



Uncle Enzo's
CosaNostra Pizza
Brett Slocum, proprietor
1st Delivery



Appetizer

Hi. I thought you might like to find out a bit about me as one of the new kids on the block. Mundane stuff first. I'm a software engineer (C/C++, Windows, UNIX mostly) by day, part-time divorced father of two by night (I have the kids 2-3 days per week). Boy, is it hard to start dating after 15 years!

My name may be familiar to you. I've published one article in *Pyramid* (GURPS Tekumel) and three articles in *Roleplayer*: GURPS Mass Combat (to be reprinted in *GURPS Compendium*), The Compleat Powerstone (reprinted in *GURPS Magic Items*), and another on pagans on Yrth. I wrote the Rune Magic rules in *Magic*. I've also playtested tons of GURPS books (over 30). Hey, I like getting free stuff. I was on the old Illuminati BBS, and I've been on IO and Metaverse too.

I've been roleplaying since 1976, when my first substantial gaming experience was *Empire of the Petal Throne* (EPT) by MAR Barker. Through the years, I've tended to concentrate on favorite systems, rather than trying everything available: EPT, Chivalry and Sorcery, Traveller, The Fantasy Trip, GURPS.

Besides GURPS, my other love in gaming is Tekumel, the world of EPT. This is the best background in existence today, bar none. If people would like to see it, I can put material that didn't appear in the Pyramid article in here. Let me know.

I'm currently running a semi-serious modern Illuminati campaign, but the players don't know it. They just think they're in a private eye campaign (a gleam in my eye and maniacal laughter in the background). I even use INWO cards to generate adventure ideas and various other Illuminated evilness.

Favorite game genres: fantasy, historical, and non-dark modern and science fiction, though I think that *GURPS Voodoo* is one of the best worldbooks written. My other favorite worldbook is *Uplift*. My favorite sourcebooks are *Space* and *Time Travel*. These two books come the closest to the original vision of GURPS: generic resources that help you create the campaign you want.

That about all. I'm glad to join this prestigious bunch of riff-raff.

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Brett Slocum
816 Old Settlers Trail, #3
Hopkins MN 55343
(612) 945-0163 (home)
slocum@io.com
<http://www.io.com/~slocum>

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Uncle Enzo and CosaNostra Pizza appear in the novel *Snow Crash* by Neal Stephenson, and they appear here without permission. Deal.

Alternate Earths

After reading the manuscript for *GURPS Alternate Earths*, I was rather disappointed. A couple of the alternates are interesting, but many of them have been done to death: Nazis win, Confederates win, Rome doesn't fall; I wanna blow chunks. Nowhere do we see unusual ones, like were in *GURPS Time Travel: The United States of Lizardia*, Bizarro, magic exists, ... in other words, Boring!

Now after saying all that, here are some ideas I've had for more interesting alternate Earths:

Roswell: A U.F.O. lands in New Mexico in the 1940's, flying to Washington D.C. after getting directions, and establishes an open, public diplomatic mission with the U.S., as well as other world powers. Cultural, scientific and economic exchanges occur. They give us a cheap, environmentally sound energy source in exchange for a complete collection of Laurel and Hardy movies. The first manned interstellar space ship lifts off from Cape Canaveral in 1969, during Henry Cabot Lodge's first term, in fulfillment of Nixon's promise to use the technological boom started by the aliens to benefit all mankind.

Dilbert: Thomas Edison is elected president, which leads to engineers being the most powerful and highly paid group in the country. More Senators and millionaires are engineers than lawyers or entertainers.



Vehicles



Here is a fun little vehicle I designed. I haven't updated it for *GURPS Vehicles* 2nd Ed. (anybody want to do it?).

Mechanical Horse, TL 10

This is a high-tech vehicle for agents visiting low-tech worlds. It is in the shape of a horse. An optional biomorphic shell lets it pass as a normal horse, while the metal / bioplastic exterior could be perceived as a magical construct. It is based loosely on the warlock's horse in *The Warlock In Spite of Himself* (et al.) by Christopher Stasheff.

Structure: 16 cf heavy standard hull, max load 960 lbs., structural HT 80, legged motive system, four legs (HT 20 per leg).

Propulsion: TL 10 four-legged drivetrain with 15 KW motive power.

Power: TL 10 small fusion plant with 15 KW output, innate fuel lasts 20 years. Rechargeable power cell with 10 KWH capacity.

Accommodations: One external seat, saddle-shaped.

Crew Requirements: Driver.

Accessories: TL 10 tactical radio with 5000 mile range (for contact with mother ship), mini-ladar, short range multiscanner, mini-ALLTV, sound detector, laser rangefinder, basic IR cloaking, basic sound baffling, Concealed

Weapons: TL 10 Hand Stunner, TL 10 Heavy Blaster, TL 10 microframe (complexity 6, Sentient), programs, including, but not limited to, Autonomous Operation, Computer Navigation, Database (5 gigs of planetary data), Datalink, Melee, Routine Operation, Targeting (complexity 1, +4), Sensor Operation (complexity 2, skill 15), Gunner (skill 14), Tactical Vehicle Operation, and Personality Simulation (complexity 6). The weapons are not vehicular weapons.

Cargo: hidden compartment (2 cf, 120 lbs.), saddlebags, capacity 100 lbs.

Armor: 60 points of bioplastic armor. Heavy hull. F4/20, B4/20, R4/20, L4/20, T4/20, U4/20. Armor does not protect rider.

Options: TL 10 semi-bioplastic shell adds \$4,000 and 20 lbs.

Statistics: Cost: \$258, 500. Design mass 529 lbs., Loaded mass 960 lbs. (.48 tons), Max. Payload 431 lbs., Max Cargo 120 lbs., Current Payload 250 lbs.. Size modifier 0, radar signature 0, IR signature -5, acoustic signature -5.

Ground Performance: Top speed 48 MPH, acceleration 4.5 MPH/s, deceleration 25 MPH/s, MR 1.5, SR 4.

Character Corner

For my contribution to the Crime theme, I have two characters to present. A friend revived a five-year old Thieves World campaign, and I updated my character to 150 points. I also have a mage which I converted from Chivalry and Sorcery. The GM's campaign was a standard fantasy world with genetic mutations thrown in.

Kabrah Blackwind, mercenary-thief, 150 points,
Age: 20, 5'10", 155 lbs., fair complexion, black hair, blue eyes.

ST: 12, **DX:** 15, **IQ:** 13, **HT:** 12
Speed: 6.75, **Move:** 5, **Sprint:** 6
Dodge: 6, **Parry:** 9, **Block:** 8

Advantages: Combat Reflexes, Animal Empathy, Hard to Kill +2, Toughness.

Disadvantages: Sense of Duty: close friends and companions, Enemy (band of brigands, medium size, 6-), Greed, Kleptomania

Quirks: doesn't make friends easily, talks to Moonshadow like a person, howls at the moon with Moonshadow, cynical about the world and people, Trademark: leaves a white feather at the scene of the crime, likes to steal jewelry, likes good food, drink and women (points only taken for five).

Skills: Animal Handling 16, Vet/TL 3 14, Riding 13, Broadsword 16, Shortsword 14, Knife 14, Knife Throwing 14, Blackjack 14, Brawling 15, Crossbow 15, Shield 14, Fast Draw (sword) 14, Fast Draw (knife) 14, Lockpicking 14, Traps 12, Climbing 14, Stealth 15, Shadowing 12, Intimidation 13, Streetwise 13, Survival: Urban 13, Scrounging 13, Area Knowledge (The Maze) 14, Area Knowledge (Sanctuary) 13, Area Knowledge (Rankan Empire) 13, Woodworking (hobby: whittling) 14.

Equipment: cheap thrusting broadsword, small balanced knife, blackjack, crossbow (ST 16), quiver with 10 bolts, goat's foot, small shield, leather helm, heavy leather torso/arm/leg armor, leather gloves, boots, 2 sets lower-class clothing, small pouch with \$70.

History: Kabrah grew up on the streets in the slums of Sanctuary. At a young age, he was assisting in burglaries by squeezing through small windows, climbing down chimneys, and other tasks needing a small person. As a teen, he was in a burglary/mugging gang, doing second-story work and alley-bashing.

On one such burglary job, he got caught by a retired mercenary. The mercenary was going to kill him, but remembered when he was Kabrah's age. Instead, he took Kabrah in and began teaching the only trade he knew: swordsmanship. Kabrah learned quickly, and after a few years, the mercenary found him a guard job. Kabrah moved up to the low-class part of town (as opposed to the slums), once he could afford it.

Unfortunately, the life of crime was too seductive and lucrative. Kabrah began taking guard jobs on caravans, and then robbing them later after learning their routes, routines, and cargoes.

Alternate Earths, cont'd

Towanda!: The early agrarian societies quickly adapted to the incursions of hostile nomadic peoples, thus repelling the invaders and preserving their female-centered civilization. You could go a lot of places from here: amazons in space!; polytheism in a modern setting; a society identical to our own, but with women in the most important roles; several advanced civilizations occupy the middle and near east, and parts of Europe and Africa, while nomads wander most of the rest of the planet.

Republican Wet Dream: Hannibal does not turn around at the gates of Rome, taking it and holding it. Carthage leads the world to new heights of mercantile capitalism that last for two millennia.



Moonshadow, She-Wolf

ST: 9, DX: 14, IQ: 5, HT: 12
Move/Dodge: 9/7, PD/DR: 1/1
Damage: 1d-2 cut, Reach: C
110 lbs.

Kabrah's companion, adapted to individuals and crowds, trained to attack: +1 to hit weapon arm.

Pistol Crossbow

SS 12, Acc +1, ½ Dam ST-5, Max ST
Darts do impaling damage at thrust-1.

Magical Focus

The magical focus is a common theme in many fantasy novels and in mythology. The magic wand, the crystal ball, and conjurer's cauldron are all examples. It can take many forms, but often similar styles of magic user use the same type of focus.

The magical focus can hold a number of spells equal to (some formula). When casting these spells through the focus, the mage gains +1 spell level and -1 fatigue. A focus is specifically tuned to an individual mage, and it cannot be used by another.

A magical focus is made by casting the Focus spell on an appropriate item. This enchantment cannot use Quick and Dirty Enchantment and must be performed by the mage who will use the completed focus.

This spell is based on Michael Cule's Magical Focus spell from his GURPS Harn article in *Roleplayer*.

Kabrah's History, continued:

On one such job, a gang of bandits had the same idea. He escaped into the hills and hid, after several of the other caravan guards had been killed. At night, a hungry she-wolf came into his camp, threateningly desperate. As Kabrah was preparing to fight the animal, he was reminded of his hungry childhood in the slums. He tossed the wolf what was left of his food, which the wolf took and then departed. After starving on forage for a couple of days, Kabrah was discovered by a patrol from the bandits. He was surely dead with four to one odds, until the wolf surprised them all and helped defeat them. Kabrah named her Moonshadow for the moon was full and she appeared as a shadow in the night. She has stayed with him ever since.

Unwin the Warped of the West, mage, 170 points.

Age: 65, looks 35, 6', 180 lbs., pale complexion, short blonde hair, weird black eyes with no white, emotionless expression.

ST: 10, DX: 12, IQ: 16, HT: 10

Speed: 5.5, Move: 5, Sprint: 6

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

Advantages: Infravision, Longevity, Literacy, Wealthy, Magery 2, Status 1.

Disadvantages: Partial amnesia about origins, Ugly appearance because of eyes, Social Stigma: wanderer, Secret Disadvantages (GM determined, 15 points worth +5 points for Secret).

Quirks: likes to freak the mundanes, scars on chest (unknown origin), often lives on the street, wears a panama hat and wrap-around sunglasses, specializes in the theft of magical items.

Skills: Shortsword 12, Knife 12, Knife Throwing 12, Crossbow (pistol) 14, Survival (urban) 15, Riding (horse) 11, Lockpicking/TL3 15, Mathematics 15, Shadowing 15, Camouflage 16, Holdout 16, Scrounging 15, Traps/TL 3 15, Streetwise 15.

Spells (all at 16): Simple Illusion, Illusion Disguise, Sound, Silence, Hush, Mage Stealth, Ward, Counterspell, Dispel Magic, Spell Shield, Scryguard, Magic Resistance, Ignite Fire, Create Fire, Shape Fire, Fireball, Foolishness, Daze, Sleep, Teleport, Detect Magic, Light, Lend ST, Lend HT, Minor Healing, Apportation, Lockmaster, Missile Shield, Locksmith, Wallwalker.

Equipment: silver thrusting shortsword, silver small knife, pistol crossbow (see sidebar), quiver of 10 silver bolts, breastplate with silver inlay, silver-plated pot-helm, black weatherproof sacred square mystic robes (magical focus with Fireball, Sleep, Spell Shield, Missile Shield; see sidebar), boots, panama-style hat, wrap-around sunglasses, small Screaming Pouch with \$300, saddle horse, saddle, bit, bridle, saddle bags, 2 sets middle-class clothing, 11 gems valued at \$1700 (12, 12, 11, 9, 8, 8, 7, 6, 6, 4, 2 carats), 2 ft. string of pearls valued at \$500, Moly amulet (Mind Control), Elixirs (Chiron [3 doses], Bellerophon [3], Paralysis [5], Hector [3], Thanatos [5], unidentified [3]), hilt of a morgul knife.

GURPS Books I'd Like To See

GURPS Tekumel - of course, I'd write it. ☺

GURPS Traveller - well, GDW is going down. It might be for sale.

GURPS Snow Crash

Favorite Movies

The Lion in Winter - excellent depiction of medieval life. You think the Royals have trouble now!

The Seven Samurai - Kurosawa's masterpiece.

Anything by Terry Gilliam.

Favorite Books

Snow Crash

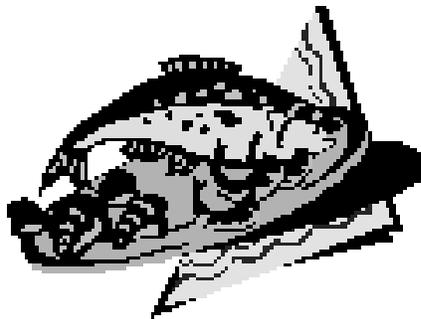
The Moon is a Harsh Mistress

Unwin's History: Unwin woke up about five years ago in the gutter of a city in a feudal nation (make it Megalos if using Yrth). He had no memory of his past. The scars on his chest were fresh wounds at that time. In the intervening years, he has recovered only small fragments of that previous history: magical training in a sort of magical college, some brief childhood memories in a small village he doesn't recognize, mundane interactions with people he doesn't know. No serious clues as to his origins. His memory of the past five years is unimpaired.

He has survived by living on the streets when necessary and thievery when opportune. His tastes run towards magical items, some of which he keeps. He has done quite well lately and rarely wants for much, except real friends.

Unwin has several genetic mutations: his black eyes have no whites and register into the infra-red range of the electromagnetic spectrum, his intelligence is heightened, and he doesn't seem to age very quickly. He obviously doesn't know how old he is and is unaware of this last mutation. He wears the sunglasses to hide his eyes, but likes to take them off at just the right moment to really give people a scare.

Unwin is a sacred square mystic. This type of magic user comes from Chivalry and Sorcery (the most complex, yet most interesting, magic system I've ever seen). They understand the mystical relationship between numbers and the universe, and cast their spells using squares of numbers (kind of like bingo cards). His black robe is covered with various number sequences and mathematical symbols, embroidered in silver thread.



Fan Mail from Some Flounder

Spike Y Jones

I hooted at the Reasons to Get Naked in GURPS Celtic Myth. Congrats on the future new baby thing. Boy, are you going to have fun. I like your closing: "Eris Ignore / Pooh Protect". Good sentiment, that.

Jeff Pfaffmann

Sal was amusing, especially the argument between the goblin and the ochre jelly.

Scott Paul Maykrantz

It took me several times looking at your cover to finally recognize what that thing is actually carrying in that bowl. Yow!

Mister Deep Freeze was twisted. One question: did he have to be 150 points? Seems too much for this type of character.

The Sorcery Cells and Creating Machines section were nicely done. If I do a modern magic campaign

some day (I'd like to), those will definitely be used. Mountain Fauns were also well done. The rest was good too, just not as good.

David Carter

Superspunk is an outstanding background. Wow! The history and the reasons for deliberately destroying the ecosphere were far out. A rich environment to play in.

Michael David, Jr.

The Testament of Diocles is a real nice little item. Why not submit it to *Pyramid*? It'd make a nifty Warehouse 23 article. I liked the Lawrence material. It is amazing what goes on in small town America. I liked linking the Testament of Diocles into it. Nice work.

Did you watch the Planet of the Apes movies when they were on cable last month? It was either TNT or TBS. I suppose you already have them on video tape or laser disc.

Dessert

I'd like to design some vehicles from Snow Crash for next issue, at least a Deliverator and a courier skateboard. There will be more from my 10-year archive of GURPS characters, as well as those translated from other systems. If you'd like to see GURPS Tekumel stuff in next issue, let me know via email (address in my masthead), since the AotA comments won't get in until that issue.