey, if it works for that coyote...*

11. Down and Roll D4 for Diagonal Direction (1. Left, 2. Right, 3. Foreward, 4. Backward)
12. The Blink tied into a Dimensional Cross Flow. Double the distance of this Blink and roll again, ignoring all further rolls of 12.

The target will then blink 3 times. For each additional spell point spent, the target will blink one more time. Note that this spell will not blink the target inside a solid object unless the spell roll fails. If the target is not the spellcaster, then the caster must hit as if in combat, using the AIM modified by Cast Spells level. The target can choose not to dodge if he is willing or unaware.

## Burn

Spell Point Cost: 2

This spell allows the caster to create and manipulate flame. It can be stretched into a sheet of flame, rolled into a ball and thrown (using the Throw Things skill), or simply ignited and allowed to burn. After the flame has been released, the caster cannot control it. Damage done by the fire is d6 Oops! Points per skill level of the caster. In addition, offensive usage will ignite things like clothing, papers, napalm, etc. If this happens, consult the burning rules in chapter 7.

## Heal II, the sequel

Spell Point Cost: 3

This spell will restore d1O Oops! Points to any injured character.

## Illusion

Spell Point Cost: 3

When casting this spell, the caster causes the target to see what the caster wishes him to see. This can be manipulated in a number of ways, but the illusions can never cause damage. The size of the illusion is limited to 10 cubic feet plus 5 per Spell Point expended. In addition, at the Expert skill level, sound may be added at the cost of 3 additional Spell Points.

## Psychic Headbutt II: The Wrath of Excedrin

Spell Point Cost: 2

This is a more powerful version of the Dabbler spell. All of the effects from the Dabbler spell still apply, plus the victim suffers d6 Oops! Points in damage.

## Suggest

Spell Point Cost: 3

This spell causes the target to suddenly desire to do something and to carry it out as if it were his own idea. Now here's the catch: it's not his idea! It's the spellcaster's! Isn't that sneaky? This cannot cause the target to do something he would have strong feelings against, like shoot his friends, leave a guardpost, or let go of his beer.

## Telepathy

Spell Point Cost: 5

This spell allows the caster to communicate his thoughts to one person who is within ten miles

*/ see a vast, empty wasteland, totally devoid of life.*

of him. He can communicate with one additional person at the same time by spending 1 more spell point per person. This spell will only last for 10 minutes per skill level of the caster.

## 2.7.3 Expert Spells

### Control
Spell Point Cost: 6

By casting this spell, the character actually takes over the mind of the target for 1 hour. The caster can drop his control at any time, or can extend his control time by spending 4 additional spell points per additional hour.

### Cure
Spell Point Cost: 5

This spell removes any traces of poison, disease, insanity, or intoxication from the target's system (with no hangover!).

### Psychic HeadbuttIII: The Morning After
Spell Point Cost: 4

This does the same as the less powerful versions of this spell except that it imposes a -2 penal-

ty on the Stats affected, and does d10 Oops! Points. In addition, the target must make a Normal COOL Test or fall into a coma until a Dramatically Appropriate Time.

### Read Minds
Spell Points Cost: 5

This spell gives the caster access to the target's thoughts. The caster may see what is being thought without alerting the target. To do this, the caster must succeed at his Cast Spells skill Test. After the Test is made, the caster and the target Match SMRT scores modified by any Cast Spells skill levels on either side. If the caster wins mis Match, then the mind reading is a success. If the victim wins, he not only stops the attempted mind probe, but actually knows that someone has tried to invade his thoughts. Often, the target is not terribly happy with the caster of this spell.

### Shape Change
Spell Point Cost: 10

This spell will change the shape of an object, but not the size or material. A wooden table could be shaped into a wooden statue, a gun could be made into a set of really snazzy-looking bracelets, or a living creature could be changed into a big pile of goo (quite fatal). When this is attempted upon a living creature, the target must make a Hard STR Test to resist the spell. The range of this spell is Pretty Near. The range can be extended to Far at the Professional level.

### Shock
Spell Point Cost: 3

This can be used as a sort of "joy-buzzer plus" or to actually hurl lightning bolts. It can also act as a temporary power source, enough to completely recharge a car battery. The damage done by the electric shock is d10 per skill level, and the range for a lightning bolt is Far. The Attack Score for lightning is AIM plus the Cast Spells Skill Modifier.

### Teleport
Spell Point Cost: 15

This spell gets the caster and anything or anyone he is touching (up to six people or 1 V. Lg) from point A to point B without traveling line C. The range of the spell is the caster's line of sight. If you can see it, you can get there. Of course, teleporting from a planef's surface to a star could be dangerous.

## 2.7.4 Professional Spells

### Anthropomorphication
Spell Point Cost: 20

This spell imbues an inanimate object with a

life of its own and a rudimentary intelligence. Quite useful for cleaning up the house. Objects that have had this spell placed on them can move about (using whatever means they possess), speak, and remember everything they have witnessed. The spellcaster should make an Easy SMRT Test when the creature is created, so that it will be loyal to him. If the Test fails, then the creature rebels and attacks. The life span of one of these creatures is one day, but this can be made permanent by tripling the spell point cost and sacrificing one point of STR, permanently. This is due to the huge strain of making the spell permanent.

### Disappear

Spell Point Cost: 20

This spell causes the target to be zapped from the fabric of whatever reality it happens to be in, and deposited into M-Space, the dimension from which all magic is drawn. While in M-Space, a creature need not eat, breathe, get haircuts or anything. It will not age or deteriorate, but it may act and move about normally. Of course, there is no way into M-Space from the outside except this spell, so the target has, for all intents and purposes, vanished. But if someone were to cast Disappear on a Walker Extra-Dimensional Doorway Generator and someone trapped there found it, well... The Exchange, Blink, and Teleport spells all use M-space as an in-between step.
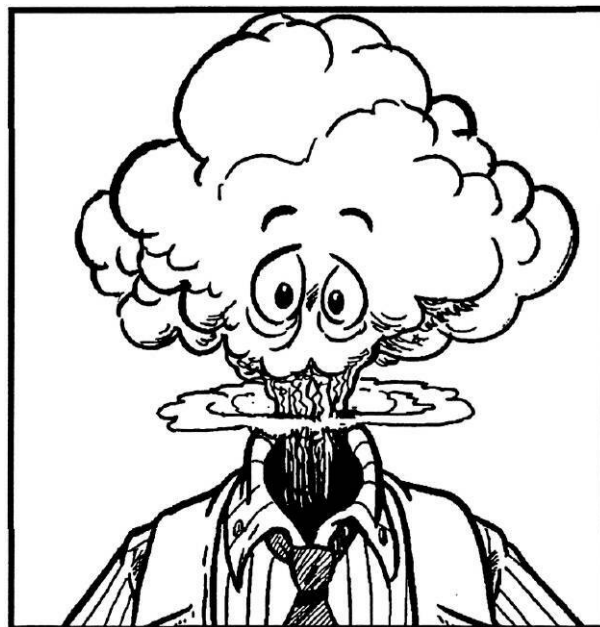
### Enslave

Spell Point Cost: 10

This spell causes up to 10 sentients to do your will for a period of 10 minutes. These slaves will only be able to perform simple tasks that can be expressed in less than five simple words. Each additional spell point will increase the number of slaves by one.



*Let's see how you like it!*



*Just take two aspirin and...uh...well, never mind.*

### Psychic Headbutt IV: The Final Bonk

Spell Point Cost: 8

This spell does the same as Psychic Head Butt III (if the target passes a Hard COOL Test). Otherwise, his head blows up. I'm not kidding. Really messy. Ick.

### Revitalize

Spell Point Cost: 10

This spell returns a being to its total Oops! Points and removes all traces of recent damage, but cannot replace lost limbs.

### Shrink-Enlarge

Spell Point Cost: 15

With this spell, the caster can change the size of the target by 25% every second. So, an eight foot tall creature would be 6 feet tall in one second, 4.5 feet tall in two seconds, 3.38 feet tall in three seconds, and so on, never quite disappearing. Enlarge works at the same rate. Creatures that have been shrunk or enlarged may be returned to their normal size at no spell cost. Of course, let someone else do it and you'd run the risk of never having your clothes fit right again. This spell can be used for 4 seconds plus one additional second per 5 extra Spell Points expended.

### Transform

Spell Point Cost: 20

This is your classical prince-into-a-frog spell. Any normal creature may be turned into any other normal creature. The being would still have its original intelligence, so turning a sea-slug into a human would result in a very dull, stupid person.
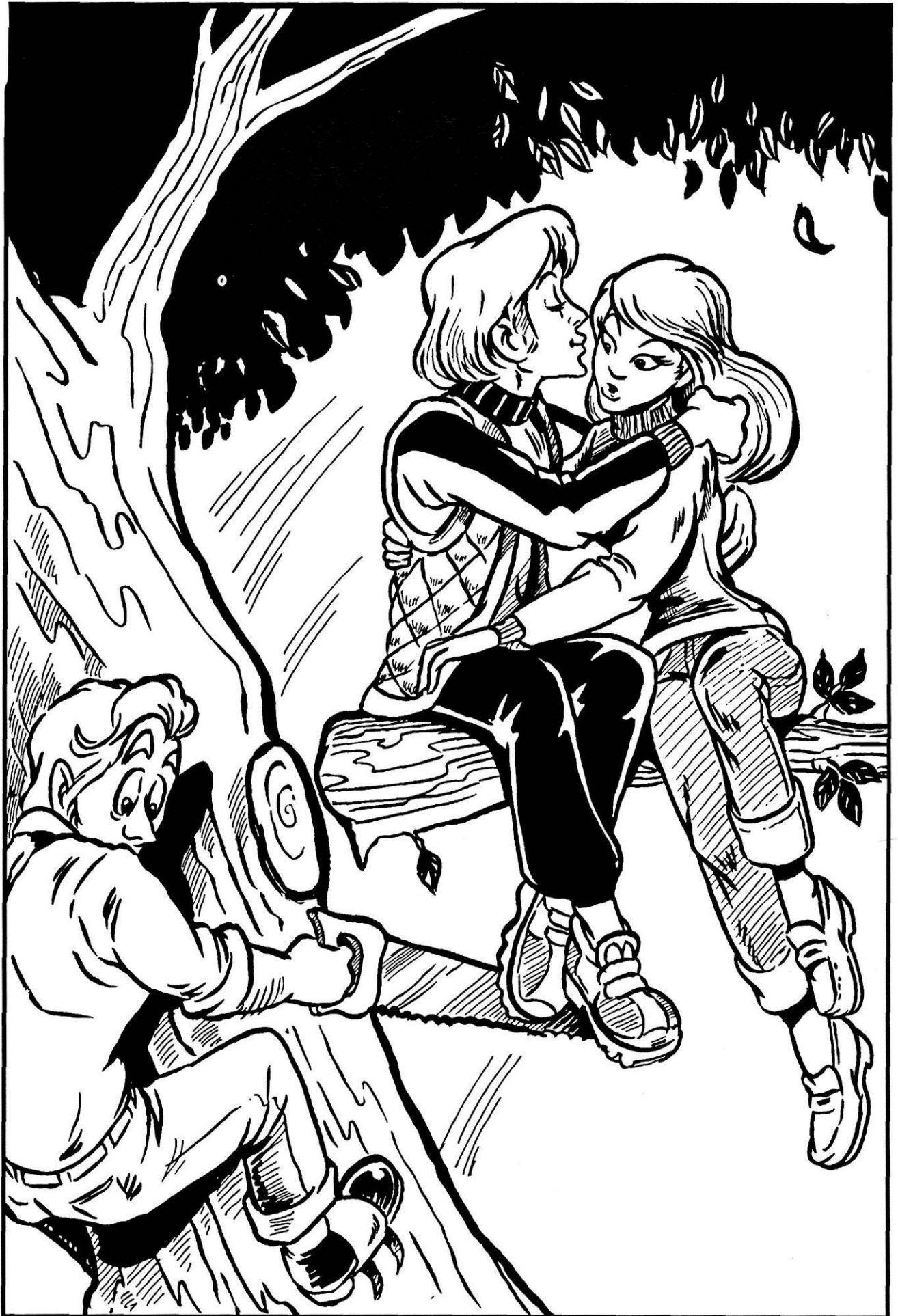
# CHAPTER 3: GETTING SHTICKY

*"I'm not following you. Explain again how the extra-terrestrial penguins got involved in this."*

Name: Biff Cantrell
Race: Homo Sapiens
Template Type: Adventurer
Identifying Quote: "Save the universe? Me? Hey, I'm just here for the beer."

| | | | |
|---|---|---|---|
| SIR: | 3 | Oops Points: | 16 |
| NIMB: | 2 | | |
| AIM: | 2 | Luck Points: | 4 |
| SMRT: | 2 | | |
| COOL: | 6 | | |
| CS: | 2 | Shtick: The Escher Effect | |
| LUCK: | 4 | | |

| Skills | Level | | Die Roll |
|---|---|---|---|
| Hurt People | (STR) | Hack | 5 |
| Look Good at All Times | (COOL) | Professional | 10 |
| Seduce | (COOL) | Dabbler | 7 |
| Fast Talk | (COOL) | Professional | 10 |
| Sneak Around | (NIMB) | Dabbler | 3 |
| Specific Knowledge: | | | |
| Fraternity Customs | (SMRT) | Hack | 4 |
| Fiddle With | | | |
| Electronic Gadgets | | Professional | 6 |

Hi, I'm Biff. I'm twenty-five, a Pisces, and I was in my senior year at the Massachusetts School for the Extremely Rich and Shallow when I went on a beer run for the guys in my Frat, and wound up in the Vagabond. Haven't been back since. Of course, if I ever do, I could go back to a week before and actually make that date with Cynthia when I stood her up, and still be in on that panty-raid the same night. Hmm... Well, anyway, I'm here to explain Shticks, one of the concepts central to this game.

The World Book Dictionary says:

shtick, see schtick. schtick, (shtick), [n. Slang.] an act, routine, gimmick, or trick, especially thought of as characteristic of a particular entertainer.

But what do they know?

In TF2V a Shtick is something a character does or causes to happen, or has happen around him that is designed to add to the comedic content of the game. The Shticks allow the Patrons to ignore basic principles of reality (yeah, right, like you paid any attention to them in the first place), and get fully into the spirit of the game.

You have 1500 points to spend on skills and a Shtick, so you probably want to know about the costs. Before we do that, though, you should know that no character can have more than one shtick unless the second is the Sidekick or Archenemy Shtick. Now the costs. 500 points will give you your choice of Shticks or 200 will buy you a d20 roll on the Shtick Table (more fun if you ask me). All of the Shticks on the table are available for purchase except the last one, the Determined in Play Shtick. This one can only be had from a D20 roll.

Unlike skills, Shticks do not improve, and you cannot buy more later on. They must be bought when the character is first generated, or not at all. If you wish, you can create a character with no Shtick at all (but then people might call him the "Shtickless Wonder").

Each Shtick is handled differently, so I'll just give you the chart and then I'll explain the Shticks, each in turn.

## 3.1 The Shticks

Random Shtick Chart

| Die Roll | Shtick |
|---|---|
| 1 | Schwarzenegger Effect |
| 2 | Rambo Effect |
| 3 | Flynn Effect |
| 4 | Roy Rogers Effect |
| 5 | Trench Coat Effect |
| 6 | Newton Effect |
| 7 | Merlin Effect |
| 8 | Valentino Effect |
| 9 | Bylaw Effect |
| 10 | Murphy Effect |
| 11 | Howard, Fine & Howard Effect |
| 12 | John Doe Effect |
| 13 | Rogers & Hammerstein Effect |
| 14 | Dolittle Effect |
| 15 | "It'd Take a Miracle" Effect |
| 16 | Escher Effect |
| 17-19 | Roll again: odd; Sidekick *, even; Archenemy * |
| 20 | Determined in Play |

\* If either of these Shrieks is rolled, you may buy another.

Each Shtick has a major effect, and most also have a minor effect. The minor effects generally do not effect game play much, but they make the game funnier.

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## The Schwarzenegger Effect

*"Huh, was that supposed to hurt?"*

The major effect of this shtick is the character's seeming inability to feel pain. In combat and other times when a character may take damage,



*No brain, no pain.*

most mortals must make a normal STR Test whenever the amount of Oops! Points taken at one time exceeds their STR score. A character with this Shtick, however, need not worry about such things as blood loss, concussions, pain, etc. The Bartender merely keeps track of all damage taken until it equals or exceeds the character's Oops! Points total, at which point the character undergoes the normal LUCK test with a -2 bonus to the die roll(see Chapter 2). This way, the character never knows just how bad off he really is until he collapses.

The minor effect of this Shtick is that the character may not receive any medical attention other than First Aid (and that without anaesthetic), while in view of other sentients. Whether all of this is because they are brain-dead to pain or that they're hopelessly macho, no one knows for sure.

## The Rambo Effect

*"Ha! You missed me!"*

The major effect of this Shtick is that ranged weapons of all types, be they bows, guns, lasers, spears, or grenades, will always miss when fired at the character from Close or nearer range. At ranges longer than that, however, the character is vulnerable to ranged weapon fire.

This Shtick's minor effect is that whenever there are several targets from which



*Fools rush in where wise men run the hell away.*

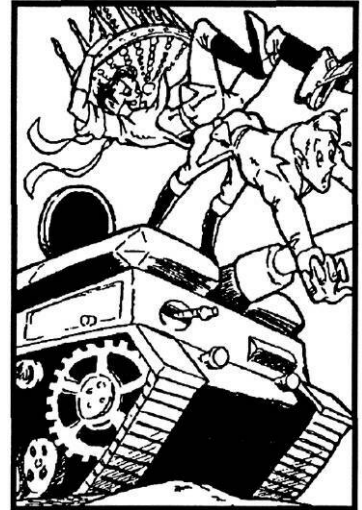to choose, the enemy will fire at a character with this Shtick 80% of the time (roll a d100). This is all a contrivance of the Writers' (See Chapter 6) meddling in the lives of mortals to the entertainment of the other gods.

## The Flynn Effect

*"Where did that vine come from?"*

This Shtick covers that classic swashbuckler's maneuver, i.e., grab a rope, chandelier, curtain, or something similar and swing away from danger, or in to the rescue. This Shtick allows a character to do this at virtually any time, from anywhere. In a forest, there'd be a vine hanging low enough to grab. Indoors, there'd be a conveniently placed rope, cable, curtain, chandelier, or similar object.



*Amazing how someone can fail to notice something as large as a chandelier.*

Elsewhere, such as in the open air, or space, a vine-like clump of matter mysteriously appears near the character's outstretched hand (if they inspect it, no one will be able to see the end of the vine). Note that whenever this Shtick is invoked, no one ever sees a vine, rope, etc. appear out of thin air, rather it just escapes their notice until that moment.

The minor effect of this Shtick is that the character can never take the easy way into or out of a situation. When given the choice between the front door and a stained-glass window as an entrance into an enemy stronghold, for instance, the character would always swing in through the window.

## The Roy Rogers Effect

*"You say there's a sniper in that bell tower, eh? Well, I'll just shoot his gun from out of his hands."*

The major effect of this Shtick is that the character may ignore all cover and movement modifiers when firing ranged weapons (see Chapter 7). Thus, he has the same chance of hitting a target hidden behind a rock while riding his horse as he would if the target was standing the same distance away on an empty street. This is the only Shtick that has two minor effects.

The first minor effect is that the character's horse, bike, car, spaceship, etc. is always just a whistle away. When they need it, the character just whistles and the vehicle or mount rushes to

*And all that with a mirror shot, too!*

him, usually in such a position as to necessitate jumping from a great height to land on or in it, a feat which is automatically performed successfully and without injury.

The other minor effect is that the character with this effect cannot kill except under special circumstances. If the character shoots someone, then it will hit the target's hand, knock him unconcious, hit something over his head to drop on him, etc. The only time that this type of character can kill a person is at high noon in a formal showdown. The opponent must go for his gun first, and if the character beats him to the draw, then the opponent may be killed by the first shot of the character's gun.

## The Trench Coat Effect

*"You wouldn't happen to have a jackhammer on you, would you?"*

This allows the character to conceal things in his trench coat, duster, cloak, or equivalent. Big things. Lots of things. The character's coat seems to be a lot bigger on the inside than it looks, and anything with a mass of 5 Medium or less can be hidden



*Looks like I'm going to have to use the BIG gun.*

with no outward sign of its presence (At last! Get rid of those unsightly bulges!). The number of things the character can hide is unlimited.

The minor effect of this Shtick is that there is always a chance (Normal LUCK Test) that the character happens to have any small, mundane item in the coat that they've forgotten about.

These would include such items as pens, pencils, typewriters, magnifying glasses, binoculars, Halogen lamp, etc., but not weapons, money, high technology, rare items, or magical items, etc. The limitation on this effect is that the character may not initiate the search for the item unless someone else asks ("Pardon me, Anyone here have a blowtorch?"). This can also make things complicated when their character is being searched (they just keep finding things).

## The Newton Effect

*"You can't do that! It's impossible!"*

This is the only Shtick that can cancel out another Shtick. If s major effect is that any time the character is witness to something that does not fit into his scheme of reality (in other words, something that should be impossible), he can say, "Hey! You can't do that!" In order to perform this effect, the character



*I told you it wouldn't fly.*

must Match his SMRT or CS score (whichever is higher) against the COOL or LUCK (whichever is lower) of the person or thing that is performing the impossibility. If the match is won by the character, then the Laws of Physics take a peek at what's going on and cause anything that should be impossible to stop happening. If the perpetrator wins the match, then the Laws of Physics continue to look the other way. This Shtick is the Editors' way of correcting some of the Writers' more fanciful endeavors (see Chapter 6). Too farfetched, you see.

Note: This shtick is entirely dependent upon the beliefs of the user, not the laws of physics.

Example : If the user is a caveman, and flying seems impossible to him, then airplanes will constantly be falling from the sky in his presence.

This Shtick's minor effect is that the character may never wittingly do anything impossible.

## The Merlin Effect

*"How did you know that?"*

This Shtick's major effect is an effect similar to the Human Encyclopedia skill (see Chapter 2), but pertaining only to people. Whenever the character

meets someone new, he must Match his SMRT against the other person's COOL. If he loses, nothing happens, but if he wins, he "just happens" to know the person's name, date and place of birth, home address, mother's maiden name, shoe size, and what he had for breakfast that morning. In short, anything the Bartender wants to give him.

The minor effect is that the character "just happens" to know about lots of things just before they happen (enough time to duck, perhaps, but not enough to prepare). He knows who is about to call or knock on the door, he knows a split second before a cannonball whizzes overhead, etc. The Bartender should tell the character what he knows an instant before some, but not all interesting and sudden things happen. This minor effect doesn't work all the time, after all.

## The Valentino Effect

*"Ladies, please, there's enough of me to go around."*

The major effect of this Shtick is that members of the opposite sex, unless they can pass a hard COOL Test, will throw themselves at the feet of this character. They are willing to do almost anything for him except leave him alone. They will go out of their way to keep the character out of danger, even to the



*Vows? What vows?*

point of knocking him over the head during a firefight in order to drag him to safety.

The Shtick's minor effect is that the victims of the effect become very jealous of each other and would fight to the death if not checked. Fortunately, the effects of this Shtick wear off after one day in which the victim has no contact with the character.

## The Bylaw Effect

*"Sorry pal, can't die just yet; union rules."*

A character with this Shtick is a member of one of the most powerful groups since the Illuminati; a trade union. Union rules take precedence over natural laws. This is the only Shtick in which the character can choose the precise effect by deciding which union they are affiliated with. The minor effect is the same for all, i.e. the charac-

ter is constantly meeting other union members and exchanging secret handshakes with them. Keep in mind that in order to keep in good standing with his union (and therefore enjoy its benefits), a character must pay dues of 2d6x10 Bucks every game month. Dues can be paid virtually anywhere. Somehow the union will get them, but avoiding payment can be messy. The union just seems to know where the character is.

Here are some unions to choose from:

### Bartender's Ancient Brotherhood (BartAB)
Can never die while on duty tending bar. Unless the blow causes the bartender to fall unconcious, the blow will inflict no damage. If the bartender is rendered unconcious, then the blow will inflict full damage.

### Curious Order of Policemen (COP)
Get out of jail free. The doors just seem to be unlocked, and the guards look the other way. Note that this effect, applies only to the character who has this Shtick, not to any compatriots incarcerated with him.

### Teamster's Righteously United Kindred (TRUK)
A member of this union is never at a loss for transportation. He need only hold up his hand in one of the union's hand signals and a passing truck, wagon, boat, plane, space barge, etc. will pull along side and ask where he wants to go. Provided the vehicle can get there, if's never too far, since the driver is paid by the mile.

### Eclectic Villain's Inter-Dimensional League (EVIL)
Whenever a member of this union is captured or killed, he will somehow escape or come back. If he escapes, everyone will know that he's at large again. But if he dies, then everyone is convinced that he's dead until he returns with a new master plan. This Union is for Non-Player Characters only.

### Righteously Indignant Good-guys and Heroes against Tyranny (RIGHT)
This Union was created in response to EVIL. If a member is killed while combatting a member of EVIL, he will return through a complicated plot device to face down EVIL once again. Unfortunately, this union has limited resources and the benefits can only be used by members actually combating EVIL, and they can only use this benefit five times.

### Organization of Athletic Figures (OAF)
Whenever a member of this union is about to be injured by some means other than combat, he may scream for his manager, who shows up on

the scene immediately and yells at the Bartender for endangering team property. While the Bartender is thus distracted, the character can escape the peril.

## Trained Henchmen United for Goodwill (THUG)

Members of this union can call on aid from fellow members when they're in trouble. This aid will come in the form of 3d4 thugs (use Acme Rent-a-Thug Stats, Chapter 9) who appear out of nowhere to severely thrash the enemy, then vanish as quickly as they came, whatever the outcome of the battle, taking their casualties with them. This effect can only be used once a day.

## Other Unions

There are many more unions, so if you wish to be a member of a different union, talk to that understanding person, your Bartender, and he or she might work something out.

## The Murphy Effect

*"Trust me. What could possibly go wrong?"*

Murphy's law is always in effect around a character with this Shtick, and he can sometimes take advantage of it. For example, the character can choose to have something go wrong for an enemy, so long as he's willing to live with the consequences. The consequences are that, for every time the Murphy Effect causes something to go wrong for an enemy, something must go wrong for the character not too long afterwards. In fact, the Shtick can't be used again until it has "paid" the character back. Mishaps come in the form of guns jamming, ropes breaking, springs snapping, actors forgetting lines, I.R.S. agents showing up, etc. The player has no control over exactly what happens.


*I don't believe it; another flat!*

## The Howard, Fine & Howard Effect

*"Why, I oughtta...."*

This Shtick allows the character to ape the antics of the Three Stooges, the Marx Brothers, Hope & Crosby, Carter & Mondale, or some other classic slapstick team. The major effect is that if the character is working in unison with at least one other person, all non-player characters they encounter while using the Shtick have their SMRT and CS scores reduced to 1, and will believe nearly anything they are told.


*What are you going to do with those pies, boys?*

This effect can be used only once per day, and lasts 10 minutes per person with this Shtick involved. In other words, two people with this Shtick who were working together could use it twice for twenty minutes each time.

The minor effect of this Shtick is the ability to produce an endless supply of cream pies from inside of jackets, behind backs, etc., for throwing. These are thrown using the modifier for Thrown Rocks, but do no damage. Anyone struck by a flying pie must make a Hard COOL Test or they will find a pie within their reach and throw it also. This tends to degenerate into an all-out riot.

## The John Doe Effect

*"Excuse me, but, don't I know you?"*

This character has "one of those faces." People always think they've seen him, met him, or even that they know him personally. The character is constantly having reunions with long-lost friends he's never met. The good side of this is that these people will often treat him as a trusted friend, colleague, or something similar. It can have a downside, however, in that sometimes he'll be mistaken for someone who owes money, is wanted dead or alive, or ran off with someone else's wife.

The minor effect is autograph hounds. Think about it.

## The Rogers & Hammerstein Effect

*"Where's that music coming from?"*

The major effect of this Shtick depends on which aspect you take: the Theme Music aspect, or the Musical aspect.

*The pirates are okay, but the spacemen keep missing their cues.*

The Theme Music aspect means that this person has background music that plays his theme whenever he makes an entrance, growing softer for love scenes, and louder and more intense during chase scenes or fights. An opponent engaged in combat with such an individual must pass a Hard COOL Test or have all skills operate at -1 for the duration of the fight due to the unnerving effect of the character's personal battle hymn playing at full volume. The downside is that the music will even be around when the character is trying to be sneaky, and may alert whoever he's trying to avoid.

The Musical aspect of this Shtick is a little trickier. The character (and the player) must sing at dramatic moments, or for plot exposition. However, if the character sings while in combat, then all of his allies and enemies will join in the song. All those on each side add together their COOL Stats and Match the total against the other side's total. The side using this Shtick benefits from a +2 modifier (no bonus if both sides have it). The winning side gains a +2 bonus that is applied to all skill scores used during the combat. The odd thing about this effect is that people may join into a song without even realizing that the character using this Shtick is present, so long as he's singing from a place of hiding.

The minor effect of this Shtick is that whenever danger approaches, the music will shift to minor keys, or get deeper and more foreboding, giving the character warning.

Bartender's Note: It might be a good idea to have a tape player handy with some appropriate music to simulate this Shtick.

## The Dolittle Effect

*"Pardon me, sir, but would you mind leading my seeing-eye dog back over here?"*

This Shtick is in many ways similar to the Valentino Effect, except in that instead of members of the opposite sex, it's animals who are attracted to the character (but not for the same reasons, of course). They just simply like to be around the character, and will go out of their way to get him to pet them, short of hurting one another. The animals will crowd around the character until he asks them to go away. No animal will attack the character unless it's being controlled or is trained to attack, and even then, if the character makes a Normal COOL Test, the animal will not
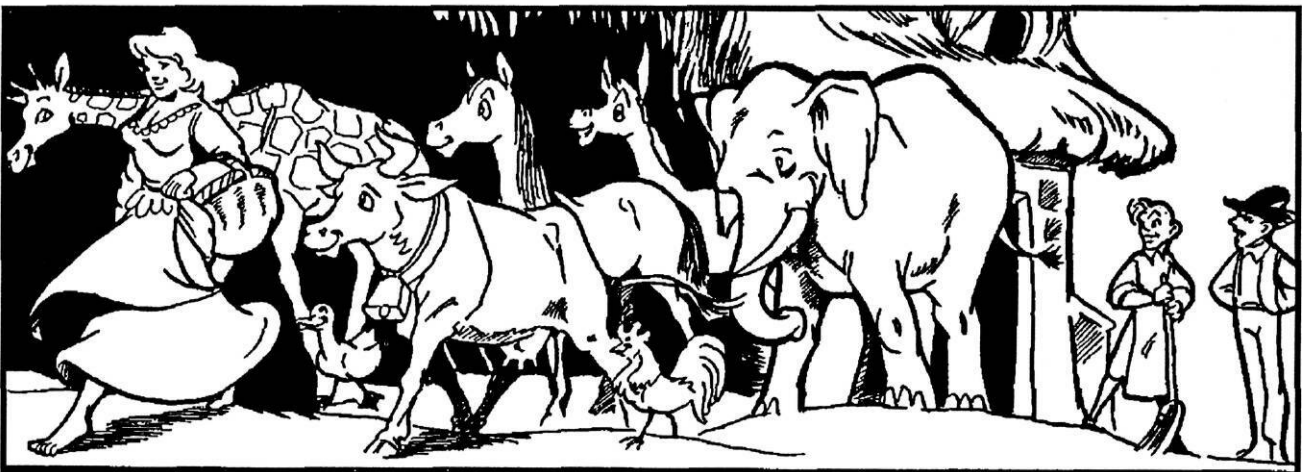


*This is worse than last year when that Piper guy came to town.*

*Sorry, guys. We can't sacrifice them. Ume-Ka-Tep is with them.*

attack (though it won't help him either). Sometimes, on a Hard COOL Test, the character can get an animal to do something for him, as long as it's within its power to do it.

The minor effect of this Shtick is that the character is constantly finding animals all over the place; in his bed, in his closet, in the hallway, on his barstool, in his pocket, etc. These animals are always startled upon discovery and run away.



*The truly motivated never let a little thing like impossibility stand in their way.*

## The "It'd Take a Miracle!" Effect

*"Be careful, sir! There's a 96.5% chance that it'll turn into a piano and fall on us."*

In times of truly great stress (life or death situations), this character may think of the most outlandish thing he needs to get him out of a situation; a herd of french poodles, a 250 foot extension ladder, a rogue comet, a dinosaur, a regiment of cavalry, etc. When he does this, he should phrase it something like this: "If only I had a copy of the Gjuxkir-English, English-Gjuxkir dictionary." or "If only there was a used mattress dumping site at the bottom of this chasm." or "If d be a miracle if this car coming up the road happened to be full of off-duty policemen who were still carrying their guns." At that point the character make a Normal LUCK Test. If he succeeds, then exactly what he's just finished describing happens. This is another example of the Writers' meddling in the affairs of mortals.

## The Escher Effect

*"Okay, pal, you want to explain what you're doing on my ceiling?"*

This Shtick grants its possessor the ability to temporarily defy the Laws of Physics. This can only be the result of a profound lack of comprehension of how things work. Ignorance is bliss, folks. Whether they be the laws of motion, momentum, gravity, or whatever, the character can defy them, provided he can make a Normal LUCK Test. The downside is that sometimes, generally at the worst possible moment, the Laws of Physics fail you. This is mostly up to the Bartender to handle.

## Sidekicks

*"Don't worry, boss. I'll be right there soon as I get this alligator off my leg."*

Many heroes have young companions who
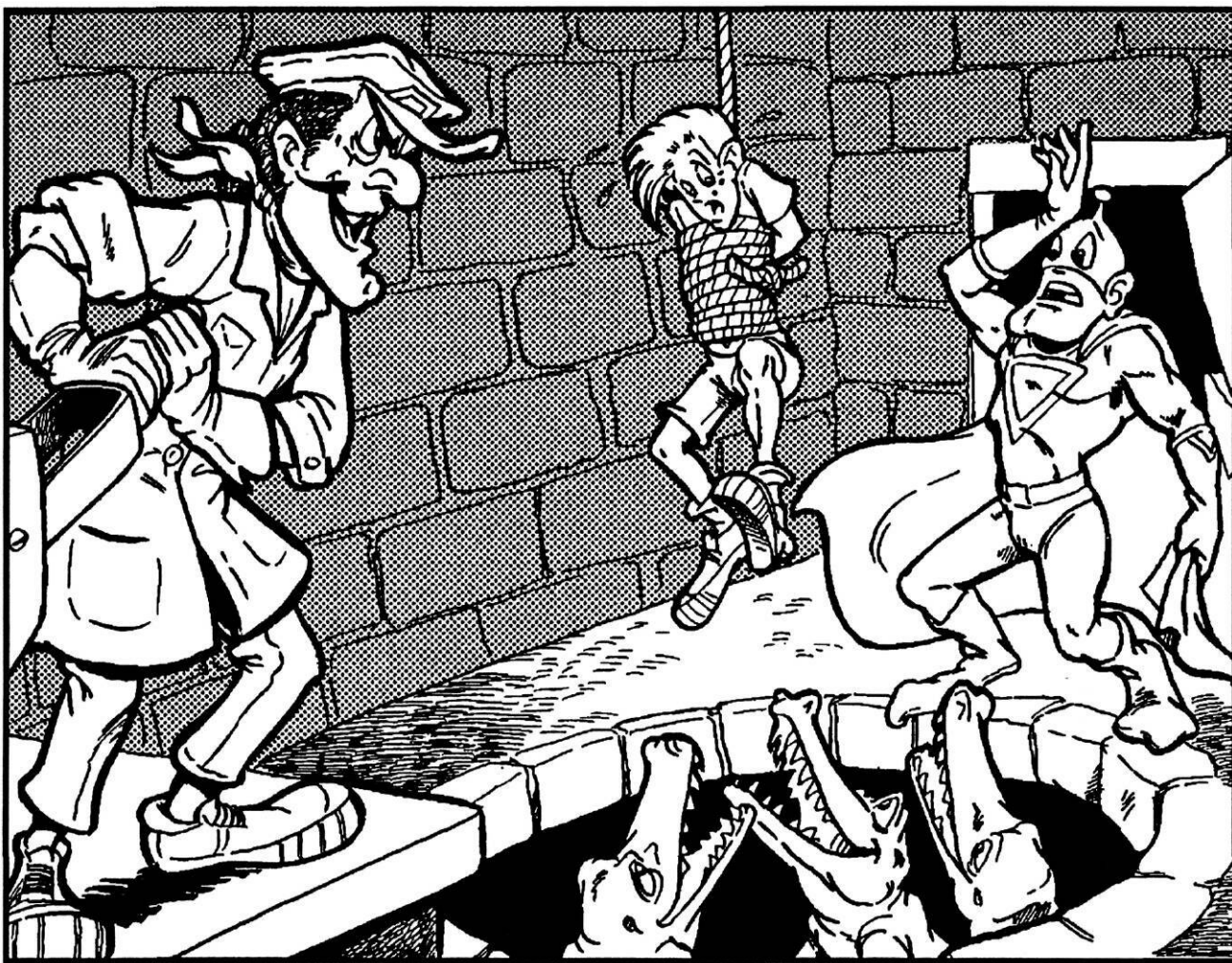
*Oh, no! The Baron has captured Timmy for the purpose of blackmailing me into inaction again!*

share in their adventures, learn irresponsible habits from them, get kidnapped with alarming frequency, and risk life and limb to come to their rescue time and time again. In short, every young boy's dream. In T2FV all sidekicks begin with the same Stats, and 500 points to spend on skills (they don't get a Shtick). The player can choose the skills for his sidekick. The sidekick gets experience points (see Chapter 8) just like the player character. The Bartender keeps track of these and spends them as he sees fit.

Note: A character who takes this Shtick may also purchase another, contrary to the usual rule that a character may have no more than one Shtick.

The Stats Sidekicks begin with are as follows:

| | | |
|---|---|---|
| SIR: | 1 | Oops! Points: 15 |
| NIMB: | 3 | |
| AIM: | 3 | Luck Points: 7 |
| SMRT: | 1 | |
| CS: | 1 | |
| COOL: | 3 | |
| LUCK: | 7 | |

## Archenemies

*"Oh no! Not you! Not again!"*

Some people are just naturally drawn together as friends, others are born enemies. An archenemy will be that person who's always on your trail (or vice-versa), behind every nefarious scheme, the cloud for your silver lining. An archenemy will show up at the most inopportune times possible, as determined by the Bartender. Archenemies never quite entirely defeat each other; there's always an extremely contrived escape provided.

Archenemies are generated differently than player characters. For one thing, the Bartender does it all, the player has no say in the matter. To create an Archenemy, the Bartender uses the normal rules for character generation, but he makes one of the following changes; 25 Stat points instead of 20,2000 skill points instead of 1500, or twice the usual amount of beginning Sawbucks. These villains usually have armies of henchmen following them also, so be sure to pay for them.

Note: A character who takes this Shtick may also purchase another, contrary to the usual rule that a character may have no more than one Shtick.

### Determined In Play

*"Ha! I bet you didn't think we had a quote for this one, did ya?"*

This Shtick makes the most work for the Bartender. In order to determine the parameters of the Shtick, watch what the character does and assign him one that you think would be funny without upsetting game balance. A character who rolls this Shtick should have one by the end of his first adventure.

## 3.2 Overusing Shticks

In a game such as this, there will inevitably come a time when the players use their shticks to get through every conceivable second of an otherwise challenging adventure. When this comes to pass, the following shticks may develop problems from overuse (at the Bartender's discretion):

- The Trench Coat Effect
  Objects will become hard to find, with a considerable amount of effort being necessary to find the correct item.
  Alternately, hostile items such as ticking time bombs, small but vicious animals, etc. may be pulled out by accident.
- The Newton Effect
  The true laws of physics may look at the character's actions and impose themselves upon him or her, or the reverse could happen and the character would become a sort of "weirdness magnet," attracting all manner of strange occurences every time he or she uses this shtick.

- The Merlin Effect
  The information that the character receives may be inaccurate or half truth. If this is the case, then the information received will be completely bizarre, or, if the truth is truly bizarre, then the information recieved will be normal, too normal.
  The "Ifd Take A Miracle" Effect
  Strange "miracles" begin to occur in the character's life. Often these unasked for miracles are difficult to deal with, inconvenient, or even dangerous.
  The Escher Effect
  As stated in the Shtick description, the laws of physics will tend to betray the character at the most inopportune moments. These betrayals will tend to be, but do not have to be along the same lines as the character's usual uses of the Shtick. These effects may take place anytime, at the Bartender's discretion. Patrons should keep this in mind when using their Shticks.



*Optional rule: How to deal with shtick abuse.*

# CHAPTER 4: GETTING STUFF

*"Honey, does this tie go okay
with the bandolier?"*

Name: Myron Dubro
Race: Homo Sapiens
Template Type: Tough Guy
Identifying Quote: "Course, it was right about then that somebody lobbed a Wartoy"Gotcha" Shell at our bunker. You see, you can tell a Gotcha Shell by the distinctive sound it makes flying through the air. Very similiar to the hum of a Townbeater Shell, only it warbles more."

| STR: | 7 | Oops! Points:22 |
| NIMB: | 3 | |
| AIM: | 3 | Luck Points:2 |
| SMRT: | 1 | |
| COOL: | 2 | |
| CS: | 2 | Shtick: Schwarzenegger Effect |
| LUCK: | 2 | |

| Skills | Level | Die Roll |
|---|---|---|
| Hurt People (STR) | Professional | 11 |
| Headbutt (STR) | Expert | 10 |
| Power Drinking (STR) | Professional | 11 |
| Belching For Effect (STR) | Hack | 9 |
| Shoot Things: | | |
| Really Big Gun (AIM) | Expert | 6 |
| Target Vomiting (AIM) | Dabbler | 4 |
| Mix Drinks (CS) | Dabbler | 3 |
| Intimidate (COOL) | Expert | 5 |
| Sneak Around (NIMB) | Hack | 5 |
| Break Things (STR) | Expert | 10 |

Hi, I'm Myron. I guess they wanted me to do the equipment chapter 'cause, being an ex-merc, I'm the most experienced with the most types of gadgets. Why, I remember once, in one of those alternate time-line universes, I was holed up in a bunker under attack by Napoleon Bonaparte's Air Force, and all I had was a broken Militech G-10 Thumpgun Belt-fed Automatic Grenade Launcher, a Wartoy Mega-zooka, and a bayonet; anyway... Huh? Oh, sorry.

The lists are pretty self explanatory, so I'll only make notes where I have to.

The costs are listed in the Floating Vagabond rate of exchange, but Spit and most other merchants will take whatever currency you have. The rates are as follows:

| | | |
|---|---|---|
| 8 bits (b) = | 1 Buck (B) | |
| 10 Bucks = | 1 Sawbuck (S) | |
| 10 Sawbucks = | 1 C-Note (C) | |
| 10 C-Notes = | 1 Grand (G) | |
| 1000 Grand = | 1 Cool Mil (CM) | |

## 4.1 Carrying Stuff

Even in a game which regularly violates the fundamental laws of matter, such mundane questions as "How much gold can my character carry?" and "Will the Tank fit into the cargo bay?" are bound to come up sooner or later. In TF2V, physical items are rated according to their mass (actually a rough measure of both their mass and bulk). The table printed below gives a rough outline of the 9 mass categories, what kind of items fall into each, and the range of Oops! Points that items in each category possess. It does not mean that each of the items listed with a category is equal to one object of that mass; many will be equal in mass to several objects of that category.

| Mass Category | Sample Items | Oops! Point Range |
|---|---|---|
| Tiny | coin, bullet, pencil, key, credit card | less than 1 |
| Little | cigarette pack, computer disk, wallet | less than 1 |
| Small | calculator, Short Nasty Pointy Thing, Gun, Thrown Rock, grenade | 1 or less |
| Medium | briefcase, boom box, Nasty Pointy Thing, Really Nasty Pointy Thing, Long Nasty Pointy Thing, Big Gun, Really Big Gun, home computer | 2-5 |
| Large | console Tri-V, motorcycle, 55 gallon oil drum (full), thick door | 10-15 |
| Very Large | Car, Cargo Module, WARP AT-AR-RV, Incredibly Big Gun, concrete slab | 25 - 75 |
| Huge | Boeing 727, My God That´s a Big Gun, small road bridge | 100-250 |
| Gigantic | Trask Tower, Brooklyn Bridge, Star Cruiser, Don't Point That at My Planet, Trask Freighter | 500-1,000 |
| Verging on Black Hole | planets, moons, asteroids | 2,000+ |

\*   With the exception of the Verging on Black Hole category (which is thousands of times larger than Gigantic), each mass category on the table is equal to ten items of the next smaller category. Thus, 10 Medium Items are equal to 1 Large item, and 10 Large items are equal to 1 Very Large item.

## Equipment Mass

On the Equipment Lists that follow in this chapter, each weapon or device will be rated as a equivalent number of items of a particular mass category. Thus, for example, a Wartoy Target Tracking System is rated as being equal to 3 Small objects in mass.

## Character Carrying Capacity

All characters can carry a number of Medium items equal to their STR Stat, and can carry up to twice that number of Medium items over very short distances. The masses of clothing and armor being worn by a character are not counted towards his carrying capacity.

Naturally, the amount of stuff that a character can carry will vary depending upon the strength of the local gravitational field. If it is substantially stronger or weaker than Earth's gravity, multiply or divide the number of items that can be carried accordingly.

Example: A character whose STR Stat was 6 could carry 6 Medium items on a planet with standard gravity, 12 medium items on a planet with 0.5 G gravity, and 2 Medium Items on a planet with 3 G's of gravity.
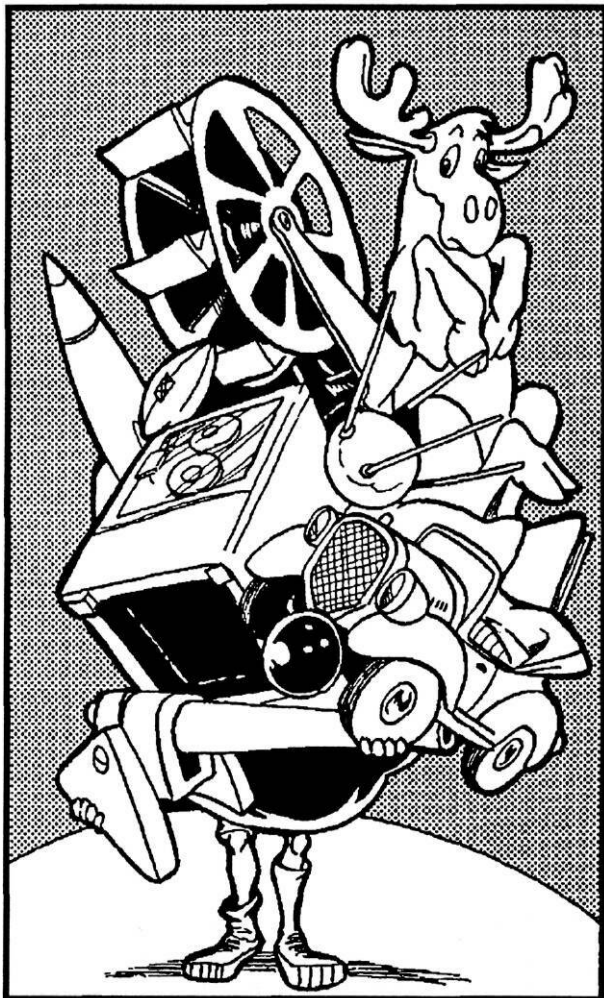
*No...no...over to the left. No, stop...wait...wait...no, back two steps. Mmm...try it over to the right.*

## Vehicular Carrying Capacities

On the Vehicles List given below, each type of vehicle is assigned a capacity expressed in terms of how many items of a particular mass category it can carry. Thus, for example, a sailboat can carry up to 2 Large items, or any combination of smaller items that adds up to 2 Large items or less.

## 4.2 Things Your Mother Told You Not To Play With

*"Is this some kind of sick joke, sergeant? Why would a Howitzer be labeled 'Keep out of reach of children'?"*

The type column on the lists refers to which modifiers you need for combat.

| | | |
|---|---|---|
| FIST | = | Fist |
| SNPT | = | Short Nasty Pointy Thing |
| NPT | = | Nasty Pointy Thing |
| RNPT | = | Really Nasty Pointy Thing |
| LNPT | = | Long Nasty Pointy Thing |
| ROCK | = | Thrown Rock |
| PMC | = | Primitive Missile Chucker |
| GUN | = | Gun |
| BGUN | = | Big Gun |
| RBGUN | = | Really Big Gun |
| IBGUN | = | Incredibly Big Gun |
| MYGOD | = | My God That's A Big Gun |
| DPTMP | = | Don't Point That At My Planet |

### Hand-To-Hand Weapons

| Weapon Name | Type | Mas | Cost | Notes |
|---|---|---|---|---|
| Brass Knuckles | FIST+1 | Lit | 1S,5B | |
| Electro-knux | FIST+3/+10 | Lit | 8S | yes |
| Dagger, knife, switchblade | SNPT | Sml | 2S | |
| Whip | LNPT | 5 Sml | 5S | |
| Chain | NPT | Med | 2S | |
| Sword | NPT | Med | 5C | |
| Axe | NPT | Med | 1C | |
| Acme Switchblade Battle Axe | NPT | Med | 2C | |
| Fencing Sword | NPT | Med | 1-6 C | |
| Cheap Fencing Sword | NPT | Med | 4S | yes |
| Craftsman Chainsaw | NPT+2 | 2 Med | 1 C, 5 S | yes |
| Militech Vibrosword | RNPT | Med | 8C | |
| Guttem Sonic Slicer | RNPT | Med | 8C | yes |
| Wartoy Screamer | RNPT | Med | 1G | yes |
| Spear | LNPT | Med | 5S | |
| Guttem Extend-o-Spear | LNPT | Sml | 2C | yes |
| Weedeater | LNPT | 2 Med | 2C | |
| Pole-arm | LNPT | Med | 3C | |

*Guttem Recreational Electro-Knux*

## Electro-knux:

These do Fist damage +10 if the target is wet.
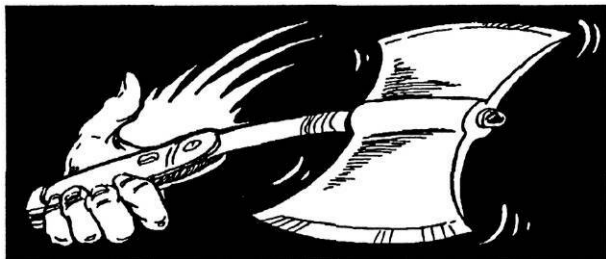


*Acme Brand Switchblade Battleaxe*

## Acme Switchblade Battleaxe

A handy pocket version of the Axe made by the notorious Acme Inc. At the push of a button, the blade, and a large portion of the haft emerge from the side of this item, for an overall length of 2.5 feet. The length of the closed item is 6 inches. The emergence of the business end of this weapon is always accompanied by a loud "SPROING" sound.

## Cheap Fencing Sword

Any time this weapon inflicts more than 3 points of damage, there is a 50% chance that its blade will break.
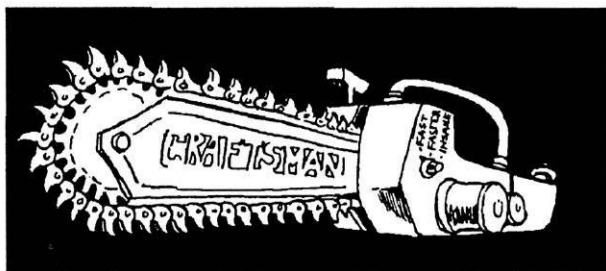


*Craftman Deluxe Chainsaw TM*
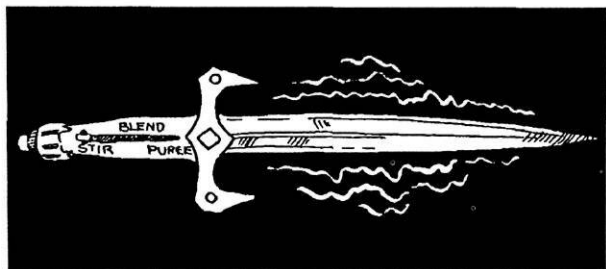


*Militech Vibrosword*

## Craftsman Chainsaw

This lumbering tool is often misused as a weapon by overzealous hockey enthusiasts. This weapon is simply a sword that vibrates Very fast. Aside from the
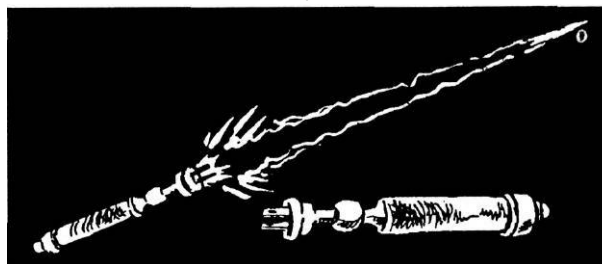


*Guttem Sonic Slicer*

recreational possibilities of such a device, the vibrations are highly effective in the rending of flesh.

**Guttem Sonic Slicer:** This weapon's "blade" is actually a tightly broadcast stream of intense ultra-high frequency sound that vibrates molecules apart, cutting things very neatly. A drawback to this weapon is a pesky little phenomenon called Aural Trauma. For each minute that a character uses this weapon, there is a cumu-
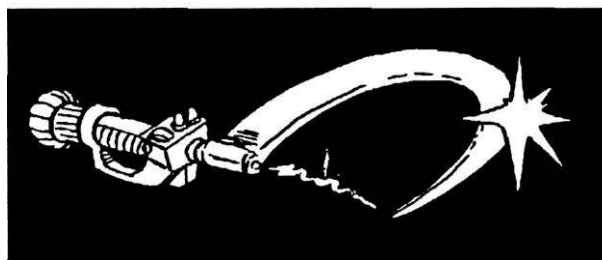


*Wartoy Screamer*

lative 1% chance that he will go deaf. It also greatly irritates any creatures with sensitive hearing. Bugshoe threw mine away.

**Wartoy Screamer:** This is another weapon without a physical blade. Instead, it projects a small, extra-dimensional warp field that phases through armor and teleports a chunk of the target into a remote dimension. The shock and trauma thus caused is so extreme that damage inflicted by this weapon cannot be healed without massive tissue replacement. The only effective defense against the Screamer is a WARP Phase Field.

**Guttem Extendo Spear:** A memory plastic weapon, this looks like a thick baton about 12 inches long when folded, but when activated, telescopes into a full sized spear.

**Weedeater:** a gardening tool used very occasionally as a weapon of murder and mayhem. This tool consists of a wire that spins at high speeds to cut vegetation or (ahem) other things at the user's discretion.

## Missile Weapons Table

| Weapon Name | Type | Shots | Mass | Cost | Notes |
|---|---|---|---|---|---|
| Rock | ROCK | 2 | Sml | - | |
| Militech Hand Grenade | ROCK | 2 | Sml | 2S | yes |
| Wartoy Smoke Grenade | ROCK | 2 | Sml | 2S | yes |
| Militech Flash Grenade | ROCK | 2 | Sml | 4S | yes |
| Guttem Cutedeath Grenade | ROCK | 2 | Sml | 2C | yes |
| Slingshot | PMC | 1/2 | Sml | 2S | |
| Bow | PMC | 1 | Med | 1C | |
| Crossbow* | PMC+1 | 1/2 | Med | 1C,8S | |
| 38 Special | GUN | 1 | Sml | 2C,5S | |
| .45 Automatic | GUN | 2 | Sml | 4C | |
| Smith & Wesson .44 Magnum | GUN+1 | 1 | Sml | 6C | |
| Wartoy Zap-a-Gun | GUN | 3 | Sml | 5C | yes |
| Guttem Laser Luger | GUN | 1 | Sml | 4C | yes |
| Militech User-Blaster | GUN+1 | 1 | Sml | 7C | yes |
| Wartoy Particle Charger | GUN | 1/2 | Sml | 1G | yes |
| Rifle | BGUN | 1/2 | Med | 3C | |
| Militech G-13 Bang Maker | BGUN | 5 | Med | 4C | yes |
| Elephant Gun | BGUN+1 | 1/3 | Med | 3C | |
| Shotgun | BGUN-1 | 1 | Med | 1C,5S | yes |
| Thompson Submachine Gun | BGUN | 3 | Med | 3C | |
| Automatic Shotgun | BGUN-1 | 3 | Med | 1G | yes |
| Wartoy Laser Rifle | BGUN | 1 | Med | 8C | |
| M-60 Machinegun | RBGUN | 5 | 2 Med | 7C | |
| Militech G-23 Dockworker | RBGUN | 3 | 2 Med | 5C | yes |
| Militech G-10 Thumpgun | RBGUN | 2 | 2 Med | 8C | yes |
| Bazooka | RBGUN+2 | 1/3 | 2 Med | 8C | yes |
| Wartoy Mega-Zooka | RBGUN+3 | 1/3 | 2 Med | 1G,7C | yes |
| Wartoy Laser Cannon | RBGUN+2 | 2 | 3 Med | 5G | yes |
| Guttem Housecleaner flamethrower | RBGUN | 1/2 | 2 Med | 1G | yes |
| Stinger Surface-to-Air Missile | RBGUN+4 | 1/2 | Med | 1G | yes |
| Militech Missile System | RBGUN+8 | 1/3 | 2 Med | 3G | yes |
| Howitzer | IBGUN | 1/5 | VLg | 10G | |
| Militech G-47 Townbeater | IBGUN | 1/4 | VLg | 15G | yes |
| Wartoy Particle Cannon | IBGUN | 1/4 | VLg | 25G | yes |
| Militech G-50 Pounder | MYGOD | 1/5 | Huge | 20 G | yes |
| Guttem Orbital Rail Gun | MYGOD | 1/10 | Huge | 2 CM | yes |
| Wartoy Planetkiller Defense System | DPTM | 1/20 | Gigan | 100 CM | yes |

### Militech Hand Grenade
This inflicts 2d10 damage upon everything within a 10 foot radius when it explodes.

Militech Flash Grenade
A thrown object that, upon detonation, releases a bright flash of light that blinds the target or targets. The target must make a Hard LUCK Test to avoid looking into the flash. If this Test is failed then the target automatically attacks last in that combat round, and must use the Blind Fighting Rules (See Chapter 6) for 2D10 rounds. Available in many designer colors.
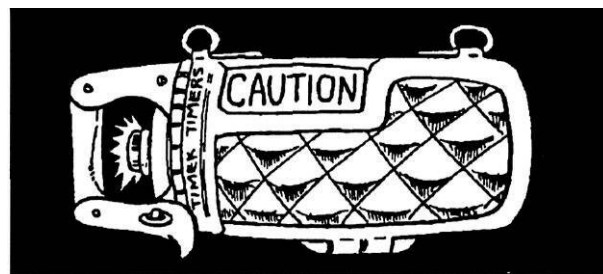


*Militech Grenades, the best bang for your buck!*

### Wartoy Smoke Grenade
Also available in many designer colors.

### Guttem Cutedeath Grenade
The "detonation" of this grenade opens a small temporary warp to a dimension inhabited by vicious, carnivorous teddy bears. 2d4 of these little nasties pour through the warp and do 3 attacks per round each on any living being near-by. These attacks do d4 damage. After 3 rounds, the bears vanish back through the warp, which closes after them. Here are the bears' important stats: STR: 2, NIMB: 6, OP: 5.
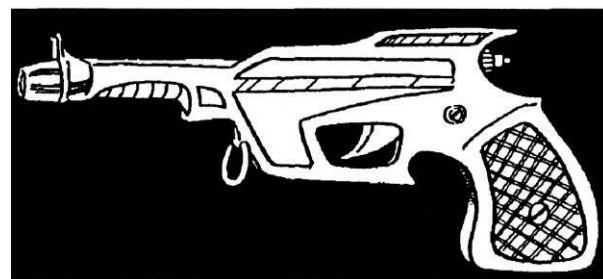


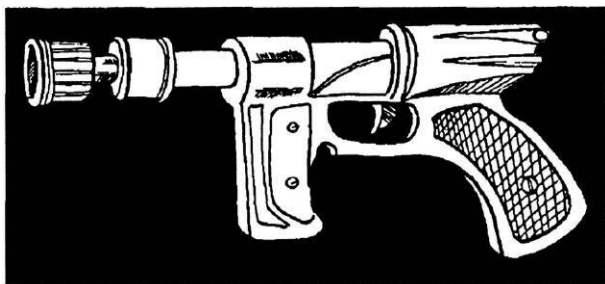*Wartoy Zap-a-gun*

### Wartoy Zap-a-gun
A simple, and yet effective zap gun used to efficiently and loudly make people dead.
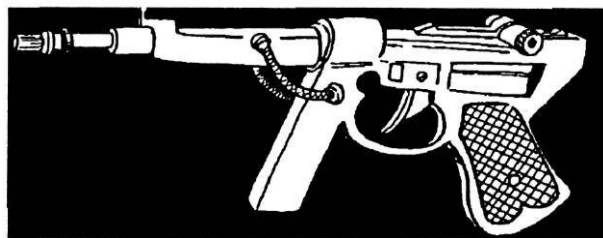


*Guttem Laser Luger*

### Guttem Laser Luger
A design created solely for marketing to the many groups of Space Nazis. Since its realease, it has become the weapon of choice among these evil villains.

*Militech Personal Sidearm Laser Blaster*

## Militech Personal Sidearm Laser-Blaster

A more powerful and neater looking version of the Laser Luger. This has recently become the weapon of choice for many "starfaring roguish heroes."
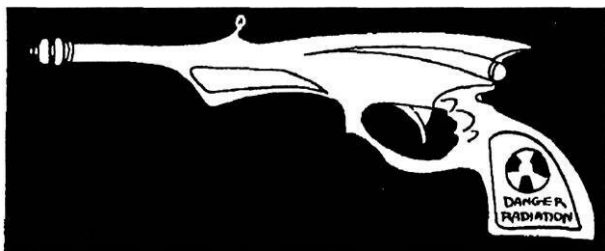


*Wartoy Catalytic Energy Particle Charger*

## Wartoy Catalytic Energy Particle Charger

This weapon inflicts 2d6 damage upon its target. However, each time it is used, there is a flat 20% chance that it will overload and flood the surrounding area with charged particles, doing d6 damage to everyone within 5 feet, including the user.
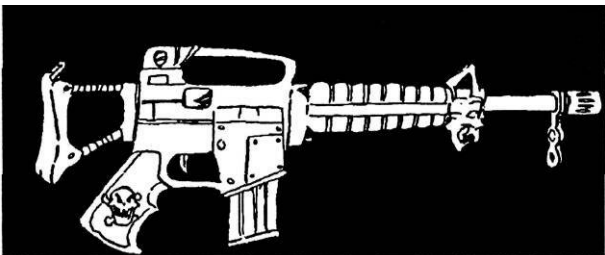


*Militech G-13 Bang-Maker*

## Militech G-13 Air-Cooled, Clip-Loading, Fully-Automatic, Multi-Purpose Assault Rifle (Bang Maker)

A weapon designed to impress, this is a Big Gun with style. The bolt action is larger than normal, and is designed specifically for that distinctive and loud "Clank" of a cartridge entering the chamber. Though it has an impressive rate of fire (5 shots per round), the weapon sounds as if it is firing roughly twice as fast and hard. Fortunately, the weapon is also designed so as not to hamper the user, thus there are no disadvantages from the above prestige contrivances. Note that this weapon adds +2 to any Intimidate skill levels used by the wielder.

## Shotgun

This gun's maximum range is only Pretty Far, but it hits everyone and everything within a 2 foot radius of the target aimed at.



*Militech G-23 Dockworker*

## Militech G-23 Air-Cooled High-Speed Automatic Anti-Personnel/Vehicular Weapon (Dockworker)

This is a powerful gun, and it looks the part. This weapon has a grip on the bottom, and one on the side. It is a favorite among Space Marines, and is frequently used in clearing installations of hostile, stomach eating aliens.
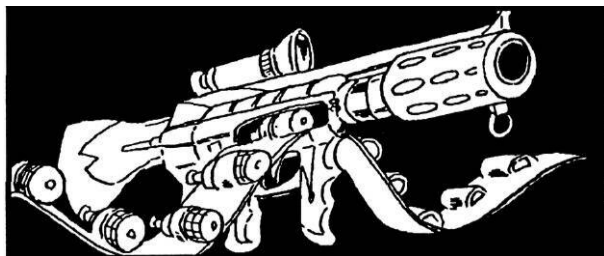


*Militech G-W Thumpgun*

## Militech G-10 Belt-fed Automatic Grenade Launcher (Thumpgun)

This is a nice, loud weapon that fires shells that cause damage like a Militech Hand Grenade. A real crowd pleaser. Its maximum range is only Pretty Far.
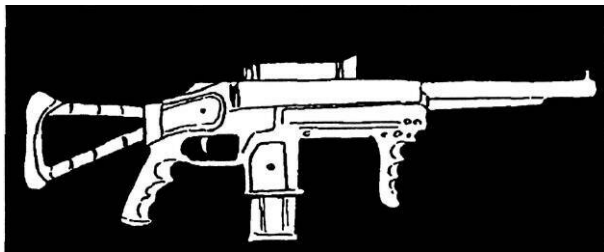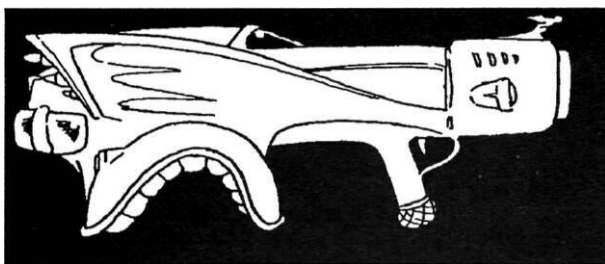


*Automatic Shotgun*

## Automatic Shotgun

Like normal shotguns, this gun's range only goes out to Pretty Far.
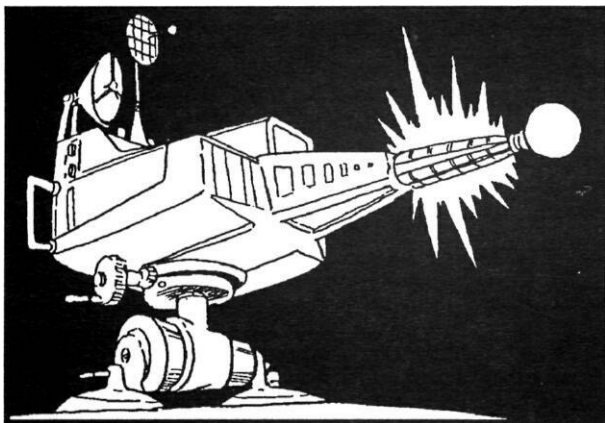
## Bazooka

This weapon's shell inflicts damage on every target within a 5 foot radius of its point of impact

*Wartoy Mega-Zooka*
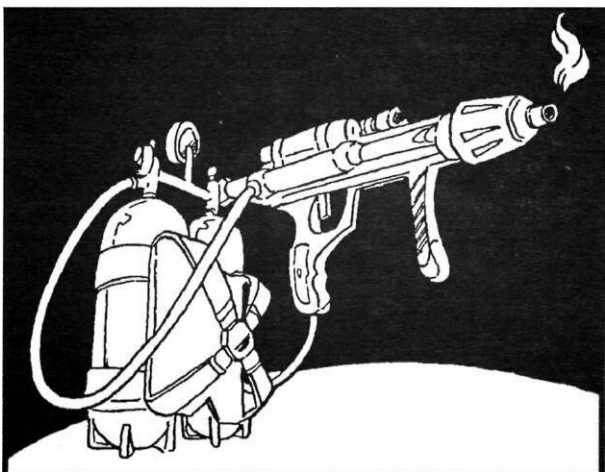
## Wartoy Mega-zooka

This weapon's projectile inflicts damage on every target within a 10 foot radius of its point of impact.



*The Wartoy Laser Cannon*

## Wartoy Laser Cannon

A large laser weapon designed to be mounted on small vehicles. This weapon is most favored for small space vehicles. Generally only sold as an accessory when purchasing a vehicle.



*Guttem Housecleaner Flamethrower*

## Guttem Housecleaner Flamethrower

This weapon splashes liquid fire on everything within a 5 foot radius around its point of impact. Besides taking normal Really Big Gun damage, all burnable items have a flat 50% chance of catching on fire.

## Stinger Surface-To-Air Missile System

This is an infrared-homing guided missile (i.e., it homes in on the heat generated by a vehicle's exhaust). This function has an Attack Score of 7. It will pursue its target to Hand Me the Binoculars range. If fired at a target with no high temperature heat signature, it will travel in a straight line out to See That Dot.
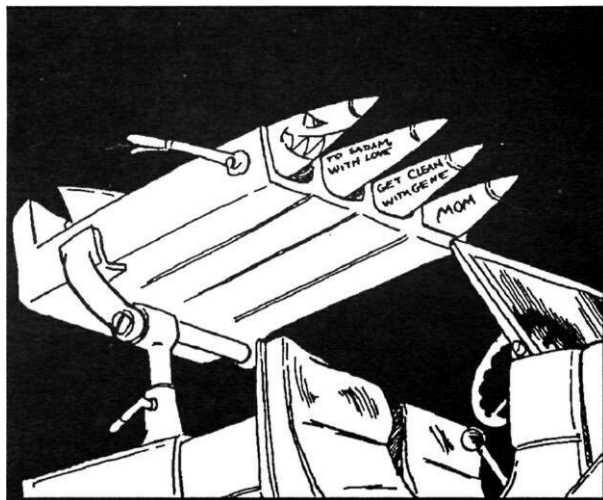


*Militech Buzzard*

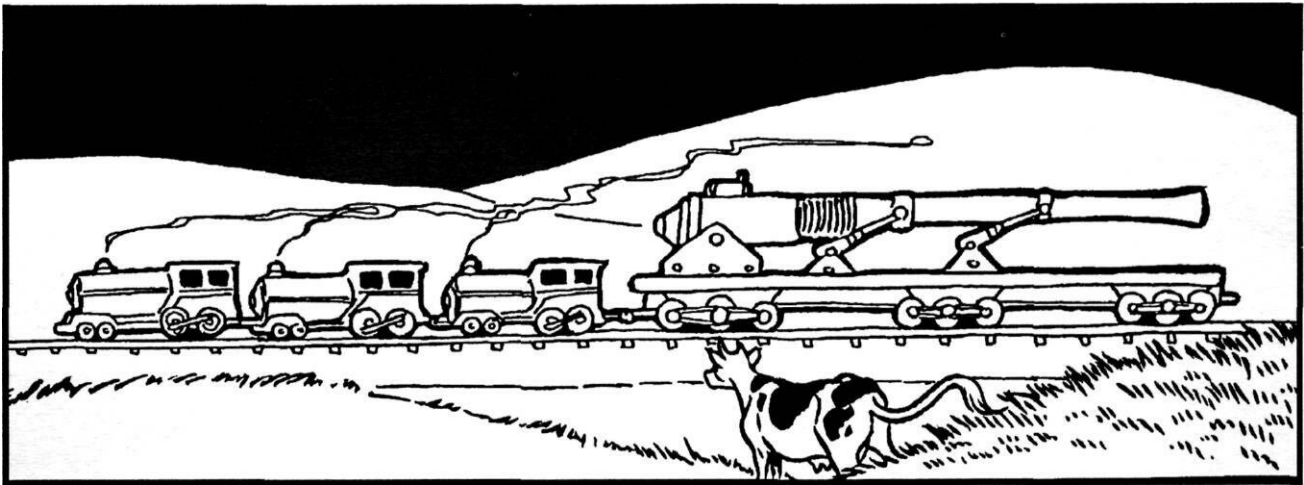## Militech Vehicle Mounted, Anti-Aircraft Missile System (Buzzard)

A missile system designed for use by small aircraft and spacecraft. This missile system is impossible to fire without a craft to provide protection from the backblast, and is only available through a few high-tech vehicle dealerships.
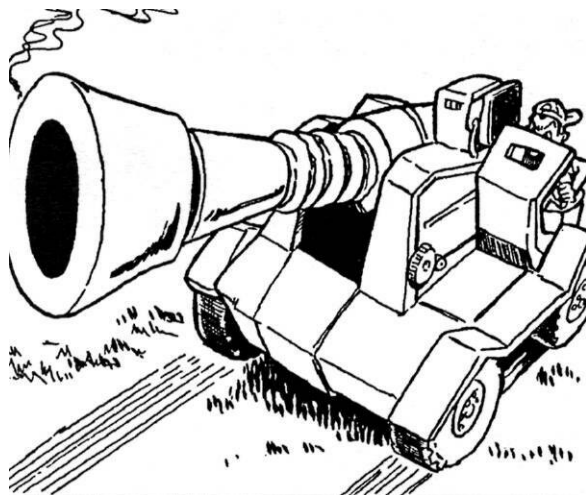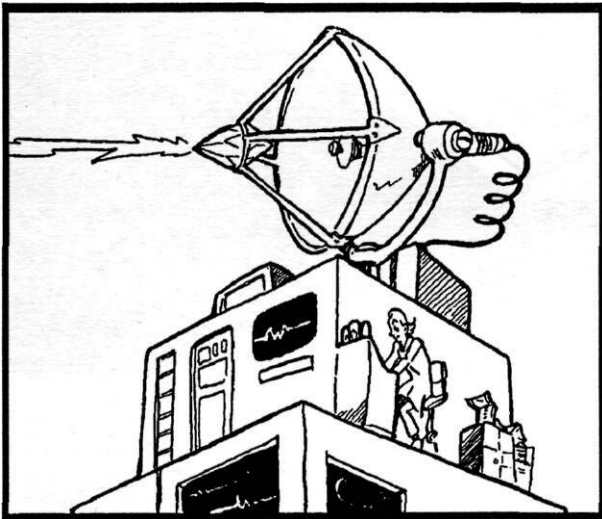


*Militech G-47 Townbeater*

## Militech G-47 Direct-Fire Single-Turret Siege Weapon (Townbeater)

A large gun often used to cause massive structural damage and rain explosive death upon settlements and their populace.

*Militech G-50 Pounder*



*Wartoy Particle Cannon*

## Wartoy Planetkiller Defense System

The largest gun currently in production, this system combines the best in spaceborn weaponry and maximum firepower. This is a system capable of devastating an entire planet. The availability of this weapon system is severely limited, and the user must carry a special permit at all times.



## Wartoy Particle Cannon

A high-tech weapon of death. This device has large portions that appear similiar to a "Bzzt" (see below). The muzzle has large concentric disks leading to the tip which ends in a large, diamond shaped crystal that glows strangely. All in all, a weapon of the High-Tech age.

## Militech G-50 Auto-Loading Rail-Propelled Land Superiority Weapon (Pounder)

A huge weapon of mass destruction from the company that has made mass devastation into an art form. This device is so large that it must be drawn by a railway system.
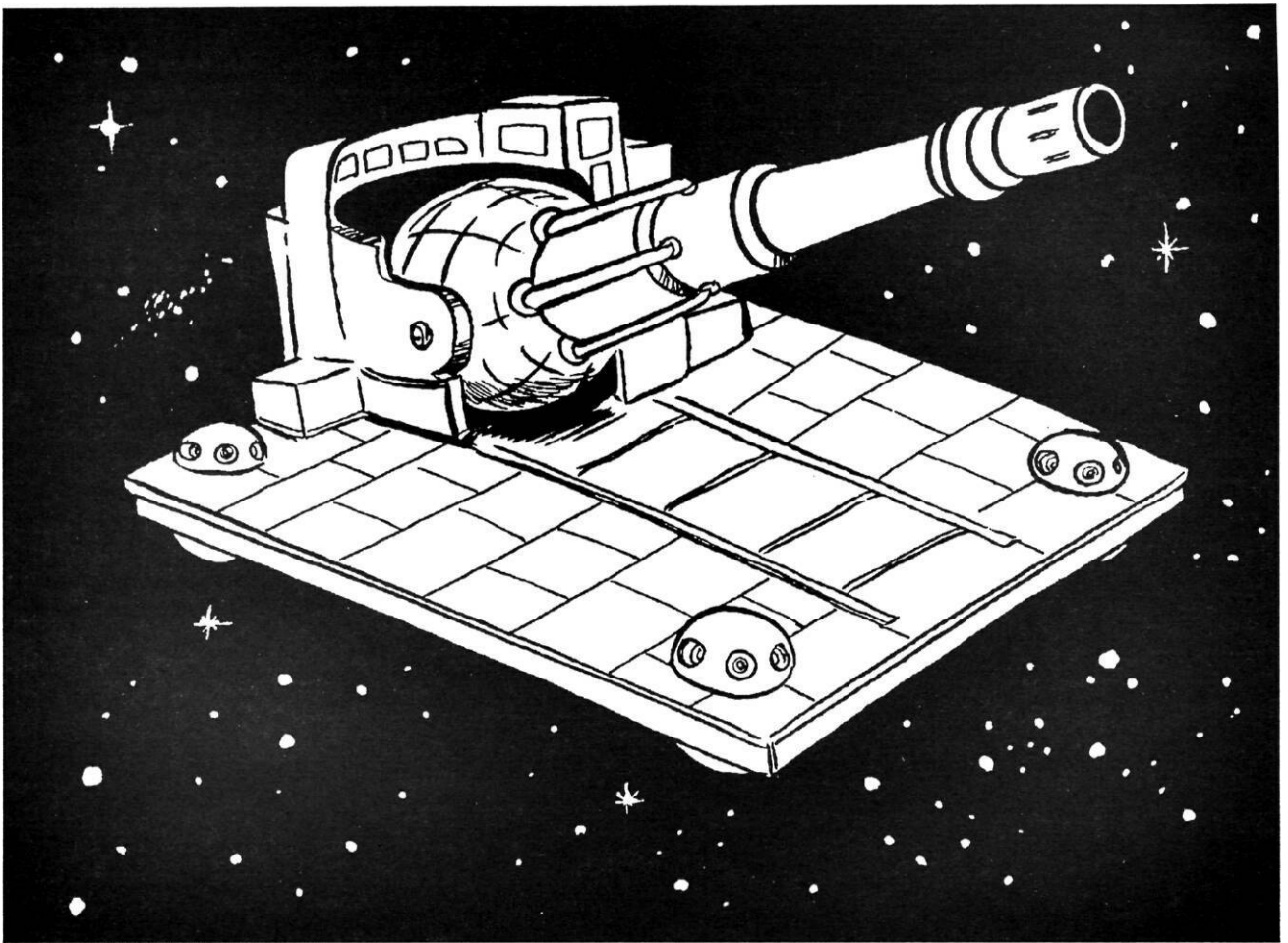
## Guttem Orbital Rail Gun

A weapon designed to crush the enemy from a safe distance. This weapon can only be fired from orbit.

*Guttem Orbital Rail Gun*

*Wartoy Planetkiller Defense System*

## 4.3 Things that go bang in the night

| Weapon Name | Mass | Oops! Points | Cost | Notes |
|---|---|---|---|---|
| Blasting Powder | 4 Sml* | 3 | 1 S | |
| Nitroglycerine | 4 Sml* | 5 | 2 S | Yes |
| TNT | 4 Sml* | 5 | 4 S | |
| Plastique | 4 Sml* | 9 | 7 S | Yes |
| Trask Null- Dimensional Implosive | 3 Med | see note | 100 G | Yes |
| 1 Kiloton Nuke | 4 Med* | 3D100 | 1 CM | Yes |
| SystemSmasher Anti- Matter Bomb | Lg | 100,000 | see note | Yes |

These are the standard size blocks/sticks/containers of the explosives. To cause greater destruction and mayhem, just add a bunch of them together.

### Nitroglycerine

Very tempermental stuff! If dropped, vibrated or subjected to even moderately high temperatures, it explodes with alarming ease.

### Plastique

This explosive, on the other hand, won't explode under any circumstances unless a blasting cap is employed. If you throw it onto a fire, it'll just burn. You can even use it to brew your coffee in the morning, but run an electrical charge through it, and look out!

### Trask Null-Dimensional Implosives

This device projects an intense gravity field that causes everything within about 50 feet to collapse into a ball of neutronium (total of 500,000 cubic feet). The neutronium is so dense that it creates a wormhole and sucks itself into a null dimension. Naturally, the question of Oops! Points is moot for anything within that 50 feet. However, objects (or beings!) larger than the field size are hit for a number of Oops! Points proportional to the volume of the Implosive field relative to the total volume of the object. Thus, for example, a 100 foot square building 300 feet high (volume 3 million cubic feet) with an Oops! Point rating of 300 would take 50 Oops! Points in damage (500,000 cubic ft is one-sixth of 3 million, and 50 Oops! Points is one-sixth of 300).

### 1-Kiloton Nuke

Nukes inflict their full damage on anything within 2 miles, one-half damage to anything from 2 to 4 miles away, and one-quarter damage to anything from 4 to 6 miles away. Suffice to say, if you're close enough to get a good view, you're history!

### SystemSmasher Anti-Matter Bomb

This doomsday weapon packs the destructive power of a full ton of anti-matter, and can easily

pulverize an entire solar system into dust. As far as we know, only a handful were ever made, and none are around in the Vagabond's time/reality line. But, if a SystemSmasher Bomb was found or built, it would be virtually priceless (starting price somewhere in the millions of CM's).

## 4.4 Things To Protect You From Those Things

| Armor Type | Value | Cost | Mass | Notes |
|---|---|---|---|---|
| Leather Jacket | 1 | 1C, 5S | 3Sml | - |
| Trench Coat | 1 | 2C, 4S | 5Sml | - |
| Leather Armor | 1 | 3C | Med | - |
| Chain Mail | 3 | 5C | 5Med | - |
| Bulletproof Vest | 5 | 6C | 2 Med | - |
| Breastplate | 5 | 8C | 6 Med | - |
| Plate Armor | 6 | 1G | 9 Med | - |
| Space Suit | 1 | G, 5C | 3Med | yes |
| Starline Personal Armor | 4 | 2G | 2 Med | yes |
| Wartoy Battle Armor | 10 | 1CM | 2Lg | yes |
| WARP Phase Field | 4 | 30G | Med | yes |
| WARP Personal Force Field | 1 | 5 | Med | yes |
| Shield | 1 | 5S | 2 Med | yes |
| Plexiglass Shield | 1 | 1C | Med | |
| Starline Power Shield | 2 | 5C | Lit | yes |
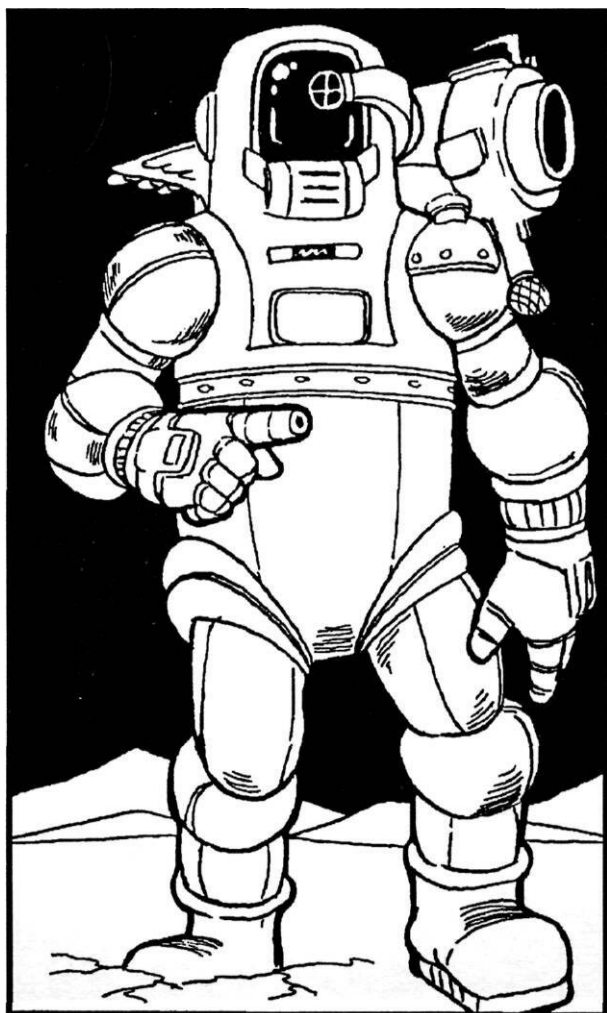


*Wartoy Battle Armor*

### Space Suit

A suit designed to protect from the rigors of outer space. The standard Space Suit can provide full life support, including air, food, water, and waste disposal for up to 1 day.

### Starline Perfect Mold Personal Armor

This is a suit of high-grade, ballistic plastic armor molded to a person's precise body measurements. It can be worn invisibly under normal clothes.

### Wartoy Self-Contained Life-Supporting Battle Armor

This powered battle suit doubles the wearer's STR Stat, provides life support like a space suit, and has a Wartoy Zap-a-Gun built into the right forefinger, a Wartoy Mega-zooka mounted on the left shoulder, and a Wartoy Target Tracking System in the helmet. A lovely system, but it uses a lot of power. At the end of each 10 minutes that it's operated, there is a 10% chance that the suit will run out of power. When it does, the armor will not move at all, and the user will have to climb out in order to get anywhere.

### WARP Phase Field

This generates a field around the wearer that teleports anything harmful that enters it into a distant dimension, and then back again as it leaves the field on the other side. This is the only defense against a Wartoy Screamer. A Wartoy Screamer will inflict no damage on the wearer. When used against other weapons, the armor value is only 4.

### WARP Variable Setting Personal Force Field

The price given for this armor is the price per armor point. Thus, a 3 armor point field would cost 1 G, 5 C. The field generator's mass, however, remains the same no matter how many armor points it provides.

### Shield

A rigid plate of metal, plastic, or wood that is held or strapped to the arm to allow parrying of attacks. This armor may also be used to bash an enemy. This inflicts damage as a Short Nasty Pointy Thing.

### Starline Power Shield

This device looks like a digital watch, but is actually a tiny force field generator. In effect, a character wearing it carries an invisible shield on the appendage to which the field generator is attached. It works precisely like any normal or plexiglass shield.

## 4.5 Things That Pose Little Or No Threat To Life Or Limb

### 4.5.1 Vehicles

On the vehicles list, the terrain column indicates the kind of medium(s) through which the vehicle can travel.

| | | |
|---|---|---|
| L = | Land | S = Space |
| R = | Rough | T= Time |
| W= | Water | D = Dimension |
| A= | Air | All= All |

Vehicles can be converted so that they can traverse more types of terrain than are listed for them. Each additional type cost 75% of the vehicles cost for the following terrain types:

• Land    • Rough
• Water   • Air

Or 500% for the following terrain types:

• Space   • Time

No vehicle not specifically designed for it may travel Dimensionally unless WARP technology is available. If WARP technology is readily available, the cost is 1000% of base.

This means that even a bicycle can be made spaceworthy (though actrociously slow!).

| Vehicle | Max MPH | Terrain | Cost | Oops! Points | Armor | Mass | Cap. | Notes |
|---|---|---|---|---|---|---|---|---|
| Bicycle | 15 | L/R | 1C | 3/1 | 0 | 3Med | 2Med | - |
| Moped | 40 | L | 2C | 3/1 | 0 | 3Med | 2Med | - |
| Motorcycle | 90 | L | 6G | 6/2 | 0 | Lg | 3Med | - |
| Horse * | 30 | L/R | 5C | 18 | 0 | 4Lg | Lg | - |
| '57 Chevy | 75 | L | 7C | 25/8 | 2 | VLg | Lg | - |
| Nice Car | 120 | L | 10 G | 25/8 | 2 | VLg | Lg | - |
| Jeep | 100 | L/R | 8G | 25/8 | 1 | VLg | Lg | - |
| Limo | 100 | L | 20 G | 30/10 | 2 | 2 VLg | 2Lg | - |
| Sports Car | 180 | L | 20 G | 18/6 | 1 | VLg | 5Med | - |
| M-l Tank | 40 | L/R | 75 G | 75/25 | 10 | 4 VLg | Lg | yes |
| Rowboat * | 5 | W | 8S | 5/2 | 0 | Lg | 5Med | - |
| Canoe* | 10 | W | 1C | 3/1 | 0 | Lg | 5Med | - |
| Motorboat | 40 | W | 6G | 9/3 | 1 | VLg | 2Lg | - |
| Speedboat | 60 | W | 20 G | 12/4 | 1 | 2VL | Lg | - |
| Houseboat | 40 | W | 30 G | 25/8 | 2 | 4 VLg | VLg | - |
| Sailboat | 15 | W | 15G | 9/3 | 1 | VLg | 3Lg | - |
| Personal Submarine | 25 | W | 2 CM | 40/13 | 4 | VLg | Lg | - |
| Submarine | 30 | W | 20 CM | 100/30 | 5 | Hge | VLg | yes |
| Sopwith Camel | 120 | A | 5C | 12/4 | 1 | VLg | Lg | yes |
| Private Plane | 160 | A | 3G | 15/5 | 1 | VLg | 2Lg | - |
| Seaplane | 150 | A/W | 3G | 15/5 | 1 | 2 VLg | 2Lg | - |
| Fighter Plane | 2000 | A | 20CM | 45/15 | 2 | 5 VLg | 2 VLg | yes |
| Acme Rocket Boots | 2000 | A/S | 8C | 5/1 | 0 | 2Med | | yes |
| Acme Rocket Sled | 2000 | A/S | 1G | 5/2 | 0 | Lg | | yes |
| Wartoy Close Escort | 30C | S/A | 30 CM | 200/65 | 15 | Hge | 3VLg | - |
| Travtech Personal Shuttle | 10C | S/A | 20 CM | 100/33 | 76 | VLg | IVLg | - |
| Trask Freighter | 10C | S/A | 40 CM | 150/45 | 10 | Gig | 8Hge | - |
| WARP Portal Generator | | D | | | | | | |
| Travtech AT-MD-TV WARP | | L/R/S/D/T | 1 CM | | | | | yes |
| AT-AR-RV WARP | | L/R/S/D/T | 1 CM | | | | | yes |
| Transphere | | All | 100 CM | | | | | yes |

## M-l Tank

This redoubtable fighting vehicle mounts a Howitzer, an M-60 machinegun and a Militech Laser Targeting System in its turret. Another M-60 machinegun is provided in an open mount on top of the turret.

## Submarine

An underwater craft designed to accomodate up to 25 people for several weeks at a time. This sort of vehicle is often armed with torpedoes. Treat these as Stinger Missiles for underwater use only.

## Sopwith Camel

A primitive form of air transport utilizing a dual wing structure. In other words, a silly design for a silly airplane. These are often armed with one M-60 Machine Gun.

## Fighter Plane

An airborne weapon of war. The standard armaments for a Fighter Plane are 6 Militech Missiles, and 2 M-60 Machine Guns.

## Acme Rocket Boots

These are just a tad unreliable. Each turn that the boots are being used, there is a 10% chance that the steering controls will malfunction, causing the wearer to slam head-on into the largest flat, stationary object in the vicinity. This inflicts 2 Oops! Points of damage upon the poor slob, and leaves the imprint of his body on the object (suitable for framing).
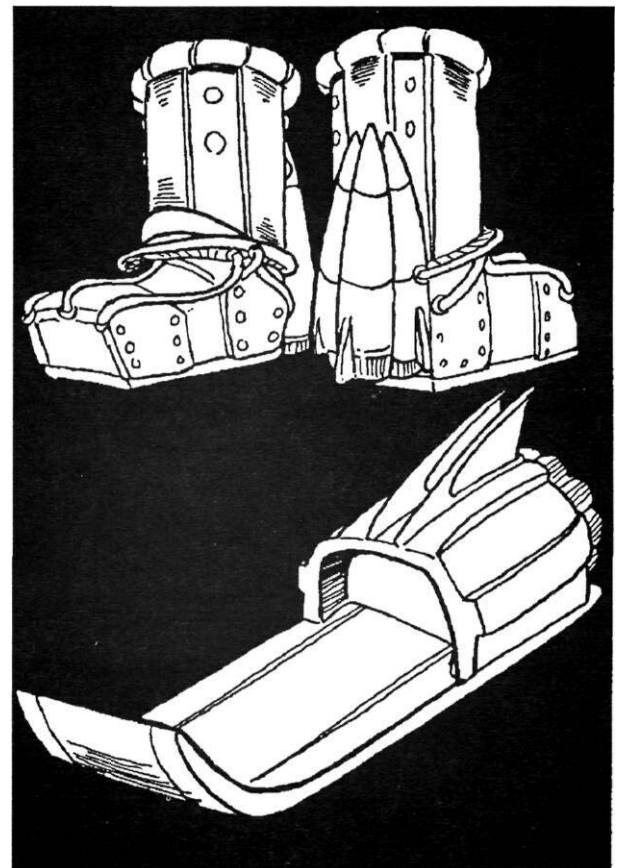


*Acme Rocket Boots and Sled*

53

## Acme Rocket Sled

Another fine Acme product! It has the same 10% chance of malfunctioning as do rocket boots, and with the same results, except that the passengers take 3 Oops! Points of damage (and leave an even more interesting dent in whatever they hit).

## Wartoy Close Escort

A high speed assault/defense craft with a one person cockpit. This vehicle is armed with a single Wartoy Particle Cannon, 15 Militech Missiles, and 4 Wartoy Repeating Laser Cannons (2 shots per round, Really Big Gun damage +2).
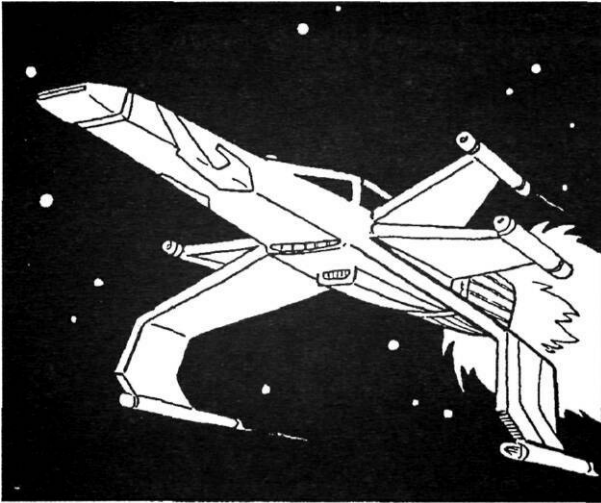


*Wartoy Close Escort*

## Travtech Personal Shuttle

An interstellar transport vehicle for a maximum of 10 passengers including the pilot. It can sustain full life support for 1 month before needing a systems flush and recharge.
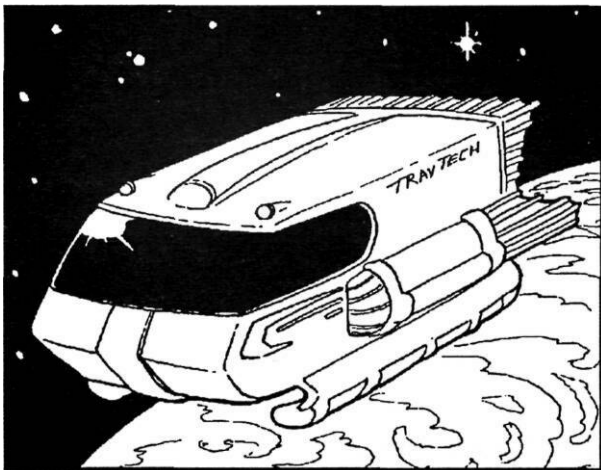


*Travtech Personal Shuttle*

## Trask Freighter

A gigantic freight vehicle capable of carrying a whole lot of stuff. It can maintain life support for 200 people for up to 1 year.
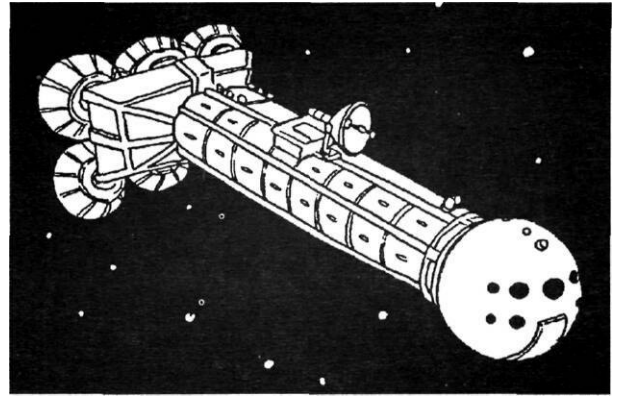


*Trask Freighter*

## Travtech All Terrain Multi-Dimensional Transport Vehicle

This is a vehicle built expressly for traveling to other dimensions. The driver sets the desired coordinates and engages the drives, sending him anywhere in the thousand dimensions kept in the machine's memory. It can also travel like a jeep on Land.
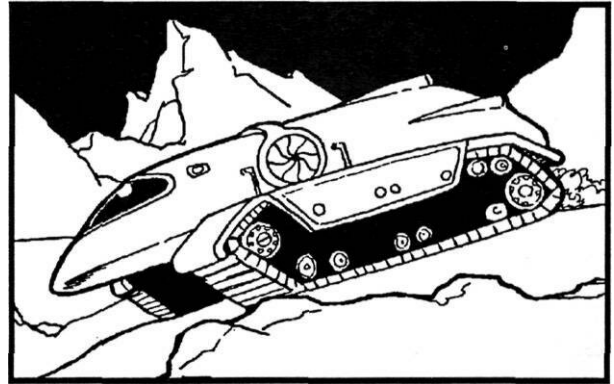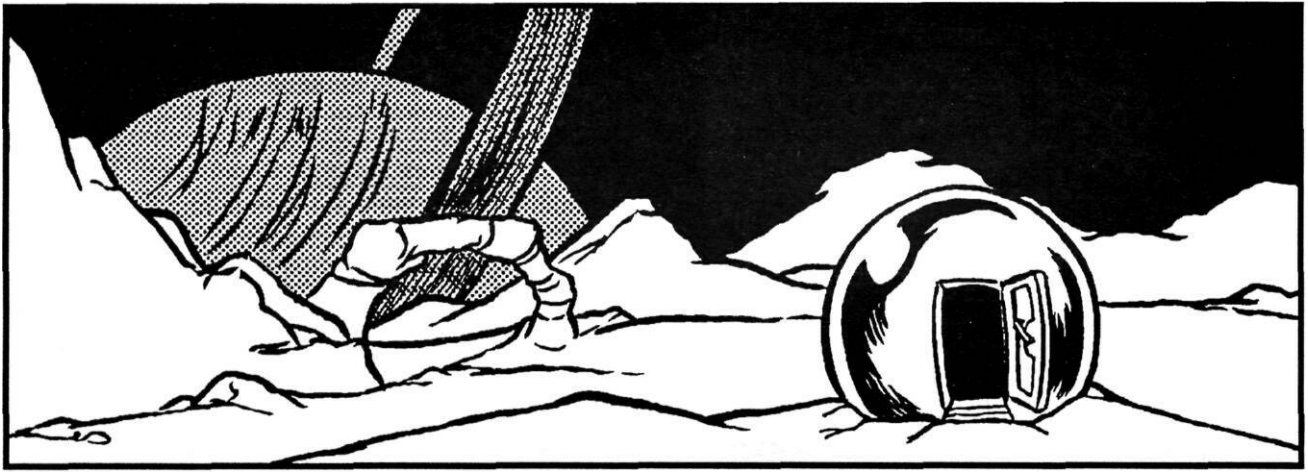


*Travtech All-Terrain Multi-Dimensional Transport Vehicle*

## WARP All Terrain Alternate Reality Recreational Vehicle

This has an edge over the Travtech vehicle, in that it can travel to any dimension at all; not just one thousand.
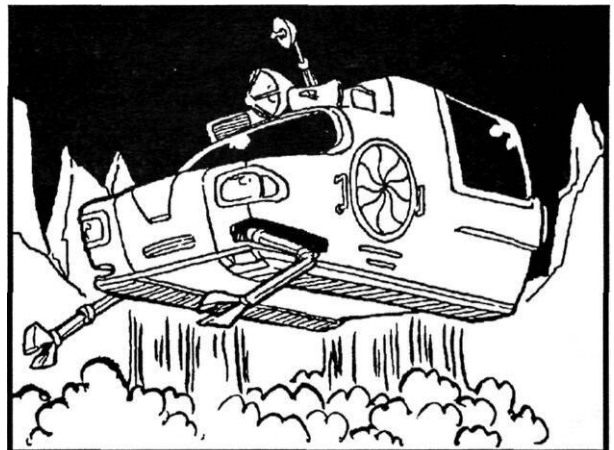


*WARP All-Terrain Alternate Reality Recreational Vechicle*

*WARP Transphere*

## WARP Transphere

This is rumored to have been Professor Walker's last completed project. If's capable of going just about anywhere at incredible speeds, and stylishly, too. It appears to be a 3 meter sphere of bright metal (Arithon's is gold). The inside is an extra-dimensional space that appears differently each time it's entered. Only three of these were ever made. Arithon has one, that's certain. Rumors hint that Trask may have gotten hold of another one, and no one has any idea where the third one is.

## 4.5.2 Miscellaneous Equipment

| Equipment Name | Mass | Cost | Notes |
|---|---|---|---|
| Militech Laser Targeting System | 3Sml | 1G | yes |
| Wartoy Target Tracking System | 3Sml | 6C | yes |
| Swiss Army Knife | Lit | 5S | - |
| Really Cool Shades | 7 Tiny | 1C,5S | - |
| Junior Spy Elite Surveillance Kit | Med | 1G | yes |
| So You Want To Be a Mad Scientist? Chemistry Set | 3 Med | 6 C | yes |
| Bzzzzt Hand-Held All-Purpose Gadget | Med | 4C | yes |
| Console Bzzzzt | 6 Med | 1G | yes |
| Full-Size Bzzzzt | Lg | 5G | yes |
| Running Shoes | 2 Sml | 4S | |
| 50' Hemp Rope | 3 Med | 5B | yes |
| 50'Nylon Rope | Med | 2S | yes |
| 50' Steel Cable | 8 Med | 8S | yes |
| Trask Monocoil | 3Sml | 5C | yes |
| WARP Evercord | Sml | 8C | yes |
| Burglar Tools | Sml | 2C | yes |
| Backpack | 4 Med* | 7S | |
| WARP Grav-Assisted Carryall | 6 Med* | 1C | yes |
| Camera | 2 Sml | 2C | |
| Trask Extra-Dimensional Tracking Device | 4 Med | 3C | yes |
| WARP Virtual Locator | 7 Med | 8C | yes |
| WARP Universal Translator | 2 Med | 3C,4S | yes |
| WARP Time-Stream Compass | 3Sml | 2S | yes |
| WARP Time-Stop Envelope | 2 VLg | 1CM | yes |

## Militech Laser Targeting System

This laser fire-control system gives a +2 bonus to any missile weapon that is mounted with it.

## Wartoy Target Tracking System

Another fire-control system, it gives a +1 bonus to any missile weapon on which it is mounted.

## Junior Spy Elite Surveillance Kit

This includes a tiny still camera, a directional microphone, a wire-tapping device, fingerprinting kit, knock-out drops, cyanide capsule, and make-up kit. Everything the Junior Spy needs!

## So You Want To Be a Mad Scientist? Chemistry Set

This suitcase-sized kit contains test tubes, beakers, bunsen burners, and lots of chemicals. Whenever a character needs a certain chemical, there is a 60% chance that there is some in the kit.
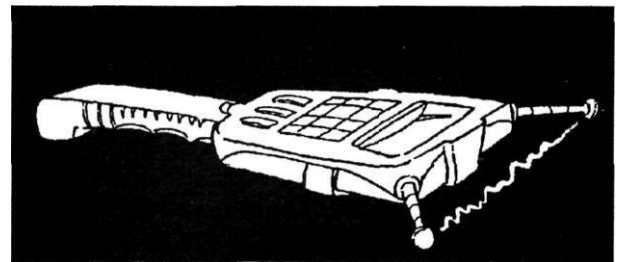


*Bzzzzt Handheld. Ail-Purpose Gadget*

## Bzzzzt Hand-Held All-Purpose Gadget

This gadget consists of a handle, a meter, and two metal prongs between which pass surges of electrical current that make a "bzzzzt" sound. Any character possessing Fiddle With Electronic Gadgets skill can modify it with a screwdriver to act as anything from a body heat scanner to an energy recharger. The range of any function it's used for is limited to one hundred feet.
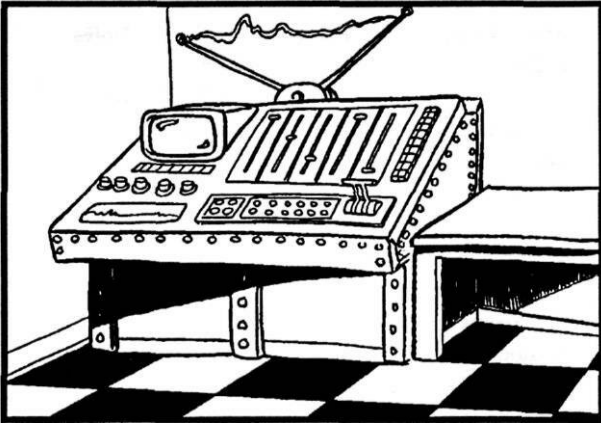
*Console Bzzzzt*

## Console Bzzzzt

This can do the same things as its smaller cousin, except that it has a range of 5 miles.

## Full-Size Bzzzzt

This can do the same things as the smaller models, only with more power, giving it a range of 100 miles.

## Hemp Rope

This primitive rope will hold weights up to 5 Med.

## Nylon Rope

This rope will hold up to 1 Lg in weight.



*Full Size Bzzzzt*

## Steel Cable

This cable will hold weights up to 2 V. Lg.

## Trask Monocoil

This is a 100 yard spool of monofilament wire. It cannot be cut except by a Guttem Sonic Slicer, a Wartoy Screamer, or any variety of laser weaponry. It will hold up to 1 Lg.

## WARP Evercord

This is a container of monofilament wire, but it will never run out. The container is a doorway into a universe made up of monofilament wire, and nothing else. It will hold up to 1 Lg.

## Backpack

The mass listing for this container indicates how much it can carry, not how much it weighs. Items carried in the backpack count only as one-half mass for encumberance purposes. Thus, 3 Med objects would count as only 1.5 Med objects to the carrying character.
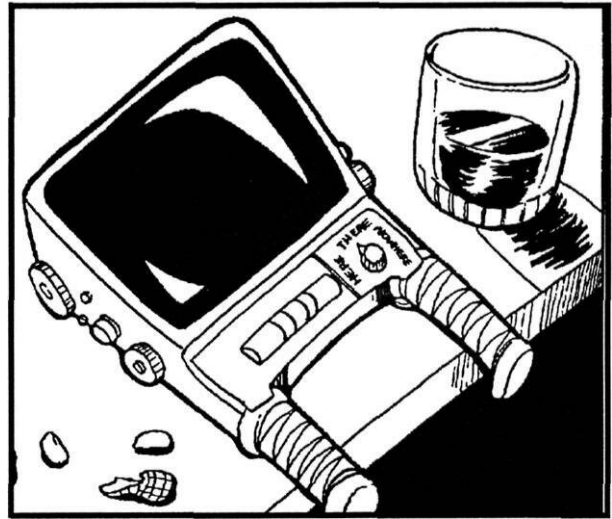


*Trask Extra-Dimensional Tracking Device*

## WARP Grav-Assisted Carryall

This is a backpack-like device that contains a small anti-gravity generator. Items placed in the Carry-all count as only one-quarter mass for encumberance purposes. Up to 6 Med objects can be carried.

## Trask Extra-Dimensional Tracking Device

This device can tell the direction an object has gone within the time/reality-stream, and its location if within 3 dimensions.

## WARP Virtual Locator

This is more powerful than the Trask model, since it can locate an object no matter how far away it is in the



*WARP Virtual Locator*

time/reality-stream. However, the object in question must have a transmitter on it. The Virtual Locator comes with four such transmitters.
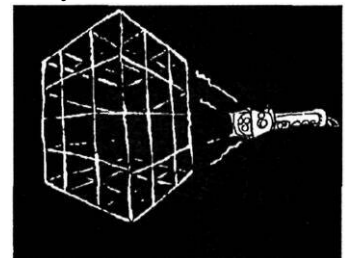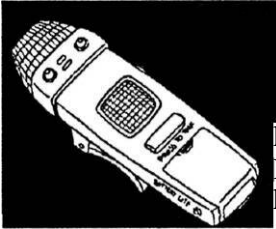
## WARPTime Stream Compass

This device indicates your present location in time within a range of + or -50 years. It doesn't tell you, however, which dimension or alternate reality you're located in.
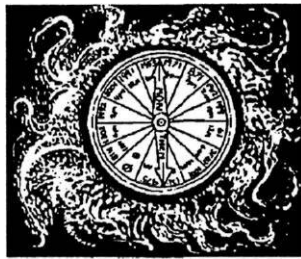


*WARP Time Stream Compass*

## WARP Universal Translator

This device will translate any languages used in the immediate vicinity into a single preset language. It has a large, bell shaped microphone that receives any and all communication signals. This includes smells, sounds, sights, touches, and even tastes.



*WARP Universal Translator*

## WARPTime-StopEnvelope

This is a device that will stop time in a limited area. In effect, this puts life, death, and all the natural laws on hold. None of these individuals likes being on hold, so they complain about it. The complaints of Life, Death, and all the Natural Laws can be dangerous things. This is reflected in the fact that the envelope of null-time can only be maintained for 3 weeks before the machine must be shut down. If it is not shut down, it will explode with force similiar to that of a One-Kiloton Nuke. The Machine masses 2 V. Lg. The envelope is created within the machine, and is 1 V. Lg in area. The device cannot be moved while in operation unless mounted on a vehicle.

## 4.5.3  Booze

| Alcoholic Beverage | Intoxicant Points | Cost | Notes |
|---|---|---|---|
| Milk | 0 | 4 b | |
| Coffee | -2 | 2 b | |
| Beer | .1 | I B | |
| Lite Beer | .05 | I B | |
| Whiskey (shot) | .5 | 1 B, 5 b | - |
| Whiskey (bottle) | 20 | 1 S, 5 B | - |
| Wine (glass) | .3 | 1B, 5b | - |
| Wine (bottle) | 3.6 | I S | |
| Vodka (glass) | .8 | 1 B, 5 b | - |
| Tequila (glass) | .8 | 1 B, 5 b | - |
| Gin (glass) | .6 | 1 B, 5 b | - |
| Goltranian Goat's Milk | 1 | 2 B | |
| Old Time Warp | 1 | 2 B | |
| Essence of Fuzzy Things | 1 | 2 B | |

| Mixed Drink | Intoxicant Points | Cost | Notes |
|---|---|---|---|
| B-52 | 2 | 1B | |
| B-2 | 2 | 3B | yes |
| Kamikaze | 1.5 | 3B | |
| White Russian | 2 | 3B | |
| Fuzzy Navel | 1.5 | 3B | |
| Brain | 2 | 3B | |
| Tequila Sunrise | 2 | 3B | |
| Harvey Wallbanger | 2 | 3B | |
| Vile Yellow Stuff | 3 | 3B | |
| Noxious Green Stuff | 3 | 3B | |
| Mysterious Blue Stuff | 3 | 3B | |
| Scary Red Stuff | 3 | 3B | |
| Volcano | 5 | 4B | |
| Blue Nova | 5 | 4B | |
| Cortian Snake Charmer | 5 | 4B | |
| Lead Sap | 5 | 4B | |
| Smelly Sock | 5 | 4B | |
| Singularity | see note | 10 B | yes |

The prices listed are the prices in The Floating Vagabond. Remember, the first drink after coming in through the portal is free.

## B-2

Does the same thing as a B-52, only you don't see it coming.

## Singularity

This is the house specialty of the Floating Vagabond, since no one but Spit knows how to mix it without killing someone. When someone is fool enough to drink one, the Bartender either rolls D100 on the table below, or applies any result of his choice. A character can only be affected by a Singularity once per game session.

| Roll | Result |
|---|---|
| 1-20 | 5 intoxicant points |
| 21-3 | 10 intoxicant points |
| 31-45 | imbiber falls unconscious for 2d10 turns |
| 46-60 | instantly Blotto |
| 61-70 | instantly Soaked |
| 71-75 | one Stat (Bartender's choice) goes up one for d20 turns |
| 76-78 | all physical Stats go up one for d20 turns |
| 79-80 | all mental Stats go up one for d20 turns |
| 81-85 | one Stat goes down one for d20 turns |
| 86-88 | all physical Stats go down one for d20 turns |
| 89-90 | all mental Stats go down one for d20 turns |
| 91 | hair grows all over the character |
| 92 | skin turns a different color for d10 days |
| 93 | clothes come alive and sentient for d30 turns |
| 94 | a past life persona attempts to reassert itself on you, but you fight it off |
| 95 | an extra arm grows for d6 days |
| 96 | personality switches to exact opposite for d10 turns |
| 97-98 | roll again twice |
| 99-100 | roll again three times |

# CHAPTER 5: GETTING REAL

Name: Dr. Elizabeth ("Liz") Stekker, PhD
Race: Homo Sapiens
Template Type: Smart Guy
Identifying Quote: "Looks like a Xzuvian 9-legged Man Mangier. If we're lucky, it might be dormant. If not, I can finally do that paper on the Xzuvian digestive system."

| | | | |
|---|---|---|---|
| STR: | 2 | Oops! Points: 20 | |
| NIMB: | 4 | | |
| AIM: | 5 | Luck Points: 1 | |
| SMRT: | 6 | | |
| COOL: | 2 | Shtick: The Newton Effect | |
| CS: | 4 | | |
| LUCK: | 1 | | |

| Skills | Level | Die Roll |
|---|---|---|
| Specific Knowledge | | |
| Biology (SMRT) | Professional | 10 |
| Specific Knowledge, | | |
| Anthropology | | |
| (SMRT) | Professional | 10 |
| Specific Knowledge, | | |
| Chemistry (SMRT) | Expert | 9 |
| Abnormal Physics | | |
| (SMRT) | Dabbler | 7 |
| Shoot Things | | |
| (Big Gun) (AIM) | Expert | 8 |
| Hurt People (STR) | Expert | 5 |
| Hurt People Really | | |
| Badly (NIMB) | Hack | 6 |
| Drive Vehicle, Spacecraft | | |
| (NIMB+AIM/2) | Professional | 9 |
| Duck (NIMB) | Expert | 7 |
| Throw Things (AIM) | Dabbler | 6 |
| Trivia (SMRT) | Dabbler | 7 |
| Cooking (CS) | Professional | 8 |

"It seems that I have been left to acquaint you with the realities which all of us must face in life. The boys, being just that (boys), have taken what they consider to be the segments containing the most gratuitous enjoyment. Allow me to introduce myself. I am Dr. Elizabeth Stekker, PhD of Anthropology, Biology, Chemistry, and Uniqueology. In addition, I am a veteran in the mercenary arts and am considered to be an exceptional gourmet chef (my specialties are Blue Artralthian Souffles and fighting victorious land wars in Asia, but I digress).

## 5.1 The Universe

The first reality of which I must make you aware is that of the Floating Vagabond universe. The Vagabond exists in a universe where the laws of nature are extremely tenuous. That is to say that the rules are easily bent, twisted, and (sometimes) even utterly shattered. This chaotic nature is actually an intrinsic part of the cosmic structure. Without it, there would be only stagnation.

The malleability of natural laws affects every facet of the universe, allowing for a "center of the universe" to truly exist, and for infinite dimensions to have adjoining borders.

The universe is set up in a globular "honeycomb" pattern of dimensions extending outward to infinity in 3 spatial dimensions (height, width, and depth).

## 5.2 History

The following is not the history of any particular universe, but rather a generalization of the
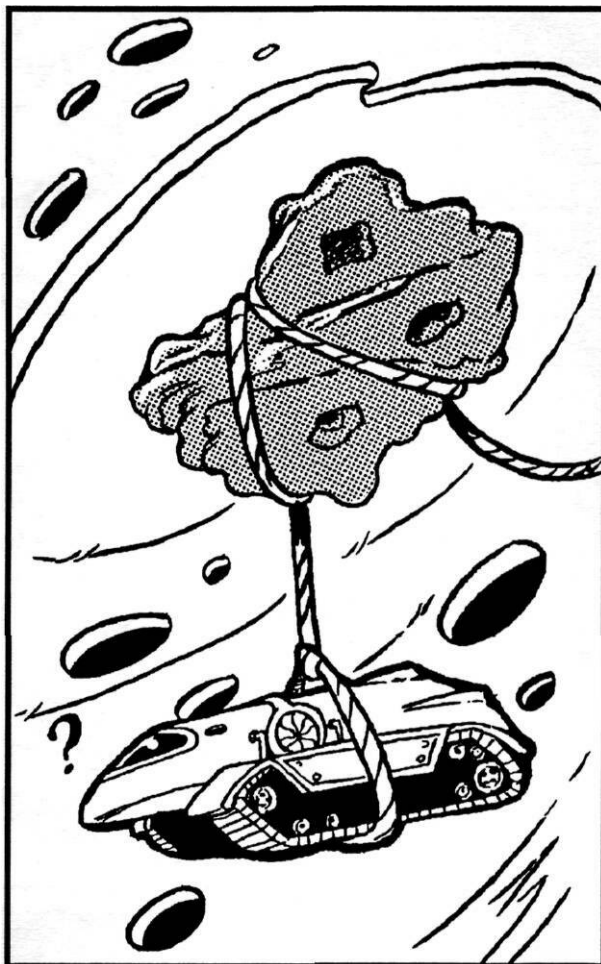


*One of the toughest things about dimensional travel is finding a place to park.*

pattern usually followed in the historical records of well over 96.8% of the known dimensions.

## 5.3 Dimensional Travel

Travel and communication between the alternate dimensions is achieved in one of two ways. The first, and by far, the simplest is to travel directly through the dimensional borders, one at a time. This often ends up as a very long trip. The dimensional borders can be reached using any vehicle capable of dimensional travel. This form of transport is usually considered to be obsolete, but it is still in use in certain low tech dimensions (often found mounted on the most inappropriate vehicles). The other, faster way is to travel directly to the dimension of choice. This is achieved by utilizing a fourth spatial dimension as a tunnel. This is often referred to as "D-Space." This method is used by the WARP Transphere, Portal Generator, AT-AR-RV, and the Travtech AD-MD-TV.

## 5.4 The Dimensions

There are an infinite number of alternate dimensions in the universe. Each of them is an alternate of others, the "might-have-beens" of all time and space. What would have occurred on your world had stone been a gas at room temperature, or had room temperature been 14,000 farenheit, and so on. If you are looking for a particular type of world, it is most likely out there somewhere.

## 5.5 The Planets, Stars, and Other Large Objects

Within the myriad Dimensions, there is a fairly large amount of matter. This matter tends to form into planets, stars, asteroids, and other large bodies. Most of these bodies have a gravitational field dependent upon their mass. Many are also spherical. In most Dimensions, there will be an infinite or near infinite number of these objects. Generally speaking, these worlds are where most intelligent life originated, and where most activity takes place.

## 5.6 Space

Space is just that, empty space with chunks of matter (see above) floating around inside. There is a large degree of travel between the planets, and this must usually be conducted through space. Because of this, there are often fights over who does or does not go through a certain area of space. Unfortunately, once out of sight of the sign at The Floating Vagabond, and unless a being can survive the stresses of a vacuum at a temperature of absolute zero, and without air to breathe, most space action must occur within spacecraft or protective pressure suits.

## 5.7 Life

On many worlds, in some areas of space, and in almost all of the Dimensions, chemicals combined into many new combinations. These combinations got larger, and began to act according to



*The concept of the "bar" didn't catch on until some time later, with the invention of drinks.*

their senses as opposed to physical laws alone. After a great length of time these forms developed large brains, and dubbed themselves both "alive" and "intelligent." For a time, this was enough, but, after a time, the intelligent life responded to certain needs (see Introduction). This response marked the beginning of civilization as we know it.

## 5.8 Technology

The intelligent beings (self proclaimed) came to a point where their innate abilities were not enough to satisfy their natural urges. They wanted better tasting foods, stronger shelters, more challenging forms of intellectual stimulation, and even darker places in which to gather and consume things their mothers told them not to. Several smart beings got together on this problem, and invented the solution, "technology." The word had a snappy, new sound that spoke of a great futuristic machine age. Over the next few centuries, these beings and their descendents worked hard and finally discovered what this fascinating word meant. At first the technology was simple. Altars used to phone the gods, special dances to control the weather, and so on. But as time went on, these simple but effective techniques were not enough. Around this time, one man suggested the possibility of machines with moving parts. He
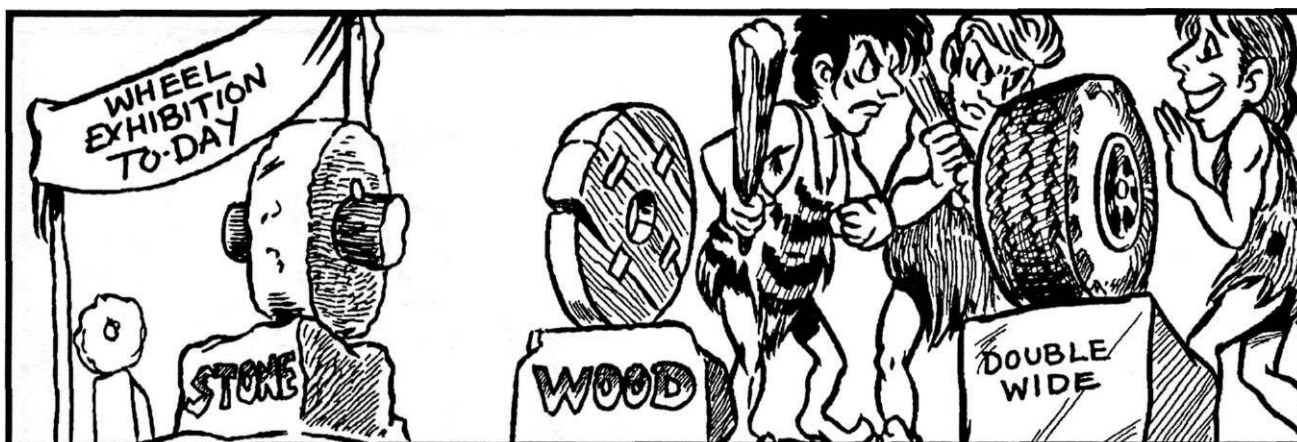
*Nobody likes a smartass.*

was immediatly stoned to death by a ravening, hate crazed mob, but the idea stuck. People began to build and experiment, and to this day, the process continues. Progress marches ever onward.

## 5.9 Government and Politics

Even before the rise of technology, there was simple government. The leader would beat everyone else into submission. Usually, after that, the others would take his orders. Unfortunately, as the people achieved more (see Technology), they wanted more. The constant whining of "we want more freedom", and "we don't want to be beaten into submission" irritated the leaders of the time so much that they made the largest mistake of the millenia. They gave the people what they wanted. This became a focal point in history, loathed throughout history as the birthing time of a many headed creature known as "Bureaucracy." Bureaucracy so divided the leadership and so confused everyone involved in it that, for the next thousand years virtually nothing got done by anyone (except the red tape manufacturers and the people who printed the official forms). Eventually, people got tired of the stagnation, and began to act on their own. This ushered in what is known universe wide as the Brass Age of Progress. (It wasn't good enough to be gold or even silver, but, when polished, it still shined.) Now, the Brass Age has passed, and the bureaucrats generally keep to themselves, and are content to shuffle their papers back and forth without bothering anyone.

## 5.10 Business and Corporate Politics

From the dawn of technology, there have been many people out for their own profit. Those who brought forth new ideas and firm decisions, or were simply charismatic took others under their employ. This was done not by the time honored technique of violence, but rather by offering the employees something they wanted (food, shelter, etc.). When bureaucracy bared its ugly head, the business world seized upon its organization, while keeping the strong motive of profit. Gradually, businesses became what could be called a monarchistic bureaucracy. The few businessmen at the top of the ladder were the only

ones able to cut through the red tape of the corporate structure. Slowly, this red tape became used as an impenetrable shield for upper management. It was about this time that a creative employee in a subsidiary game company first called the managers "Executives." He was immediately seized from his simple but happy existence to be promoted to a high management job for his bold, new idea. The name was universally accepted as the name for all high management personnel everywhere. Through all of this, only a few of his friends ever knew that the name executive was meant as an insult (in an obscure language) by the games maker against the manager's ancestry, planet, race, dimension, and sexual preference. But the executives of the universe got their unintended revenge. The poor gamer finally broke under the stress of his high pressure job. His constant refusal to make use of executive desk toys, attend "power lunches," and engage in daily ses-
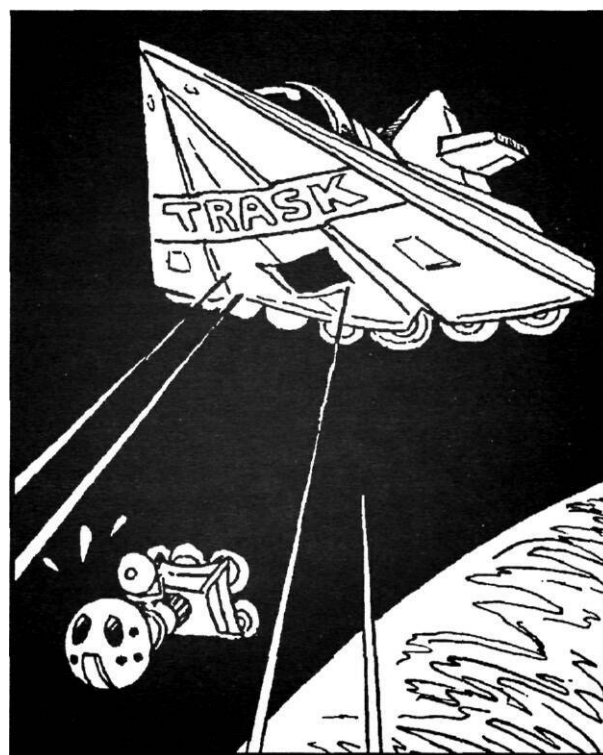


*Corporate politics is sometimes a misnomer.*

sions at the tanning salon finally led to a complete nervous breakdown. He lived out his final days in the corporate sanitarium. Business has since grown in power and finance, but the structure has remained similar.

## 5.11 Magic and Spellcasting

Use of magic is the skill to draw energy from M-space (a small dimensional pocket present in most dimensions) and shape it with words, gestures, runes, etc. There are an unlimited number of uses for this energy contained in various spells and incantations, but only a few are available without many centuries of extensive training.

The current spellcasting techniques were originated by a mage of great renown, Burtholdt the Unbearably Ugly. The "Unbearably" was added to his name following a magical mishap of a truly disgusting nature. It seems that he was attempting to summon a particularly nasty demon and failed to open the correct portal. Instead he mixed a healing spell with an incantation of summoning. He partially summoned a demon composed almost entirely of yak manure. His healing merged a portion of his head with that of the demon. (He was also known occasionally as Burtholdt the Unbearably smelly.) Later, his remarkable, groundbreaking research into magical fertilization farming fed the starving populations of several entire dimensions. He, unfortunately died a horrible death on the day of his crowning achievement, a bold breakthrough into magical growth inducement. He was set upon, torn into pieces, and rolled away in little balls by a monstrous horde of dung beetles. His final achievement remains a mystery to this day.

## 5.12 Time Travel

Once dimensional travel became fairly commonplace, it was discovered that time could be traversed as well. The ensuing gambling reverse speculation nearly destroyed the entire gambling industry. Many major stock markets crashed as millions took advantage of advance knowledge. Paradox ran rampant as entire worlds ceased to exist. All this was finally brought to a screeching halt by new governmental and corporate laws that made this sort of thing illegal. To enforce the laws, the "powers that be" created an organization to police the time pathways... The Time Police.

### 5.12.1 The Time Police

The Time Police are a group dedicated to the proper flow of time. They are men and women of action and daring. Dashingly enforcing the laws of the time pathways, these mighty agents of truth and justice always serve with a sparkle in their eyes and a gleam in their smiles. The standard time police officer is outfitted with a spacesuit including bubble helmet with antennae that perform no purpose whatsoever, an Acme version of the Wartoy Zap-a-Gun, a Trask Close Escort (in the form of an old "rocket ship") equipped with a



*The introduction of Magic heralded a bright new age in sentient relations.*

time travel engine, Time Police decoder ring, wrist radio, and a Wartoy Laser Rifle. Otherwise, use the Space Marshall Generic (see chapter 9).

## 5.13 Alcohol and Drinking

About when the idea of moving parts for machines was presented for the first time, another group of beings invented the first distillation process. When they brought their discovery to the universe outside, they were confronted by three groups. The first group consisted of the bartenders, who rejoiced at finally having something to do. The second was an unnamed group who celebrated the new invention with a fervor that terrified even the developers. The third was a deadly militant group known as the Inter-Temporal chapter of the People's Revolutionary Temperance League.

### 5.13.1 The People's Revolutionary Temperance League

The People's Revolutionary Temperance League was formed approximately 25 years after the introduction of alcoholic beverages. They fought to impose their policy of complete abstinence upon all sentient races everywhere. A militant group, their tactics have brought them to the attention of many law enforcement agencies, and they are currently an outlaw organization spanning multiple dimensions, and having literally billions of members. Their performance is often hampered by two things. The first is the extreme and

*Are you aware that I clocked you at over negative 70 years per hour?*

excessive violence of their methods, and the second is their incredibly inept public relations staff. In any city, one can hardly avoid seeing several posters bearing their clever slogans like "We don't drink so you shouldn't either," or "Death to all alcohol swilling scum!", or even "The connection between alcoholic beverages and venereal disease; it's the truth!"

## 5.14 The Space Nazis

The Space Nazis are a terrorist organization set on universal domination. They hope to accomplish the subjugation of every sentient being within a single fascist state. By stopping all personal freedom, they hope to crush the people's spirits. They like to throw their weight around, and gen-

erally achieve their goals only through a mixture of brute force and wanton cruelty. However, even these depraved sociopaths have their good points: all of them love the music of Wagner (especially "The Ride of the Valkyries").



*Tastes great; less filling. Who cares?*

## 5.15 Where You Come In

If you are a player, this is probably the universe setting for your adventures (or misadventures). On the other hand, if you are the Bartender, then you come in with the creativity to take what's here and make it work. In other words, to make your own universe. The information in this chapter is only made to be a bunch of simple guidelines to help you out. If you, as the Bartender, want to chuck it all, and start from scratch, that's up to you. We can't stop you.
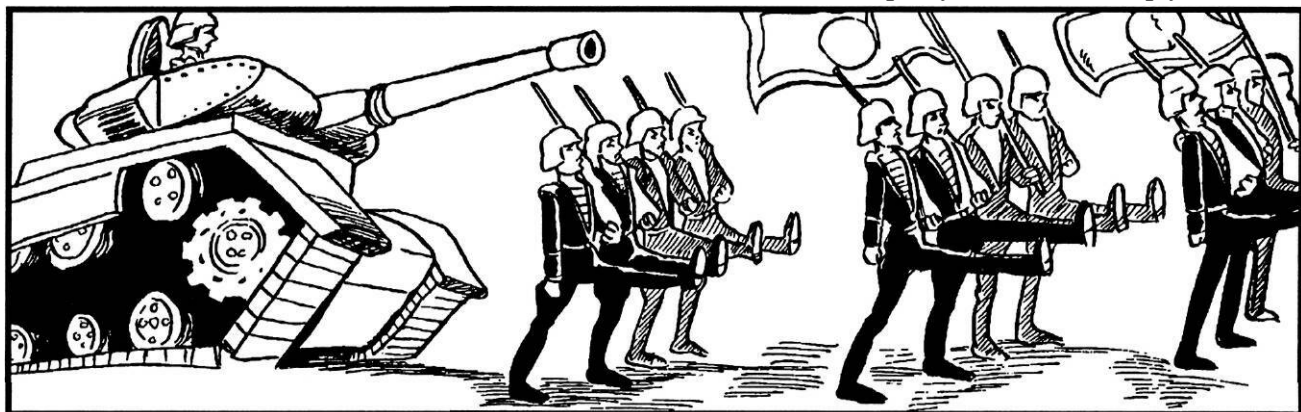


*So many morons; so few bullets.*

BARTENDER'S SECTION.
PATRONS KEEP OUT!

64
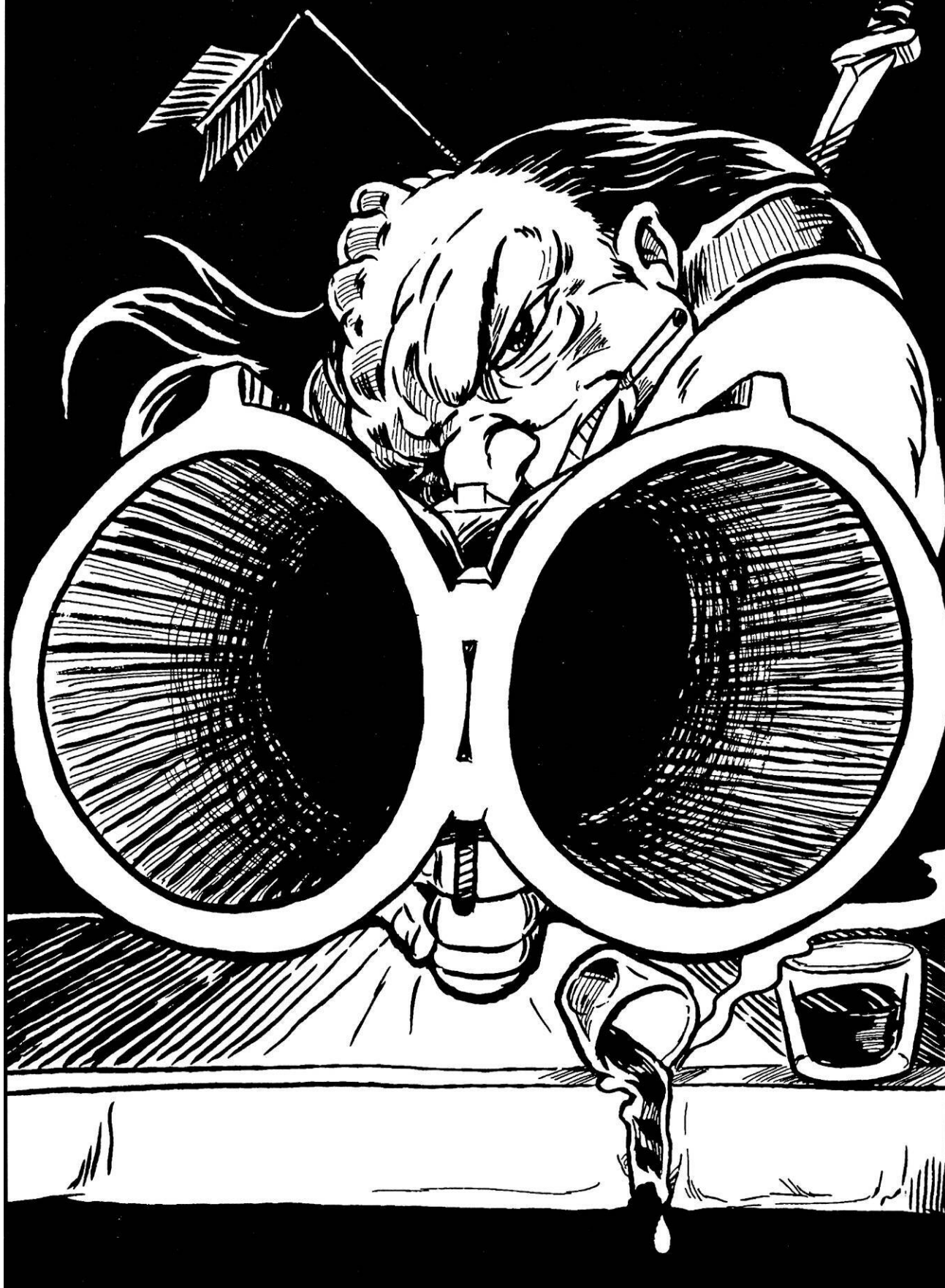
# CHAPTER 6: NOT THE WORLD YOU LIVE IN

*"But Mistoslav, you are my friend. I don't want to see you hurt in a government-sponsored unfortunate accident."*

Name: Hawk "Spit" Luger
Race: Homo Sapiens
Template Type: Bartender
Identifying Quote: "You wanna bleed, do it outside. Me, I've gotta bar to run."

| | | | |
|---|---|---|---|
| SIR: | 3 | Oops! Points: | 18 |
| NIMB: | 2 | | |
| AIM: | 4 | Luck Points: | 3 |
| SMRT: | 2 | | |
| COOL: | 4 | Shtick: Bylaw Effect (BartAB) | |
| CS: | 6 | | |
| LUCK: | 3 | | |

| Skills | Level | Die Roll |
|---|---|---|
| Mix Drinks (CS) | Professional | 10 |
| Intimidate (COOL) | Professional | 7 |
| Psychoanalysis (CS) | Hack | 8 |
| Shoot Things: Big Gun (AIM) | Dabbler | 5 |
| Mess With Dangerous Goop (CS) | Hack | 8 |
| Look Ugly At All Times (COOL) | Professional | 8 |
| Specific Knowledge: Local Bus & Train Schedules SMRT | Professional | 6 |

As the Bartender, you're probably wondering about the universe you're about to drop your Patrons into. If not, you must not be the Bartender. And if you aren't the Bartender, then STOP READING NOW! There, that told 'em.

This section is designed to make you familiar with the dimension in which the Floating Vagabond floats, as well as get you acquainted with the rules.

There are basically three broad types of adventures that can be run in TF2V. They are:

• Adventures that take place almost entirely within another dimension (we classify this as a Lost Weekend.)
• Adventures that lead the Patrons through several dimensions (Dimension-Hopping Expeditions).
• Adventures that take place almost entirely within the Floating Vagabond's dimension (Bar-Hops).

Lost Weekends usually depend on their own background information, but if you're going to do Dimension-Hopping Expeditions that spend any time at all in the Vagabond's dimension, or go Bar-Hopping, then you will need to know about the universe.

## The Old Gods

*"You know how it goes; you've seen one supreme being, you've seen them all."*



*An example of the harmonious co-existence shared by writers and editors.*

Once, before the advent of man upon this cosmic crawlspace dimension, there dwelt gods who cared little for the dictates of the Laws of Physics or the Forces of Nature (not quite gods, but definitely forces to be reckoned with). These gods were divided into four distinct factions:

• The freedom-loving Writers, who enjoyed playing with reality for their amusement
• The manipulative Agents, who attempted to reap profit from the Writers' toils.
• The cruel Editors, who would twist the creations of the Writers that were given to them by the Agents.
• The evil, spiteful Critics, who resented everything the other gods stood for and attempted to destroy their joint creations.

Eventually, the Big Guy Upstairs said "Enough is enough!" and decreed that upon this universe, sentient kind would forge their own destinies, and that the gods were to butt the hell out.

That was all well and good, but of course some of those naughty little gods didn't listen. Especially when it turned out that the dominant sentient species was Mankind. The gods knew what havoc these creatures had wreaked upon other universes and, in their divine wisdom, decided to get front-row seats for the action.

To make sure they didn't miss anything, the Critics wormed their way into Man's heart and gained his trust. Entire solar systems began worshipping the Critics, although they didn't realize what they were doing. These systems sent invasion fleets into other systems and began whumping on them.

The Writers saw this happening and, rather than gain human allies to aid their cause, warped the reality around the fleets and they became garbage scows. The Critics were not amused. But this proved to them that one faction could not gain supremacy without one of the others taking issue with it, or worse, all of the others ganging up on them.

They decided not to meddle too much into the affairs of Man. The Writers vowed to keep their lives interesting, the Agents vowed to sell the stories in other universes, the Editors vowed to keep continuity flowing, and the Critics vowed to make sure that everything was reviewed.

All of this had very little to do with what went on in this dimension over the next few millenia. Which is exactly the way the Big Guy wanted it.

## Professor Walker

It's difficult for a nonhuman to get noticed in this human-dominated universe, so when one does, it's pretty special. A human name helps, though.

Thaddious Kalick Walker was an insectoid creature who was orphaned as a grub and adopted by a human family. He soon became the multiverse's foremost expert on extra-dimensional sciences. At first, he worked for various
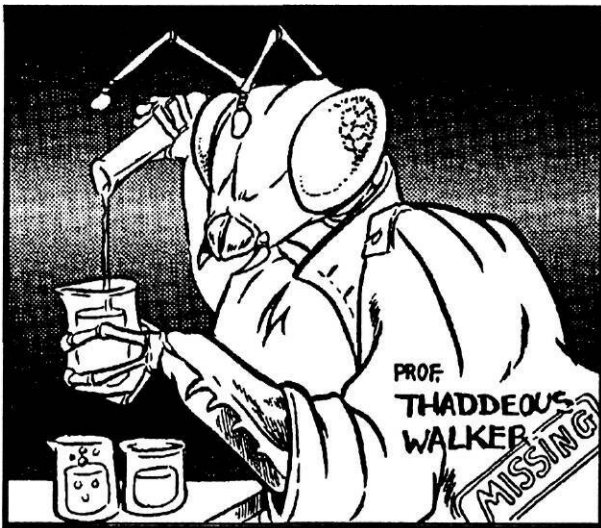


*Currently sharing a villa with Amelia Earhardt.*

governments perfecting stardrives, designing matter-transporters, and debugging phone systems. At the age of 68, he founded Walker Alternate Reality Products, Inc. Not only was this his own personal think-tank, but a company specializing in "Ultra-Tech," concepts so far ahead of the competition that, under Professor Walker's Guidance, they rose to the top of the financial universe in a matter of months. WARP Inc bought out a lot of companies and hired on their employees with generous raises.

There was a bit of a scandal when an entire division of the company was fired for producing weaponry; one of WARP's strictest rules. Most of those fired went to work for Trask Industries.

The next big scandal was the big insider-trading hubub caused when one of the senior officers (who shall remain nameless) used a company time machine to get a jump on the intergalactic stock market. Professor Walker was crushed to think that someone he trusted so much had betrayed him. He went into semi-retirement, to work on a personal project.

It turned out that his personal project had a direct link with the fabric of reality itself, and not just threads of it like most of his inventions. The only witness to Walker's last experiment said "It was too weird, man. There were, like, all these lights and star-lookin' things all over the room. And they were just spinnin' around the Doc, 'round and 'round. The Doc, he was laughing his head off. Then he got kinda fuzzy around the edges, like he was out of focus or somethin', and he just faded away."

That was the last time any one had seen Professor Walker. WARP Inc. posted a reward of ten cool mil for his return, and this instantly became the life's work of bounty hunters in over a hundred universes. But to no avail.

Without Walker behind the scenes, the corporation began to crumble. It staggered on for ten more years, but everyone knew that the management was just going through the motions. Unwise experiments, lowered quality standards, and corporate raiders from Trask Industries all contributed to bring about the downfall of the WARP. So ended the one-hundred and twelve year saga of WARP Inc.

## Simon Trask

A few years before Professor Walker's disappearance, a human named Simon Trask appeared on the financial scene, seemingly from nowhere. Smart, quick, and ruthless, he quickly formed Trask Industries. This corporation was primarily an arms manufacturer, specializing in weapons for corporate security teams (governments have pitifully small budgets, and even smaller armies nowadays).

The firing of an entire division of Walker

# CHAPTER 7: ANTISOCIAL BEHAVIOR AND HOW TO DEAL WITH IT

*"I've got company coming;*
*couldn't you drop dead by say... six?"*

Combat happens very often in RPGs. This is probably due to the fact that they are played by a bunch of violent, sociopathic weirdos with nothing better to do. But hey, who are we to criticize? We make the games. Anyway, combat in TF2V is very simple.

## Combat Table

| Weapon Type | Max Hit Bonus | Damage | Range |
|---|---|---|---|
| Fist | +1 | d3 | Point Blank |
| Educated Fist * | +1 | d6 | Point Blank |
| Headbutt | - | d4 | Point Blank |
| Short Nasty Pointy Thing | - | d6-1 | Qose |
| Nasty Pointy Thing | - | d6 | Close |
| Long Nasty Pointy Thing | +1 | d6+1 | Close |
| Really Nasty Pointy Thing | +2 | d6+3 | Close |
| Thrown Rock | - | d3 | Near |
| Primitive Missile | - | d6 | Far |
| Gun | +1 | d6+1 | Pretty Far |
| Big Gun | +2 | d6+3 | Real Far |
| Really Big Gun | +2 | d6+5 | Real Far |
| Incredibly Big Gun | +3 | d10+5 | Hand Me The Binoculars |
| My God That's a Big Gun | +5 | d30+10 | See That Dot? |
| Don't Point That at My Planet | +10 | 10d100+100 | 1AU |

'Hurt People Really Badly skill required.

## 7.1 Combat Procedure

### Actions in Combat

Combat is conducted in rounds, each representing 5 seconds of time. In each round, a character can perform any single action, i.e., attack, reload a weapon, drop a weapon, draw a weapon, run up to his NIMB score in yards, or anything else the Bartender thinks is reasonable.

Exception: Certain skills allow multiple attacks per round. Also, certain automatic weapons allow for multiple firings in a round. These are the exception to the single action rule.

### Combat Sequencing

Characters, both Player and Non-Player, attack in descending order (highest goes first) of NIMB scores. In case of a tie, roll a die for each character, and the higher roll goes first. This is done in each combat round.

### Attack Procedure

1- The attacking character adds together all of the following modifiers:
- His rating in the appropriate Stat
- Any skill levels he has with the weapon being used (or the penalty if he has no skill with it)
- The weapon's Hit Bonus
- Range and Cover modifiers (Ranged Combat only)
- Any modifications for special items (laser sights, telescopic sights, magical bows or swords, etc.)
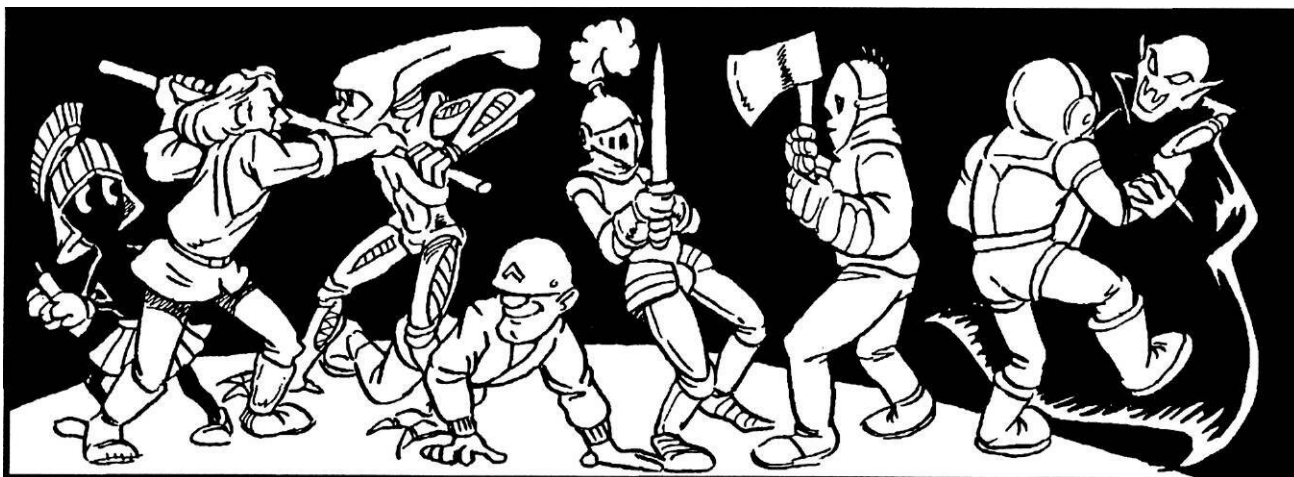


*Do unto others... then run real fast!*
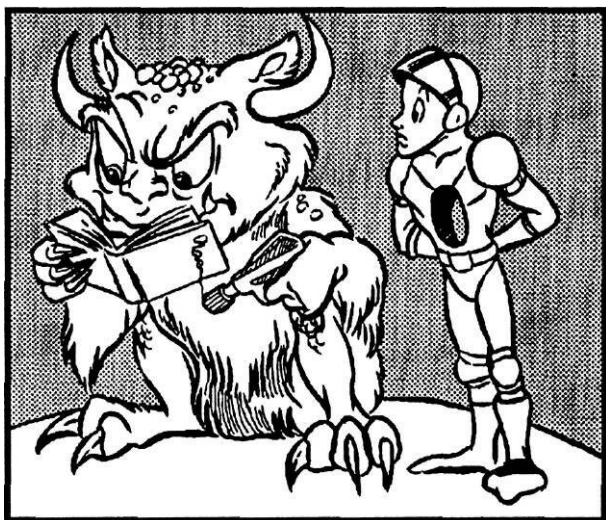
*Zark the Warrior finds a rules discrepancy.*

2. If the modified result is zero or less, then no attack can be made. Otherwise, the modified result is the Attack Score.

3. Roll a d10 and compare it to the Attack Score. If the number rolled is equal to or less than the Attack Score, then the attack has hit its target.

- In hand-to-hand combat, if the target character has Dodge skill, he may roll a Dodge Skill Test. Subtract the number rolled from the Skill Score. If the result is a positive number, add it to the attack roll. If the roll is now higher than the Attack Score, the attack has been successfully dodged. If not, the attack hits home.
- In ranged combat, if the target character has Duck skill, he may roll a Duck Skill Test. Subtract the number rolled from the Skill Score. If the result is a positive number, add it to the attack roll. If the roll is now higher than the Attack Score, the missile has been ducked. If not, the character has been hit.

4. If the attack was successful, roll the number and type of dice indicated on the Combat Table for the weapon being employed, and apply the modifiers outlined below. The result is the Oops! Point Total applied to the target.

- Add the weapon's Damage Bonus (if any)
- Add the character's STR Stat Damage Bonus (Hand-to-Hand Combat only)

Example: A Wartoy Mega-zooka has hit some poor slob. Since it is a Really Big Gun, it does 1d6+3 Oops! Points in damage. The six-sided die roll is '4,' giving a result of 7 (4+3). Then we add the weapon's Damage Bonus of +3 (see Missile Weapons Table), for an Oops! Point Total of 10.

5. If the target enjoys any armor protection, then subtract its Armor Rating from the Oops! Point Total. If this reduces the Oops! Point Total to zero or less, then no damage is suffered by the target.

If a character or object is protected by two or more Armor Values, add them together and subtract the total from the Oops! Points suffered as damage.

Example: A Character who's wearing a bullet-proof vest (Armor Value 2) and carrying a shield (Armor Value 1) is hit by an attack. His total Armor Value is treated as 3 (2 + 1).

Another character who's wearing plate armor (Armor Value 3) is crouched behind a cinder block wall (Bartender assigns an armor value of 5) when a grenade lands on the other side. A total Armor Value of 8 (3 + 5) will be subtracted from the Oops! Points inflicted by the grenade.

## 7.1.5 Fighting Blind

This section will apply when a character, for whatever reason, cannot see to fight. For "normal" Homo Sapiens, there is a blanket Attack Score modifier of -4 for Melee combat, a -7 for Ranged combat out to Pretty Near, and a -9 further than Pretty Near. If the character is of a race with exceptional hearing then the modifier is improved by 2.

Exception: If there is a high level of ambient noise, then the modifier for exceptional hearing does not apply.

## 7.2 Blowing Things Up

This is one of almost everyone's favorite sections, 'cause it lets characters act in the most indiscriminately destructive fashion possible. A single man with the right quantity of explosives could destroy the Trask Tower in a matter of minutes. What an ego-boost!

To use explosives, one must have the Blow Things Up skill, lots of guts, or very few brains. As shown on the Things That Go Bang in the Night Equipment List in Chapter 4, each kind of explosive is rated according to the number of Oops! Points a block or stick of that explosive will inflict. To demolish larger objects, you'll have to use a number of blocks or sticks of explosive wired together.

Like other Combat Skills, Blow Things Up Skill Tests are always made on a d10. However, the amount of Oops! Points inflicted depends upon die roll result of the Skill Test.

- If the roll is 6 or more less than the Skill Score, then the explosives inflict triple Oops! Point Damage.
- If the roll is from 3 to 5 less than the Skill Score, then the explosives inflict double Oops! Point Damage.
- If the Skill Test is passed by no more than 2 less than the Skill Score, the explosives inflict the normal number of Oops! Points.

*No...the RED wire!*

- If the Blow Things Up Skill Test is failure, then roll a normal (dlO) LUCK Test. If you pass the test, then the explosives only inflict one-half the normal number of Oops! Points. If you fail the LUCK Test, then the explosives detonated (with full effect) while you were wiring them up. Tough luck, eh?

Besides inflicting Oops! Points upon the object in or upon which they are placed, explosives also cause damage to everything in the vicinity through the blast and flying debris. The distance (in feet) at which non-nuclear explosives will cause damage is equal to one-half the number of Oops! Points they inflict upon the object against which they are laid. Furthermore, the number of Oops! Points suffered by charcters and things within that distance is only one-half of that inflicted on the object against which the explosives were laid. Naturally, if there's a nice thick wall between you and the explosion, or if it takes place down in a tunnel or on the other side of a large building, you'll suffer no damage.

**Example:** 5 blocks of Plastique laid against the outside of a bunker that you're trying to destroy inflict 45 Oops! Points (normal damage). Anything within 22 feet (half of 45) will be liable to suffer 22 Oops! Points (again, half of 45) in damage.

## 7.3 Miscellaneous Combat Rules

Ranged Weapon Scatter (Optional)

When an explosive shell, grenade, molotov cocktail or flamethrower misses its target, it still has to hit somewhere, causing damage to objects and hapless characters who happen to be in the vicinity. Roll d6 for direction from the target, and d10 for distance in feet. If the ranged weapon in question is a Really Big Gun (though not a Flamethrower) or larger, multiply the distance roll by the appropriate number taken from the following list.

| Weapon Type | Distance Multiplier |
|---|---|
| Really Big Gun | x 3 |
| Incredibly Big Gun | x 10 |
| My God That's *a* Big Gun | x 30 |
| Don't Point That at My Planet | x 100 |



*...and things just went downhill from there.*

## Drowning and Asphyxiation

Simply put, this is death due to a lack of air. A character may safely exist without air for a maximum of his STRx30 seconds. For each 30 second period that passes beyond this limit, the character is damaged for D4/2 Oops! Points (all fractions are rounded up). This is simple Asphyxiation.

Note: No one can asphyxiate or drown when within sight of the Floating Vagabond's neon sign. As long as they can see it, there will always be air to breathe. This does not apply to strangulation.

If the character is drowning, asphyxiating in a foreign substance (water, quicksand, mud, etc.), he will take additional damage for breathing the substance into his lungs. The amount of damage depends upon the specific substance.

Example: A character is drowning in Quicksand. His STR is 2. After 1 minute, he begins to take damage. Drowning has a base damage of D4/2 and Quicksand causes an additional D4 damage. He rolls the first D4 and gets a 2. Divided by 2, this is 1 Oops! Point. He rolls the second D4 and gets a 3 for the Quicksand damage. He then adds the two die results together for a total damage of 4. This process is repeated for every additional 30 seconds in the Quicksand.

### Drowning Damage Table

| Substance | AdditionalDamage |
| --- | --- |
| Water | D4/2 |
| Mud | D6/2 |
| Oil | D6/2 |
| Molten Trask ConfectionTech Chocolate Fudge | D6/2 |
| Quicksand | D4 |
| Trask Model Glue | D6 |
| Weak Acid | D6+2 |
| Tar | D6+2 |
| Strong Acid | D6+6 |
| Molten Gold | 5D6+6 |

## High Speed Collisions

When travelling in high-speed vehicles, there are bound to be unfriendly meetings with large and relatively immoveable objects. There is one rule for these circumstances. For each 20 MPH increment of speed, the damage is D10 Oops! Points. All fractions of 20 MPH are rounded normally. If both participants in the collision are moving toward each other, add their speeds together. If both vehicles are moving in the same direction, subtract the slower speed from the faster to get the final speed for damage calculation. This damage is done to the vehicle's Oops! Points, however, 1/4 of this damage is inflicted upon the passengers. Once the Oops! Points of the vehicle have been reduced to 0 the passengers will take the full damage. In a two or more vehicle collision, the damage is done to both vehicles. In addition, each col-



*My God, man! Why didn't anyone throw him a donut?.*

## Ignition and Burning

If you hit a flammable object with an explosive shell, a flamethrower, a molotov cocktail, a laser weapon, or you try to deliberately torch it, there's a 50% chance that it will ignite (modify for circumstances). Burning characters and/or objects suffer d4 Oops! Points per round that they are on fire. Unless the flames are being fed by some extremely volatile substance (such as gasoline, jet fuel, etc.) there is a 25% chance per round that the fire will go out (again, modified by circumstances such as a burning character rolling on the ground, large volumes of water being applied, etc).

## Falls

A character who falls more than 5 feet will suffer 1d6 Oops! Points for each 10 feet that he falls (Armor Value being subtracted from damage as usual). If the fall takes place on a planet which has substantially more or less gravity than does Earth, multiply or divide the distance fallen accordingly.

Example: A character falls 20 feet on a planet with 0.5 G gravity will roll for damage as if he had fallen only 10 feet (20* x 0.5). On the other hand, a character who fell only 10 feet on a planet with 3 G gravity would roll for damage as if he had fallen 30 feet (10- x 3).

lision requires a Drive Vehicle skill Test to stay in control of the vehicle.

> Example: Two cars are travelling along a road. The first is moving 40 MPH and the second is behind the first and moving at 80 MPH. The second car rams the first. Both cars are travelling in the same direction, so the first car's speed is subtracted from the second, faster car's speed. 80 MPH - 40 MPH = 40MPH. The second car strikes the first car at 40 MPH. This inflicts 2D10 to each car. The dice are rolled. The final result is 12 Oops! Points damage. This means that each car takes 12 Oops! Points and each of the passengers take 3 Oops! Points damage. Both drivers must make a Drive Vehicle Skill Test.

## 7.4 Wounds and Healing

### Shock Test

Each time that a single attack inflicts a number of Oops! Points greater than a character's STR Stat, he must undergo a Shock Test to see if physical trauma and shock cause him to go unconscious. The Shock Test is performed by rolling a normal (d10) STR Test. Failure indicates that the character falls unconscious.

### First Aid

At the end of one game hour after an injured character received his injury, roll a normal STR Test to determine if his condition worsens. If the Test is not passed, the character is hit for an additional d6 Oops! Points, and does not recover any Oops! Points through Rest and Recuperation (see below). A character's condition will not worsen if his injuries have been "stabilized" by a successful application of the First Aid skill. The Difficulty Level of the Test is determined by what percentage a wounded character's Oops! Point Total has been reduced.

| Damage as % of Oops! Point Total | First Aid Skill Test Difficulty Level |
|---|---|
| 25% or less | Easy (d6) |
| 25%-50% | Normal (d10) |
| 51%-75% | Hard (d20) |
| 76% or higher | Very Hard (d30) |

### The Final Test?

When a character's Oops! Points total is reduced to 0 or less, he undergoes a Test to see whether or not he dies. This "Final Test" is performed by rolling a normal (d10) Luck Test, modified by the number of Oops! Points that character's Oops! Point Total is below zero. If the character passes the test, then he is unconscious until healed or a Dramatically Appropriate Time comes along (see Chapter 8). If not, the character is dead, and the Patron should begin generating another.

### Healing (Recovering Lost Oops! Points)

There are three ways in which an injured character can recover his lost Oops! Points.

#### 1. Rest and Recuperation

Lost Oops! Points are regained at the rate of 2 points per game hour during which the character is resting undisturbed. A character will not heal if he is forced to partake in any kind of physical activity, or is being carried from place to place by others.

#### 2. Medicine Skill

A character who possesses the Medicine skill can attempt to heal additional Oops! Points for an injured character who is resting undisturbed (as outlined above). The Difficulty Level of the Medicine Skill Test is determined using the same procedure as for First Aid skill (see above). A successful Medicine Skill Test heals d4 Oops! Points. Only two Medicine Skill Tests can be made per day for a single patient.

#### 3. Magic or High-Tech Devices

## 7.5 Damage to Inanimate Objects

As we have seen, each vehicle or piece of equipment is assigned an Oops! Point Total on the Equipment Lists (Chapter 4). In the case of inanimate objects not printed on the lists, the Bartender assigns an Oops! Point Total and Armor Value in line with the mass category Oops! Point ranges given in Chapter 4.

Each time that an attack, or series of cumulative attacks, inflicts a number of Oops! Points equal to or greater than 30% of an object's Oops! Point Total, roll a normal (d10) Test using a generic Stat of 6. Failure indicates that the object has been seriously damaged; a vehicle would be incapable of travelling, a weapon would be unable to fire, a building would become dangerously structurally unsound, etc.

If an inanimate object's Oops! Point Total is reduced to zero or less, then the object is completely destroyed (irreparably). If a character is riding in a vehicle, or is inside some sort of structure when it is thus destroyed, he must make a Very Hard (d30) LUCK Test. If he passes the Test, he's somehow managed to survive totally unscathed. If not, he must make a Final Test (see above) to determine whether he is dead, or merely unconscious.

Hand-to-Hand Combat Modifiers

*"Oh, sure, cut a guy's arms off and walk away; well, aren't we just 'Mr. Sportsmanlike'?"*

| STR Seat | Damage Bonus |
|----------|--------------|
| 1 | 0 |
| 2 | 0 |
| 3 | +1 |
| 4 | **+1** |
| 5 | +2 |
| 6 | +3 |
| 7 | +4 |
| 8 | +4 |

The bonus goes up 1 for every
2 points of STR Stat over 7.

## Ranged Combat Modifiers

*"Well how about that; he was holding a white flag!"*

Many weapons can hit their targets from a distance. For those unsporting enough to use such weapons, we have these rules.

| Range | Modifier |
|-------|----------|
| Point Blank | +1 |
| Close | 0 |
| Near | -1 |
| Pretty Near | -2 |
| Far | -3 |
| Pretty Far | -4 |
| Real Far | -5 |
| Hand Me The Binoculars | -6 |
| See That Dot? | -10 |

| Cover & Movement | Modifier |
|------------------|----------|
| Partially Obscured 1 | -2 |
| Half Hidden 2 | -4 |
| Target Moving | *-4* |
| Firer Moving | *-5* |
| Both Target and Firer Moving | -8 |
| Called Shot 3 | -4 |

1 View of the target is obscured by some form of light cover (bushes, moving people, picket fence, asteroid shower).

2 View of the target is obscured by some form of heavy cover (4' wall, computer console, car, planet).

3 This even applies to shots taken using the Roy Rogers Effect.

## 7.6 Drinking

*"The Wandering Eyeball? The bar where everything under WO proof is served at the tap? Don't go there; it's too crowded; all those corpses of past customers are still there. I swear, some people just don't know when to quit."*

Seeing as the game is built around a bar, we were bound to get to this eventually.

To simulate the effects of drinking, each drink is assigned an Intoxicant Factor. If a character imbibes a number of Intoxicant Factors equal or greater than his STR, then he must make a Normal STR Test. Failure indicates that his sobriety goes



*Grong "winning" a drinking contest.*

down two levels on the Sobriety Level Track (see below). If the character passes the Test, his sobriety goes down only one level.

> Exception: Characters who have Power Drinking Skill do not have to make a STR Test until they've consumed a number of Intoxicant Points equal to their STR plus their Power Drinking Skill Level Bonus (see Chapter 2).

Once a character's Sobriety Level is reduced to "Happy" or less, he rolls another normal STR Test for each full Intoxicant Factor he drinks. Also, each game hour, roll the die corresponding to his Sobriety Level as listed below. If he rolls higher than his STR, he either passes out, or throws up. Roll d6. A result of 1-4 causes him to pass out and 5-6 causes the other result.

| Sobriety Level | Die Type | Modifier to SMRT, CS, AIM, and NIMB |
|----------------|----------|-------------------------------------|
| Sober | 0 | 0 |
| Happy | d4 | -1 |
| Tipsy | d6 | -2 |
| High | d10 | -3 |
| Wasted | d20 | -4 |
| Blotto | d30 | -5 |
| Soaked | d100 | -6 |

# CHAPTER 8: KEEPING THE BALONEY ROLLING

*"Will you be sleeping in your cabin,
or in the radon lounge."*

This is a comedy game, so ifs important to keep things funny. Come on, you can do it. Just think about the things that make you laugh, and inject them into the adventures.

Another way to keep the players laughing is running gags. In a long campaign, little things that keep happening can keep the Patrons' attention.

The best thing to do is let the players have fun. They will surprise you. When the players are playing the characters they want to, your Patrons will amuse themselves and you to no end.

## Travel

*"Wait a minute. If we've never been here before,
then why is everyone drawing their weapons?"*

Patrons have an almost unlimited opportunity for travel in TF2V, what with the different dimensions and all.

Terrestrial travel is easy to handle, just compute miles per hour and distance. An even easier way to handle this sort of travel is to simply assign an arbitrary travel time i.e "You're headed for Newark, N.J. You get in the car and drive for 6 hours. As you pull into Newark..."

Extra dimensional travel is also simple, believe it or not. Most methods of travel between dimensions are mechanical, and have dials to set. There are three location coordinates (to determine where the characters land in a given dimension), three time coordinates (to determine when they land), and three dimensional coordinates (to determine in what dimension they land). All of these coordinates must be set in order for the machine to operate.

Provided they know the coordinates, Patrons could go anywhere, anytime, in any dimension.

## Dramatically Appropriate Times

*"And suddenly, Bruno appeared in the doorway!"*

These are devices that allow the Bartender to pull the Patron's fat out of the fire, or to deep fry them if he chooses. This is the rule covering timely rescues, clever resolutions, and general fun stuff. In other words: if it feels right, do it!

## Campaigns

*"Don't look at me; how was I to know he was
a major character?"*

A campaign is a series of connected adventures forming an epic tale. Everyone knows that its no fun to have a character stay the same and stagnate, so most RPGs (and this one too) have a system that allows for the improvement of characters.

Experience Points are awarded after each adventure based on performance. Most adventures should yield 50 to 100 Experience Points, plus up to 20 as a bonus for good roleplaying. The following are some simple guidelines to giving out experience points. These are not hard and fast rules, but are helpful in maintaining the sacred game balance.



*A party of adventurers about to get their just rewards
for surprising their bartender.*
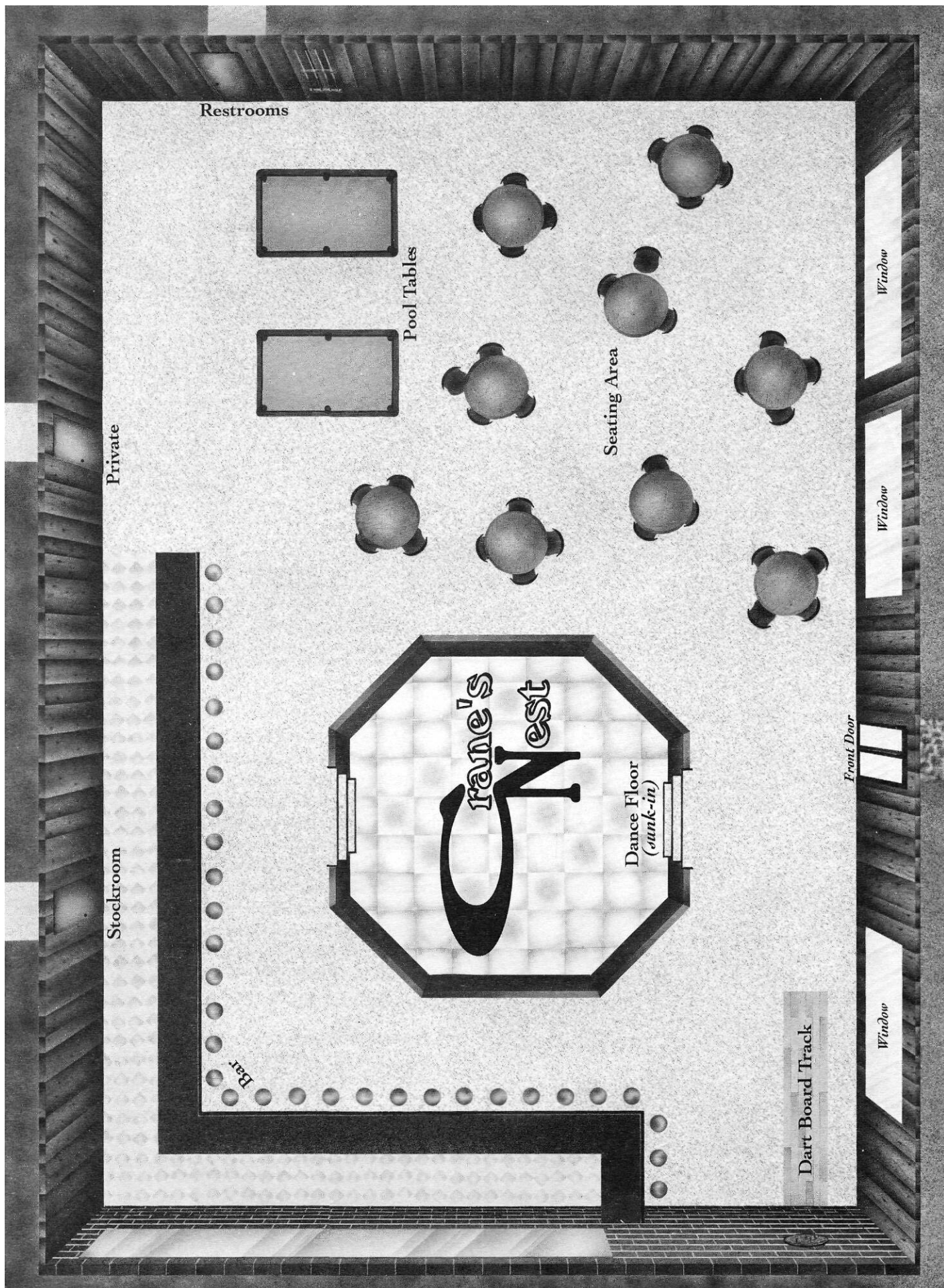
## Experience Point Table

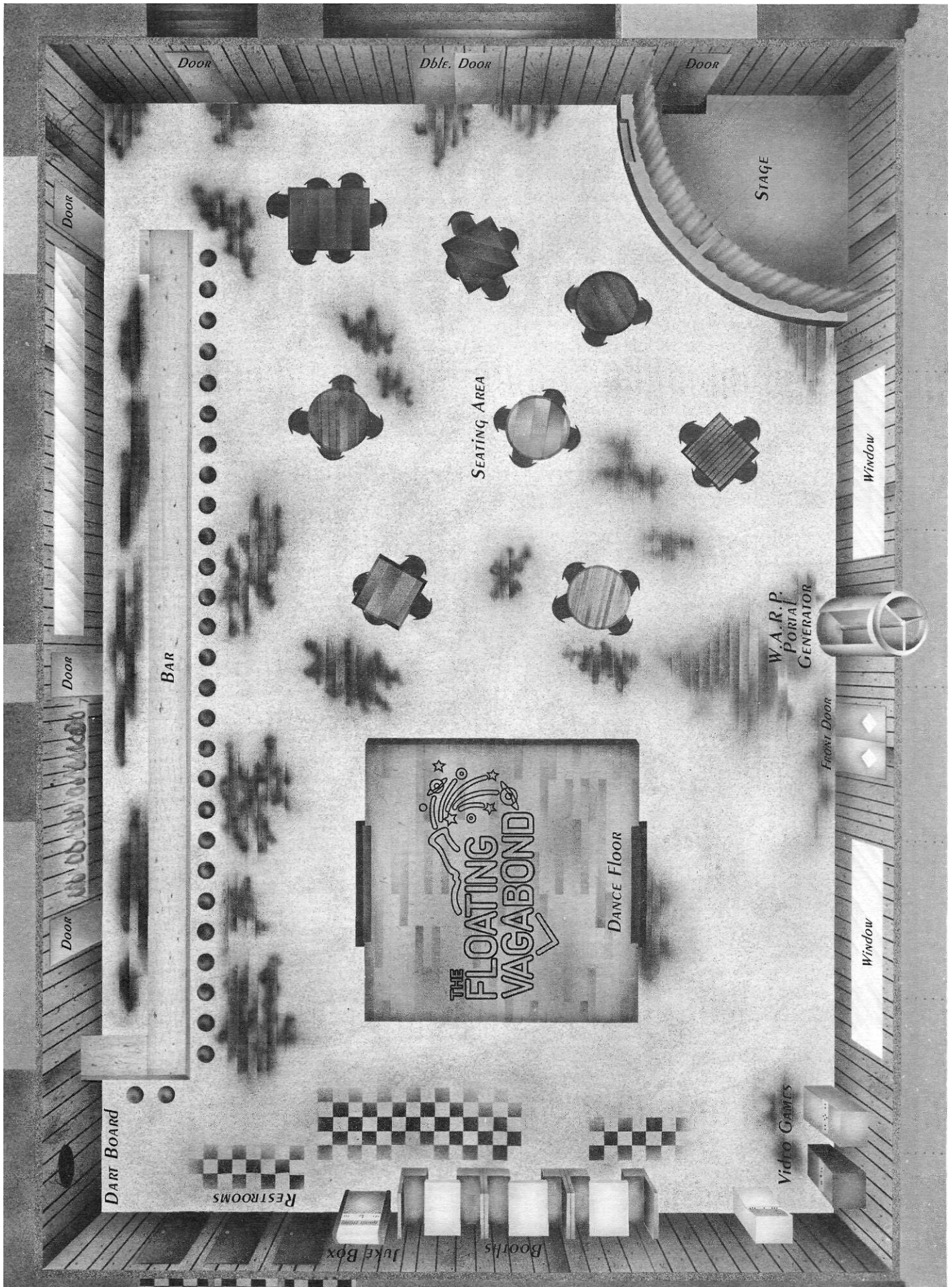| Points | Achievement to Earn Points |
|---|---|
| -10 | Poor roleplaying. For every time the Bartender must pull the patrons fat from the fire |
| 1 | For each Sawbuck retained at the end of the adventure |
| 5 | A good idea that has no results whatsoever. Decent roleplaying |
| 10 | Good Roleplaying. A good idea that helps to accomplish the overall goal |
| 20 | Excellent roleplaying. An Excellent idea that nearly accomplishes the overall goal in and of itself. Through good roleplaying, making everyone including the Bartender laugh to the exclusion of all else. For getting, and subsequently losing a special item (a transphere, etc.). |
| 30 | Roleplaying beyond the call of duty. Making every one laugh frequently through good roleplaying. For retaining a special item at the end of the adventure. |
| 50-100 | A fairly easy adventure |
| 100-200 | A fairly tough adventure |
| 200-300 | A very tough adventure |
| 300-500 | An adventure that is actually a threat to the very fabric of reality due to its sheer toughness |
| 1000 | Destroying the Universe |

These points can be spent on skills and Stats. To buy a skill level, the costs are the same as when the character was created. Remember that no character can be at a Professional level in more then four skills, and that those four skills must be from at least two different skill lists.
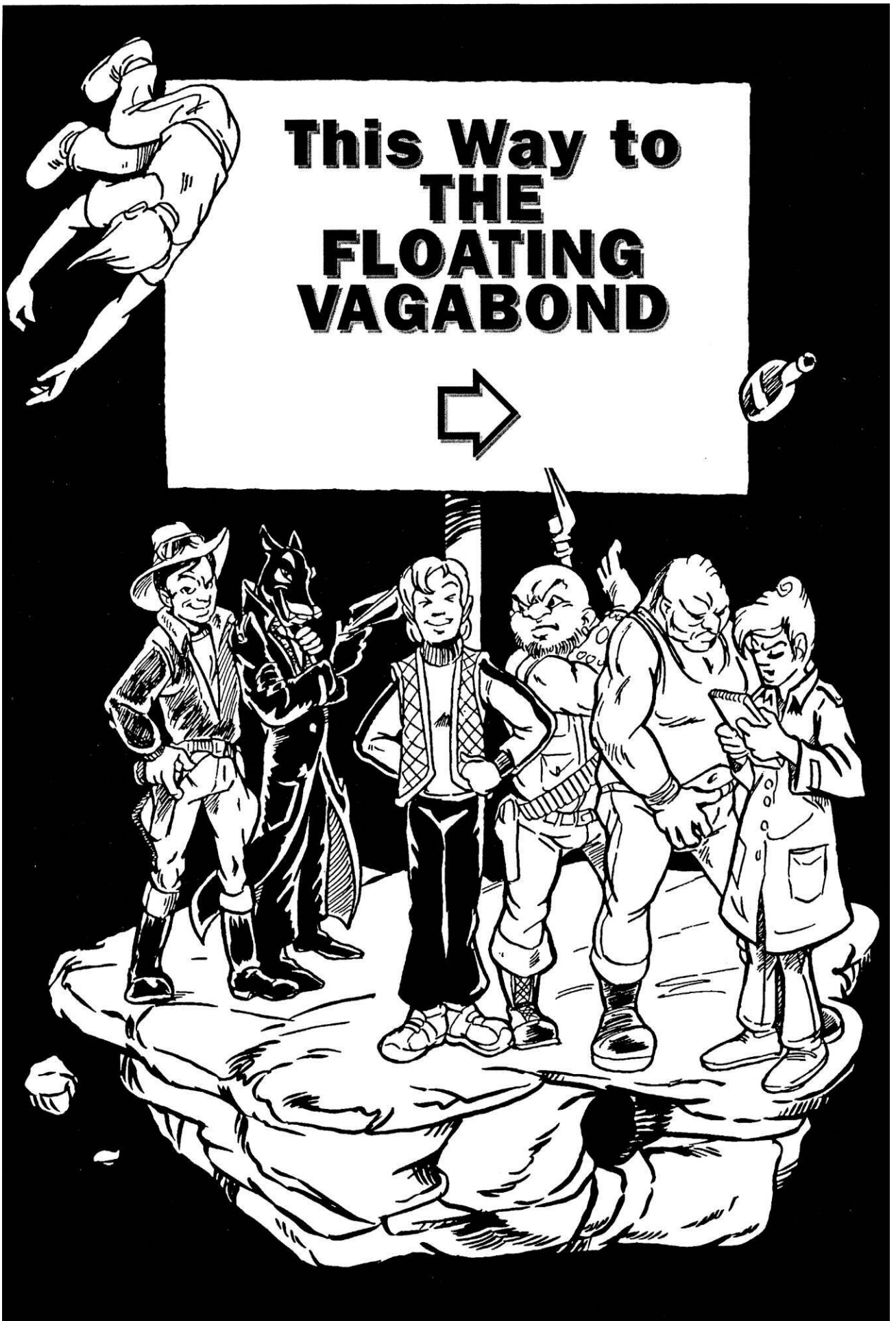
Stats are a bit different. To increase a Stat by one costs 500 points up tp six (or whatever the cost doubles), and 1000 per point after that. If the Stat the character buys is at half-cost, then it only costs 250 points, unless it's above 6, in which case it's doubled to 500.

## Important Places

On the following pages are the floorplans of The Floating Vagabond and Crane's Nest.

Restrooms

Private

Pool Tables

Seating Area

Stockroom

Bar

Crane's Nest

Dance Floor
(sunk-in)

Window

Window

Window

Front Door

Window

Dart Board Track

Door

Dble. Door

Door

Stage

Door

Seating Area

Window

Bar

W.A.R.P. Portal Generator

Door

Front Door

THE FLOATING VAGABOND

Dance Floor

Window

Dart Board

Restrooms

Juke Box

Booths

Video Games

# CHAPTER 9: INTERESTING PEOPLE AND THINGS

This is the chapter that tells you about the major MFCs and a few of the monsters available. All of the characters presented here live in the Vagabond's dimension, so they would be best used for Bar-Hop adventures; Lost Weekends usually have their own NPCs.

## People

To help with these, here is the format in which they will appear:

STR: ,NIMB: ,AIM: , SMRT: ,CS: ,COOL: ,LUCK: ,
    OOPS:
Shtick
Important Skills:
Skill name (level, skill score), another skill name (level, skill score)
Description.

## Good Guys

### Arithon Kinkade See Character Sheet. (Chapter 1)

Arithon arrived in the Vagabond universe several years ago, around the time Spit first started to have business trouble. The bar almost went belly-up. Arithon liked the bar and befriended Spit, so he didn't want to see the bar fail. He got wind of a Space NAZI gold shipment, and somehow managed to steal it. The NAZIs couldn't say much about it, as they had stolen the gold to begin with. Arithon has never told anyone how he did it. He claims he might want to use the same trick again someday. He used the money to bail Spit out of his business troubles and became a silent partner in the bar. He has the large apartment behind the bar and runs an Adventurer-for-Hire service out of the Vagabond. Whenever he's too busy to do jobs himself, he often refers people to the various beings in the bar who have recently arrived and have nothing better to do. Arithon doesn't talk about how he got hold of the Transphere, but there is no doubt that if's his. He even has legal documents to prove it. Whether or not they are forged is anyone's guess.

### Spit See Character Sheet. (Chapter 6)

No one knows much about Spit, except that he's owned the Vagabond since anyone can remember, has an ornery streak the size of an asteroid belt, is the ugliest human being you'd ever care to meet, and is the best damn bartender in the multiverse. He also occasionally makes vague references to an ex-wife, but never answers questions about her.

### Bugshoe See Character Sheet. (Chapter 2)

Bugshoe has always been a hard case, which is probably why people usually don't like to be near him. He's been a bounty hunter for ten years, ever since he was fired as head of security for Trask Industries. He is very sensitive about that, so people that are fond of not having their ears bitten off don't ask him to talk about it. Ifs generally accepted that he's one of the best there is at what he does. Arithon is Bugshoe's closest friend, and is the only one who knows (other than Trask himself) why he was fired. Bugshoe also has an ex-wife, and never answers questions about her. Bugshoe has a large extended family who occasionally call on him for favors.

### Biff See Character Sheet. (Chapter 3)

Biff is an accidental adventurer at best, but somehow, things keep happening to him. He spends his Wednesdays at the Wandering Eyeball for Ladies's Nile, but can usually be found at the Vagabond, working with Arithon. He has discovered he likes life in this dimension, and has adjusted well. The thought of real work is frightening to him, so he can often be found accompanying Arithon, Bugshoe, and Myron on some treasure hunt or another. He is very proud of achieving every college studenf's dream of a lifestyle revolving almost entirely around irresponsible behavior.

### Myron See Character Sheet. (Chapter 4)

Myron is one of those very rare people who have no depth at all. He is entirely one sided. But thaf's okay, it's a good side. He's a beer swilling, potbellied, storytelling ex-mere with a friendly demeanor and a story for every situation.

### Dr. Elizabeth "Liz" Stekker See Character Sheet (Chapter 5)

Liz is a professor of Biology at the Goltranian University of Science, Technology, and Cuisine. A woman who wears many hats, she holds PhDs in several sciences, is a veteran mercenary, and a gourmet chef. All of this has taken time to achieve. In fact, almost two-thirds of her extended lifespan. At last count, she was one hundred and forty years old (although she doesn't look a day over-forty). She does have a side that is softer and

more vulnerable, but it is usually well hidden beneath a facade of professional "machisma" (female machismo). She is seen as something of an older-sister figure to the guys at the Vagabond. With the exception of Spit, who she (during her rare attacks of femininity) bodiliy forces onto the dance floor.



*It's a dirty job, but...*

## Bob Willbol

SIR: 2, NIMB: *2,* AIM: 3, SMRT: 2, CS: 5, COOL: *5,* LUCK:*3,* OOPS: 17.
Bylaw Effect (BartAB)
Mix Drinks (Expert, 8), Shoot Things (Hack, 5), Seduce (Professional, 9), Dress in the dark (Professional, 6)

Bob Willbol is the very smooth bartender of the Wandering Eyeball, and is often seen escaping from women's homes just as their husbands come home. Bob tries to remain neutral in the constant bickering between the Vagabond and Crane's Nest, but usually ends up siding with Spit.

## Bad Guys

## Simon Trask

SIR: 2, NIMB: 2, AIM: 2, SMRT: 6, CS: 4, COOL: 7, LUCK: 1, OOPS: 19
Bylaw Effect (EVIL)
Invent (Expert, 9), Invest (Professional, 10), Behave Ruthlessly (Professional, 11)

Trask's major driving force is greed. That's what he lives for. Not just to have more, but to have it all. In his defense, he is very



*...and make sure that Henshaw's widow doesn't get the claim check until until <u>after</u> his death.*

appreciative of beauty and genius, and does his best to protect and reward them when he finds them. Protect means in his hands and reward means buy off. He has an enormous collection of nearly everything. No one is quite sure where he keeps it, but it would be foolish to attempt to steal it anyway. Trask would waste no time in setting his entire security force, as well as most of his subsidiaries on the job. Don't cross him. Spit crossed him once. Once. Trask has the distinction of being one of only two people ever thrown out of the Floating Vagabond.



*Only the best at Crane's Nest.*

## Solomon Crane

STR: 2, NIMB: 2, AIM: 3, SMRT: 3, CS: 6, COOL: 6, LUCK: 2, OOPS: 17
Bylaw Effect (BartAB)
MixDrinks (Professional, 10), Con (Professional, 7), Shoot Things (Expert, 6), Specific Knowledge-All Ongoing Criminal Activity(Expert,6)

Crane is the man responsible for Spit's business problems a few years back. Any new problems can probably be traced back to him also. If not, well, he's been getting better at covering his tracks. He caters to the sleaze element at his bar so that he can gather information on his patrons in order to blackmail them into his service.

## Hans Gelber

STR: 3, NIMB: 3, AIM: 6, SMRT: 3, CS: 1, COOL: 6, LUCK: 1, OOPS: 20
Roy Rogers Effect
Shoot Things (Professional, 10), Intimidate (Expert, 9), Dodge (Professional, 7), Hurt People (Professional, 7), Look Good at All Times (Dabbler, 7)



*I said no onions!*

Hans is a truly despicable person. As the blond, blue-eyed leader of the local chapter of space NAZIs, he has hated Arithon deeply since the gold shipment incident. He caught hell from his superiors for that. Everyone hates him, but most tolerate him because of his NAZI goons. He is forever plotting the downfall of all of the "inferior" people of the universe, and just as frequently being foiled. He is the only other person to be thrown out of the Vagabond, so he and his goons drink at Crane's Nest.

## Crudd



*He hates "horny" jokes.*

STR: 6v NIMB: I, AIM: 2, SMRT: 1, CS: 1, COOL: 2, LUCK: 1, OOPS: 25
Schwarzenegger Effect
Mix Drinks (Dabbler, 2), Headbutt (Expert, 9), Hurt People (Expert, 9), Look Stupid (Professional, 6)

Crudd is the Rhinoskin assistant bartender at the Crane's Nest. As an assistant, he is not entitled to membership in BartAB. Crudd does whatever Crane tells him without question, except go anywhere near Bugshoe. He still bears the scar from their first encounter. He is a thug. A mindless servant, ready to beat and pummel for Crane's pleasure. Like all Rhinoskins, he has 3 armor points worth of hide.

# Generics and Thugs

These represent large groups of beings, and the Stats are standard. Only the major skills are listed; assign any others you believe appropriate.

## Security Troops

SIR 3, NIMB: 3, AIM: 4, SMRT: 2, CS: 1, COOL: 5, LUCK: 2, OOPS: 12
Trench Coat Effect
Shoot Things (Hack, 6), Intimidate (Hack, 7)

These guys almost always wear black suits with dark sunglasses, carry badges and a standard gun (usually a .38). The major companies are Trask Industries, Starline Securities, Securco, Spartan Bodyguards, and Red Line. A group of 4 is usually accompanied by a chief.

## Security Chief

STR: 3, NIMB: 3, AIM: 5, SMRT: 3, CS: 2, COOL 6, LUCK: 3, OOPS: 14
Trench Coat Effect
Shoot Things (Expert, 8), Intimidate (Expert, 9), Hurt People Really Badly (Expert, 6)

In addition to leading small groups of security personnel, these extremely professional people are often assigned to special duties such as VIP bodyguards, or covert operations.

## Space Nazis

STR: 3, NIMB: 2, AIM: 4, SMRT: 1, CS: 1, COOL: 2, LUCK: 1, OOPS: 10
Bylaw Effect (THUG)
Shoot Things (Dabbler, 5), Harass Innocent people (Expert, 5), Look Like Stereotype-NAZI (Hack, 4)

Mindless minions doing Hans' bidding, no matter what. They usually appear in groups of two to ten. Their standard armament is the Guttem Laser Luger.

## Marines

STR: 4, NIMB: 3, AIM: 4, SMRT: 1, CS: 1, COOL: 1, LUCK: 3, OOPS: 17
Rambo Effect
Shoot Things-Big Gun (Hack, 6), Hurt People (Hack, 6)

These are the protectors of democracy, the very best that humanity has to offer, combat hardened guardians of the weak, a bunch of morons with heavy weapons. Standard detachments include one Sergeant (see below), seven marines with Militech G-13 Bang Maker Assault Rifles with bayonets, and two with Militech G-23 Dockworker Heavy Assault Weapons. They all carry Militech Hand Grenades. Another type of detachment is the "Bug Hunt" Task Force: this includes a sergeant, six troops armed with G-23s, two armed with Militech G-10 Thumpgun Automatic Grenade Launchers, and one with a Guttem Housecleaner Flamethrower. Bug Hunt squads all carry Guttem Cutedeath Grenades.

## Marine Sergeant

STR: 3, NIMB: 3, AIM: 5, SMRT: 2, CS: 3, COOL: 3, LUCK: 1, OOPS: 20
Rambo Effect
Shoot Things (Expert, 8), Shoot Things-Big Gun (Hack, 7), Give Orders (Professional, 7)

These are veteran marines with experience that gives them the ability to make decisions for their troops. Sergeants are armed with a .45 automatic and a Militech G-10 Thumpgun Automatic Grenade Launcher.

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*From left to right: Space Nazis, Acme Rent-a-Thugs, Bikini Girls with Machine Guns, Redline Security, Space Marines, arid Space Marshalls.*

## Cops

> STR: 2, NIMB: 2, AIM: 3, SMRT: 2, CS: 1, COOL: 1, LUCK: 2, OOPS: 10
> Bylaw Effect (COP)
> Shoot Things (Dabbler, 4), Specific Knowledge-Local Laws (Hack, 4), Drive Vehicle (Hack, 4)

There are several varieties of local law enforcer, and the profile fits most of them. They are usually armed with a standard Gun and have a distinctive uniform. Some have vehicles that are clearly marked as Police vehicles. Sometimes a large number of cops may be accompanied by a space marshall or the equivalent.

## Space Marshall:

> STR: 3, NIMB: 3, AIM: 5, SMRT: 3, CS: 1, COOL: 3, LUCK: 6, OOPS: 30
> Roy Rogers Effect
> Shoot Things (Expert, 8), Hurt People (Expert, 6), Look Blatantly Like Stereotype-Hero (Professional, 7), Present Good Example for Children (Professional, 7), Look Good At All Times (Professional, 7)

This is what every kid wants to grow up to be; they can do no wrong. They are the elite law enforcers in whatever universe they happen to be.

Their uniforms are always impeccably clean and pressed, even after chasing an evil doer through a swamp for nine days. They stand up for the rights of just about anyone who happens to be nearby, and they always shoot to disarm, never to kill. In the Vagabond universe, they are equipped with a Wartoy Close Escort. They nearly always make their exit with a socially conscious slogan to inspire any youngsters that may be present.

## Acme Rent-a-Thugs

> STR: 5, NIMB: 2, AIM: 1, SMRT: 1, CS: 1, COOL: 1, LUCK: 1, OOPS: 20
> Bylaw Effect (THUG)
> Hurt People (Expert, 8), Intimidate (Expert, 4)
> Rates per thug: 1 C per day, 3 G per month, 15% discount if over 20 are rented, 25% if over 100 are rented. Need we say more?

## Bikini Girls with Machine Guns

> STR: 2, NIMB: 2: AIM: 4, SMRT: 1, CS: 2, COOL: 4, LUCK: 3, OOPS: 15
> Trench Coat Effect

These mysterious women come from a distant world that is dominated by a female ruling class,

and have arisen as their military elite. Detachments of these women have been know to carry just about every type of weapon known to sentient beings. Politically, no one knows where they stand. They have often fought for both sides in a war at different times. Their reasons are their own, and their allegiance is anybody's guess.

## Bureaucrats

STR: 1, NIMB: 1, AIM: 2, SMRT: 4, CS: 4, COOL: 1, LUCK: 1, OOPS: 10

Merlin Effect

Infuriate (Professional, 5), Intimidate (Dabbler, 3), Find/Lose Paperwork (Hack, 6), Specific Knowledge-Standard Forms; where to find them and how to fill them out (Expert, 7)

These are the men, women, and things that keep the multiversal Bureaucracy rolling. They almost never fail in their attempts to ruin the day of anyone they come in contact with.

## Former WARP Scientists

STR: 1, NIMB: 1, AIM: 1, SMRT: 6, CS: 5, LUCK: 4, OOPS: 15

Newton Effect

Invent (Expert, 9), Fiddle With Electronic Gadgets (Professional, 10), Mess With Dangerous Goop (Hack, 7), Physics or Abnormal Physics (Professional, 10)

These are people who worked for WARP Inc. until it collapsed. Most of them sold out and now work for Trask, but there are a small number of renegades out there, working out of garages and basements, still coming up with new and better ways to save the universe.
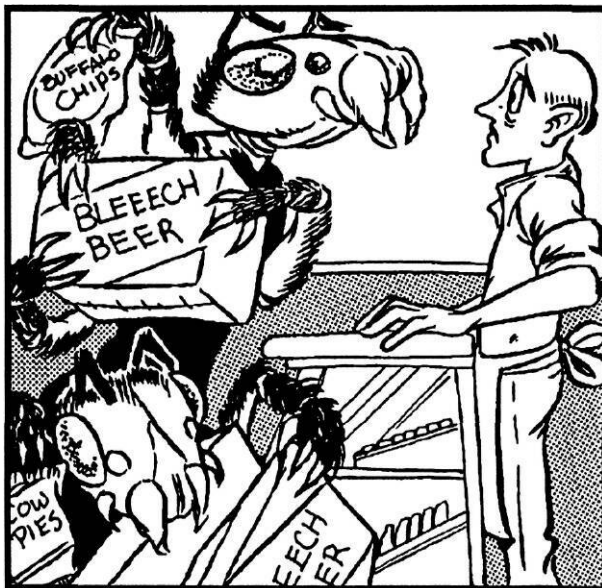


*Do you have any Jalapeno and Hamster dip?*

## Smuggler

STR: 2, NIMB: 3, AIM: 4, SMRT: 2, CS: 1, COOL: 5, LUCK: 5, OOPS: 19

Trench Coat Effect

Shoot Things (Dabbler, 5), Sneak Around (Hack, 5)

Several worlds have laws against certain substances and products from being shipped onto them. The problem is that there are still people who want these forbidden goods. The smugglers try to meet this demand by circumventing the laws and bringing it in anyway. Most Smugglers have a Freighter or some similar spacecraft.

## Man Off the Street/Bar Patron /Innocent Bystander

STR: 2, NIMB: 2, AIM: 2, SMRT: 2, CS: 2, COOL: 2, LUCK: 2, OOPS: 11

John Doe Effect

Look Like Stereotype-any one of choice (Dabbler, 3)

Just what it says.



*Bonzo the party blob finds a new playmate.*

## Things

This section is handled a lot like the people section, except that some creatures will have no scores for certain Stats. This means that the ability does not apply to them. Things do not have Shticks.

Since TF2V games usually revolve around role-playing and dealing with people, this is just a list of creatures to use as models. Most adventures with monsters and such in them will have them described in the adventure.

*A Sunday's light entertainment for a rather mild chapter of the Bug-Eyed Monsters Pacifists' League.*

## Swamp Beastie

STR: 10, N1MB: 1, COOL: 4, OOPS: 50
Hit Things (Dabbler, 11)

These shapeless masses of protoplasm have no recognizable skills and no signs of intelligence at all. They have been categorized as the least intelligent multi-cellular life form aside from game show hosts. Until disturbed, they lie peacefully in a swamp waiting for food to walk over them. They attack anything that steps on them by flailing at it with a pseudopod (2D6+5 Oops! Points damage) and clubbing it to death. If a target falls unconscious and is not immediately pulled away, the beastie will attempt to slime on top of the victim and eat it, ignoring everything else including additional targets. While feeding, it will not attack. It takes the beastie's digestive fluids 5 minutes to dissolve tissue. A target rescued before that time will feel disoriented and funky, but will be unharmed. After 5 minutes, the victim will take 3D6 Oops! Points per round until rescued or digested (i.e. dead).

## Aliens

STR: 6, AIM: 6, NIMB: 8, SMRT: 2, CS: 1, COOL: 3, OOPS: 18
Hurt People (Hack, 8), Target Vomiting (Hack, 8), Party Like Madmen (Hack, 5), Give People the Willies (Expert, 6)

These extraterrestrial party animals are an entomologist's nightmare. They're black and spikey with slime oozing all over their chitinous exoskeletons. Unfortunately, they don't let most people's reactions to their appearance slow down their desire to party. They will crash any party they get wind of, grab the most beautiful women present, rapidly drain any beer kegs, and inhale all food in sight. They will then attempt to leave with anything they can get their hands on. Any attempts to stop them will be met by violence in the form of hand-to-hand combat and their own special version of target vomiting (they spit forth a stream of acid spittle that does dlO Oops! Points when it hits. This attack has a maximum range of Near.) Their hides are worth 3 Armor points. These creatures are gregarious by nature and never appear in numbers smaller than 15.
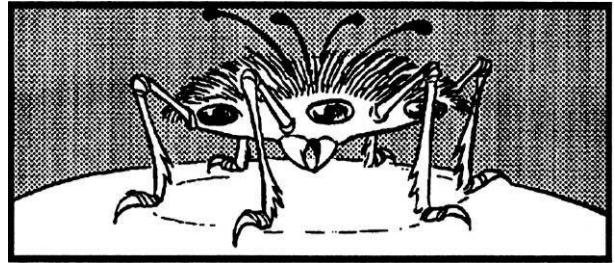


*An executive of the Lexxon Oil Company choosing a drilling sight.*

## BEMs

STR: 3, NIMB: 2, AIM: 3, SMRT: 2, CS: 1, COOL: 2, LUCK: 1, OOPS: 12
Shoot Things (Dabbler, 4)

Bug-Eyed Monsters can be found anywhere and anywhen you can find a grilled-cheese sandwich. These can be used anytime you need an intelligent, gun-toting monster. These aren't so much one species as a grouping of several species.

## Brain Eater

STR: 1, NIMB: 5, OOPS: 8
Jump (Hack, 7)

These little insectoid creatures can be found in caves on many planets and are often used as pets in many places. These creatures will leap onto the head of any nearby, unprotected character, and commence devouring the contents unless stopped. This devouring takes a full 3 rounds to penetrate the skull. The unfortunate object of this feast suffers 3 Oops! Points of damage per round. After the initial 3 rounds, the creature reaches the brain and munches down one SMRT per round. When the target's SMRT is rubbled down to 0, he dies. They attack in packs of 5 or more. The only way to stop them from completing their feast is to kill them. Wearing a helmet or shielding the thoughts will prevent these creatures from chowing down in the first place..

# CHAPTER 10: THE ADVENTURE
# EXCEDRIN HEADACHE #186,00

*Due to a quirk of physics, all party members passed through the doors of their local pubs at the exact the same moment and materialized at the door of The Floating Vagabond at the same time. A well known fact of physics is that no two objects can occupy the same space at the same time. (This fact is carefully avoided by those charming men who pack passengers into the Tokyo Subway System). The portal generator at The Floating Vagabond is aware of this fact and neatly disposes of the problem by shifting the arrival by several nanoseconds. The resultant heat and displacement of air has a distressing effect on the party. They are naked. Seeing the familiar signs, they scurry into the "rest facilities" at The Floating Vagabond. There are three doors leading into the cans. One is marked MALE, another is marked FEMALE, and the last says "?". All three doors lead into the same room..*

The can at The Floating Vagabond has facilities for all races. These include stalls of varying sizes for the more or less humanoid races, a fire hydrant, and a large sandbox (shovel attached by a large chain). Dispensers hang on the wall for all kinds of interesting objects (some are recognizable, others are not). The recognizable dispensers offer:

1. Souveniers of The Floating Vagabond
2. Bedroom Slippers (fuzzy bunny model)
3. Bath Towels (large size)
4. Paper Overalls (out of order and basically indestructable)
5. Ammunition
6. Head Ache Cures
7. Dr. Raulph's Universal Purgative.

A dog-like biped in overalls is cleaning out one of the stalls (occasionally sipping from the bowl). He notices the group and rushes out before they can react to him.

A short interval occurs while the patrons size each other up. To those who notice such things, all



*...and Hugo is wearing our new line of fall fashions for the well-bathed man-about-town. Note the pink fringes and the bunny footwear as elegant accessories.*

clothing has fallen off in smoking tatters. All hardware is still intact. (If a player has the Trenchcoat Effect, their coat will be intact as well. Strangely, in this case, the Trenchcoat wielding character cannot find any clothing within his coat).

Finally, the bartender enters. He is possibly (Bartender: look at the book, roll a die, ignore the result), no, definitely the ugliest man that any of the patrons has ever seen. He says "Welcome to The Floating Vagabond. First drink's free, you pay for the rest. Nobody gets a tab here unless I know'em, so don't ask. You break anything, you buy it. You kill anyone, you get ridda the body. When you're done, come up to the bar for your drinks."

The players can use their money to buy items from the dispensers. They accept any form of money or credit device, but grumble if the money is not from a high class world.

Once suitably attired in towels and bunny slippers, the players grab their possessions and saunter into The Floating Vagabond.

The Floating Vagabond is a large bar. There are several round tables, a small dance floor, a stage, and an exceedingly long bar. Through a window, the glare of neon is visible over the blackness of the space beyond. There are two doors. The revolving door through which the patrons arrived, and a normal, swinging door. The bar is about half full. There are beings and creatures of many strange, interesting, and even bizarre types drinking at the bar, and there is a group of octopoids drinking shots at a table. There is a card game going on in the corner. The knight looks to be winning big, the werewolf looks frustrated, but the Centaurian seems to have a good hand. The bartender says "The house speciality is the Singularity. What'll ya have?"

After the drinks are served and the effects suffered, Arithon spots the group and motions them over. He comments on their stylish dress and asks if they are new in town. Within reason, he will answer any questions about where they are and what they are doing here. Where are they? Well if you don't know, then someone is in a lot of trouble. What are they doing there? That depends on you, doesn't it.

Depending oft his reaction to the party, Arithon will either direct them to the "Misplaced Persons" dept. at the Bureaucratic Station on Catyrn (It seems that every star system in the multiverse has a planet called Saturn, Caitern, Satirn, or something that sounds the same) or offer them a C-note per person to help him out on a little job.

Arithon is impressed by COOL. To test his reaction to the patrons, have the patron with the highest COOL make an easy test. If the patron fails, Arithon will send them to the misplaced persons bureau.

## Misplaced Persons

*On the planet of Catyrn, everything is tied up in red tape. The residents thrive on it. Procuring a bus ticket can take two days and, give writer's cramp to even the heartiest of souls. The worst area for sheer magnitude of paperwork is the Pan Galactic Bureaucratic Offense Station. The station is divided into huge office buildings which survive by charging each other for services rendered. Where the money comes from to start with is uncertain, and the question could be disastrous (See Newton Effect).*

The party arrives in the Ghould Building, heart of the Clerk Typists Union. All applications to do anything must be typed in triplicate, and this is the only place allowed to type anything. The entry hall is a huge room (about the size of the Astro Dome) filled with row upon row of typists. Each typist is working at an Underwood Standard Model #5 typewriter. The noise of thousands of them echoing is nearly deafening.

The first task is to get someone's attention. If they annoy enough typists they will be directed to the supervisions office. Bagg Crumply (the shift supervisor) is in a sound proof office at the far end of the building. All SMRT and CS scores are reduced by one while in the main hall. Doggie-people reduce their scores by 2.

If there is a character with the Valentino Effect, remember that there are 11,000 bored females of ALL races in this building... (if the Valentino Effect is on a female patron, it could be 11,000 bored male typists...)

The way is much easier if the patrons speak like government employees. If the players speak in governmentese, reduce all tests by one level, and give an additional level to all communication skill rolls.

Bagg Crumply: Shift Supervisor

> STR: 1, NIMB: 1, AIM: 1, SMRT: 3, COOL: 4, CS: 4, LUCK: 2, OOPS: 9
> Skills: Paper Shuffling (Expert, 6), Speak Governmentese (Expert, 6), Intimidation (Professional, 8)

There is a bench in front of Crumply's office. One way to get in to see Crumply is by causing a scene which might embarrass her in the eyes of UPPER MANAGEMENT. She is seeking to advance, and every screw-up brings with it its Black Mark. It takes a resident of the station years to clear a Black Mark off their record. Another method might be to break the door (using the Break Things skill). Don't be too surprised at what the players come up with. (A casual comment about Crumply's torrid affair with a particularly disgusting life form might suffice. The task should be gauged by the composition of the story.)

(This is a good example of how to use a test to unclog a situation. The players might figure out the solution to the puzzle and give you the idea directly. If not, you can speed things up by assum-

ing that the job requires Smarts and is only a little difficult. Have a character roll his smarts on a D10 (being a D10 sort of test). If they make it, say something like "Henrietta loudly proclaims 'I want to know what Crumply is going to do about the Waste Paper Problem," or perhaps a firm "I guess I shall have to take this up with the Manager." Like any other bureaucrat, Crumply's sense of survival is strong enough for that to be heard. After enough tests, the players will catch on to the idea that they are participants, not spectators.)

When Crumply discovers that it was all a clever ploy to get into her office, she gets Bureaucratic on them. She cannot be intimidated by threats of force, and while actual force works, it tends to get the patrons arrested (on this planet, "processing a felon" takes on a whole new meaning... they might want to avoid arrest at all costs). If no patrons' shtick succeeds in effecting her, the patrons might try any appropriate skills. Failing skill tests means that the group goes away empty handed.

Successful negotiations will gain the patrons information on where the Misplaced Persons Bureau is located. That is, in the Jhoanes Building, just a few blocks away. If the players used any form of physical intimidation, Crumply will call the police.

The Buildings
1. Ghould Building: Clerk Typists Union, Offices of Upper Management.
2. Jhoanes Building: Misplaced Persons, Patent Office, Office of Almost Equal Employment.
3. Phrankony Building: Emmigration and Unnaturalization.
4. Kwrtrmstr Office: Office Supplies and Cafeteria.
5. FNF Building: Office of Odor Identification, Orphaned Socks Administration, Small Animals Administration, Super Hero Registry.
6. Lyditekter Building: Law Enforcement Division, Pan-Galactic Holding Facilities, P.G.F.E.E (Pan Galactic Files on Everything and Everybody).
7. Zhume Building: Motor Vehicle Registration and Operation Office.
8. Bierce Building: Office of Metaphysical Affairs, Defenders of Dead Peoples Rights, and Gum Machine Refund Division.

The Jhoanes Building is covered with row upon row of bronze plaques, with a large tinted plate glass sign in front which says "Jhoanes Building, Proper Attire Required." In fact, at this time, access to all of the buildings is denied (because of the towels and slippers). Patrons can try using a Really Big Gun or better on the building, but it will be discovered that the buildings are immune to every known force in the universe EXCEPT fiscal cutbacks.

The patrons might try to rob one of the workers of their clothes. To do this, they can try any means at their disposal. If using non-physical skills, it is a Hard task. If using physical skills, it is a test of strength. If a Schtick is applied, use your imagination.

If access is gained to the Jhoanes Building, the bureaucratic employee at the information desk will happily supply the 2300 page "Misplaced Persons Request for Assistance" form and a black SKILCRAFT ball point pen. Good Luck.(The patrons will most likely press you for more specific information. If they do, get very specific i.e. QUESTION #12250: "What is the genetic coding for your left big toenail?" You can use the form as a running gag throughout the game, or as the object of a VERY extensive campaign to find the answers.)

One way or the other, the patrons will find their way to the Commuter Portal.

The Commuter Portal

This is a long concrete pier. Above the pier is a floating holograph which shows the destination to which the portal is currently set. All destinations are totally indecipherable to the patrons.

There is a computerized schedule showing the departure time to the selected destination. This listing is available on command and is accompanied by a picture of the destination requested. The patrons will always have just missed their departure time by a few minutes, and the next departure will always be in twenty minutes. This is better known as the MTA Effect and exists around all public transportation terminals.

The pier opens into a bottomless chasm. As the destinations flash by, hordes of people jump into empty air and disappear.

In the center of the pier is a plastic statue of a commuter holding a salute, and bearing the inscription "Monument to the Unknown Commuter: Long may they Wave."

The Commuter Portal is brightly lit by thousands of clear plastic globes. Each globe is elegantly beautiful. Unfortunately, the man who made them suffered from the Rambo Effect and if any projectile is fired (or thrown) there is an 80% chance that it will break one of the globes. This is appropos of nothing, except that if a fire fight ensues, it adds a little color to the battle (and improves the patrons' chances of survival).

Guarding the gate are two uniformed security officers. They will not allow anybody through without a commuter pass. The pass can be obtained from the Zhume Building. One guard is armed with a Big Gun and the other has a pad of

restraining orders. There is no physical obstruction at the gate, so assuming thay can avoid being shot or restrained, they can get lost in the crowd (the guards will not bother trying to fight their way into the thousands of people headed for the gate).

Guard #1 & #2

STR: 3, NIMB: 2, AIM: 3, SMRT: 1, COOL: 1, CS: 1, LUCK: 2, OOPS: 15

Skills: Shoot Big Gun (Expert, 6), Throw Things (Expert, 6), Intimidation (Professional, 5), Hurt People (Dabbler, 4)

The restraining orders are large sheets of paper that, when thrown on a victim, wrap themselves around him and hold with a Strength of 2. If this is greater than or equal to the victim's Strength, then he is immobilized. If the victim's Strength is greater than that of the restraining order, then his Strength is reduced by 2 until the the order is removed. The Strength of the restraining orders is cumulative. Each one applied adds 2 to the total Strength of the order.

Any judge can remove a restraining order. Otherwise, it is paper and can be burned off (Ouch!) or cut off with a sharp object. It will take 10 combat rounds minus [the cutter's STR+(any skill with sharp objects)] to remove. If the cutter has no skill with sharp objects then the victim will lose 2 oops! points.

There is a vast throng passing through the gate in either direction. The attire of the patrons (unless they have relieved some citizen of his clothes) will automatically get a reaction from the guards. If they have stolen clothes and ID, the guards will not notice anything odd. If such is the case, the patrons must make an easy NIMB test to see if they are quick enough when flashing their passes as they pass by.

If they are noticed, the guard with the Big Gun will call the Lyditekter Building to see if any citizens in bath towels and bunny slippers are wanted for anything. If they have committed no crimes then they will be simply turned away. If (on the other hand) they have made themselves too obnoxious, they will be wanted for questioning. Such being the case, a maniacal gleam comes into the guards' eyes (it is the most interesting thing to happen in years) and they will over-react (i.e. the guard with the Big Gun fires a warning shot into the crowd, etc...). The patrons can use the ensuing confusion to their advantage-

Eventually, the sign says The Floating Vagabond and the patrons may return there if they have managed to slip through the portal. This may happen at a dramatically appropriate moment to allow the characters an exiting and dangerous escape.

# Misplaced Persons Bureau
## ... and Surroundings
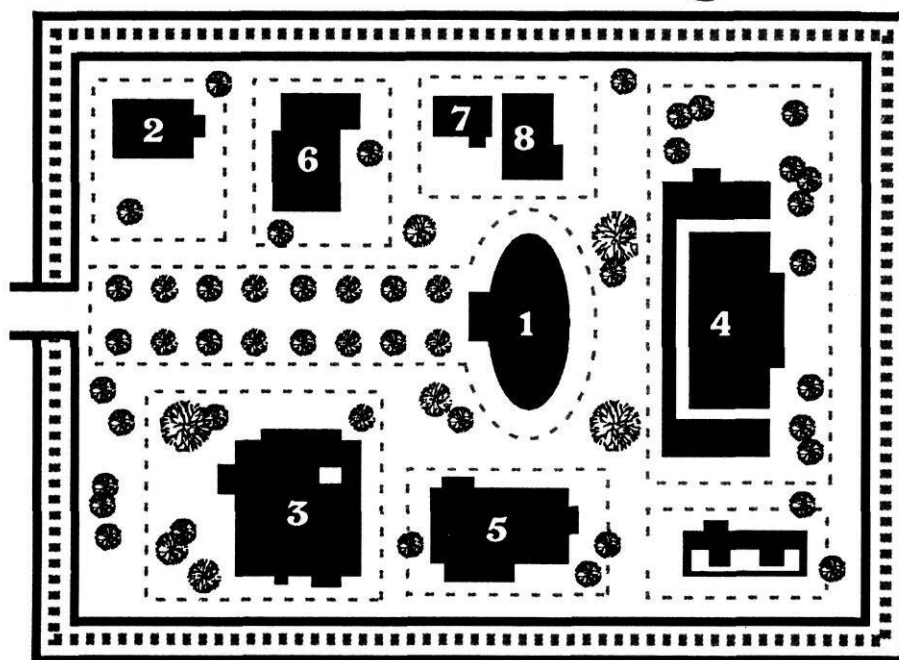


- - - - - property boundary     🌳 tree     ▪▪▪▪▪▪ thick wall

## Arithon's Errand

*Shortly before the party arrived, Arithon had sent another party of patrons to the Amoeba Galaxy in the Previous Universe (the residents decided that the name might give them a little prestige). There, in an insignificant little star system, this party was to retrieve a vehicle which is to be stolen from a wealthy customer sometime in the next few weeks. Arithon arrived at the idea that if he sent a party of "Adventurers" to steal the car BEFORE it was stolen, then he could simply return it for the considerable reward.*

*The fly in the ointment is that the insignificant little star system has just become center stage for an interstellar conflict. This is what you get for messing around with paradoxes (Lesson #7: Never tick off the Writers). The other patrons have been arrested as looters (since the planet went under martial law) and have been shot.*

The party's job is to go back to BEFORE the war began and deliver a note from Arithon cancelling the contract.

Arithon provides the party with the time/space co-ordinates and off they go to the sleepy little planet of Gelcap (the third planet in the system). The sixth planet is (naturally) Saithyern.

The previous party of patrons (aside from being highly alliterative) was composed of a normal man and woman, two elvish people, and something that looks like 350 lbs. of belly button lint (which answers to the name of "Sidney"). They were last seen wearing matching coveralls and trying to look like a team of Vehicle Technicians (except for Sidney who was trying to look like a bag of steel wool).

All traffic to Gelcap is conducted through an orbital space station. This is the only set of co-ordinates given, and the patrons must catch a shuttle for the city of Fallen Arches (2 Sawbucks a head).

### On Gelcap

*Gelcap is an Earthlike world except for two peculiarities. The first is that it is not spherical. The second is that the snows of its polar caps are contaminated with a bright red dust. These two features combine to make the planet look like a gelatin cold capsule.*

If any of the patrons have the Newton effect and express any disbelief, the planet will immediately change to a spherical shape until he goes away. If this happens, the patrons will be constantly harassed by bad weather and quakes as the planet tries to get back at them for all the inconvenience.

The residents of Gelcap are a good natured lot, for the most part. They communicate in Puns, and if the players want any kind of favorable reaction, the players should do so as well. As on Catyrn, if the players try to communicate with the locals in puns, they get all applicable tests reduced by one level and a bonus of one level on all suitable communication skills.

The location of the first group of patrons is not known at this time, but the location of the vehicle in question is available.

### The Vehicle and its Location

The vehicle is a sleek and sexy sportscar shaped space craft with its own Portal Generator. It not only can go anywhere and anywhen, it can do it with STYLE. It was custom built by WARP Inc. in conjunction with the famous designer, Aldo Marbles, as a concept vehicle.

With the collapse of WARP, the vehicle was sold to a private collector who, in turn, sent it to the body shops on Gelcap (reputedly the best in the known universe) to have a few scratches in the metallic hydrogen finish touched up.

The vehicle is currently at the body shop of Dewey, Denrum, and Howe. The shops of DD&H are in an industrial complex at Leaking Springs, a town a few miles from Fallen Arches (where the party has landed). There is a magnetic monorail which shuttles between the two places every half hour. The cost is one buck per head.

### Where the Patrons Come In

As soon as they hit town (Fallen Arches, not Leaking Springs), they are obviously being followed by a rather incompetent spy. The spy is Alphonso Fatima, former head of WARP Inc. Security. He is not working for anybody in particular, but he hasn't taken to unemployment very well, and now lives out his little spy fantasies tracking down and following WARP's old projects around. He is, however very dangerous, very well trained, and just a little confused.

### Alphonso Fatima: Former Employee, WARP Inc.

SHTICK: The Trenchcoat Effect

SIR: 3, NIMB: 6, AIM: 4, SMRT: 2, COOL: 3, CS: 1, LUCK: 3, OOPS: 15

Skills: Shoot Gun (Expert, 7), Throw Things (Expert, 7), Blow Things Up (Professional, 6), Hurt People Really Badly (Hack, 8), Covert Activities (Professional, 9), Security Systems (Expert, 5)

(Bartender's Note: The residents of Gelcap are known for their puns and bad taste in practical jokes. If the patrons have not done anything about their clothes, this is a great time to have some fun.)

The map of Leaking Springs shows the relative location of DD&H, the monorail terminal, and (of course) any convenient bars. Unfortunately, somehow the chronology of events has been messed up again(because of a rogue Writer, but that is another adventure), and the war has already begun. The planet is now under martial law, and what's worse, the bars are now off limits to civilian personnel! All this before the party has even left Fallen Arches! (Note: To help the

Bartender in this time of need, the kind, generous, and saintly Editor has included a map of Fallen Arches.)

The patrons' first action may be to find a bar. If this is the case, use the information directly below. If this is not their first action, then they just happen to be passing by a bar when... (see directly below).

As the patrons are arriving at the first bar
(The PUBlick Library), four vehicle technicians (in matching coveralls) are being escorted out of the Liberal Libation by four Trask Autoguards. Another group of Autoguards is escorting a large human in combat armor over to the players.

*"ALRIGHT, now listen up. ALL CIVILIAN SCUM is now officially ordered to VACATE THE STREET. REMAIN INDOORS UNTIL WE LET YOU OUT. ANY CIVILIAN SCUM ON THE STREET WILL BE SUBJECT TO SUMMARY EXECUTION. YOU HAVE 60 SECONDS FROM NOW. I WOULDN'T TRY ANYTHING NASTY BECAUSE THIS COMBAT ARMOR IS WAY TOO TIGHT AND I'M READY TO KILL SOMETHING ANYWAY!"*

Use your watch. If the players don't do something within 60 seconds, start shooting! The military police are very busy, but that won't stop them from firing a few rounds in the general direction of the (hopefully) fleeing party. (MPs get bored too, ya know.)

The PUBlick Library has rooms to rent, and many places to sit if the party does not choose to rent a room. (Note: The group will not be banned from the bar if they happen to live or work within.) Whatever happens, you should contrive to have them meet Sidney. He is still stuffed in a bag and labeled "ARROGANT BRAND STEEL WOOL (the most abrasive substance in the universe)."

Once the patrons have located Sidney, he will convey to them that his party was spotted trying to break into the facilities of DD&H a few hours ago. The ensuing chase led them back to Fallen Arches and the Liberal Libation where they were taken into custody. He heard one of the captors (some guy squirming in his battle armor) mutter "We shoot car thieves in these parts, we'll see what Colonel Foop wants to do with these looters."

There is one armored sergeant outside the bar. He is Sergeant Gutts. He may be reasoned with but is generally an unpleasant human being. This could be attributed to the fact that the lower half (below the waist) of his combat armor is somewhat tighter than the upper half. He can tell the patrons where the first party has been taken, but must either be convinced or coerced.



LEAKING SPRINGS
AND Industrial Complex

1 in. = 1/16 mile

Monorail Terminal

Dewey, Dentum, & Howe

Military Police Station

Holding Pen

..... fence
——— road
■ building
++++ Monorail Track

# FALLEN ARCHES



1. SHUTTLE PORT
2. MONORAIL TERMINAL
3. PUBLIC LIBRARY
4. LIBERAL LIBATION

——— ROAD

■ building

++++++ MONORAIL TRACK

1 in.=1/4 mile
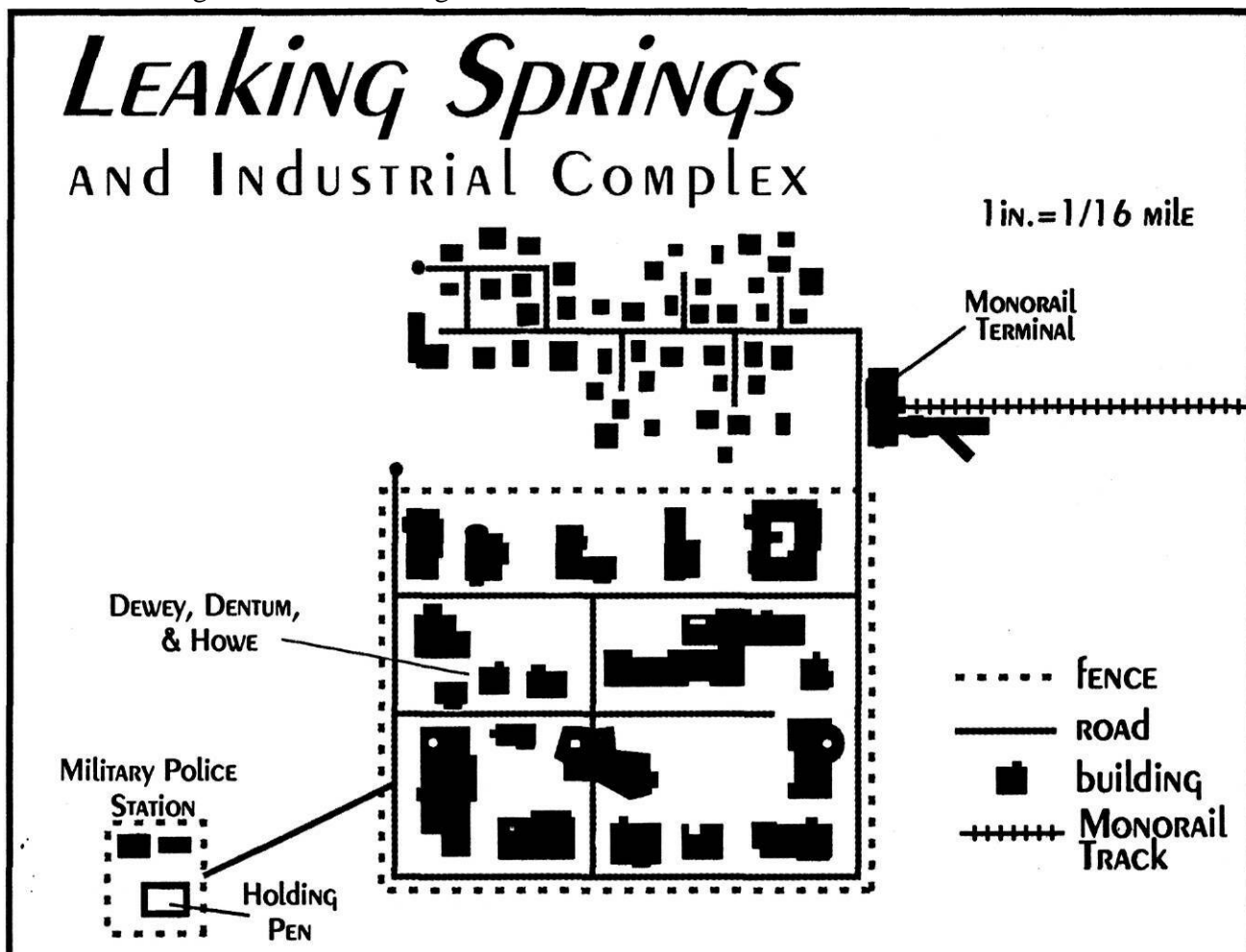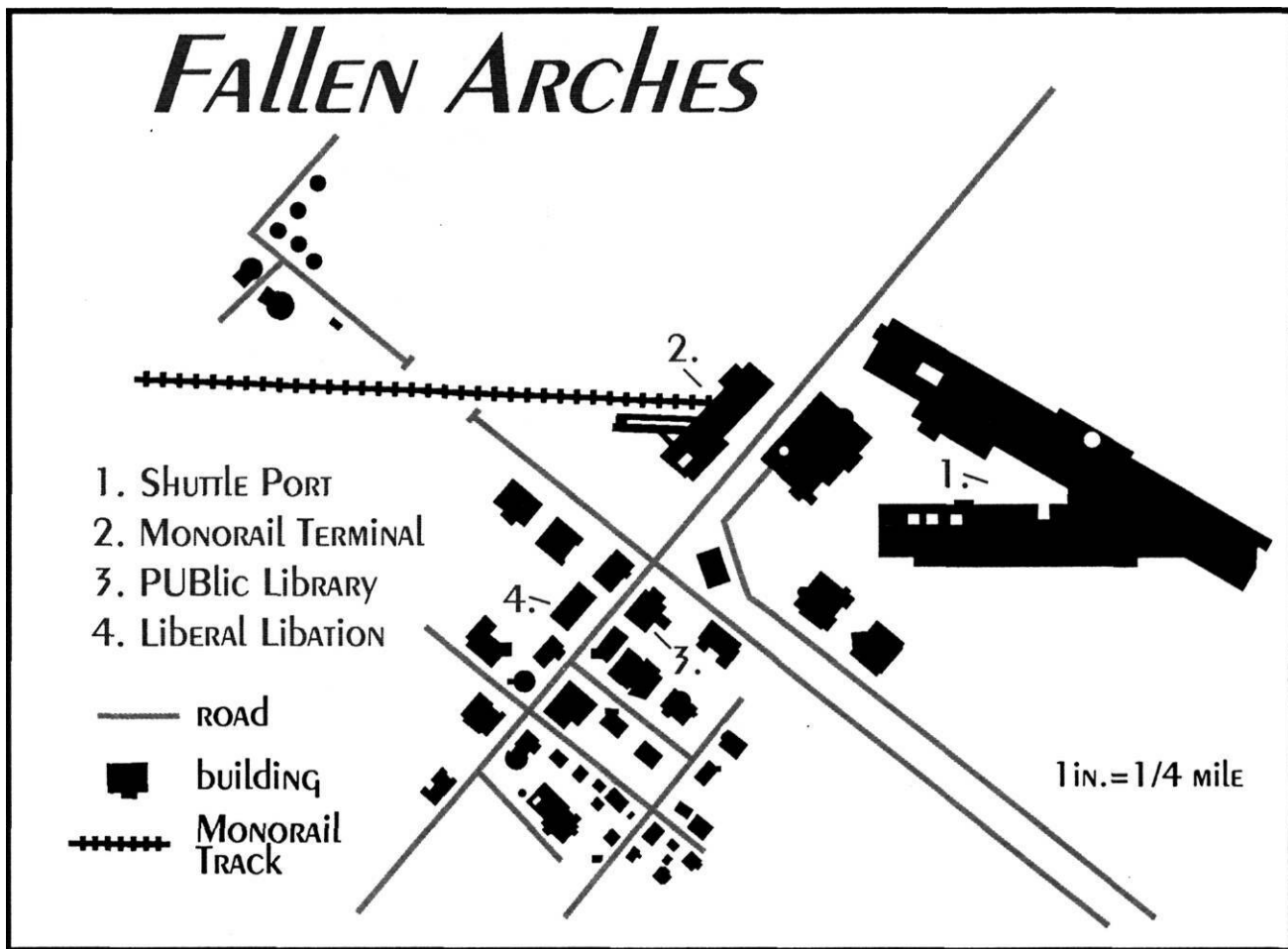
Sergeant Gutts: Staff Sergeant,
Imperial Military Police
   SIR: 6, NIMB:3, AIM: 4, SMRT: 1, COOL: 1, CS: 1, LUCK:
      2 OOPS: 20
   Armor points: 4   Weapon: Big Gun +2 damage
   Skills: Shoot Big Gun (Expert, 7), Throw Tnings (expert,
      7), Blow Things Up (Professional, 5), Hurt People
      Really Badly (Hack, 5), Power Drinking (Hack, 8)

The first party has been taken to the holding
pens erected at Leaking Springs. Defying all logic,
the monorails are still running. If the group can
manage to avoid frequent patrols of 2 MP
Sergeants, they can hop a monorail to Leaking

Springs. If not, they could always (heh, heh, heh)
steal a car.

By now the party will also need to figure out
the answers to the following questions:
   1. Who is Alphonso Fatima?
      Answer: he is a man who has the skills to
help complete the adventure if appropriately
manipulated
   2. How do they get back to The Floating
Vagabond now that the MPs have seized all of the
shuttles?
      Answer: There are many possible ways.
Most involve grand theft, murder and  mayhem,
or a great many extremely good Con skill rolls on
D100s. The sports craft will, of course, suffice.

   3. Where to find a drink? All booze has been
seized by the Imperial Army (it's thirsty
work).
      Answer: This is a matter for Bartender
discretion.

The IDEAL solution is to meet Fatima, "per-
suade" him to help free the other patrons and
steal the craft. Who knows what your players will
wind up doing.


Getting the Vehicle
   The facilities of DD&H are defended by two
Robot Dogs. One is made from bulldozer parts,
and the other from parts of some sort of flying
machine.

Robot #1: Junkyard Dog #1
   STR: 3, NIMB: 3, AIM: 4, SMRT: 4, COOL: 1, CS: 1 LUCK:
      1, OOPS: 5
   Skils: Bite Things (Expert, 6), Hurt People (Hack, 5)

Robot #2: Junkyard Dog #2
   STR: 3, NIMB: 4, AIM: 2, SMRT: 1, COOL: 2, CS: 1, LUCK:
      2, OOPS: 5
   Skills: Bite Things (Expert, 7), Fly (Hack, 6), Ramming
(Hack, 4) (inflicts D6+2 Oops Points of damage)

Both dogs are able to understand the players,
but while dog #1 is willing to talk about things,
dog #2 only understands this inexplicable desire

to collide with the intruders. The gates are locked and so is the shop where the car is stored.

The Holding pens are guarded by four Trask Autoguards which complete one orbit of the pens every two minutes. The guardhouse is occupied by two human guards who are relieved every two hours.

The other party is housed in Barracks #8 (out of 20 total). Each barracks is monitored by a Trask Autosentry [AIM: 6, OOPS: 15, Shoot Really Big Gun (Hack, 8) (Damage: D6+3 Oops points)] which will fire on anyone trying to enter or leave the barracks.

The prisoners are to be tried tomorrow at the Fallen Arches Pavilion (reputed to be the largest bar on the planet) in the town center in Fallen Arches. This is where the Military Governor (Center-Colonel Foop) has decided to set up office.

The Fallen Arches detachment is composed of 5 officers, 20 sergeants of various stripe, and 600 infantrymen. In addition, there are a total of 25 Trask Autoguards. Most of these are stationed at the Industrial Complex in Leaking Springs with only 2 officers, 3 sergeants, and 60 infantry to keep Fallen Arches secure.

Fallen Arches and Leaking Springs are 9 miles apart. Two minutes by monorail, two hours on foot.

### Resolution

If the group gets out with the first party, then they get their C-note. If they get out and bring the car, and want to give it to Arithon, then they get a 5 C-note bonus each.

### Trask Autoguard

SIR: 7, NIMB: 4, AIM: 4, SMRT: 1, COOL: 7, CS: 1, LUCK 2, OOPS: 14

**Skills: Shoot Really Big Gun (Hack, *6*), Shoot Gun (Expert, 7), Hurt People (Dabbler, 8) (+1 damage on Hurt People attacks due to electrified casing), Notice Obvious (Professional, 5), Use Sensory Thingies (Professional, 5)**

# INDEX OF IMPORTANT CHARTS AND TABLES

*(Well... Actually ALL of the charts and tables in the book, but who's counting?)*

# EXAMPLE OF PLAY

This example is based on a play session involving 5 players and the Bartender. The characters are:

1. Max Turbo, Private Eye. The stereotypical Private Dick, Turbo has the Rogers and Hammerstein Effect. It always plays low bassy background music (think Peter Gunn Theme). He constantly narrates to himself and always has a half- smoked, lit cigarette hanging from his lips.

2.Grashnar the Barbarian/Freebooter/Gladiator/ Destroyer/Conquerer/King (well...not yet). He has the Schwarzennegger Effect and and an awfully annoying accent. He also has a tendency to eat whatever's not nailed down (cows, pigs, chickens, reclining chairs, starships, etc.) This has led to a new and unusual skill known as Combat Feasting. He is an Expert.

3. Buck Gordon, Spaaaaaace Rangeeeeeeerrrrr. He has the Roy Rogers Effect and endless space ranger para- phernalia. In addition, he always has hundreds of plas- tic doohickies and decoder rings for the kiddies.

4. Guzzyk the sentient slime mold. He has the Escher Effect. He likes to hide inside of sandwiches disguised as a bright green spread, only to leap out at the last minute to give the eater a severe case of the screaming heebie jeebies.

5. Crazy Annie, the sorceress. She is an elf and a sor- ceress with the Merlin Effect. She is also perpetually in a bad mood and thoroughly psychotic as well. Being Elven makes her ecologically concious. This, with her violent, nature makes her extremely dangerous.

Now that you know the cast, let's begin:

Bartender You're hiding in the bushes. In front of you, you can see the secret bunker. There are two space nazi goons as guards standing in front of the bunker. What do you do?

Max Turbo: There they were, two goons guarding the whole place. I knew I could deal with them.

Crazy Annie: Shut up, you idiot!

Max: She said.

Grashnan I jump up and head for the guards and shout "Grashnar Kill!" I'm grabbing for one of the guards' guns and eating it!

Buck: I draw my gun and aim for the nazi goons

Guzzyk: I oozed behind the guards and under the door.

Annie: I think I'll use a Freeze spell to Freeze that nazi's shorts.

Bartender <cringe> Alright first let's handle Grashnar. Roll for your combat feasting. Your Skill Score is 9, but this is a called shot so your Attack Score is 5. Roll a 5 or less and you've got it.

Grashnan <Rolls a 3> I made it. I lunge at his gun, leading with my mouth.

Bartender You take a large bite out of the gun and the nazi turns a little green. Okay, Buck. You've got a good bead on them. Your friends are standing between you and them but you figure that if you bounce the beam

off the tree behind you, to that pool of water about 100 yards to the side, to that approaching cloud bank, then you should be able to zap one of the nazis. Guzzyk, make a Normal Sneak Around Test.

Guzzyk: I need a 1. <Rolls a 5> I failed.

Bartender Okay, one of the nazis sees you coming and steps on you. <Rolls> He stomps you for 4 Oops! Points. Make a your STR Test to stay concious.

Guzzyk: <Rolls a 6> Okay, I failed. Now I'm an inert puddle of goo.

Bartender: Annie, it's your turn. Make your Cast Spells test. You need a 7 or less.

Annie: <Rolls a 2> Got him!

Bartender You have successfully frozen his shorts. He turns a very pretty shade of green and clutches himself urgently. <Nazi fails a COOL Roll> He falls to the ground.

Annie: Heh!Heh!Heh!

Bartender It's a new round! Everyone get ready.

Guzzyk: I lay there and act like a puddle

Annie: As if you had a choice

Grashnar I'm gonna head butt them to death!

Bartender You need a 7 or less. Roll.

Grashnar <Rolls a 5> I bashed him

Bartender <Rolls a 1 for the nazi's dodge> Add 4 to that roll. Do you still hit?

Grashnar Mumble... Grumble... No.

Bartender It's my ruling that since your head butt missed, you have actually head butted the wall behind the nazi. Take 3 Oops! Points damage.

Max: I had him in the sight of my .38 police special. He looked up and knew he was a dead man, but as I shot him, he almost looked surprised. <Rolls a 1> The bullet hit him square in the chest-

Bartender <Rolls a 7 damage> he's down

Max: ...And he went down like like a pile of dirty laundry. I stowed the gun and adjusted my hat. "That's how it's done, Skirt" I said to Annie

Annie: I'll give you a skirt!

Max: She replied

Annie: I'll kill him!

Grashnar I hold her back

Annie: Lemme At'im! I'll rip his lips off!

Buck: I'm going to use first aid on Guzzyk

Bartender He's hardly a candidate for human ban- dages

Buck: Does this mean your not going to let me bind his wounds?

Bartender That's what it means.

Buck: Okay then, I open the door.

Bartender It opens. You can all enter the...

That's generally how the game plays. Remember that if the players all play their characters to the hilt, you'll all have a lot more fun.

Now, go to it! Knock yourselves out!

# GLOSSARY OF TERMS

Short Nasty Pointy Thing (SNPD: <See Nasty Pointy Thing> Any Nasty Pointy Thing of lesser length i.e. a dagger, switchblade, icepick, blackjack, etc.

Nasty Pointy Thing (NPT): Any item used as a handheld weapon. Not necessarily "Pointy." Examples are swords, baseball bats, nunchaku, etc.

Long Nasty Ponty Thing (LNFD: <See Nasty Pointy Thing> Any longer version of a Nasty Pointy Thing i.e. Polearms, spears, staves, etc.

Really Nasty Ponty Thing (RNPT): <See Nasty Pointy Thing> A Nasty Pointy Thing that has some sort of additional damaging factor such as vibration, heat, an energy blade, etc. Examples are vibro-swords, laser swords, and some magical weapons. This category also covers the longer and shorter varieties.

Gun (GUN): A small firearm or technological energy weapon. The size is generally that of a handgun. The lowest technology Gun would be a black powder firearm. In an extremely low-tech environment, a larger sized weapon may have the effect of a Gun. This category contains such weapons as the .45 Automatic Pistol, the Police Issue .38 Special, the .44 Magnum, etc.

Big Gun (BGUN): <See Gun> A gun that is of larger size or damage capability than a Gun. The following are Big Guns: The Hunting Rifle, the M-16 Assault Rifle, the Shotgun.

Really Big Gun (RBGUN): <See Gun> A gun that is even larger and more damaging than a Big Gun. This is the largest Gun classification that may be carried by a human sized character. Some examples are the Guttem Housecleaner Flamethrower, the Militech G-23 Dockworker, and the M-60 Machine Gun.

Incredibly Big Gun (IBGUN): <See Gun> A gun so large that it is generally mounted on a large armored vehicle or is self transporting. This type of gun is too large for any human character to carry. The following are all Incredibly Big Guns: the Howitzer, the Militech G-47 Townbeater, and the Wartoy Particle Cannon.

My God That's A Big Gun (MYGOD): <See Gun> An absolutely huge gun. All guns of this type must be mounted on a very large vessel or a part of a fortification. Generally, this type of gun is the main armament of its vessel or fortification. Examples of a My God That's A Big Gun are: The Militech G-50 Pounder, an ICBM Launcher and the Guttem Orbital Rail Gun.

Don't Point That At My Planet (DPTMP): <See Gun> An absolutely monstrous gun, this type of gun is usually cabable of taking out almost an entire planet with a single shot. This gun may only be fired from space. It must be built in space and mounted in a gigantic space station the size of a small moon. The most popular example is the Guttem Planetkiller Defense System.

Fist (FIST): Any weapon that is a living part of the body is considered a Fist, also, any weapon that fits over a limb to extend its damage capability may be considered a fist. Some examples are a hand, a foot, brass knuckles, electro-knux, and daws.

Thrown Rock (ROCK): Any missile weapon propelled by muscle alone i.e. without any range expanding devices like blowtubes or bows. Examples are rocks, hand grenades, javelins, throwing axes, throwing hammers, etc.

Primitive Missile Quicker (PMC): Any pre-gunpowder weapon that is used to hurl missiles to a target. Examples are Bows, Crossbows, Slingshots, etc.

Statistic (Stat): 1. A character attribute representing a measure of quality. Several presented together form a characters physical and mental abilities. 2. One of the 7 Stats used in Tales From the Floating Vagabond. These being Strength (STR), Nimbleness (NIMB), Aim (AIM), Smarts (SMRT), Cool (COOL), Common Sense (CS), and Luck (LUCK) 3. A numerical value assigned to any of these 7 Stats to represent a quantity in that Stat.

Skill Score: A numerical value calculated by adding an applicable Stat to a Skill Modifier. This number is used in Skill Tests and Skill Matches.

Skill Modifier: A number added to an applicable Stat to find the Skill Score. The amount added depends upon the level in the appropriate skill. This number is equal to the level of ability. Level 1 yields a +1 result, level 2 yields a +2 result, etc.

Skill Levels: These are descriptive words used to indicate four degrees of ability in a given activity. In order, the four levels are 1. Dabbler, 2. Hack, 3. Expert, 4. Professional.

Attack Score: A combat based Skill Score altered by the following combat modifiers: range, cover, and the hit bonus of the weapon used.

Skill Test: A roll of a die to determine whether or not an attempted use of an ability has succeeded. This is rolled on different dice depending upon the Difficulty Level of the given usage. If the result of the roll is lower than the applicable Skill Score, then the usage is successful.

Attack Roll: A Skill Test for combat usage. This type of test is always rolled on a 10-sided die.

Difficulty Level: A degree of difficulty assigned for a given task. This degree determines what type of dice are rolled for a Skill Test. The levels are Pitifully Easy (D4), Easy (D6), Normal (D10), Hard (D20), Very Hard (D30), and Nigh Impossible (D100).

Shtick: <See Chapter 3> A special ability, power, or quality.

Associated Stat: Each skill has a Stat that is its basis. This Stat is the base number to which the Skill Modifier is added to determine the Skill Score. For example, the Run Real Fast skill has NIMB (Nimbleness) as its base so a character with a NIMB of 6 would add his Skill Level Modifier to 6 to find his Skill Score.

Bartender: The Gamemaster.

Patron: The player.

Player Character: The imaginary person played by the patron

Non-Player Character. An imaginary person played by the Bartender.

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# AFTERWORDS...

**At last,** my chance to say whatever I want! (Maniacal Laughter). I've been waiting for this for a long time!

We all had a great time working on this game. A large portion of my time in front of the computer was spent typing and giggling insanely. The playtesting was even better. I had to sit passively by and watch the blind testers play. Every now and again, I would scribble some editorial notes on a pad, and the testers would get stranger and stranger.

Though the work on the game itself is done, I anticipate an unusual reaction to the Vagabond. So many people think of Avalon Hill as a deadly serious wargame company with no real grasp on Roleplaying. Hardly the place it really is. AH is not the sort of company where you would expect the Execs to have water gun battles in the halls and through the offices. So, this is it. The first comedy game ever put out by Avalon Hill.

What's in this game is fairly normal compared to the supplements and adventures that are to come. As I write this, I currently hold two complete manuscripts and have a third to come.

They're pretty strange. We've decided to call them Bar Wars, The Adventure With No Name, and The Reich Stuff.

Also coming, though still in the planning stages, are a series of three modules. The series is called "Ye Olde West." In this series are: "A Fistfull of Farthings","For a Few Farthings More", and "The Good, The Bad, and The Orcish." We've also got "One of Our Dimensions is Missing!" and a few others that we have yet to name.

So that's it. If you have any interesting ideas for the game, drop me a line. In the mean time, be secure in the knowledge that this is the most unusual RPG ever produced. Play and enjoy.

Nick Atlas, 1991

"Oh, what a long, strange trip ifs been." For those of you who are either too young to recognize it, or too unhip to care, that is from an old Grateful Dead song. But apart from its nostalgic significance,it also pretty much sums up my feelings about the game you are holding (unless you have it laid out on a table, or someone else is holding it for you, or... never mind).

Let's turn back the clock, oh..., say ten years. My little brother was a budding artist with delusions of sanity, and I was,... well, I was me. Out of the diseased recesses of our brains, we came up with this place. A special place. A very bent and demented place.

Since then, Tales From The Floating Vagabond has gone through several incarnations, only two of which have found their way to the public eye. First, it was planned as a self-published comic-book(it never happened); then, someone suggested that I make it into a Role Playing Game (it

never happened); then someone wanted to do it as a small-press comic-book(it never happened). Then, one night in Omaha, Nebraska ( of all places) I found myself hovering two inches above the floor in a drunken stupor as I often was in those days, and someone said, "Hey, Lee! Let's play something!" "What?" I replied, brushing the duck off of my shoulder. "I don't know... make something up." So I did. This is it. The other incarnation to meet the public was a Live Action Role-Playing Version run by the Columbia Interactive Theatre Association every year. Soon (maybe) the comic-book will be out too.

The process of getting all of this out to you has been, at the best of times, difficult, and at the worst of times, dangerous (the art department had a pool going over which one of us; me or Nick, would draw first blood). But it has been worth it. The long strange trip is nowhere near the end.

Lee Garvin, 1991

# TALES OF THE FLOATING VAGABOND
# CHARACTER SHEET

Player Name:_____

Name:_____

Race:_____

Template Type:_____

Identifying

Quote:_____

_____

Shtick:_____

| | | Character Sketch |
|---|---|---|
| STR: ____ | Damage Bonus:_____ | |
| NIMB:____ | Double Jointed? | |
| AIM: ____ | ____Yes ____No | |
| SMRT:____ | Ambidextrous? | |
| COOL: ____ | ____Yes ____No | |
| CS: ____ | Experience Points: | |
| LUCK: ____ | Oops! Points:_____ | |
| | Luck Points:_____ | |

| Skills (STAT Base) | Skill Level (Modifier) | Racial Bonus | Skill Score |
|---|---|---|---|
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**Money**_____

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**Stuff**_____

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**Special
Stuff**_____

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**History**_____

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**Character
Appearance**_____

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**Friends**_____

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**Enemies**_____

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Contacts, Contracts, Debts, and Favors Owed

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...And the battle rages on. Our hero, Arithon Kinkaid, is found locked in mortal combat with Grzok the Lizard Creature. The mad free-for-all continues as the bartender, Hawk Luger (Friends call him ''Spit'') calmly 'cleans' a glass, and Bugshoe, the galactic bounty hunter, takes another sip of his martini. The great battle worthy of mighty epics and sagas smashes onward. It's a quiet night at **The Floating Vagabond**. Meanwhile, having nothing whatsoever to do with this, far away at the Avalon Hill Corporate Headquarters...

''The inky blackness of the cell lessened infinitesimally. The prisoner raised his head and strained his eyes in the darkness to catch a glimpse of the outside world as his captor approached him once again. His tormenter raised glowing red eyes to meet his hollow gaze. A soft sinister voice penetrated the grave-like silence. 'It's time to test another joke.' The scream echoed through the dank halls of the citadel.''

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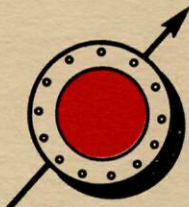
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