



Uncle Enzo's Cosa Nostra Pizza

Brett Slocum, proprietor

11th Delivery

July 1999

Menu		Appetizer	
Appetizer	1	<p>Whoa! Talk about busy. I've had a big summer just surviving the heat and humidity. I took on the pretty big project of helping SJGames program GURPS into their MOO, Metaverse. So far I've retrofitted an existing virtual pool table to use GURPS skills for playing and added code to increase the player's Pool skill as they practice on the table. I'm now working on the Generic Tavern that will implement the alcohol and drinking rules from GURPS Calahan's Crosstime Saloon and Compendium II. It's good to be MOO-coding again.</p>	
Movie Reviews	1		
Tekumel Campaign	2		
Character Corner	4		

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Movie Reviews

The Mask of Zorro – This movie is a very good rendition of the Zorro story. It posits that any generation will have its Zorro when it needs it. There are two Zorros in this movie. Anthony Hopkins plays the earlier Zorro, a serious defender of the weak. Antonio Banderas plays the later Zorro, a wild rebel who comes to identify with the plight of the poor. The love interest is Catherine Zeta-Jones, whom I've fallen deeply in lust with. She is a dark beauty with a fiery spirit. All three actors put in top-notch performances. A swashbuckler not to be missed. *Highly Recommended.*

Drunken Master - This is the film where Jackie Chan proved his comic genius. As the son of the master of a kung fu school, Jackie gets in trouble for attacking the son of the master of a rival school. His father wants to teach him a lesson, so he calls in his uncle, who is known to be a horrible taskmaster. Jackie runs away to avoid the pain and injury that is sure to follow. Of course, he runs into the man anyway and begins his training in the unusual kung fu style, The Eight Drunken Gods. In the end, he saves the day with this very amusing style. Both Jackie and the old

drunken master are very funny, and you shouldn't miss
this strange kung fu style. *Highly Recommended.*

Tekumel Campaign

I rewrote my GURPS Tékumel article from Pyramid as the first installment of a series of articles for a new Tékumel fanzine called *Seal of the Imperium*. Here are the additions I added for more completeness.

Advantages

Status (p. B16) *Varies*

Social Status is an extremely important and complex subject in Tsolyánu. The influence of clan and lineage determines your place in society. A characters Clan Status and Lineage Status are purchased separately and added together to give the final Social Status.

It is recommended that beginning characters be limited to total Social Status of 4.

Clan Status *5 points/level*

Status	Title
-1	Very Low status Clan
0	Low status Clan
1	Medium status Clan
2	High status Clan
3	Very High status Clan
4	Imperial Clan (Tlakotáni)

Lineage Status *5 points/level*

Status	Title
-1	Very Low status Lineage
0	Low status Lineage
1	Medium status Lineage
2	High status Lineage
3	Very High status Lineage
4	Clan Head (Emperor, if Tlakotáni)

Addiction (p. B30) *Varies*

Almost all the drugs used in the Five Empires are both non-addictive and legal. Two exceptions are Vípu (an addictive, incapacitating narcotic costing 1 to 2 Káitars a day, which is difficult to obtain outside Háida Pakála, worth -10 points), and Zu'úr. Zu'úr is totally addictive and causes the victim to indulge in frenzied feats of sexual athleticism for as long as their strength holds out. Addicts must make Aging

rolls every week. Most addicts are in a coma after three months and die after six months (treated as

Terminally Ill - worth -100 points). Only the highest healing adepts in the temple of Thúmis can cure this addiction at great cost. Therefore, Zu'úr addiction is only suitable for NPCs.

Skills

Combat Skills

Blowpipe (Physical / Hard) *p. B49*

This skill is known by the tribal peoples of M'mórcha and Nmartúsha.

Brawling (Physical / Easy) *p. B50*

This skill is can be learned on the streets or rural villages. The aristocracy feels it is vulgar and ignoble.

Fencing (Physical / Average) *p. B50*

This skill, called *Arruché*, is only taught in the form of "Florentine" fighting with a long sword in one hand and a main gauche in the other. It is a specialty of the duelists of Salarvyá, Pecháno and Háida Pakála, and only taught in those regions.

Judo *p. B51*

No form of Judo is known on Tékumel. Judo is not allowed.

Karate (Physical / Hard) *p. B51*

Two forms of Karate are taught in the Five Empires. They should be treated as separate skills:

Dedarátl is taught by the temples of Thúmis and Keténgku and uses only the hands as weapons, but is otherwise identical to Karate. No kick attacks are taught; use DX-2 or Brawling-2 instead.

Hu'ón, taught by the temples of Ksáru and Grugánu, emphasizes the use of kicks and footwork. The attacker should use his full skill at Hu'ón when attacking (not -2 as with Karate) and may substitute Hu'ón, instead of DX, to see if he lands properly after missing a kick. Although this skill cannot be used to parry, advanced footwork gives a bonus equal to 1/8 of Hu'ón skill (rounded down) to Dodge against

barehanded and thrusting attacks. No bonus is given for swinging or ranged attacks.

Both of these skills are restricted to members of the appropriate temple. Finding a tutor in them outside the temples should be difficult. Members of the assassin clans and the Omnipotent Azure Legion (or the intelligence organizations of other nations) have easy access to such tutors.

Wrestling (Physical / Average) *p. C1136*
No default

This skill, known as *Charáge*, teaches takedowns, pins, holds, and locks in close combat. Wrestling skill can replace DX when used in close combat. Also, add 1/8 of skill to effective ST when attempting a takedown or pin, to grapple, to use an Arm Lock (p. C1165) or to break free (p. B112).

It can be learned from the gladiatorial schools or from private tutors. Members of high status clans consider this skill beneath them. Practitioners of this skill perform in the Hirilákte Arenas and at private parties.

Craft Skills

Mechanic/TL (Mental/Average) *p. B54*
Defaults IQ-5

This skill covers the diagnosis and repair of mechanical problems in machinery. Specialization is required; types include:

- Clockwork and locks
- Primitive machines: siege engines, etc.
- Wagon

The first successful roll can diagnose a problem, while the second successful skill roll can repair it. Familiarity (p. B43) with specific types of machinery within the specialization applies. The GM can give penalties for attempts to fix unfamiliar equipment.

Knowledge Skills

Performance/Ritual (Mental / Average) *p. C1147*
Defaults to IQ-5, Acting-2 or Bard-2

This is the skill of performing a specific religious ritual (wedding, sacrifice, funeral, etc.) in public. Each ritual is a separate skill. Ritual priests in the temples will know the rituals they participate in, even if their part is only a small part of the ritual.

Rituals and Ceremonies (Mental/Hard) *p. C1147*
Defaults to IQ-6

This is the TL0 version of Theology, giving knowledge of religious beliefs, as well as how to

perform the ceremonies. It is known by the tribal peoples of M'mórcha and Nmartúsha and other primitive areas.

Bardic Lore (Mental / Hard) *p. C1146*
Defaults to IQ-6

This skill covers the ability to remember poetry, songs, and stories word for word. The reciters of epic poems, such as the Lament of the Black Wheel, use this skill to memorize thousands of stanzas. This skill does not cover the creation of new songs or poetry; use Musical Instrument or Poetry skills, respectively.

On a successful roll, the piece is accurately remembered. On a failed roll, something was forgotten or garbled. A separate roll on Bard skill is necessary to make the performance good.

Hobby Skills

Games (Mental/Easy) *p. C1146*
Defaults to IQ-5

Examples of games played in Tsolyánu: Daquí, a draughts-like game, Dénden, a board game, Kévuk dice, Tsahl'tén, a gambling game of stick throwing to form called patterns, and Náрку cards. Each game is a separate skill.

If games form a major part of the campaign, or if the character makes a profession out of gambling, this skill should be considered a Professional skill, and should not be purchased at half cost.

Scientific Skills

Engineering (Mental/Hard) *p. B60*
Defaults to appropriate Mechanic specialty-6
Prerequisites vary with specialty

This skill covers the design and construction of complex equipment and structures. Specialization is required; types include:

- Civil: aqueducts, bridges, etc. (no prerequisite)
- Clockwork: (prerequisite: Mechanic)
- Combat/Military: fortifications (no prerequisite)
- Mining and sapping (prerequisite: Geology)

- Primitive machines: siege engines, etc. (prerequisite: Mechanic)

- Wheelwright (prerequisite: Mechanic)
A successful skill roll can diagnose or fix a problem, design a new device, identify strange equipment, or improve a gadget.

Social Skills

Erotic Arts (Physical/Hard) *p. CI159*
Defaults to Acrobatics-5
Prerequisite: Sex Appeal-13

This is the knowledge of advanced sexual techniques. Exact game effects are up to the GM. This skill is highly prized in the temples of Dlamélish and Hriháyel.

New Skills

Apothecary (Mental/Hard) *No default*

This skill covers the preparation of drugs, poisons and chemicals. It includes some Alchemy (p. CI148), Chemistry/TL 3 (p. B60), and Herbarry (p. CI150). Some ingredients are herbal, some chemical. The product may a healing salve, a love potion, or a

deadly poison. The elixirs of Alchemy from GURPS Magic cannot be produced.

Puppet Master Art (Mental / Average) *No default*
Prerequisite: clan member

Puppets are a highly respected art form involving small figures animated by magic. This skill is the art of making a puppet performance beautiful and exciting. It has nothing to do with animating the puppets. That spell will be handled in the Spells section in a later chapter. The only clans that teach this skill are the Society of the Hands Which Are Not Seen and the Clan of Striding Incantation.

Tsahlén Judging (Mental/Hard) *No default*
Prerequisite: clan member

The ability to judge the intricate patterns of this gambling game is highly valued. A successful skill roll will accurately judge whether the player has achieved a given pattern. The Clan of the Balanced Stone is the only provider of Tsahlén judges for the parties of the social elite, and is the only source of training for this skill.

Character Corner

Lorimyr Campaign

Flinders *50 points*

Human mage's apprentice, 5'11", 160 lbs., age: 19. Straight black hair, brown eyes, very plain, fair complexion.

ST: 10, DX: 12, IQ: 13, HT: 10

Speed: 5.5, Move: 5.

Thrust: 1d-1, Swing: 1d

Dodge: 5, Parry: 3, Block: -

Advantages: Magery (+3).

Disadvantages: Appearance: Unattractive, Struggling, Lecherousness, and Unluckiness.

Quirks: Likes to cook, Likes to fish, Naïve, Tells bad jokes (it's cute, not Odious), and Won't drink.

Skills: Cooking/9, Fishing/9, Knife/8, and Staff/7.

Spells: Apportation/14, Curse-Missile/14, Detect Magic/14, Haste/14, Ignite Fire/14, Itch/14, Lend Strength/14, Poltergeist/14, Simple Illusion/14, and Ward/14.

Equipment: 1 Gal wineskin, boots, cloth armor, dagger, large knife, leather jacket, lower-class clothing, small pouch (\$111, 2 gold, gold ring, personal basics), and a staff.

History: Flinders is your typical, struggling mage's apprentice. He's also your typical nineteen-year old male on overactive hormones.

Traveller Campaign

I created the next two characters for a convention demo of GURPS Traveller. I used the original Traveller rules to create the basic character and then translated them to GURPS, embellishing them with more GURPS-like skill selection.

Cadro Blanex**143 points**

Five-term commando, 6'3", 235 lbs., age: 38.
Long blonde hair, blue eyes, short beard.

ST: 12, DX: 14, IQ: 13, HT: 13**Speed: 6.75, Move: 6, Sprint: 9.****Thrust: 1d-1, Swing: 1d+2.****Dodge: 7, Parry: 7, Block: -**

Advantages: Combat Reflexes, Former Rank (+2),
Traveller's Aid Society.

Disadvantages: Bad Temper, Code of Honor (-2),
Overconfidence, Sense of Duty (companions and
squad mates), and Workaholic.

Quirks: pick five.

Skills: Battlesuit/12, Broadsword/13,
Camouflage/12, Carousing/11, Computer
Operation/12, Computer Programming/10, Darts/13,
Demolition/15, Electronics Operation (Sensors)/11,
Fast-Draw (Pistol)/14, Fast-Draw (Rifle)/14, First
Aid/12, Free Fall/14, Gesture (battle signals)/12,
Gunner (Flamer)/14, Gunner (Laser)/14, Guns
(Machine Pistol)/15, Guns (Pistol)/15, Guns
(Rifle)/17, Karate/13, Lifting/10, Mechanic
(ATV)/11, Running/10, Savoir-Faire (Military)/13,
Stealth/14, Survival (forest)/12, and Vacc Suit/12.

Military Career: Marine, 5 terms, 4 terms in
Commandos, Final Rank: O4. Special Assignments:
Commando School twice, Cross-training in Army
Infantry, OCS, and Military Attaché. Decorations: 8
combat service ribbons, 4 combat command ribbons,
4 MCUFs, 2 MCGs, and 2 Purple Hearts.

Equipment: \$20,000, Cutlass, and Pistol.**Charlie Drexel****100 points**

Five term Scout, age: 42.

ST: 10, DX: 13, IQ: 14, HT: 11**Speed: 6, Move: 6.****Thrust: 1d-2, Swing: 1d.****Dodge: 6, Parry: -, Block: -.****Advantages:** Extra Cash (+10) and Scout Ship.

Disadvantages: Bad Sight, Curious (-2),
Migraine (-2) and Overconfidence.

Quirks: pick five.

Skills: Administration/13, Area Knowledge
(Spinward Marches)/14, Astrogration (Jump)/13,

Cartography (TL)/13, Computer Operation/13,
Electronics Operation (Communication)/13,
Electronics Operation (Sensors)/13, Fast-Draw
(Pistol)/13, Fast-Talk/13, First Aid/13, Free Fall/12,
Guns (Pistol)/15, Holdout/14, Mechanic
(Gravitics)/13, Mechanic (Jump Drive)/13,
Mechanic (Life Support)/13, Mechanic (Manuever
Drive)/13, Piloting (Air/Raft)/15, Piloting
(Starship)/15, Planetology/12, Streetwise/15,
Surveying (TL)/12, Tactics (Naval)/15, Vacc
Suit/13 and Xenology/11.

Scout Career: College Honors Grad, Scout, 5
term, all field branches, Bureaucracy, 1 term,
Operations Branch, Final Rank: O2. Two Special
Missions: a Bribery sting operation helping out
Imperial Security, posing as an arms buyer to find
illegal arms trade in the underworld.

Equipment: \$90,000 and Scout Ship.

My players in my GURPS Traveller campaign
created the rest of these characters. They are an odd
lot.

Miles Vihl**102 points**

Bounty hunter, former Imperial army.

ST: 11, DX: 13, IQ: 14, HT: 10**Speed: 5.75, Move: 4.****Thrust: 1d-1, Swing: 1d+1.****Dodge: 5, Parry: -, Block: -**

Advantages: Charisma (+2), Language Talent
(+2), and Legal Enforcement Powers.

Disadvantages: Dwarfism, Overconfidence,
Sense of Duty (-2), Unusual Biochemistry, and
Workaholic.

Quirks: 5 unnamed quirks.

Skills: Acting/12, Administration/13, Area
Knowledge (Depot, Corridor 1511)/13, Area
Knowledge (Depot, Deneb 1613)/13, Area
Knowledge (Domain of Deneb)/13, Area
Knowledge (Domain of Deneb, military)/15, Area
Knowledge (Regina)/13, Armoury (Gauss
weapons)/12, Armoury (Heavy energy
weapons)/12, Armoury (Rifles and handguns)/12,
Battlesuit/14, Beam Weapons (PGMP/FGMP)/14,
Beam Weapons (Pistol)/15, Brawling/12, Computer
Hacking (TL)/12, Computer Operation/14,

Computer Programming/11, Criminology/14, Detect Lies/11,

Diplomacy/13, Electronics Operation (commo)/13, Electronics Operation (computers)/12, Electronics Operation (security systems)/12, Electronics Operation (Sensors)/14, Fast-Draw (Heavy Weapon)/12, Fast-Draw (Pistol)/12, Fast-Talk/14, First Aid/13, Free Fall/13, Gunner (Laser)/13, Guns (Pistol)/17, Guns (Rifle)/14, Guns (Shotgun)/14, Holdout/12, Interrogation/13, Language (Anglic)/16, Language (Deneb, Depot 1613)/14, Language (Vargr)/14, Language (Zhodani)/14, Lockpicking/12, Piloting (high-performance airplane)/11, Piloting (small spacecraft)/13, Piloting (starship)/11, Research/14, Streetwise/14, Tactics/11, Tactics (naval)/9, Vacc Suit/14, and Writing/12.

Asure Skye
Engineer

98.5 points

ST: 9, DX: 12, IQ: 15, HT: 12

Speed: 6, Move: 6

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

Dodge: 6, Parry: , Block:

Advantages: Gadgeteer (Realistic), Manual Dexterity, Mathematical Ability, and Versatile.

Disadvantages: Charitable, Curious/2, Reduced Hit Points (-3) and Trickster.

Quirks: Delusion (believes conspiracy theories), Minor Criminal Record (environmental activist), Odious Personal Habit (cares for annoying animals) and Odious Personal Habit (fanatic macrobiotic).

Skills: Animal Handling/12, Armoury (Personal Arms)/13, Armoury (Ship's Weapons)/13, Artificial Intelligence (TL)/12, Astrogation/13, Biochemistry/11, Brawling/12, Chemistry/13, Computer Operation/14, Computer Programming/15, Conspiracy Theory/11, Demolition/13, Disguise/13, Ecology/12, Electronics/15, Engineer (chemical)/15, Engineer (construction)/15, Engineer (guns)/15, Engineer (mechanical)/15, Engineer (propulsion)/15, Engineer (systems)/15, Engineer (weapons)/15, Fast-Talk/13, First Aid/14, Forgery/12, Free Fall/11, Freight Handling/13, Gunner/9, Holdout/13, Law/12, Mathematics/15, Naturalist/12, Physics/12, Physics (jump)/12, Planetology/13, Politics/13,

Research/13, Scrounging/15, Shadowing/13, Streetwise/13, Teaching/13, Traffic Analysis/12, Traps/14, Vacc Suit/13 and Veterinary/12.

Jeff Nolan

110 points

Medical technician/spy

ST: 10, DX: 13, IQ: 14, HT: 10

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

Speed: 5.75, Move: 5.

Advantages: Charisma/1, Combat Reflexes, Disease-Resistant, and Sanctity.

Disadvantages: Insomniac (-2), Paranoia, and Sense of Duty (Imperium) (-2).

Quirks: Finds the sight of blood distasteful

Skills: Area Knowledge (Lunio Subsector)/13, Area Knowledge (Spinward Marches)/13, Beam Weapons (pistol)/14, Computer Operation/13, Cryptanalysis (TL)/13, Cryptography (TL)/12, Detect Lies/12, Diagnosis/14, Disguise/13, Driving (Ground Car)/12, Electronics Operation (medical)/13, Escape/12, Fast-Talk/13, First Aid/14, Forensics/12, Holdout/12, Intelligence Analysis/12, Language (Anglic)/14, Language (Carsian)/15, Pharmacy/12, Photography/13, Poisons/12, Research/12, Savoir-Faire/14, Scrounging/13, Speed Reading/12, Stealth/13, and Traffic Analysis/12.